
Subject: Stealth Black Hand

Posted by [delta_sector](#) on Thu, 18 Dec 2003 18:54:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

Affiliation: Black Hand Special Forces (Nod)

Armanent: "Firefly" Laser Rifle

Health: 200

Armour: 100

Cost: 400

Role: A multi-purpose soldier

-Assassin

-Base Infiltration and sabotage

-Beacon Holders

Description: After years of trial and error trying to scale down stealth technology to personnel use, Nod scientists have successfully developed a fully functional device that bends light similar to that of the Nod Stealth Tank. Mercenaries and civilians enlisted to the Black Hand undergo rigorous training and combat simulation. Such people walk like the wind, not to mention theyre highly proficient with weapons that can take down people with great efficiency and stealth.

Advantages:

-You are invisible

-Cost is just 400

-The Laser Rifle has a decent damage on anything whether its vehicles, buildings or personnel.

-burns

-effective when works in a group (of stealth black hands)

Disadvantages:

-The Firefly is too noisy, you can distinguish its sound easily

-crap damage (for me)

-getting near to a person will indirectly reveal your invisibility

-The gun is NOT fully automatic

Comments:

I like this guy the best. I have problems with these characters if im on GDI, very... annoying... its so darned annoying that you have to go to base to safely repair your vehicle.

Subject: Stealth Black Hand

Posted by [Infinint](#) on Thu, 18 Dec 2003 22:21:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

Spam...

These can all go in one litte organized topic like hwo every body else does it

Subject: Stealth Black Hand

Posted by [azngqboy](#) on Sun, 21 Dec 2003 06:00:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

ya this is spam, but if it's here

-it is not crap damage, it does more then assult, and each single bullet does about 80% of the other 450 one. also its good alround combat.

-they are bad in groups higher then 4, 5 is bulky, and ppl like me who shot wild unless friend fire is on, will dectect em good. also infantry WILL see a group of 5 bulked up, they should be in pairs going into the base from different directions.

Also look up the defination of fully-automatic weaponry, im sorry, but its any gun that will continue to shot bullets when the trigger is help, hence automatic, it simple shots slower, like the speed of an UMp in the real world, or like an MP3-5 in the real world, (and the pistol isn't even though u can hold down the button .. hehehe, watch the animations)

Subject: Stealth Black Hand

Posted by [delta_sector](#) on Sun, 21 Dec 2003 14:06:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

azngqboyya this is spam, but if it's here

-it is not crap damage, it does more then assult, and each single bullet does about 80% of the other 450 one. also its good alround combat.

-they are bad in groups higher then 4, 5 is bulky, and ppl like me who shot wild unless friend fire is on, will dectect em good. also infantry WILL see a group of 5 bulked up, they should be in pairs going into the base from different directions.

Also look up the defination of fully-automatic weaponry, im sorry, but its any gun that will continue to shot bullets when the trigger is help, hence automatic, it simple shots slower, like the speed of an UMp in the real world, or like an MP3-5 in the real world, (and the pistol isn't even though u can hold down the button .. hehehe, watch the animations)

hmmmm amen to that.

-I have nothing against what you said

-Whenever I pull off a group of SBH more than 3 and we see an apc towards the base we fire on it =D Well SBH are good for ambushes =D

-well the rate of fire counts =D

Subject: Stealth Black Hand

Posted by [U927](#) on Sun, 21 Dec 2003 16:44:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

SBHs are great for, believe it or not, quick rushes early in the game.

Because each server's starting credits are usually 300 credits. The Nod players just have to wait 50 seconds until they have enough cash to buy the SBH. Four SBHs can sneak into a structure, lay their C4, and watch the fireworks.

Subject: Stealth Black Hand

Posted by [azngqboy](#) on Fri, 26 Dec 2003 04:47:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

ya i use to try to do that alot, but then i realized (which i NEVER TELL PPL) that if yo are GDI in Walls Flying, just SHOTGUN/Granede/Solidger rush (yes its simply a mix rush) and strong arm your opponents, and jump into the HON threw the infanrty ramp, cause they always mine the doors and not the ramp, and not too many ppl know you can jump in threw the ramp! then mass time C4 it, i end up sneaking in as a solidger threw the tunnels ALOT! and score a good 300 points early game, much allows me to buy an orca, or a med tank early game, when ppl are in buggies, and base - mid infantry!

back to SBH, when im in Tunnels, i simply go into the tunnels, and fire on passing vechiles, only mammy's notice, but huvees and APC's which move to fast freak when thier life drains ... lol

Subject: Stealth Black Hand

Posted by [flyingfox](#) on Fri, 26 Dec 2003 15:39:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

You should also train to use your pistol as a Stealth Black Hand. Because of the silencer, you can quick-kill weaker infantry, who are e.g. healing buildings. 5 quick bullets to the head. And they don't do that flop down thing when they're prone and get hit, because they're in an action of using their repair gun. You can get covert kills, and take cover before the enemy even sees where you killed him/her from.

Subject: Stealth Black Hand

Posted by [delta_sector](#) on Sat, 27 Dec 2003 06:21:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

drkhazeYou should also train to use your pistol as a Stealth Black Hand. Because of the silencer, you can quick-kill weaker infantry, who are e.g. healing buildings. 5 quick bullets to the head. And they don't do that flop down thing when they're prone and get hit, because they're in an action of using their repair gun. You can get covert kills, and take cover before the enemy even sees where you killed him/her from.

yeah I find that very weird, pistols+headshot gives you bigger damage than Automatic Rifle+Headshots; It should be the other way around

Subject: Stealth Black Hand
Posted by [flyingfox](#) on Sat, 27 Dec 2003 09:12:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yea, I often find myself favouring the pistol over the laser rifle. It kind of depends on the situation and your opponent. Usually it's best to use the laser on everything, but if your trying to be covert, it's good to be quiet. The lasers good on vehicles though, and it's worth buying a SBH just to combat vehicles.

The only thing risky with pistol-silent kills is that some people may have pistol sound modifications that give em a loud sound like a colt.

Subject: Stealth Black Hand
Posted by [azngqboy](#) on Sun, 28 Dec 2003 20:45:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

the pistol actually use to be stronger, and yes head shots with psitol headl do mroe damge, i use to be able to kill SBH with pistols all the time, my friend and me do alot of 5v5 on lan, and he would tunnel nuke my ass (field) or go into the gap with SBH and nuke, i always killed him with my hotty and difused nuke, now i still can, just harder ... lol

Subject: Stealth Black Hand
Posted by [DragonSniper](#) on Wed, 31 Dec 2003 14:37:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

my opinion on the SBH is they suck no matter who uses them cause they are the weakest and easiest to kill.

snipe ya all later
-JoKeRsHoK

Subject: Stealth Black Hand
Posted by [SuperFlyingEngi](#) on Thu, 01 Jan 2004 02:35:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

You can say that....until they sneak up behind your sniper and stick timed C4 on you and run away.....my personal favorite strategy as NoD on Under

Subject: Stealth Black Hand
Posted by [flyingfox](#) on Thu, 01 Jan 2004 02:42:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Remember, it's Nod, not NoD.

Subject: Stealth Black Hand
Posted by [coolmant](#) on Thu, 01 Jan 2004 12:37:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

The bulk thing is correct, however a mass sbh rush for nuking is always good, but risky. SBH with sniper cover and nuke is always the way to win as well, but that's only if you go infantry.

Subject: Stealth Black Hand
Posted by [azngqboy](#) on Fri, 02 Jan 2004 06:10:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

ya SBH are tuff to sue good, but as said B4, Spawn Weapons and mass C4 works well, yestererday i was playing in a Canyon game, and nod rushed the GDI tib and blow it up with 2 SBH and shotting the MCT, i was a SBH, but i took the long route. Reguardless, games with no defence, it works.

Subject: Stealth Black Hand
Posted by [DragonSniper](#) on Wed, 14 Jan 2004 14:22:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

SuperFlyingEngiYou can say that....until they sneak up behind your sniper and stick timed C4 on you and run away.....my personal favorite strategy as NoD on Under

LMFAO ya right i would love to see a SBH try that on me lol. you must think im a noob or something, only good people can play with that tactic and you cant be that good. only noobs get killed by that tactic. so anytime you think you can stick c4 on my back you go ahead and try it and see if you dont get my bullet in ur head. and further more the SBH IS WEAK AND EASY TO KILL. well thats all i have to say about the SBH for now gotta go.....snipe ya all later :twisted:
- JoKeRsHoK <-----(thats my WOL name if you wanna shot at me engy :twisted:)

Subject: Stealth Black Hand
Posted by [kriegerv](#) on Wed, 14 Jan 2004 15:36:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

You don't use scope Dragonsniper?

Subject: Stealth Black Hand

Posted by [SuperFlyingEngi](#) on Wed, 14 Jan 2004 21:54:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote:LMFAO ya right i would love to see a SBH try that on me lol. you must think im a noob or something, only good people can play with that tactic and you cant be that good. only noobs get killed by that tactic. so anytime you think you can stick c4 on my back you go ahead and try it and see if you dont get my bullet in ur head. and further more the SBH IS WEAK AND EASY TO KILL. well thats all i have to say about the SBH for now gotta go.....snipe ya all later

Wow....can we say overactive ego?

Subject: Stealth Black Hand

Posted by [DragonFg](#) on Thu, 15 Jan 2004 20:09:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

I use the sbh agains veicles cus you can get into a good firing postion before they know you're there. Also, you can chose to fight or flee from infantry, depending on the character and the player. But the main thing they are good for is shooting vehicle from places which the vehicles can't fight back. The SBH carries enough ammo to kill atleast 2 meds.

Subject: Re: Stealth Black Hand

Posted by [TheSkarekrow](#) on Tue, 27 Jan 2004 00:49:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

delta_sectorAffiliation: Black Hand Special Forces (Nod)

Arnament: "Firefly" Laser Rifle

Health: 200

Armour: 100

Cost: 400

Role: A multi-purpose soldier

-Assassin

-Base Infiltration and sabotage

-Beacon Holders

Description: After years of trial and error trying to scale down stealth technology to personnel use, Nod scientists have successfully developed a fully functional device that bends light similar to that of the Nod Stealth Tank. Mercenaries and civilians enlisted to the Black Hand undergo rigorous training and combat simulation. Such people walk like the wind, not to mention theyre highly proficient with weapons that can take down people with great efficiency and stealth.

Advantages:

-You are invisible

-Cost is just 400

-The Laser Rifle has a decent damage on anything whether its vehicles, buildings or personnel.

-burns

-effective when works in a group (of stealth black hands)

Disadvantages:

- The Firefly is too noisy, you can distinguish its sound easily
- crap damage (for me)
- getting near to a person will indirectly reveal your invisibility
- The gun is NOT fully automatic

Comments:

I like this guy the best. I have problems with these characters if im on GDI, very... annoying... its so darned annoying that you have to go to base to safely repair your vehicle.

The propose of this post..being...?

:rolleyes:

Subject: Stealth Black Hand

Posted by [Bidbood](#) on Sun, 21 Mar 2004 17:35:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

i love one thing about SBH the most:

in field, when GDI is camping the hand all the time, the funniest thing to do is get a SBH in the field, wait till someone repairs his tank and steal it. Shoot the camping GDI tanks from behind, works great! they turn around and mostly thing you are gdi aswell and continue again (atleast if it are n00bs camping)

Subject: Stealth Black Hand

Posted by [DragonSniper](#) on Sun, 21 Mar 2004 23:48:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

SuperFlyingEngiQuote:LMFAO ya right i would love to see a SBH try that on me lol. you must think im a noob or something, only good people can play with that tactic and you cant be that good. only noobs get killed by that tactic. so anytime you think you can stick c4 on my back you go ahead and try it and see if you dont get my bullet in ur head. and further more the SBH IS WEAK AND EASY TO KILL. well thats all i have to say about the SBH for now gotta go.....snipe ya all later

Wow....can we say overactive ego?

no super its called knowing that you're better than the queer thats talkin all the crap gotta go.....snipe ya all later :twisted:
