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Subject: Re: Sbh`s on no-base map and how to get rid of them

Posted by [kannies](#) on Wed, 20 Feb 2008 08:59:08 GMT

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Cabal8616 wrote on Tue, 19 February 2008 13:02List atleast 10 of them to prove me wrong, then. The ONLY thing I've heard you say is better than buying an SBH, is a technician, which I've not said is completely wrong- I agree, there are many cases which call for a tech over an SBH, but there's also times when an extra technician just won't help enough.

Name a time when a tech wont help? I thought you can never get too many technicians! They repair the base, they repair tanks. A teched arty yes is nearly unstoppable, but get 2 or 3 techs behind that arty, the techs can repair each other when injured.

Maybe repairing tanks doesnt get you that many points or get you an MVP, but if you work as a team and manage to take out the base defenses or some other critical structure, then you have played your part and you can then ego (with SBH if you wish).

SBH do have their uses, but at the beggining of the game, when you have no idea what the enemy will do or what strategy they will play, buying them is usually a waste of time. If you want to coordinate a SBH c4 rush, usually its a good idea to try and discover if they have mined or not. Nothing worse than getting to base, fully mined then you are just 3SBH hanging around being useless.

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