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Subject: Triple sbh - almost guaranteed success  
Posted by [flyingfox](#) on Wed, 14 Jul 2004 19:07:17 GMT  
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The 2x SBH works in moderately big games, such as your server. The beauty of 3, though, is that they work in large games, even 20 v 20. In a larger game, someone is more likely to hear the sound of you and your buddy's lasers even though you told EVA to alert another building. Then again, this might lead people to think the lasers are coming from the EVA alerted building.

As an added precaution, don't bring more than 4 or maybe 5 SBH. It's easier to be detected that way, and smart GDI players will scan for more. And remember NOT to use your laser rifle if you are seen near the GDI's base. Use your pistol, keep things silent; and if you're good, you can get consistent headshots.

A priceless item to have in these situations is the timed C4 countdown timer. This will greatly help you to know when your C4 is going to go off. Get one here, <http://www.renegadezone.com/ModsIndex/ListMods.asp?StartTitle=C> and enjoy.

Also, dansolo was talking about the GDI getting vehicles at around the same time. Well, SBH are good recon units too. You can easily have a look at whats going on with the GDI without being seen yourself. Then, you tell your team what they're bringing in so your team can be ready for them.

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