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Subject: Re: Advantages and Disadvantages of Teams

Posted by [Dover](#) on Thu, 31 Jan 2008 02:20:40 GMT

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MWright967 wrote on Wed, 30 January 2008 17:35As for the stealth tanks...Ehm..I'm inclined to agree. Stanks are pretty much crap in my opinion. The ONLY time in which they are good are on big maps with no base defenses. In those cases they are actually great. (EX: Complex)

You're half right. They're good on maps that have enough room to manuever around (City, Volcano, some places in Islands, Mesa, and Canyon). The presence of base defenses doesn't make that much of a difference, since maps with no base defenses tend to have one narrow entrance/exit to a base, and it's kind of hard to miss a bunch of stealth tanks coming in with all the traffic these areas get.

The stank's main use (Besides 1-way suicide rushes) is "ganking" the enemy in the field. 2-3 stanks can stop a rush if they catch it in the field unaware, manuever behind it, and all fire at the same time (Or some similar tactic). The stealth tank is (obviously) stealth. For all you enemy knows, the map is full of them. They could be everywhere. Make use of the advantage, and make them fear the open space.

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