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Subject: in fact ...

Posted by [ViperFUD](#) on Wed, 14 Jul 2004 18:19:37 GMT

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let me post an advanced strategy.

mahkra and i used to do a 2x SBH rush all the time. we'd lay our c4; i'd step out of the building and shoot another building that was far away, EVA would speak, and mahkra and i would melt the building. on the way back, someone would usually have a MRLS (especially on walls) and we would both line up shots, coordinate, and destroy it in less than 1 clip each.

thus:

mahkra So you get your 2 SBHs, run to the enemy base, kill any MRLSs you pass on the way, and take out the WF. Then there are no more pesky MRLSs or APCs to worry about.

then one day, something magical happened. priest got a chem warrior when mahk and i had SBH's.

let me describe for you the beauty of this. Canyon. priest went into the BAR, threw his c4 on the MCT, and began spraying it. this alerted EVA and all of GDI. mahkra and i went into the WF, and did the SBH thing. when we finished, we went into the bar to help priest finish it off. conclusion: GDI lost 2 buildings in the first 2 minutes of the game. and even if priest had gotten killed (unlikely, due to high levels of n00bery in ren) he would have lost a 150 cr character, gotten the bar low in health, and GDI woulda lost their WF.

in conclusion, 3 SBH is good. 2 SBH and 1 Chem Warrior == cheaper AND better.

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