
Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by [GEORGE ZIMMER](#) on Tue, 19 Feb 2008 19:59:12 GMT
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SurthTechnician

As I said, yes, there are times the battle calls for technicians, and times when it calls for changes in tactics. Whether you want to beleive it or not, a bunch of tech'd arties<a bunch of tech'd meds. There's just times when it calls for a change in tactics, to suprise the enemy. EVERYONE's going to expect tanks to run up to them and try to take them down. Alot less people will expect an SBH to come and fuck their shit up.

SurthLCG

LCG's are good against tanks, but they cost 50 more, and aren't too great for base assaults. They're good for fending off enemy tanks when you lack an airstrip, though still not excellent. They're also not stealthed like an SBH is.

SurthRaveshaw

Raveshaw costs 1,000, his range isn't that great, and his anti-tank capabilities aren't that great. You'd be better off with an engineer and a light tank/stank. He's also not that great vs infantry, really. Sakura's better vs infantry, or a 500 sniper. Really, he's basically got the same capabilities as an SBH, but he isn't stealthed, and costs 600 more. And for what? 50 more health? Lame.

SurthSakura

Only for taking out orcas and/or infantry. Or point whoring. Otherwise, the 600 you spend isn't really going to help much except perhaps to point whore, which is quite frowned upon in many servers (In publics though I know some of them fix the pointwhoring glitch). For base assault, or taking out tanks or serving as a distraction, they don't compare atall to an SBH. You'd be better off with a tank or LCG for base assault and anti tank.

SurthArts/Flamers/Lights/Stanks (depends on the map, but you'll need 1 or 2 different vehicle types on most maps)

For one, yes, you always need tanks in the field. And also, having 7 arts on the field while not tech'd=fail. I've seen it WAY too many times where everyone thinks spamming arties will win them the game. It doesn't. But yes I do agree, you need some variety in tanks. About 3 arts max while tech'd, and various other tanks to help them (Lights and stanks are preferred, flames are really only good for base assault).

However, if your vehicle limit is full, guess what- This option's fucked. What then? Tech spam? Yeah, if they got havocs to take out your techs, you're screwed. Because everyone's too busy being a tech to clear those havocs, and chances are the havocs aren't dumb enough to stand still and take arty shells to the face. That's DEFINETLY where some SBH's or various other infantry come in handy, to help take out those havocs. They can run up to an infantry, and really, unless they're being shot at, by the time the stealth is visable, you're in range of your laser rifle. One nice thing about Renegade maps is that sniper nests often have multiple points of entry, allowing flank tactics with infantry. Especially useful as an SBH.

I've also seen this many times- Hell, I've even been on the defensive side when the GDI team only used hotwires, MRLS's, and mammoths (which suprisingly didn't die in an instant... and the game

didn't have a time limit so points didn't matter). Guess what I did? Ran through their tank lines with an SBH, and picked off some hotwires. Of course, some of them ran back into the MRLS, but it still helped ALOT. And when they ran back into the MRLS/Mammoth, guess what I did? Laser rifle'd the MRLS's, and even killed a few. I was lucky enough to pick up an LCG after that too, cuz one of my teammates died as an LCG black hand, which allowed me to take out some mammoths, but that doesn't count much here I suppose, seeing as how not every server has weapon drops enabled.

But yeah, long story short, their assault got demolished, with the help of teammates of course. And why did we fend off the attack? Not because of a Raveshaw. Not because of a Sakura. Not because of a technician. Not because of a stank (Airstrip was dead anyways). Not because of an arty (Though there was one helping there). Not because of a light tank. Not because of a flamer. Not because of an LCGer. And not because of the SBH, even. It was because of many of the Nod team pulled together, with the HELP of an SBH, that they held off the rush. Had I been a Raveshaw, Sakura, LCG, or whatnot, I would NOT have been able to get behind enemy lines and take out the hotwires. Infact, if I recall, I only had enough money for an SBH at the time, so the only things I COULD have afforded was a technician or waited some time for an LCG.

SurthYou see, Its just like you have the choice of getting a salary of 2000 Euro or 3000 Euro. The 2000 Euro is the SBH, the 3000 the Vehicle. See, theres just always a better option then buying a SBH. ALWAYS.

A good anology, if it were actually realistic. Naturally, if you had the choice to choose something better, you'd go for it. But for one, you don't always have that choice. In real life, your choices are limited. You're usually limited in money in Renegade anyways, so an SBH is sometimes one of the few units you have.

And also, as I said before, vech limit . That's like saying a nuke is better than a soldier in real life. No fucking shit it's better, but yet we still use infantry and tanks in warfare. Why? For one, much cheaper. For two, many situations do NOT call for a nuke. Example: Clearing out a terrorist camp with hostages. Do we nuke it? No, because it calls for a smaller, specialized task force.

The same can be applied to an SBH over a tank. For one, you can't always build tanks, but let's say you can. Would an untech'd art REALLY help that much? No, you'd need a technician to help out, which really wouldn't do much. Especially vs havocs taking out your hotwires. They'll just instantly kill your art in seconds flat. And let's say you join your tank force up at the front lines. That means the techs there will probably try and repair your art. What then? Well, the untech'd arts are then attacked. The enemy, unless they're braindead, will attack the weakest target. If the techs DON'T repair your otherwise untech'd art, you're fucked. Congrats on wasting 400 credits on an arty, when you could have been an SBH and helped take out havocs. Or even better, congrats on getting your teammates fucked.
