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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.

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