Subject: SBH
Posted by trunkskgb on Thu, 30 Jun 2005 22:10:04 GMT
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There's always been constant debate on Stealth Troopers. Yeah, they can be unfair. Especially if GDI has lost there AGT and Guard Towers...unless you got some real teamplayers, your're team is doomed.

Anyway, the other night on a Black Cell server...there was about 2-3 people on NOD cooperating together by throwing a bunch of remote C4's on SBH's. These SBH's were then sneaking up on GDI players and detonating.

Ok, I'm not bitching because it's a tactic, I'm bitching because it's even worse then just a regular SBH. There's really nothing you can do to avoid it unless you got like ESP, and know there comming.

Just thought I'd throw this out there...

Subject: Re: SBH
Posted by danpaul88 on Thu, 30 Jun 2005 22:42:32 GMT
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if there is c4 on an sbh you would see floating c4 walking towards you..thats always a dead giveaway

Subject: Re: SBH
Posted by Chronojam on Fri, 01 Jul 2005 03:59:49 GMT
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You've clearly never encountered them. I have fairly good "There must be an SBH coming" intuition, and they still got me three times or so. It was rather irritating seeing my friends blown up, and not being able to warn them in time.

Subject: Re: SBH
Posted by Aircraftkiller on Fri, 01 Jul 2005 08:33:36 GMT
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Any type of C4 disappears on Stealth Black Hands when they move, or even on any character at all.

Remember, it's Nod, not NOD.

Subject: Re: SBH
Posted by trunkskgb on Fri, 01 Jul 2005 17:41:06 GMT
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That's right you was there Chrono. It WAS irratating.

I've thrown Remotes C4's on my Artillery/MLRS/Orca/Hind and they dissapear on them after awhile.

If I still had my server up, and they did that...I would have kicked them.

The only thing that was funny(just a little bit), was me and jammy still had most kills...until we left lol.

Subject: Re: SBH
Posted by flyingfox on Fri, 01 Jul 2005 22:01:09 GMT
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[quote title=trunkskgb wrote on Fri, 01 July 2005 13:41 me and jammy still had most kills...until we left lol. [/quote]

and there's your problem right there....I think you would solve the problem of being killed by suicide-bombing SBH units if you didn't participate so much in bunny hopping killing sprees like you were doing the other day....which would mean you weren't getting close to the SBH in the tunnels...it's unhealthy to bitch about crap tactics when you use them yourself y'know...so is it ok for me to moan that you used havoc for the entire length of all of the games I played with you, or would that be considered taking the game too seriously.

Subject: Re: SBH
Posted by Chronojam on Sat, 02 Jul 2005 01:56:58 GMT
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Figures you'd have a comment to make. Havoc and mined SBH are both pretty cheap. Is that what has been decided here?

Subject: Re: SBH
Posted by trunkskgb on Sat, 02 Jul 2005 02:18:48 GMT
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He brought up the Havoc. I brought up the SBH. As I stated clearly, I'm not bitching about the tactic, I'm just bitching because it's cheap.

Btw, me and Jammy was both 500$ snipers atm...

Subject: Re: SBH
Posted by Mighty BOB! on Sun, 03 Jul 2005 06:50:28 GMT
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It's quite annoying when they do that. I have a good SBH esp & on CTF servers where SBHs can be bought by both teams, I like to purchase my own & hunt them down. Nothing is better to hunt down an invisible person than another invisible person.

& it can also be frustrating when SBHs plant a beacon once every minute or 2 if its a map with no base defenses or the defenses have been taken out & the team isn't good enough to do SBH sweeps.

But any-who, I think SBHs add an interesting & fun element of gameplay. (When people are not being total n00bs.)

Subject: Re: SBH
Posted by Goztow on Tue, 19 Jul 2005 08:34:17 GMT
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Stealth technology is one of the technologies that makes up for the lighter tanks of Nod. That's just a fact, no matter how you use it.

Now while those three sbh's where fooling around with you, pissing you off probably, the rest of your team had two more persons to go tank rush or whatever. SBH's often are more of a burden to the Nod team than anything else...

Subject: Re: SBH
Posted by Renerage on Wed, 03 Aug 2005 16:19:16 GMT
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Yea i agree its cheap, but not preventable.