
Subject: SBH

Posted by [Poskov](#) on Mon, 21 Sep 2009 13:48:41 GMT

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I've been thinking, why the heck do SBH need to uncloak to shoot their guns.

There's no practical reason.

Their guns aren't powered by their stealth or anything...

This is especially dumb with the silenced pistol.

If you use a silenced pistol, obviously you're trying to be stealthy, so why you uncloak when shooting?

Subject: Re: SBH

Posted by [CarrierII](#) on Mon, 21 Sep 2009 14:02:44 GMT

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Balance? Being shot by someone invisible with a pistol sounds unfair to me.

Subject: Re: SBH

Posted by [Goztow](#) on Mon, 21 Sep 2009 14:39:22 GMT

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Source: planetcnc's C&C encyclopedia:

Quote:Lazarus Shield (Stealth Tank, Stealth Generator)

Cloaking was known to the Soviets in the Great War, and as Nod began its "resurgence" (resurgence since supposedly the sect originated from ancient times) it easily acquired the technology from defectors in the Russian government. Nod had considerable interest in stealth weaponry; as they were essentially terrorists and lacking in infrastructure, the idea of having units or even structures that could evade detection interested them greatly.

Kane took personal interest in this project and set up an elaborate research institution to develop a Stealth Tank. Unfortunately, this large institution was an obvious target and was hit fairly quickly in the first GDI-Nod war. Fortunately for Nod, they were able to escape with the plans and were later able to reacquire the captured prototypes before they were transported to a GDI tech center. Shortly thereafter the first operational units rolled off the production lines at secret Nod-controlled manufacturing plants around the world and were transported to battlefield areas where they were remarkably effective.

The cloak shield depends on mass for operation: the more massive an object, the more energy required to cloak it. There are certain trade-off levels, therefore, that limit applications of the cloak. To cloak a large object, a large power plant was required. Presumably this power plant would also need to be cloaked, adding to the total amount of mass to cloak and requiring a larger power plant, etc. Given limits on power plant efficiency, therefore, the first stealth units were tanks

equipped not with heavy cannons and treads but with light missile launchers (which actually proved more effective than cannons simply because effective ammunition was easier to acquire than tank shells) and wheels.

Stealth Tank

Armor was also sacrificed, but this was to be expected. The "Ezekiel's Wheel", also known as the Stealth Tank, was a revolution on the battlefield. GDI doctrine, which revolved around defending one's base of operations extensively before developing a large tank force to beat the enemy, had great difficulty adapting to Nod's new-found ability to strike deep in its bases with near-impunity. In effect, the Stealth Tank was the pinnacle of the Nod battlefield doctrine of maintaining mobility and striking quickly.

But the heavy tank treads of GDI proved too much for Nod to bear, and the war ended in defeat. However, the stealth technology was never captured nor were its production facilities ever completely destroyed. When the second war came around, GDI, having adapted fairly well to the Stealth Tank, was to be plagued once again by stealth technology. In the effort to more effectively hide its bases, a team of Nod engineers made the simple decision of designing a large-scale cloaking system that was fully capable of cloaking everything within a 200-meter radius. Power requirements were enormous, but power was relatively easy to generate.

Small Nod firebases grew into large Nod installations almost overnight. Building a stealth generator, shutting down power to all other buildings, then putting up additional power plants was a simple solution. To GDI, the small bases seemed to disappear and stay disappeared. Satellite spy operators had bigger things to worry about than the disappearance of small outposts. In this manner, Nod was able to build up a tremendous support network that they did not have in the first war.

Kane derived the name, Ezekiel's Wheel, from the book of the Hebrew Prophet Ezekiel (Bible). It is said and believed by many that the book of Ezekiel is a retelling of an encounter with extra terrestrial life forms and technologies. Ezekiel's Wheel is one such retelling, describing metallic wheel within a wheel structure. Considering that Kane did indeed possess alien technologies, the naming might not be strictly allegorical, or indeed completely without true reason.

It should also be noted that Nod's elite corps, the Black Hand of Nod, has adapted this stealth technology for their own purposes, named Ezekiel's Cape. This smaller version is essentially a combat suit, used by the most competent students of the Black Hand of Nod, themselves the elite of the Brotherhood. This suit cloaked the soldier from sight as well as certain sounds, making them virtually undetectable in combat, except for muzzle flash and other such environmental obstacles to the technology.

Not a very effective combat unit in large scale battles, Nod later utilized that Ezekiel's Cape technology for the Chameleon Spy, creating the penultimate secret operative. So in short: the tank uncloaks to fire because it then needs to address its power levels to fire missiles, rather than to activate the cloaking shield. The SBH cannot fire through their suit because they'd damage it if they did (and probably also for energy related reasons, as the laser technology proly also requires (portable) energy)...

Subject: Re: SBH

Posted by [Reaver11](#) on Mon, 21 Sep 2009 14:55:22 GMT

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I dont think the declocking of an SBH would have to do with the requirement of power for the laserrifle. There are also normal nod officers using it. If I'm correct the stealth concept works because of the bending of light. Probably by firing a gun you would distort this field masifly. Making you look like a big neon sign. Still what if you use a silenced pistol with muzzle supresion or a knife?

(As Carrier said for Ren its obviously the game balance)

Subject: Re: SBH

Posted by [Tupolev TU-95 Bear](#) on Mon, 21 Sep 2009 15:10:38 GMT

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CarrierII wrote on Mon, 21 September 2009 15:02Balance? Being shot by someone invisible with a pistol sounds unfair to me.

being shot by sbh with a 500 sniper is unfair

Subject: Re: SBH

Posted by [Good-One-Driver](#) on Mon, 21 Sep 2009 16:32:35 GMT

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goliath35 wrote on Mon, 21 September 2009 10:10CarrierII wrote on Mon, 21 September 2009 15:02Balance? Being shot by someone invisible with a pistol sounds unfair to me.

being shot by sbh with a 500 sniper is unfair

no its fair... getting shot with a ramjet isnt fair
and when there deploying nuke you wont see were the nuke is being depolyed or where they are if there scoping you

Subject: Re: SBH

Posted by [Jamie or NuneGa](#) on Mon, 21 Sep 2009 16:37:22 GMT

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Good-One-Driver wrote on Mon, 21 September 2009 17:32

when there deploying nuke you wont see were the nuke is being depolyed or where they are if there scoping you

thats a bug... sbh's are meant to uncloak when laying a nuke just as with any of function that uses the fire button.

Subject: Re: SBH

Posted by [ErroR](#) on Mon, 21 Sep 2009 19:40:48 GMT

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Good-One-Driver wrote on Mon, 21 September 2009 19:32goliath35 wrote on Mon, 21 September 2009 10:10CarrierII wrote on Mon, 21 September 2009 15:02Balance? Being shot by someone invisible with a pistol sounds unfair to me.

being shot by sbh with a 500 sniper is unfair

no its fair... getting shot with a ramjet isnt fair

and when there deploying nuke you wont see were the nuke is being depolyed or where they are if there scoping you

n00bjet again. Thing is that you can't hide with a ramjet for long.

Subject: Re: SBH

Posted by [Sir Kane](#) on Mon, 21 Sep 2009 19:43:01 GMT

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It's a game, cry some more.

Subject: Re: SBH

Posted by [EvilWhiteDragon](#) on Mon, 21 Sep 2009 19:59:12 GMT

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Reaver11 wrote on Mon, 21 September 2009 16:55I dont think the declocking of an SBH would have to do with the requirement of power for the laserrifle. There are also normal nod officers using it. If I'm correct the stealth concept works because of the bending of light. Probably by firing a gun you would distort this field masifly. Making you look like a big neon sign. Still what if you use a silenced pistol with muzzle supresion or a knife?

(As Carrier said for Ren its obviously the game balance)

It is indeed true that a real life variant of it uses reflection of light to "hide" objects. Although that the real life version needs a round ring of so called meta materials. Even then it is only able to reflect infrared light.

Also it doesn't really hide the object, it just makes the light (and with light also your sight) go around the object instead of against it. To do this the device needs to be circular, which happens to be a not really convenient shape for people or vehicles. While the current method does not require power, it is still far from effective. Even if it would reflect all visible light from all/most angles it would be very fragile, and very visible on radar.

Subject: Re: SBH

Posted by [GEORGE ZIMMER](#) on Mon, 21 Sep 2009 20:53:00 GMT

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I guess we should also let the spy in TF2 never uncloak when killing people.

Sounds fair.

Subject: Re: SBH

Posted by [IronWarrior](#) on Tue, 22 Sep 2009 10:36:33 GMT

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I wish we had Stealth Nuclear Beacons.

Subject: Re: SBH

Posted by [ErroR](#) on Tue, 22 Sep 2009 11:00:17 GMT

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IronWarrior wrote on Tue, 22 September 2009 13:36 I wish we had Stealth Nuclear Beacons.
DUDE THAT WOULD FUKIG PWN

Subject: Re: SBH

Posted by [Sir Kane](#) on Tue, 22 Sep 2009 11:51:24 GMT

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GEORGE ZIMMER wrote on Mon, 21 September 2009 16:53 I guess we should also let the spy in TF2 never uncloak when killing people.

Sounds fair.

Heavy needs a cloak like that!
