
Subject: Re: Triple sbh - almost guaranteed success
Posted by [puddle_splasher](#) on Tue, 20 Feb 2007 10:34:06 GMT
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Deathgod wrote on Wed, 14 July 2004 16:43 Get 3 SBHs, have two go to one building and throw their C4 while the 3rd stands outside and shoots a completely different building (building 2 for the sake of argument), causing EVA to voice a warning.

The 2 SBHs inside the building are firing in the meantime, and the building will be dead in about 15-20 seconds.

The 3rd SBH has meanwhile placed his C4 on a 3rd building, where the other two SBHs join him to remove it. One SBH can do 15% to a building at the MCT in 20 seconds with his rifle, so 3 of them plus C4 can kill a building in about 30 seconds or so. You'd be surprised how effective the EVA distraction is on many maps.

The only drawback is that in a game with 40 players, you WILL be over-run by GDI.

BUT!! If you place 3 timed C4 on an MCT, stay silent and hidden then you are generally guaranteed to destroy the building without firing. If you are found! 3 SBH will, in most cases defend the 3 timed C4 until the building is destroyed.

15-20 seconds of firing will definately alert Eva and GDI to your prescence whilst only using 2 SBH. Even if you distact EVA by shooting another building.

Increase your chances, 3 timed on MCT and now shoot the other building as you hear your countdown timer getting louder.

PS. I always mine the base before I get a vehicle. Just in case we get a sneaky attack. That gets done in a 40 player server because no-one else will do it. If the doors are mined then SBH are at a loss. If you blow the mines, I hear it.