
Subject: Triple sbh - almost guaranteed success
Posted by [flyingfox](#) on Wed, 14 Jul 2004 13:45:31 GMT
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I'm personally seeing a big lack of understanding for this tactic. I often call it out to be used on walls, and sometimes islands. Most people, if not all, ignore you.

Now, let me cycle you back through exactly what this tactic is. 3 people buy stealth elites, and make their way stealthily to the GDI's base. There, they go into an uninhabited structure (often this is done when the enemy has all structures intact) and plant their timed C4s. Remember, a structure has 1000 health, and 1 timed c4 does 400 damage. So, 30 seconds later, KABOOM, and the GDI doesn't know what hit them.

Coming from an experience using this tactic and often organising it, the success rate is some 80%, or even more when the enemy has all structures intact. It works best on C&C Walls. You can't protect every structure with C4, and even if people suspect you'll be doing it, they won't really bother looking for you. If I'm on GDI, I often grab a patch and wait at the main entrance, at one of the corners, usually telling someone else to wait on the other corner. This way, you catch them off guard as they come round the corner. You can also lay some c4 on the entrance, but we all know how much people appreciate that.

Subject: Triple sbh - almost guaranteed success
Posted by [Deathgod](#) on Wed, 14 Jul 2004 14:43:19 GMT
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We've used a different version of this with much success for some time now. Get 3 SBHs, have two go to one building and throw their C4 while the 3rd stands outside and shoots a completely different building (building 2 for the sake of argument), causing EVA to voice a warning. The 2 SBHs inside the building are firing in the meantime, and the building will be dead in about 15-20 seconds. The 3rd SBH has meanwhile placed his C4 on a 3rd building, where the other two SBHs join him to remove it. One SBH can do 15% to a building at the MCT in 20 seconds with his rifle, so 3 of them plus C4 can kill a building in about 30 seconds or so. This is a little riskier than the plan you posted but you're still guaranteed to get at least one building, and possibly two. You'd be surprised how effective the EVA distraction is on many maps.

Subject: Triple sbh - almost guaranteed success
Posted by [DanSolo](#) on Wed, 14 Jul 2004 14:44:31 GMT
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yeah it is an ok tactic, but its a bit of a waste of time, it takes a while to actually organise the people to do it, it takes time to all sneak in. Meanwhile gdi have an apc camping your strip and mammals and meds pounding your buildings=gg

Subject: Triple sbh - almost guaranteed success
Posted by [Deathgod](#) on Wed, 14 Jul 2004 15:03:50 GMT
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You can buy an SBH far before GDI can buy tanks. This is an early game tactic.

Subject: Triple sbh - almost guaranteed success
Posted by [DanSolo](#) on Wed, 14 Jul 2004 15:18:01 GMT
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ok, so a sbh is 400 creds, a mrls is 450, and an apc is 500. There is not much difference in cost between those. So while you are still trying to get everyone out of your base/into the gdi base, gdi are on their way to your base with enough engineers in an apc to kill your entire base, or they just buy 4 mrls and kill your entire base. This tactic will only work in a n00b public server, and even if you kill one building, you will still lose 1 or more of your own. Besides 3 artilleries are more effective at defence and attack, and do a sick amount of damage to buildings.

If you hadn't guessed, i more than certain this tactic is useless in a server with half competent players. Although it is a tactic none the less, so fair enough.

Subject: Triple sbh - almost guaranteed success
Posted by [mahkra](#) on Wed, 14 Jul 2004 16:10:23 GMT
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You're forgetting one thing - SBHs can rape MRLSs. Also, you only need 2 SBH to have a high probability of getting a building. (Same strategy that deathgod mentioned, except one of the SBH in building 1 shoots out the door at building 2. Then after EVA announces the attack, drawing attention away from building 1, both SBH fire away at the MCT.)

So you get your 2 SBHs, run to the enemy base, kill any MRLSs you pass on the way, and take out the WF. Then there are no more pesky MRLSs or APCs to worry about.

Granted this will not work 100% of the time, but it is a VERY effective strategy if used properly. That's really the key to Renegade, though. There's no single UBER strategy. You really just have to know when to use strategy A vs. strategy B.

Subject: Triple sbh - almost guaranteed success
Posted by [kadoosh](#) on Wed, 14 Jul 2004 16:23:45 GMT
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I like the EVA strategy the best. Works on most games at all times. Best to do with a MRL or a Stealth Tank. Fire one at the PP on City, hear EVA then unload on the ref(or other way)

Subject: Triple sbh - almost guaranteed success
Posted by [Alkaline](#) on Wed, 14 Jul 2004 16:38:44 GMT
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Better to do 2 sBH attack instead

Place c4, after 25 secs of placing the c4s both sbh start blasting the mct with lasers, Building dies.

Subject: Triple sbh - almost guaranteed success
Posted by [Deathgod](#) on Wed, 14 Jul 2004 18:08:17 GMT
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DanSolook, so a sbh is 400 creds, a mrls is 450, and an apc is 500. There is not much difference in cost between those. So while you are still trying to get everyone out of your base/into the gdi base, gdi are on their way to your base with enough engineers in an apc to kill your entire base, or they just buy 4 mrls and kill your entire base. This tactic will only work in a n00b public server, and even if you kill one building, you will still loose 1 or more of your own. Besides 3 artilleries are more effective at defence and attack, and do a sick amount of damage to buildings.

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I don't have to waste time "trying to get everyone out of my base" because I say SBH? and everyone says Affirmative, and we go. That takes like 3 or 4 seconds. By the time we get over to the base they might just be rolling the first tank out of the WF, but it's irrelevant because it'll be the last tank they build when we kill the WF and probably the Barracks too.

You're missing the entire point of the rush, though: SBHs can walk into a base and blow up buildings practically undetected, while your arties you speak of will be seen and destroyed before they're able to do much damage if you're playing 'competent' players.

Subject: in fact ...
Posted by [ViperFUD](#) on Wed, 14 Jul 2004 18:19:37 GMT
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let me post an advanced strategy.

mahkra and i used to do a 2x SBH rush all the time. we'd lay our c4; i'd step out of the building and shoot another building that was far away, EVA would speak, and mahkra and i would melt the building. on the way back, someone would usually have a MRLS (especially on walls) and we would both line up shots, coordinate, and destroy it in less than 1 clip each.

thus:

mahkraSo you get your 2 SBHs, run to the enemy base, kill any MRLSs you pass on the way, and take out the WF. Then there are no more pesky MRLSs or APCs to worry about.

then one day, something magical happened. priest got a chem warrior when mahk and i had SBH's.

let me describe for you the beauty of this. Canyon. priest went into the BAR, threw his c4 on the MCT, and began spraying it. this alerted EVA and all of GDI. mahkra and i went into the WF, and did the SBH thing. when we finished, we went into the bar to help priest finish it off. conclusion: GDI lost 2 buildings in the first 2 minutes of the game. and even if priest had gotten killed (unlikely, due to high levels of n00bery in ren) he would have lost a 150 cr character, gotten the bar low in health, and GDI woulda lost their WF.

in conclusion, 3 SBH is good. 2 SBH and 1 Chem Warrior == cheaper AND better.

Subject: Triple sbh - almost guaranteed sucess
Posted by [ViperFUD](#) on Wed, 14 Jul 2004 18:26:07 GMT
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jsut realized something:

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i think he's thinking about a game with 4v4. games with, oh, say 16+ players (what we're used to) must be "n00b public" games. after all, if it's a 4v4 and 3 people leave as SBH's, yeah, i can see that that could be a problem. but if it's say 6v6, and your team is halfway competant, the other 3 (or 4) should beable to handle any rushes no problem.

remeber, to overwhelm a base, you need to have 3x as many attackers as defenders. or 1 FUD member.

Subject: Triple sbh - almost guaranteed sucess
Posted by [flyingfox](#) on Wed, 14 Jul 2004 19:07:17 GMT
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The 2x SBH works in moderately big games, such as your server. The beauty of 3, though, is that they work in large games, even 20 v 20. In a larger game, someone is more likely to hear the sound of you and your buddy's lasers even though you told EVA to alert another building. Then again, this might lead people to think the lasers are coming from the EVA alerted building.

As an added precaution, don't bring more than 4 or maybe 5 SBH. It's easier to be detected that way, and smart GDI players will scan for more. And remember NOT to use your laser rifle if you

are seen near the GDI's base. Use your pistol, keep things silent; and if you're good, you can get consistent headshots.

A priceless item to have in these situations is the timed C4 countdown timer. This will greatly help you to know when your C4 is going to go off. Get one here, <http://www.renegadezone.com/ModsIndex/ListMods.asp?StartTitle=C> and enjoy.

Also, dansolo was talking about the GDI getting vehicles at around the same time. Well, SBH are good recon units too. You can easily have a look at whats going on with the GDI without being seen yourself. Then, you tell your team what they're bringing in so your team can be ready for them.

Subject: Triple sbh - almost guaranteed sucess
Posted by [KIRBY098](#) on Wed, 14 Jul 2004 19:11:05 GMT
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I personally love when a n00b buys a Mammoth on canyon, and is in the pp. Then he comes running from across the map with his free engy, and I kill him and take his mammoth.

Fun had by all.

Subject: Triple sbh - almost guaranteed sucess
Posted by [PiMuRho](#) on Thu, 15 Jul 2004 13:47:37 GMT
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There isn't a PP on canyon....

Subject: Triple sbh - almost guaranteed sucess
Posted by [KIRBY098](#) on Thu, 15 Jul 2004 13:50:27 GMT
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I am thinking of Walls Flying.

Subject: Triple sbh - almost guaranteed sucess
Posted by [Homey](#) on Fri, 16 Jul 2004 04:17:38 GMT
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Bring 3 if the game size is more then 12.

Subject: Triple sbh - almost guaranteed sucess

Posted by [Jzinsky](#) on Sat, 17 Jul 2004 11:06:07 GMT

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Sounds good, but unless you know the people on your team it's hard to instigate, better to do it yourself and rack up some points and fear..

I've done this alone and although I've rarely managed to take a building out, I've knocked half of its armour off and proudly sitting near the top of the rankings, although it doesn't last long

Subject: Triple sbh - almost guaranteed suces

Posted by [Deathgod](#) on Sat, 17 Jul 2004 16:04:18 GMT

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I've done it alone and taken out whole buildings before, it just takes a long time and you have to keep shooting other buildings every 25 or 30 seconds to make EVA fool people.

Subject: Triple sbh - almost guaranteed suces

Posted by [DanSolo](#) on Mon, 19 Jul 2004 14:55:24 GMT

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remeber, to overwhelm a base, you need to have 3x as many attackers as defenders. or 1 FUD member.

No offense intended, but are you seriously telling me that you would try this in a 6v6 clanwar? If so we need a clanwar

Subject: Triple sbh - almost guaranteed suces

Posted by [ViperFUD](#) on Mon, 19 Jul 2004 15:12:48 GMT

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Quote:No offense intended, but are you seriously telling me that you would try this in a 6v6 clanwar? If so we need a clanwar

Actually, i don't know if I'd do this in a 6v6. If mahkra was playing, then I'd do the 2 SBH version for sure.

Of course, these days I wouldn't, not on our server. Cause hotties and techs get shotguns. You can't argue with that.

Edit: Removed an erroneaous automatic tag closing.

Subject: Triple sbh - almost guaranteed suces
Posted by [DanSolo](#) on Mon, 19 Jul 2004 15:15:24 GMT
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ok we can use our server

Subject: Triple sbh - almost guaranteed suces
Posted by [mahkra](#) on Mon, 19 Jul 2004 15:35:34 GMT
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Except I don't have access to my computer for at least the next three months, and I'm not sure Viper would want to try to demonstrate the tactic without me...

(Also, if we played a game specifically to demonstrate this SBH strategy, you'd have to be the most pathetic players ever not to specifically watch for it and defend. And it's really a surprise attack more than anything else, so if you KNOW it's coming, it probably won't work so well...)

Subject: Triple sbh - almost guaranteed suces
Posted by [DanSolo](#) on Mon, 19 Jul 2004 16:00:53 GMT
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ok ok, well we wouldnt be waiting for you, we would be destroying your base already

Subject: Triple sbh - almost guaranteed suces
Posted by [ViperFUD](#) on Tue, 20 Jul 2004 17:11:50 GMT
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DanSolook ok, well we wouldnt be waiting for you, we would be destroying your base already

wait.

when mahkra and i are in your base with SBH's, you think any number of you could get past taskbot, priest, zoogler, rujiel, aplacebo, disposblh, and java (pick 4)?

not likely, friend.

ps. Mahk - register on the FUD forums, dood.

Subject: Triple sbh - almost guaranteed suces
Posted by [DanSolo](#) on Sat, 24 Jul 2004 10:45:37 GMT
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Viper, PM me and we can arrange this match

Subject: Triple sbh - almost guaranteed suces
Posted by [Joe](#) on Wed, 04 Aug 2004 01:01:53 GMT
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i dont think it would work in a clan game but could be usefull in a big one.

Subject: Triple sbh - almost guaranteed suces
Posted by [newcmd001](#) on Tue, 30 Nov 2004 15:28:54 GMT
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Plus, in a big game it does take a bit of luck that people NEVER notice you until you get into a building and begin wreaking havoc...

But still an evil tactic I think many Renegade veterans know its effectiveness, but given not every player in Renegade is competent, few would co-operate, let alone listen to your orders unless they know you well.

Anyhow, I'd be happy to try this out more often with someone else, though.

Subject: Triple sbh - almost guaranteed suces
Posted by [t1000n1](#) on Tue, 30 Nov 2004 21:07:42 GMT
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Ughm. I always mine and stay in base till I can afford a med or pic. I always look at the damage of a building before I go in to repair it in case its a distraction anyways. I have stopped so many sbh rushes like this all the time.

Subject: Triple sbh - almost guaranteed suces
Posted by [Hulkcore](#) on Tue, 07 Dec 2004 01:50:49 GMT
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Even better is when weapon drop is on. Get 2 ppl, have them be engis, blow yourselves up. Buy sbh, pick up remotes. 4 remotes=dead building, no warning.
