
Subject: Re: Buggy can kill mammy

Posted by [Spoony_old](#) on Sun, 02 Oct 2005 10:55:29 GMT

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I stand by my statement that you play against people who suck.

You said a Tib Sydney can kill a full-health stank in forty seconds. I'll buy that, and it's a lifetime when there are stanks in your base, since one of them kills a building quicker than that.

Stanks may not be the easiest anti-infantry vehicle but in forty seconds you get forty shots, and to not be able to take a tib sydney out with forty stank shots is just... kinda funny. I'd just aim for the Tib Sydney first, take her out in probably 5 shots or 10 at the most, then repair the minimal damage my stank took.

(This is assuming I use stanks which I hardly ever do, since they kinda suck)
