
Subject: Triple sbh - almost guaranteed sucess
Posted by [platehead](#) on Tue, 20 Feb 2007 09:17:19 GMT
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uhhhhh why not... get their weps using that strategy,

then

apc cover nukes XD

Subject: Re: Triple sbh - almost guaranteed sucess
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.

Subject: Re: Triple sbh - almost guaranteed sucess
Posted by [bisen11](#) on Tue, 20 Feb 2007 14:31:27 GMT

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Also, Techy = 350. The base front and tunnel can be finished mining as soon as you get to it with sbh.

Subject: Re: Triple sbh - almost guaranteed sucess
Posted by [dutchduc](#) on Wed, 21 Feb 2007 09:41:19 GMT
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puddle_splasher wrote on Tue, 20 February 2007 05:34 If the doors are mined then SBH are at a loss.

One sbh survives 3 mines, so if there are more mines the first sbh takes out for example 2 mines and steps back.
Then the next sbh takes out the rest of the mines.

So even with a mined building lets say 5 mines per door, its possible to get in.

grtz dutchduc

Subject: Re: Triple sbh - almost guaranteed sucess
Posted by [Sniper_De7](#) on Wed, 21 Feb 2007 11:20:36 GMT
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For every person who buys an sbh a person who bought a vehicle could have replaced them.

Subject: Re: Triple sbh - almost guaranteed sucess
Posted by [Goztow](#) on Wed, 21 Feb 2007 14:11:44 GMT
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Sniper_De7 wrote on Wed, 21 February 2007 12:20 For every person who buys an sbh a person who bought a vehicle could have replaced them.
You also must mean "owned them".

Subject: Re: Triple sbh - almost guaranteed sucess
Posted by [dutchduc](#) on Wed, 21 Feb 2007 15:49:42 GMT
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Sniper_De7 wrote on Wed, 21 February 2007 06:20 For every person who buys an sbh a person who bought a vehicle could have replaced them.

I have no idea what you mean, plz explain?

Subject: Re: Triple sbh - almost guaranteed sucess
Posted by [Spoony](#) on Wed, 21 Feb 2007 16:05:52 GMT
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It means than in 999 out of 1000 situations, a tank will serve you much better than an SBH will.

Subject: Re: Triple sbh - almost guaranteed sucess
Posted by [dutchduc](#) on Wed, 21 Feb 2007 17:15:22 GMT
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MaidenTy1 wrote on Wed, 21 February 2007 11:05It means than in 999 out of 1000 situations, a tank will serve you much better than an SBH will.

Cheers for the explanation. But there is a 8 vehicle limit on most servers.
So I agree with the topic starter, it is a good tactic

Subject: Re: Triple sbh - almost guaranteed sucess
Posted by [puddle_splasher](#) on Wed, 21 Feb 2007 19:56:13 GMT
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dutchduc wrote on Wed, 21 February 2007 03:41
So even with a mined building lets say 5 mines per door, its possible to get in. grtz dutchduc

Indeed it is possible to get in the building.

But try doing it on a full 40 player server ie Noobstories, UN etc and I think you will be hard pushed to succeed but do try as its not impossible.

It is not the first time that I have initiated the same tactic and used the mine blowing (but dont give away all the secrets. Keep in mind that if the mines kill someone you will generally have someone in to remine and discover you, especially when they come charging in with remote C4 in hand.
Boink Boink Boink, 3 dead SBH.

Lastly but most importantly, only try the above tactic when the map has no base defences or the AGT will take you out.

Subject: Re: Triple sbh - almost guaranteed sucess
Posted by [Sniper_De7](#) on Wed, 21 Feb 2007 22:46:08 GMT

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the idea stinks

Subject: Re: Triple sbh - almost guaranteed sucess
Posted by [Crimson](#) on Thu, 22 Feb 2007 10:22:06 GMT

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This was a 3-year-old thread. I split it up.

Subject: Re: Triple sbh - almost guaranteed sucess
Posted by [jnz](#) on Thu, 22 Feb 2007 14:11:50 GMT

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Crimson wrote on Thu, 22 February 2007 10:22This was a 3-year-old thread. I split it up.

why, now know one will know what it is about -.- except flaming this guy that bumped it.

Subject: Re: Triple sbh - almost guaranteed sucess
Posted by [GEORGE ZIMMER](#) on Thu, 22 Feb 2007 16:25:14 GMT

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Yeah, kind of pointless to split it up... Coulda just removed the idiot flame wars... The tactic itself is somewhat intelligent, wheras the idiots posting were not...

Subject: Re: Triple sbh - almost guaranteed sucess
Posted by [puddle_splasher](#) on Thu, 22 Feb 2007 19:23:07 GMT

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Cabal8616 wrote on Thu, 22 February 2007 10:25 The tactic itself is somewhat intelligent, wheras the idiots posting were not...

That is a very impolite way to address the new players that have came to the game. At least give them some assistance and demonstrate to them some understanding of the game as opposed to posting and giving them nothing in return except scorn and ridicule.

Who knows "The Idiots" may end up in your team at some point.

Subject: Re: Triple sbh - almost guaranteed sucess

Posted by [GEORGE ZIMMER](#) on Thu, 22 Feb 2007 19:46:33 GMT

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puddle_splasher wrote on Thu, 22 February 2007 13:23

Who knows "The Idiots" may end up in your team at some point.

That's the point in time when I leave the game

Kidding, but I just meant they were all "NO U", and really just tearing down a good strategy.

Now, in all seriousness, yes, this is a very good tactic. Mostly useful during maps which have 2 or even 3 entry points. Because a group of 3 SBH is a bit easier to spot than a single SBH.

Let's take hourglass for example.

Theres 3 entry points to eachothers bases- This makes for a great tank tactic aswell, but that's not what we're talking about.

Anywho, you'll first want the defenses offline (duh). So sometimes you'll want to not use this tactic THAT early on in the game if there are base defenses. But that's pretty obvious, I suppose.

Now, once the defenses are offline (Or there are none...), have your squad of SBH go out in the different directions, preferably at the same time. You'll want to have to avoid enemies at ALL costs, even though you'll only die, theres still the chance it will alert them that there ARE SBH, and will wake em up and have their base on full alert- Which will totally ruin your entire plan. This is why you have to be as stealthy as possible. Do remember that some players actually LISTEN to footsteps, so keep this in mind when running around.

Of course, if they spot you, it won't do much good crouch walking... So if they do spot you, run. And try to distract their attention and bring them somewhere else, so your fellow 2 SBH can ATLEAST kill another building. As mentioned before, you can STILL kill a building with 2 SBH. 2 c4's and 2 lasers can still take it out. This takes good teamwork though.

I reccomend having a radio command that your squad members will know means "The enemy spotted me!". So tell them beforehand, something like "Enemy spotted!". It may be a bit different than what actually happens (The enemy spotted YOU... Not the other way around), but if your teammates know what it means, it's effective nonetheless.

So, to recap, if attacked, run like hell, and use the "Enemy spotted!" radio command, and run as far away from the building your fellow SBH were at as possible.

Well, that's my 2 cents.

Subject: Re: Triple sbh - almost guaranteed sucess

Posted by [Sniper_De7](#) on Thu, 22 Feb 2007 22:29:30 GMT

The stragedy sucks. If you're in a server of about 20 people, most likely the limit won't be reached, so you are much more useful buying a tank, even if it was larger than 20 people, say 30-40, chances are there's going to be someone hearing if mines blow up, so while the sbh(s)wait/sneak/whatever to actually get 3 people in a building, somehow without anyone on GDI knowing, that's three people who were waiting a good 5 minutes to even get there without seen or whatever. That's three (or more) people, simultaneously doing absolutely NOTHING in the given 5 minutes. That's the difference between a team taht buy's vehicles - you see, when you buy vehicles you kill their vehicles that would otherwise take the field and win, you also have a viable way of attacking, with just that single unit. With an sbh you can't go around attacking units while you rush their base, you'll get killed, so every little hotwire or whatever you see that might be rushing, you neglect to kill him/her just so that in the case of you shooting at the hotwire, he might mine the tunnels to the point where after you kill the person, you really ahve no other way to go except around.

Even if it were limit reached on larger servers, it's *STILL* better to have some people repairing tanks. Even yet, it's even more productive to have someone getting a ramjet to help kill MRLS/Arty. Even still yet, it's better to have a raveshaw/pic than it is to have sbh. If you're playing a team that's at least got one half decent person on it, the strategy is terrible.

Subject: Re: Triple sbh - almost guaranteed sucess
Posted by [puddle_splasher](#) on Fri, 23 Feb 2007 00:03:03 GMT
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Cabal8616 wrote on Thu, 22 February 2007 10:25 wheras the idiots posting were not...

Ahhhh!! Now, we are not idiots, including yourself, that have replied

Your point is basically the same as mine and I did mention the base defences.

A very early tactic, Yeah!! it may work. A very late tactic, Yeah!! it may work to. But will it win a game? In all seriousness? Most likely not as the tanks are now in your base.

Subject: Re: Triple sbh - almost guaranteed sucess
Posted by [GEORGE ZIMMER](#) on Fri, 23 Feb 2007 00:32:48 GMT
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Ugh. The purpose is for stealth. Not for "OMG LOL TANK RUSH", because sometimes, a tank rush doesn't always work.

Basicly what you're saying, is infantry are inferior to vehicles. Which just isn't true. I've killed quite a few tanks with just an LCG or a PIC or somesuch.

This tactic is meant for STEALTH. Hence, it using SBH's. A tank rush is so incredibly obvius.

Now, I think you need some schooling in what a tactic is, and what a strategy is.

Tactics are single plans that are organized, and often require pre-battle planning.

Strategy is the plan in whole- A combination of the tactics, and what you use to ultimately gain victory.

Now, this (The triple SBH) is a tactic. NOT the strategy.

As for your argument about tanks being better than infantry, I can safely say, you're wrong. I've won many a game via infantry, SBH's especially.

For example, your Airstrip is destroyed, but your HON is left. What do you do, cry? Nah. Better idea: Get a group of SBH's, leave a few people behind to defend (duh), and try to beacon them. A triple beacon is bound for success. Unless they have 3 hotwires right there and you die the second you plant it, there's a darn good chance you can take out at least ONE of their buildings.

Which leads me to another point. Let's say, hypothetically, that tanks are the best. Does that still make this strategy bad? I think not. You say "this strategy sucks", yet your only reasoning is "Tanks are better". Again, it's useful in most situations- Even if the enemy has tanks.

If they have MRLS guys pounding your base, I'm sure 3 players that are absent won't destroy your base. If it's a 10 vs 10 game as you stated, it's even EASIER, in fact, because 7 people can definitely take out a few MRLS'. Unless they have a 10 person MRLS rush, it will still work.

Now, I have a decent tactic myself which goes along with this. If it's a large server (10 vs 10 or so), here's what you do.

First, this might require it to be later on in the game, but it will work nonetheless.

You'll need some good group coordination, but with a little teamwork, it's guaranteed success.

Get about 4 flame tanks, and 3 SBH's (The people in the flamers can be whatever they want, preferably tech's). You may think that the flame rush is your main force, but in reality it isn't. Well, it kind of is. But, their main job, is to distract for the SBH's to roll in.

Firstly, you'll need the SBH's to roll in first. This gives some time to gain a bit of money for the flamers in case some people don't have enough money. You'll gain at least 100 credits by the time they get in position, and this is assuming one or two or even all 3 don't get spotted, so it may take even longer. Hence proving that you need good team coordination. Not including the harvester docking to give more credits.

And no, an APC full of SBH's is NOT stealthy.

The other 3 or so people should stay behind. Remember, this all depends on the amount of people there are on the team, so it requires at least 9 people to pull it off (If 9 people, try having

only 3 flame tanks- Only having ONE person to defend a base is NOT a good idea). However, you pretty much should almost always have 3 SBH's for success. Remember, it's the SBH's that are the priority. It's highly recommended the SBH's are SKILLED players who know what they're doing. The flamers can be idiots so long as they stay with the group. Of course, the more skilled, the better. I'm sure the flamers will take out a building, or severely damage it. Either way, it'll DEFINETLY distract GDI, if not the entire team.

Now, again, only move the flamers in IF the SBH's are in position. The only exception is if the SBH's are right near the base but can't get in, because the base is heavily guarded or something.

This way, you can move the flamers in, alert them, and they'll drop their guard, so the SBH's can move in.

Now, either the SBH's can have nukes, or just be normal. I recommend the nukes, but this is riskier if any of the SBH's die. So unless you have like 2,800 credits or so to spend, you can still stick to the normal ones. But, if you do a triple nuke strike, they're totally screwed. At the VERY least, ONE of their buildings will asplode

Again, this strategy takes careful planning, coordination, and most of all, at LEAST 3 skilled players. Hence, it isn't a strategy to be taken lightly. You have to do it right.

And yes, I have used this strategy. It works rather well .

This proves that both tanks AND infantry own .

Subject: Re: Triple sbh - almost guaranteed success
Posted by [Sniper_De7](#) on Fri, 23 Feb 2007 04:14:15 GMT
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No, I know infantry (especially sbhs) are inferior to tanks because if they were good they'd have been useful to use in clanwars. something i highly doubt you've played so i'm assuming the highest level of skill you played is public (If you killed a tank with a laser chain gunner by yourself, it was more the fact that the guy in the tank sucked more than the infantry outperforms the tank.)

Furthermore, tactics and strategies, (or "strategy" for the special) can both be referred to as just a plan, it doesn't have to mean a series of tactics or anything of the like.

Frankly, I don't care if your team won with infantry before. I never said it was impossible to win with just infantry. I mean, for one thing, the other team you faced might not have actually used their tank limit like any good team should. They might have also been really bad players. I mean if a group of good players beat some random people with tib sydneyes would you think I would be wrong to say that tib sydneyes own tanks/bases/earth? The fact is, it is much better to buy a tank in a situation, but i also said that it's better to have a team with more hotwires/techs/ramjets/rave/pic than it would be to have an sbh/whatever else.

As for your hypothetical situation, Yeah that might work if the other team was sitting on their ass

not doing anything.

Quote: Get about 4 flame tanks, and 3 SBH's
Thanks for the laugh.

Subject: Re: Triple sbh - almost guaranteed success
Posted by [Goztow](#) on Fri, 23 Feb 2007 07:54:19 GMT
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If tank limit is reached, a hotwire/technician is often a good choice, as well as PIC/RAVE on base defence maps or -dare I say- a havoc/sakura (ONE, not half the team).

Subject: Re: Triple sbh - almost guaranteed success
Posted by [mrpirate](#) on Fri, 23 Feb 2007 18:59:25 GMT
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Cabal8616 wrote on Thu, 22 February 2007 19:32
Now, I think you need some schooling in what a tactic is, and what a strategy is.

Tactics are single plans that are organized, and often require pre-battle planning.

Strategy is the plan in whole- A combination of the tactics, and what you use to ultimately gain victory.

Main Entry: strategy
Part of Speech: noun
Definition: plan
Synonyms: ..., tactics
Source: Roget's New Millennium™ Thesaurus, First Edition (v 1.3.1)

Subject: Re: Triple sbh - almost guaranteed success
Posted by [Renerage](#) on Sat, 24 Feb 2007 01:43:30 GMT
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I don't think he's far off though.
Wouldn't the tactic be the verb?

For example-

The strategy is a plan, ahead of time usually.
A tactic, is a played out plan.

Subject: Re: Triple sbh - almost guaranteed sucess
Posted by [Sniper_De7](#) on Sat, 24 Feb 2007 03:06:02 GMT
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<http://hometown.aol.com/DPoem/Pics/Stupid.jpg>

Subject: Re: Triple sbh - almost guaranteed sucess
Posted by [GEORGE ZIMMER](#) on Sat, 24 Feb 2007 17:07:48 GMT
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Wow. Was that REALLY neccisary? No, it wasn't. Either post something mature and that relates to this discussion, or just don't post

Now, as I said, it's a tactic you can use, in combination with others. It's not meant to be the ultimate destruction strategy. It's a simple one, but can do quite a bit of damage if used right.

It's like flanking. A well known tactic. Does it blow up an entire base easily? Not neccisarily (Although, 4+ tanks coming from each side in a 10 vs 10 game might...). Does that make it a horrible tactic? No, it doesn't.

For some reason you view this as an awful tactic. It's one of Nod's better ones, and it utilizes their stealth quite well. GDI can't accomplish this, because it's fairly easy to spot an enemy who isn't an SBH in your base. "Element of suprise". Whatever you wish to call it, it can DEFIENTLY throw them off guard even, if not destroy the target building. Sure, maybe it won't work 100% on it's own. That's why, again, it's a tactic, which can be employed with other tactics, hence my example.

I don't see how a flame rush (The numbers were an example if you had about 10 people vs 10 people, they can always vary), and a triple SBH rush needed the "Thanks for the laugh." comment. Again, I have won with this tactic.

You had also stated that it doesn't work in clan games. Was this tactic meant for clan games? I'm pretty sure it wasn't, it was meant for you to use it however. Yes, I did it in a public server. So what? This tactic wasn't meant specifcly for a clan game, and if anything, was more for a public game. Hence, I've used it as such.

Now, in reply to your unchanged attitude of "Tanks are still better" logic, I have a question.

Wouldn't a mobile artilliry (Which costs 50 more than SBH, not a big difference) be a BIT easier spot than an SBH? Yeah, I thought so. Sure, they can do more damage. Doesn't neccisarily mean they're better.

Let's take mammoth tanks for example. They are well armored, have good firepower, and even a health regeneration. Oh my, it must be the BEST tank in existence, isn't it

Really now. Just because something is more powerful and has better armor, doesn't make it the best thing out there. But using your logic of "tanks are still better", the mammoth tank SHOULD be better, seeing as how it can fight pretty much everything

(Please note the sarcasm above in the correct places).

Now, once more, this tactic ISN'T for a great attack that can own everything. Like any strategy or tactic, it has it's flaws. Does it make it horrible? No, it doesn't. Does it suck as you said? Again, no, it doesn't.

Yes, a mine blowing up can usually alert someone that an SBH is there. But I think a tank will alert them more.

If they also have no barracks, then it's DEFINETLY a good attack, because of their lack of hotwires, and then most likely, mines.

Again, theres always the probability that atleast ONE of the SBH's will be killed. Still wise to try NOT to be killed, with any other tactic/strategy, but c'mon- You're GOING to die SOME time...

You also argue that, apperently, if you have 3 SBH's in that base, your base is going to get raped. Ugh. That's why I said that USUALLY 7+ people can stop some MRLS'. If they can't, you REALLY have some major idiots on your team. They can always buy tanks and even go into the field. 3 people missing in a 10 vs 10 game won't kill ya. Now, a small, 5 vs 5 game, yes, I'd be convinced.

I don't know what exactly you meant when you said it's worse in a 10 vs 10 game. Can't tell if you meant because you have less people than a 15 vs 15 game or even 20 vs 20, or if you meant because theres more people than a 5 vs 5 game or so.

If you meant it sucks in comparison to games with less people (Which I highly doubt), then please read my next paragraph.

If you meant it sucks in comparison to games with more people, not neccisarily. Sure, larger numbers can make make it better, but it can still work. Again, 3 people missing won't kill ya. Besides, it's definetly better than 3 people in tanks getting killed then giving the enemy points.

Which brings me to another point. Er, points. Sorry, I can't quite avoid that being a bad pun. Anywho, tanks often give the enemy a lot of points. And if your enemy is smart, especially when they have less points, they'll probobly try to pointwhore and attack your tanks with a ramjet. Yeah, it won't kill em, but it gives them good amounts of points. And infantry, especially when far away, can be difficult to kill unless you're pretty accurate with a tank. Mobile arty's can MAYBE get rid of them, because of splash damage, but ramjets can take them out fairly easy (sadly).

Which brings me to yet another point. Buggy's and mobile arty's are around the same price range (Buggy's of course are less). But, they're not very well armored. And both are easy target for a ramjetter. A light tank is 600 credits- 200 more than an SBH. May not be a HUGE difference, but it

shows that SBH's are a bit cheaper than Nod's average tank.

Your other 2 choices, for the same price as an SBH, or atleast around it are:

Nod buggy- Ok, since when have you EVER seen these around alot? They're about as useful as a chaingun to a mammoth tank when it comes to doing much damage to stuff. Their only use is anti infantry, or getting around fast. Well, the normal westwood maps aren't that big to begin with, so the "fast" part is kinda useless to have. I'd prefer a light tank or something over it. The anti infantry... Yeah, thats alright, but infantry vs infantry compared to buggy vs infantry would be a better choice.

Arty- Yes, this is a good choice, I'll admit. But it doesn't always get the job done. It's good for anti tank, or anti base if used correctly- But it gets killed FAR too easy. It's really only good if backed up by some other tanks such as light tanks or whatever. It isn't your main force, so yeah. A good choice, but it's not so stealthy, and unless you can buy enough artilliry's fast enough, get to their base, get in a position where you won't get killed easy, and can destroy a building, then that's good. But, the problem is, the trip to the base. It's fairly easy to spot 3 arty's, so stealth definetly is out of the question. Not only that, but they're fairly easy to kill, as I had said before. A group of grenadairs can probobly take em out pretty quickly, and arty's aren't the best at avoiding fire due to their slow speed and large size.

The arty choice comes as a good competitor versus the 3 SBH attack. But, it really does depend on the situation.

Again, this isn't meant to be the ultimate destruction tactic. It's just one you can employ when need be. Hence, it takes a good field commander to know when and when not to use it. Just like any other tactic.

Oh yes, let's not forget the use of the thesarus here. Sigh.

Quote:

Main Entry: strategy

Part of Speech: noun

Definition: plan

Synonyms: action, angle, approach, artifice, blueprint, brainchild, craft, cunning, design, game, game plan, gimmick, grand design, layout, maneuvering, method, plan, planning, policy, procedure, program, project, proposition, racket, scenario, scene, scheme, setup, slant, story, subtlety, system, tactics

That's the whole thing. Apperently, a strategy is also a gimmick, a game, a policy, and racket. Oh my, a strategy must wake up the neighbors then!!

Oh, and if you're going to use the dictionary as your facts in this debate...

Dictionary.com In military usage, a distinction is made between strategy and tactics. Strategy is the utilization, during both peace and war, of all of a nation's forces, through large-scale, long-range planning and development, to ensure security or victory. Tactics deals with the use and deployment of troops in actual combat.

Yeah, that's what I was referring to, the military distinction.

The strategy is the big, huge plan, and the tactic is the smaller stuff used in actual combat.

Cookie please

Subject: Re: Triple sbh - almost guaranteed success
Posted by [Sniper_De7](#) on Sat, 24 Feb 2007 18:58:01 GMT
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You do remember it was *I* who was talking about tactic and strategy and you questioned what my wording of it was, not yours, right? So how can you talk about how your military definition when it was ME who was using tactics/strategy interchangeably. The only reason I was saying that they can be considered the same thing is because you concluded that I don't go to school because the words tactics and strategies are two all completely different things, which ironically is completely false because they can be. So might i point out the irony that you say I don't go to school, yet you're trying to correct me on something I'm right with, and you're wrong? Thank you

Quote:If you're playing a team that's at least got one half decent person on it, the strategy is terrible. - me

Quote:Now, I think you need some schooling in what a tactic is, and what a strategy is.

Tactics are single plans that are organized, and oftenly require pre-battle planning.

Strategy is the plan in whole- A combination of the tactics, and what you use to ultimately gain victory.
- you

note you telling me that I don't know what the definitions of tactics/strategies are and you're saying they aren't the same thing?

You also said something about 3 people missing/not doing anything for 5 minutes in a 10v10 isn't a big deal - It is.

Also you said it's one of Nod's better tactics - it's not, there are lots of better ones.

I don't know what you're trying to say with the people killing mrls. I don't even think I ever mentioned an MRLS.

The Artillery is much better than the sbh because an artillery can be repaired on the field, and if you get a tech with it, there's few things that can kill an arty alone more so than the tech can repair. Not only that, but the arty obliterates any infantry in the range of which an sbh could reach at least, it also kills vehicles a LOT faster than an sbh could. And they also kill buildings. Which, an sbh alone can't do. Also, what the hell does being easier to spot have to do with anything? the point of buying vehicles is to rush their base and attack the buildings, killing them - the more

vehicles a team has the more their chance of winning drastically goes up. I mean it's not like an artillery is the choice of vehicle to solo it up and try and sneak into the base, if that's the sort of tactics you think work, then you have yet to learn more.

The fact of the matter is, is that the people who try to do this stupid strategy, is that they take a good 5-10 minutes doing so. It gives GDI a significant favour in tanks than they already do have.

flame tank rushes are really bad and especially only 4 - if you're going to do a flame tank rush use the limit or do it with stealth tanks, 4 slow flame tanks are useless against a team with vehicles.

oh, and the picture was to cheeky because he's talking about tactic as a verb (what the hell?)

Also, saying something like "just because it's more powerful and more armor doesn't make it better" doesn't mean that it actually IS better. Tell me how something that does the most damage in the game, coupled with someone who would repair it constantly, or, if attacked by any one infantry could easily be over-repaired if the person in the vehicle had a tech. It really doesn't even compare.

The only really worthwhile thing for sbhs is sbh nukes. Why is that better? Because it only takes one to kill a building. You see, it's just not worth it to wait 5 minutes to get one building a group of sbhs may not even destroy because GDI might spot them. You want to gamble your entire team's chances to kill ONE BUILDING? Well, cheers, it really is a good tactic.

Actually, let me just post this and I'll be done with it

Quote: If you meant it sucks in comparison to games with more people, not neccisarily. Sure, larger numbers can make make it better, but it can still work. Again, 3 people missing won't kill ya. Besides, it's definety better than 3 people in tanks getting killed then giving the enemy points. Yeah, 3 people who just spontaneously die for no reason at all!, I think this one paragraph owns your entire debate because it clearly shows your lack of knowledge of this game. Ask any one who plays for competition. If you want to win a game, this tactic is terrible. That's why i was talking about clanwars. Playing a game where the level of competition is so bad you see people running around in tib sydneyes. IF that's the case, than any coordinated rush would beat a bunch of morons. 20 tib sydneyes would probably win over a team that runs around with sbhs collecting weapons and attempting to kill buildings that are mined/have hotwires in them

Subject: Re: Triple sbh - almost guaranteed sucess
Posted by [mrpirate](#) on Sat, 24 Feb 2007 20:37:31 GMT
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Cabal8616 wrote on Sat, 24 February 2007 12:07Dictionary.com In military usage, a distinction is made between strategy and tactics. Strategy is the utilization, during both peace and war, of all of a nation's forces, through large-scale, long-range planning and development, to ensure security or victory. Tactics deals with the use and deployment of troops in actual combat.

So then strategies don't exist in Renegade. Semantics aside, it's pretty clear you have no idea what you're talking about.
