Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Chimp on Sat, 16 Feb 2008 21:07:02 GMT
View Forum Message <> Reply to Message

Cabal8616 wrote on Sat, 16 February 2008 08:02MWright967 wrote on Fri, 15 February 2008 18:51Touche' my friend, touche'. However, I wasn't refering to that sandbag, but the one on the right side XP.
Same story still on the right side- You CAN repair it, though I'd have to say it's pretty hard to catch unless you have a nuke beacon advantage skin, or unless the power plant is the only building left.

Although, I think that MW was referring to the place behind those sandbags, not in front. It takes a few extra seconds to get to it, and those extra few seconds are fairly crucial to the survival of the nuke. And as for an orca flying around to detect it... You do realize that unless there are no tanks atall in the field trying to attack the GDI base, an orca will more than likely be busy trying to fend off Nod attacks.

SBH's are good on their own, but best if used in combination with teamates. Get a few SBH's (Repeat- A FEW. Not the whole fucking team.), sneak into the base, and while that's happening, have your Nod buddies be attacking the GDI base. Many people on the GDI team will be too preoccupied fending off the Nod attack to handle some SBH's. Even if there's a few GDI people scanning the base for that SBH, then congrats- The SBH served a purpose. Why? Well, those few people are busy trying to search for said SBH's to be on the frontlines helping their allies. Really, unless there's the same amount of people on GDI trying to take out the SBH's as their are the SBH's themselves, you'll have some form of advantage.

The only time this doesn't work is if the numbers are uneven... Which, in a clanwar, I would doubt would happen very often. I must admit that an SBH's usefulness is lowered quite a bit in an orginized clan war, but it's not "99% useless" as you say.

As I said before, even if there are no SBH's, chances are GDI will fear them being in their base, causing them to be uneasy and have atleast a few people scanning the base. That's a few less people not defending. However, the only way you can actually make this work, is by actually using SBH's once in awhile.. Therefore, if you never use them, the GDI side will catch on to this, and will have more people defending Nod assaults.

And also, if there's two people scanning for 2 SBH's, unless they're not hotwires, chances are the SBH's can rape the hotwires. They have laser rifles, hotwires only have proxy C4's... And if they throw some proxy's down, this'll remove existing proxy's   , which helps, too. Same story with timed C4's. Chances are they're gonna know this, and won't use them. So they'll use pistols instead. Unless the SBH's suck SERIOUS amounts of cock, they should be able to kill the hotwires with ease.

Now, if they ARE infact offensive units, unless it's a unit below 400, they just wasted money trying to kill a 400 credit unit. You said those "400 credits could be used for much better purposes for Nod", right? Same story for GDI, then.

Let use compare the SBH to units that cost 400 and below (Assuming both players are of or around equal skill level).

GDI soldier vs SBH: The laser rifle is a fairly more powerful version of the GDI auto rifle. It does 3 more damage, and though it has half the rate of fire (5 compared to 10) of the auto rifle, it not only has instant hit (400 velocity in Renegade is instant, compared to 350 of the GDI auto rifle), but it also has burn damage. I think burn damage is an extra 10 damage added on. And also, a headshot does 50 damage... So assuming you get lots of headshots (Which is easier thanks to the instant hit part), you're doing 50 damage each. The GDI soldier only has 100 health and 100 armor, so 4 of those, and he's dead. Wheras a headshot with his rifle does 35 damage. SBH has 200 health and 100 armor, so it would take quite a few more headshots to kill the SBH.

GDI Grenadier vs SBH: Grenades are hard to aim with, especially when in a direct battle. An SBH should have little to no trouble killing a grenadier.

GDI Shotgun trooper vs SBH: The shotgun trooper is only good close range, so unless you're in a really tight area (Doubtful, since the area we're talking about isn't that hard to escape from and get on open land), the SBH only has to get within a certain range to rape the shotgunner.

GDI Engineer vs SBH: A worse version of the hotwire, and we've already discussed that an SBH should be able to kill a hotwire.

GDI Officer vs SBH: A better version of the GDI soldier, though the chaingun does 5 damage per bullet instead of 7. Same ROF too. Though, the officer might still be somewhat of a challenge to the SBH, but the SBH SHOULD be able to take care of him. Especially since the SBH still has 50 more health than the officer.

GDI Rocket Soldier Officer vs SBH: Rocket Soldier Officers are known to be just plain terrible. Slow ROF, and even slower missiles make them a pretty bad choice vs like... Anything. Especially an automatic weapon user like the SBH.

Sydney vs SBH: Sydney's not too great- The ROF of the tiberium auto rifle is the same as the SBH's, but the damage is 2 less. This is assuming the projectile actually hits- With a velocity of 100, it's doubtful that the Sydney will get many hits. Though, the tiberium DOT (Damage over time) is pretty good if it does hit, and the explosion has a slight bit of splash radius. It's also pretty good for making a smokescreen I guess, to hamper the SBH's aim. The SBH should still be able to take out the Sydney, though it may be somewhat of a threat if used very well.

Gunner vs SBH: Gunner's actually not too bad thanks to his faster and more damaging rockets. He MIGHT pose a threat to the SBH, though the fact that he's a pretty big target makes him easier to kill. The SBH should be able to steer clear of direct hits with the rocket, though it IS harder to avoid the splash radius. I've not encountered too many Gunners ingame so I can't say. He also costs the same as the SBH, so unless there's an existing gunner on the field (Doubtful as their usefulness is still fairly limited), they just wasted as much money as the Nod guys did.

That's about it. The only things that might pose a threat to the Nod SBH's are the units that cost money. And for GDI, their tanks cost MORE than Nod's tanks. And, if they switch to those characters from whoever they were previously, they just wasted their money on attacking an SBH,

and also wasted their time which could have been used defending the base or helping out in the field.

Even better if you placed the nuke and they switch to a Hotwire from whoever they were that somehow killed the SBH's. They just wasted ATLEAST 500 credits to get rid of the nuke. While getting rid of nukes does give some points, unless it's a really close point battle, chances are it won't make a huge difference. Let's also not forget that the chance of them finding the SBH's, killing them, running to a PT, switching to hotwire, running back to the nuke, and then disarming it are VERY slim.

So, hey, guess what, I just found a pretty big use for the SBH, among quite a few others they have (C4ing snipers on hills, running to the side of a tank then C4ing it then laser rifling it, etc). I highly doubt that's just "1%".

BTW: If you want a perfect example of this, when I was playing Roni's modded server last night, I played 2 maps before leaving: Volcano, and Hourglass. Heres how that "99% useless SBH came in". I was lucky enough to get Nod 2 times in a row.

Volcano: I got an SBH, I went with another 2 SBH's, c4'ed their WF, destroyed it. I then got away without dying, went back, got a nuke, then got another SBH to plant a nuke at their bar while i planted one on the ref. We then had 3 arty's holding down the base with 2 techs supporting so they couldn't stop to repair both nukes, or lose a building to the artys. It was a lose-lose, so my nuke ended up destroying their ref. Now, amazingly, they did pretty much the exact same thing and destroyed 3 out of 4 of our buildings, and they still had their bar and PP. Now this whole time my team is defending their last building, our PP. While they do that, I take run along with my SBH who hasn't died for the ENTIRE GAMe, use my last remaining 1k to buy a nuke, run over, wait till all of their people run for a last siege on the hon, plant a nuke on their ped, and win the game for us all.

Hourglass: We ended up losing this, unfortunately, but this is still a perfect example of how an SBH comes into play. I killed an Engineer, retrieved his remote mines. When the lovely MRL's would come from the sides, I would simply walk behind then, plant two remote mines on them without knowing, ignite them, and BOOM, good bye MRL. I think kill whoever was unfortunate enough to go inside, and rack up huge kills. Want another example? After we destroyed their AGT (they ended up beating us with a ped nuke, ironically), I ran in with my 99% useless SBH, along with my remote mines, planted them on the spawn points, waited till someone spawned, picked an engineer, and once they began to leave, BOOM. Popped them. Grabbed more remote mines. Repeated. I then planted two remote mines on the terminal in the Refinery in which they were respawning, killed one that respawned with my rifle, grabbed another 2 remote mines, placed a total of 4, along with my timed, and began completely molesting the terminal.

99% useless is just plain ignant'.