
Subject: Stealth Tanks

Posted by [Anonymous](#) on Sat, 01 Feb 2003 02:37:00 GMT

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quote:Originally posted by Delta_Sector: quote:Originally posted by C4kitty: quote:Originally posted by wrecker_of_havoc:They seem a little useless, dont you think? They are killed at about average ease, their rockets are nothing special, they are perfectly visible unless a) you are blind or b) they're right up against snow or a blue sky. Their range is medium, and they're useless close up (as you can very easily see the shimmer).Are there any strategies with Stealths that make them less useless?N00bHe is asking for TIPS, not negative comments....Stealth Tank is also good for hit-and-run tactics... just stay behind the enemy and dont get too close, as they say.... and be a technician to repair damages.... Sydney(PIC) is very dangerous, it takes 5 shots to destroy it... so take caution... Their missiles are POWERFUL! the stealth tank's missiles can even arc over some obstacles! But sometimes they are inaccurate when the terrain is uneven....Didn't seem like he was asking for tips..... made it sound like he was just making comments about how useless he thought they were.....1. Use their stealth ability.... don't be trigger happy2. Be selective in your target.... pick a target which is not facing you or is shooting at something else already.....3. Attack from behind mainly in the 150-210 degree range.... 0 degrees being straight ahead4. If you are attacking infantry attack with precision..... if you are caught by infantry shoot at the ground around the infantry unit rather than in the body....5. Strength in numbers..... stick around other stanks but don't cluster too much.....6. Don't face off with an apc or free minigunners... they don't do all that much damage but they can light you up like a roman candle.....7. If your enemy backs away count yourself lucky....8. Hide in tiberium fields or around obstacles... keep an obstacle between yourself and the enemy... even though he can't see you, you are still in line of sight and bullets can make you glow....9. If you are a tech with a stank go someplace well hidden to repair..... so as to not to let people know a stank is on the field10. Be smart in the kinds of maps you use stanks on... hourglass is not a map for stanks..... city is... as well as under and islands..... where there are large open areas with pockets of small well hidden spots...11. Beware of flying units..... these have unlimited ammo for the turret and can garnish lots of pts. from you.... as well as lighting you up they do heavy damage in a short amount of time and also have the best view of the field and can pick you out easily even if you are hit but once by an infantrymen's bullets.....12. Beware of your n00bish team mates shooting at you.... freindly fire can make you light up and become visible....13. Don't travel with visible units.... these units will draw fire and will therefore be shot at.... and thus you might be hit and become visible.... a bonus for the people who discover you.....14. Camping for the harv..... don't be so repetitious.... if you keep doing the same thing over and over the enemy will catch on sooner or later.....Those are just some of the various things you should think of when using a stank.... but meh I couldn't be bothered to put down the various other ones..... you'll just have to learn that from experience
