
Subject: Re: Sour Egg Releases NoFear
Posted by [Blazer](#) on Fri, 19 Jan 2007 06:08:44 GMT
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Sniper_De7 wrote on Thu, 18 January 2007 19:53I would agree there, but knowing if a team has NO sbhs is an advantage that I would put to use. Instead of repairing in the tiberium where I would normally repair if i really needed to, I could instead repair under cover, or just out in the open. The same could be said about knowing if there are any techs left.

Theres no way to tell that there are no SBH's...even if the hand has been gone for 15 mins, there is probably still a few lurking around. I know I love keeping my sbh alive as long as possible when the hand is lost
