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Subject: SBH hunting tactics?

Posted by [flyingfox](#) on Tue, 24 May 2005 10:09:48 GMT

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I agree, they aren't put to proper use. A few of them easily do well against the likes of medium tanks and AP carriers- they will destroy them in under 100 rounds combined. When people nuke with them, they always equip their laser instead of the pistol. thus, if they get spotted they open fire and the sound of their laser attracts all kinds of unwanted attention. Not only that, but people are too scared to lose them (including me if I have hardly any cash, sorry, but I will defend the base).

In hindsight, pointlessly opening fire against a fully healthed tank with a SBH on your own WILL get you killed. I remember some of the earlier times of ren where people would discuss the SBH as being a good unit, but his laser being too crappy. Not true, as the laser headshot does high damage and you'll practically never run out of ammo.

Hunting SBH: I find as a SBH it is soooo easy to avoid being caught, even against people who run around their base spraying it top to bottom. You easily wait till they've stopped spraying one place, move to it then laugh as they spray everywhere else. I think the best way to detect SBH is simply stop them from getting into the base altogether. I have an ingenious tactic for games on C&C Islands... first, mine the tunnel ways and assign a guard to keep reminding. Then buy the scientist of death™ mobius and go to the waterway leading to your base. Stay at your side, but centred, and keep strafing left and right a little. You will cover the whole ground of entry, and see any SBH trying to get in--mobius eats them for dinner. Trust me it works, I've prevented nukes for 20 minutes till the end of the game just doing this. Takes patience though.

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