
Subject: Stealth tank, the crappy crapulence of crap
Posted by [Anonymous](#) on Thu, 04 Apr 2002 11:41:00 GMT
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If your driving a s-tank there are only so many things you can do.1. Go after structures - thanks to the beta testers the stealth is worthless in this area with its extremely weak armor. Doesn't do very much damage against structures.2. Go after the harv - this is the ONLY thing that the stealth tank excels at over other vehicles3. Go after infantry - good infantry can use their surroundings to their advantage, good infantry can avoid being crushed by moving properly and getting just close enough to the stealth so its missiles can't hit4. Go after tanks - stealth loses 1 vs 1 against mediums easily, if you take an mlrs, good for you, because they are vehicles that must have support so if they don't it doesn't mean you as the stealth did anything right, they as a mlrs did something wrong. If they would have had just a little support your stealth wouldn't be able to do anything.5. What everyone Ive talked to says they are for - hit n run, repair, go back and shoot them somemore, run, repair, repeat.Its overrated and doesn't work in tourneys, theres never 1 tank out there for you to try and maneuver on to get a good shot and then do the tactic whittling them down.When their are more then 1 tank, in fact a couple as their usually is, the hit and run of the stealth tank is WORTHLESS, you will die a couple moments after you de-stealth because the stealth tank lacks not only armor, but it has very little range and its missiles are unpredictable. It doesn't stealth fast enough to aid your escape, but even if it does its so easy to predict where the stank is heading. If there is a sydney PIC anywhere consider yourself screwed. The sydney and the tanks will take EXTREME high priority in targeting your weakly armored, expensive tank once it appears.All your left to do camp in your base, TRYING to inch out and get those missiles to hit. If the enemy tanks aren't at your doorstep, there is still nothing you can do, if you go out of your bases safety into the battlefield you will loose everytime becuae its so easy to spot a stank, you barely have to even be close. Once your spotted its too long a trip to get back to where you can repair.If they have a couple tanks, and you have a couple stanks, because they can't do what they are made for and retreat you will most likely loose most of your stanks even if you match them. The bigger losses will be in the stank drivers hands.If there is a mix of tanks out there, they will still target your stank because its the most expensive yet most weakly armored main attack tank.Worthless, you beta testers that personally ruined this tank will stick by your word, but you weakened this tank a little too much.I did some calculations and found that it really isn't that much of a deal at all.The stealth tank has HALF as much armor as a medium, but only about 30\% more firepower to compensate, Its stealth I believe is what comes with the extra 100 you pay. So wheres the deal?I don't see why its so difficult to understand this, maybe some of you need to really take some time and play some tourneys against people that actually want to make points.
