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Subject: Re: Triple sbh - almost guaranteed success  
Posted by [Sniper\\_De7](#) on Sat, 24 Feb 2007 18:58:01 GMT  
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You do remember it was \*I\* who was talking about tactic and strategy and you questioned what my wording of it was, not yours, right? So how can you talk about how your military definition when it was ME who was using tactics/strategy interchangeably. The only reason I was saying that they can be considered the same thing is because you concluded that I don't go to school because the words tactics and strategies are two all completely different things, which ironically is completely false because they can be. So might i point out the irony that you say I don't go to school, yet you're trying to correct me on something I'm right with, and you're wrong? Thank you

Quote:If you're playing a team that's at least got one half decent person on it, the strategy is terrible. - me

Quote:Now, I think you need some schooling in what a tactic is, and what a strategy is.

Tactics are single plans that are organized, and oftenly require pre-battle planning.

Strategy is the plan in whole- A combination of the tactics, and what you use to ultimately gain victory.  
- you

note you telling me that I don't know what the definitions of tactics/strategies are and you're saying they aren't the same thing?

You also said something about 3 people missing/not doing anything for 5 minutes in a 10v10 isn't a big deal - It is.

Also you said it's one of Nod's better tactics - it's not, there are lots of better ones.

I don't know what you're trying to say with the people killing mrls. I don't even think I ever mentioned an MRLS.

The Artillery is much better than the sbh because an artillery can be repaired on the field, and if you get a tech with it, there's few things that can kill an arty alone more so than the tech can repair. Not only that, but the arty obliterates any infantry in the range of which an sbh could reach at least, it also kills vehicles a LOT faster than an sbh could. And they also kill buildings. Which, an sbh alone can't do. Also, what the hell does being easier to spot have to do with anything? the point of buying vehicles is to rush their base and attack the buildings, killing them - the more vehicles a team has the more their chance of winning drastically goes up. I mean it's not like an artillery is the choice of vehicle to solo it up and try and sneak into the base, if that's the sort of tactics you think work, then you have yet to learn more.

The fact of the matter is, is that the people who try to do this stupid strategy, is that they take a good 5-10 minutes doing so. It gives GDI a significant favour in tanks than they already do have.

flame tank rushes are really bad and especially only 4 - if you're going to do a flame tank rush use the limit or do it with stealth tanks, 4 slow flame tanks are useless against a team with vehicles.

oh, and the picture was to cheeky because he's talking about tactic as a verb (what the hell?)

Also, saying something like "just because it's more powerful and more armor doesn't make it better" doesn't mean that it actually IS better. Tell me how something that does the most damage in the game, coupled with someone who would repair it constantly, or, if attacked by any one infantry could easily be over-repaired if the person in the vehicle had a tech. It really doesn't even compare.

The only really worthwhile thing for sbhs is sbh nukes. Why is that better? Because it only takes one to kill a building. You see, it's just not worth it to wait 5 minutes to get one building a group of sbhs may not even destroy because GDI might spot them. You want to gamble your entire team's chances to kill ONE BUILDING? Well, cheers, it really is a good tactic.

Actually, let me just post this and I'll be done with it

Quote: If you meant it sucks in comparison to games with more people, not neccisarily. Sure, larger numbers can make make it better, but it can still work. Again, 3 people missing won't kill ya. Besides, it's definetly better than 3 people in tanks getting killed then giving the enemy points. Yeah, 3 people who just spontaneously die for no reason at all!, I think this one paragraph owns your entire debate because it clearly shows your lack of knowledge of this game. Ask any one who plays for competition. If you want to win a game, this tactic is terrible. That's why i was talking about clanwars. Playing a game where the level of competition is so bad you see people running around in tib sydneyes. IF that's the case, than any coordinated rush would beat a bunch of morons. 20 tib sydneyes would probably win over a team that runs around with sbhs collecting weapons and attempting to kill buildings that are mined/have hotwires in them

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