
Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by [GEORGE ZIMMER](#) on Tue, 19 Feb 2008 18:49:48 GMT
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StarbuzzErr...I got all the balls alright. I would like to see more SBH with the same balls. Agreed, it's tiring seeing everyone being a pussy with SBH's, or they think they're the fucking predator. SBH's are really good units, 'cept people tend not to use them well.

StarbuzzLike kannies mentioned, they are all busy hiding. Instead of SBH, just get Tech/Hottie and repair your team's vehicles. Once I teched 3 arts in CnC_Field in a Public game to retake the field and eventually win. Base destruction is the point of the game...but you are all allowed to "mess around" in characters that have a limited scope of use for your own enjoyment.

Not ALL, but I suppose it depends on who's playing it. And as I said, yeah, if there's arts in the field not being tech'd or not being tech'd enough, go be a tech. It'll help more than an SBH in that type of situation.

However, I resent that statement of you saying they have a limited scope. They can do quite a bit more than you think they can. They're probably one of the very few units who are moderately good vs infantry, vehicles, and bases. Most have a "specialty", and aren't really good at everything, but instead, decent at a few things or very good at one thing.

StarbuzzBy the time a SBH can get enough credits for a Beacon, you could already be killing their base with teched Arts.

Yeah, sometimes, but sometimes a battle calls for tactics that havn't been used. If they can fight off your tech'd arts (Which are quite possible if they have a bunch of meds in the field), you'll need to use something different. The SBH is one of things you can use to change up the battlefield.

StarbuzzUnless the Engi/Hottie is really stupid and standing still, you are gonna have a hard time shooting that pesky noisy slow rifle trying to kill the repairers.

Yeah, I know, but it IS a possibility. A low one, but possible (Not probable, just possible). Mostly the second two examples are what happen.

StarbuzzCabal8616 wrote on Mon, 18 February 2008 05:182: The hotwire/engineer jumps back in the vehicle. Bye bye repairs from them, then.

3: The vehicle turns its attention to you and blows your head off in one shot...there goes your 400 credits. And then attacks your base.

Fixed.

Not neccisarily. If it's an MRLS, they have trouble turning around easily. And if you're to their side, guess what- They turn their nice, wide, and easy to shoot side to your teammates. Making them incredibly easy to hit as compared to if they're hitting them straight on. If it's a med, well, I'll admit that you'll probably have trouble killing it, but there IS such a thing as "dodging the shells". Not THAT hard to avoid a tank. Especially if you can run up to the side and react to any of their movements, and even plant a C4 on it. Chances are, yeah, the hotwire will jump and out get rid of it- But that also means they'll be spending less time repairing the med itself.

Even if they repair a bit of both at the same time, the repairs on the med are still slowed, giving your team a definite advantage.

If it's a mammoth... Well, people rarely use mammoths... And if they do, chances are they're the types of people that think they can win the whole game with an SBH and no coordination with their team. So it'd probably get owned anyways. Also, mammoths are really easy to dodge once you run right up next to 'em, making it even better.
