
Subject: Re: NOD rushes problems(under)

Posted by [m1a1_abrams](#) on Sat, 22 Apr 2006 23:58:04 GMT

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The difference between Sydney and the SBH is that the Laser Rifle hits instantly. The only time Sydney is effective against moving vehicles is at close range, where you are in danger of getting run over anyway. The SBH, on the other hand, can start damaging tanks as soon as it sees them and continue to damage them. When you're on the ridge with an SBH firing down on a tank, you hit them everytime and they can't touch you until they drive all the way up there. Also, you can go invisible before they get close, then reappear somewhere else and keep shooting them.

In combination with Light Tanks/Artillery, Stealth Black Hands can be very frustrating for GDI on Under. You know how the game is pretty much over when one side can get several PICs, or Raveshaws firing down from the ridge? Well you can do the same kind of thing with SBHs, but much earlier in the game (because they cost much less). Also, even though the LCG does more damage to tanks, the ability to become invisible makes the SBH better on Under... when you combine the stealth with the natural cover of the high ground, SBHs can get entrenched up there very early on.
