

---

Subject: Re: Triple sbh - almost guaranteed success  
Posted by [Sniper\\_De7](#) on Thu, 22 Feb 2007 22:29:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The stragedy sucks. If you're in a server of about 20 people, most likely the limit won't be reached, so you are much more useful buying a tank, even if it was larger than 20 people, say 30-40, chances are there's going to be someone hearing if mines blow up, so while the sbh(s) wait/sneak/whatever to actually get 3 people in a building, somehow without anyone on GDI knowing, that's three people who were waiting a good 5 minutes to even get there without seen or whatever. That's three (or more) people, simultaneously doing absolutely NOTHING in the given 5 minutes. That's the difference between a team that buys vehicles - you see, when you buy vehicles you kill their vehicles that would otherwise take the field and win, you also have a viable way of attacking, with just that single unit. With an sbh you can't go around attacking units while you rush their base, you'll get killed, so every little hotwire or whatever you see that might be rushing, you neglect to kill him/her just so that in the case of you shooting at the hotwire, he might mine the tunnels to the point where after you kill the person, you really have no other way to go except around.

Even if it were limit reached on larger servers, it's *\*STILL\** better to have some people repairing tanks. Even yet, it's even more productive to have someone getting a ramjet to help kill MRLS/Arty. Even still yet, it's better to have a raveshaw/pic than it is to have sbh. If you're playing a team that's at least got one half decent person on it, the strategy is terrible.

---