
Subject: Hunting the Stealths -> lets make a guide
Posted by [Anonymous](#) on Wed, 27 Mar 2002 07:19:00 GMT
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I am a Stealth, tried and true. You want the low down..here it is.You can see a stealth with all the mentioned above but you can also see a stealth if it is simply near you. Although they appear as that half invisible silhouette...so look closely. Stealth with nukes never use tunnels for this reason. A base with no defences...the stealth will always go for the weapons factory...ALWAYS weapons factory first. This is because GDI's strength is vehicles.If you see a nuke beacon and no one appears to be around...chances are there is a stealth nearby watching you. they usually wait some distance away from the beacon because if infantry is coming to the beacon the stealth will be standing too close to them and be detected. So they usually linger at a wall or rockface quite some distance away...when someone comes nearby they rush forward and go straight for headshots.If you are in a tank...the ability to see a nearby stealth is severely dwarfed...i have been in situations where i am right beside tanks and they have no clue i am there. They get out to repair and I jump in.If your in a vehicle and there is a stealth around you. it is most likely right behind you as the area directly behind the vehicle is out of the drivers field of view. They will usually wait for the driver to get out there.If you are in an MRL and a stealth becomes visible around you. You've been c4'd...get someone to find it or in 30sec the MRL will be blown up.In C&C_CITY: the stealth will go for the power plant and nuke it as soon as he can afford it. If the game starts with 1000 credits I can nuke the GDI plant in under 2 min.Watch out for stealth snipers!! I have a whole topic on this subject in this discussion group. A stealth sniper is a stealth unit that picked up a sniper rifle on a weapon spawn. These guys are deadly to infantry. Especially with the headshots while defending a nuke.I got plenty more but i think i am already too long. Hope this helps.
