
Subject: Stealth tank, the crappy crapulence of crap
Posted by [Anonymous](#) on Fri, 29 Mar 2002 04:09:00 GMT

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

NOW you elaborate!you should've done that in your original post. your points are all valid against good players. the stealth is weak and shouldn't engage in tank warfare. i still say there is a reason to have them though. they are excellent at taking out mrls's or apc/buggies if they get behind them. their inf squishing ability is only good when you catch them from behind or if they're too busy to notice you. they're best used in 1's and 2's to surprise unsuspecting inf or vehicles that wander out alone, or waiting for the harvester to approach. they are indeed limited in scope and should be bought only sparingly. but i've also seen posts by players saying the same thing about mummies and snipers, and i for 1 still want them in the game. like snipers they provide a service to your side and fear element to the other side that wouldn't be there without em...
