

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Mon, 03 Feb 2003 22:41:00 GMT

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

---

The stealth tank sucks, I have played this game since it came out and my opinion has never changed, they are fun tanks, yes, but they suck and are a rip off. Medium tanks cost 100 dollars less and guess what, if a stealth gets the first shot off and then the medium returns (this is what always happens) the medium will end up winning with about 35% of its armor back. Sydney PICs ALWAYS find you and when they do your dead 90% of the time. Good mammoth drivers will never lose to the stupid ramming stealth tactic, its only because mammoths have big "shoot me" signs on them that stealths win all the time, because they are usually already damaged to about 50-70% of their health when stealths engage them and then the stealth users claim they beat a mammoth. pffff. If a mobius gets near you, say goodbye. Its also awesome how the stealth turret that the bullets come out of points upward, so if a infantry gets next to you, you will never hit it. I have killed stanks in humvees because when I got near them they couldn't hit me, that is ridiculous and imbalanced. If a medium gets you you can't hit them either, but they don't need to since they win so easily. Stanks are pathetic, the only time they are half useful is on acks wonderful map glacier, where there are a lot of large turns where you can run and hide, not little rocks that NEVER work, the splash hits you and you die. Stealth tank needs its cost reduced to 700, giving it more armor could have the bad effect of them being better to rush with than flames, so what needs to be done is a cost decrease so that when a medium beats the tar out of you (even though you used your stealth to get in the first shot) it isn't such a crock. Now the fact that the vehicle limit is reached and the stealth is the same weakness means it will not be overpowered, but at least you won't blow as much money on a tank that really doesn't get the job done. The last factor of the stealths suck is the fact that it has no range, tons of people after winning a battle use the opportunity to hit buildings from far back out of the defenses range. Well guess what, the stealth with that short pathetic range of its cannot do this, so if you use a stank count yourself out as getting good points out of the tank unlike how you can with everything else but the buggy/humvee/apc. If I could request anything from aircraftkiller nowadays it would be to BEG westwood to at LEAST reduce the stealth cost to 800, hopefully reduce it to 700. PLEASE FOR THE LOVE OF GOD SAVE THE STEALTHS.

---