
Subject: Hi, im new

Posted by [Anonymous](#) on Sun, 14 Apr 2002 11:25:00 GMT

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stealth rush doesn't work, because stealths suck at taking out bases, just 1 sydney PIC or a 2 gunners can take out stealths faster then you can snap a finger, same if there is a medium around. Now add that in with flames having twice as much armor and costing 100 less....stealths are definately not worth it for taking out bases over flame tanks. Everyone overrates the getting behind the mammoth tactic, if the mammoth simply tries to turn sideways you aren't able to stay behind them (for some reason half the time the hitbox messes up and you end up DIRECTLY IN FRONT OF THE MAMMOTH) and then those tusk missiles come and your stealth dies in about 3 seconds. Hitting infantry? Only snipers because they are the only ones that stand still and there isn't many snipers around usually. Last thing you want also is to not kill them and have them shooting you causing your tank to de-stealth and end up getting you killed. Currently the stealth is good for nothing really, MLRS missiles track stealths especially, so if they are shooting while you try to sneak in or paranoid your not gonna get too close before your discovered. They can't take any gdi heavy tanks 1 vs 1 or in groups vs groups. They aren't good against infantry because once they are spotted your in big trouble. A skilled humvee driver can kill a stealth 1 vs 1 every time because the stealth has extreme problems shooting stuff thats directly in front of it and directly on its side (ive done it about 20 times and really gotten a lot of people angry). And lastly stealths are not good vs buildings because they are more expensive then flame tanks yet worse against bases because they have less armor and on defence maps its hopeless. Its funny how you can get a stealth into a predicament by placing c4 on it because it will die if it doesn't get it off, so if there is other tanks or soldiers around its doomed. Not the same story with mediums or lights as they can survive a c4.
