
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 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.

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.
