
Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by [GEORGE ZIMMER](#) on Sun, 17 Feb 2008 11:05:44 GMT
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Surth wrote on Sun, 17 February 2008 05:01 You tell me to play as nod more? I've played probably near to 1000 cw matches, probably more then 100 against teams like SoQ, EF or H2O. There is NO need for SBHs, because they dont dish out much damage, because they are infantry and thus slow, and because the enemy just stomps into your base while you are still walking around.

But even in Publics, most people who buy a SBH just sit on their ass doing nothing for 30 Minutes instead of repairing my arty or buying a light and storming the fucking field. For one, it's somewhat doubtful that having a single (Or two if you go with another SBH) person be the sole key in fending off an entire GDI assault. And yes, we're going to assume that it's the ENTIRE GDI TEAM, because according to you, SBH's are useless, and GDI knows this, so they're all going to attack, right?

Definetly NOT something you should try and, y'know, take advantage of. Let's also not forget that a single person can turn the tide of whole battle when a bunch of tanks are apperently "stomping" your base.