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Subject: Triple sbh - almost guaranteed sucess

Posted by [DanSolo](#) on Wed, 14 Jul 2004 15:18:01 GMT

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ok, so a sbh is 400 creds, a mrls is 450, and an apc is 500. There is not much difference in cost between those. So while you are still trying to get everyone out of your base/into the gdi base, gdi are on their way to your base with enough engineers in an apc to kill your entire base, or they just buy 4 mrls and kill your entire base. This tactic will only work in a n00b public server, and even if you kill one building, you will still loose 1 or more of your own. Besides 3 artilleries are more effective at defence and attack, and do a sick amount of damage to buildings.

If you hadn't guessed, i more than certain this tactic is useless in a server with half competent players. Although it is a tactic none the less, so fair enough.

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