
Subject: Re: Buggy can kill mammy

Posted by [Dr. Lithius](#) on Sun, 02 Oct 2005 01:07:56 GMT

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

Sniper_De7 wrote on Fri, 30 September 2005 17:12 How the hell do you kill a stealth tank with a tib sydney without refilling? I think you must be taking credit for other people's work.

It takes 167 Tiberium Auto-Rifle shells and fourty seconds of constant hits to destroy a Stealth Tank. I fail to see why that sounds so unbelievable. I generally don't wander outside our base with these units. I fight stuff that comes into our base. Therefore, there are no Engineers or Technicians to worry about.

On that note, it takes an Engineer 20 seconds to fully repair at Stealth Tank from .25 Health. It takes a Technician 10 seconds. Therefore, you would be quite right if there were either present.

Also. . . It takes 12 shells and thirteen seconds for a Shotgun Trooper to take down an MRLS. Again, only at close-to-point-blank range, under constant damage, and provided you don't die trying. And there's no Engineers around.
