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Subject: wewt!

Posted by [Aspenth](#) on Mon, 03 Mar 2003 01:40:06 GMT

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To answer your questions, Alpha...

1) Only character that can become invisible is Stealth Black Hand, or #6 on the Nod character purchase terminal. He stays invisible until he is hit(doesn't uncloak, just flickers, creating distortions which are easy to see), until he fires, or until he is damaged to the red health area, in which he remains uncloaked until he heals at a PT.

2) Losing your team's Power Plant, in most cases, signifies the end of the game for your side. Only great teamwork can still prevail in such a case. All base defenses go offline(except things like the Turret), which allows SBHs to go on Nuke rushes with ease, character/vehicle prices double, and you now only get \$1 per second instead of \$2 if the Refinery still survives.

3) The flame tank is one of the most effective Nod vehicles in the game. Over time, you'll come to learn about the infamous flame tank rush. It happens in almost every game against GDI on maps with base defenses. Oh, and if you plan on staying within the community, be sure to get in the habit of calling "NOD" Nod. I'm sure some n00b will eventually say it and you'll then learn what happens when you do call it "NOD."

4) Personal choice. GDI is about strength, Nod is about strategy. I personally love the Stealth Tanks, but it takes some skill to use them correctly and effectively, as their health/armor makes them easy targets for GDI.

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