
Subject: Re: Triple sbh - almost guaranteed success
Posted by [GEORGE ZIMMER](#) on Fri, 23 Feb 2007 00:32:48 GMT
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Ugh. The purpose is for stealth. Not for "OMG LOL TANK RUSH", because sometimes, a tank rush doesn't always work.

Basicly what you're saying, is infantry are inferior to vehicles. Which just isn't true. I've killed quite a few tanks with just an LCG or a PIC or somesuch.

This tactic is meant for STEALTH. Hence, it using SBH's. A tank rush is so incredibly obvius.

Now, I think you need some schooling in what a tactic is, and what a strategy is.

Tactics are single plans that are orginized, and oftenly require pre-battle planning.

Stratagy is the plan in whole- A combination of the tactics, and what you use to ultimately gain victory.

Now, this (The triple SBH) is a tactic. NOT the strategy.

As for your arguement about tanks being better than infantry, I can safely say, you're wrong. I've won many a game via infantry, SBH's especially.

For example, your Airstrip is destroyed, but your HON is left. What do you do, cry? Nah. Better idea: Get a group of SBH's, leave a few people behind to defend (duh), and try to beacon them. A triple beacon is bound for success. Unless they have 3 hotwires right there and you die the second you plant it, theres a darn good chance you can take out atleast ONE of their buildings.

Which leads me to another point. Let's say, hypotheticly, that tanks are the best. Does that still make this stratagy bad? I think not. You say "this stratagy sucks", yet your only reasoning is "Tanks are better". Again, it's useful in most situations- Even if the enemy has tanks.

If they have MRLS guys pounding your base, I'm sure 3 players that are absent won't destroy your base. If it's a 10 vs 10 game as you stated, it's even EASIER, infact, because 7 people can definetly take out a few MRLS'. Unless they have a 10 person MRLS rush, it will still work.

Now, I have a decent tactic myself which goes along with this. If it's a large server (10 vs 10 or so), heres what you do.

First, this might require it to be later on in the game, but it will work nonetheless.

You'll need some good group coordination, but with a little teamwork, it's gauranteed success.

Get about 4 flame tanks, and 3 SBH's (The people in the flamers can be whatever they want, preferbly tech's). You may think that the flame rush is your main force, but in reality it isn't. Well, it kind of is. But, their main job, is to distract for the SBH's to roll in.

Firstly, you'll need the SBH's to roll in first. This gives some time to gain a bit of money for the flamers incase some people don't have enough money. You'll gain atleast 100 credits by the time they get in position, and this is assuming one or two or even all 3 don't get spotted, so it may take even longer. Hence proving that you need good team coordination. Not including the harvester docking to give more credits.

And no, an APC full of SBH's is NOT stealthy.

The other 3 or so people should stay behind. Remember, this all depends on the amount of people there are on the team, so it requires atleast 9 people to pull it off (If 9 people, try having only 3 flame tanks- Only having ONE person to defend a base is NOT a good idea). However, you pretty much should almost always have 3 SBH's for success. Remember, it's the SBH's that are the priority. It's highly reccomended the SBH's are SKILLED players who know what they're doing. The flamers can be idiots so long as they stay with the group. Of course, the more skilled, the better. I'm sure the flamers will take out a building, or severely damage it. Either way, it'll DEFINETLY distract GDI, if not the entire team.

Now, again, only move the flamers in IF the SBH's are in position. The only exception is if the SBH's are right near the base but can't get in, because the base is heavily guarded or something.

This way, you can move the flamers in, alert them, and they'll drop their guard, so the SBH's can move in.

Now, either the SBH's can have nukes, or just be normal. I reccomend the nukes, but this is riskier if any of the SBH's die. So unless you have like 2,800 credits or so to spend, you can still stick to the normal ones. But, if you do a triple nuke strike, they're totally screwed. At the VERY least, ONE of their buildings will asplode

Again, this strategy takes careful planning, coordination, and most of all, at LEAST 3 skilled players. Hence, it isn't a strategy to be taken lightly. You have to do it right.

And yes, I have used this strategy. It works rather well .

This proves that both tanks AND infantry own .
