
Subject: Triple sbh - almost guaranteed success
Posted by [DanSolo](#) on Mon, 19 Jul 2004 14:55:24 GMT
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ViperFUDjsut realized something:

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.

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 competent, the other 3 (or 4) should be able to handle any rushes no problem.

remember, 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
