
Subject: Stealth tank, the crappy crapulence of crap
Posted by [Anonymous](#) on Thu, 04 Apr 2002 06:50:00 GMT

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Yep. The stank rules. You HAVE to know how to use it. It is great for many situations. As for changing the stats, it's near perfect the way it is. In the beta test, we went for a week between patches where Nod almost always won because they'd do 'stank rushes'. Their rockets were too powerful against buildings and they had too much armor. I personally believe WW's intent was that no single vehicle would be most prevalent in any battle. Every vehicle has a practical purpose. You don't use an APC for tank-to-tank combat, why can't the Stank have specific purposes as well? If you don't know how to use a stank, you're better off with a light tank or mobart. The light tank is a great front line tank with excellent armor and decent damage capability. The mobart is weak in armor, but packs a mean punch and should be behind the front lines. Buggies, APC's, Stanks, and Ftanks are specialty vehicles. Nod also has some awesome infantry, so if the tank battle isn't working out too well, grab a black hand laser chain guy, a Raveshaw, or a Mendoza and use the maneuverability to your advantage. [April 04, 2002: Message edited by: Christine Korza]
