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Subject: Re: first of many tactical points...

Posted by [futura83](#) on Sat, 02 Jun 2007 19:56:51 GMT

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IronBalls wrote on Sat, 02 June 2007 14:10puddle\_splasher wrote on Sat, 02 June 2007 04:01Do not buy an SBH and stand around watching as the tank beside you goes into the red. Help out as opposed to observing and laughing because GDI cannot see you but you can see them.

An excellent point that is a part of my in-game creed!

11. If you are SBH, always look for Havocs/Deadeyes and constantly harass them EVEN if you get killed doing so. This will demoralize them and discourage them from going to certain strategic points on the map. This will help your artys and their repairing techs to survive also.

Example: In CnC\_Field, the GDI bunker + top of the waterfalls + the back the 2 trees + top of waterfall among many others is a prime spot for GDI snipers. Find the sniper, aim for the head, watch the crosshair turn red and blow em away!

To add to that:

if you are on a server that will drop the weapon of someone who dies, you suddenly become a massive threat to GDI infantry, since you have a way of one shotting people without them spotting you.

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