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Subject: Re: Regarding Stealth Tanks

Posted by [liquidv2](#) on Wed, 25 Apr 2012 04:20:32 GMT

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nope; 5 damage to both stanks and meds/mammies/apcs/whatever

and yet for some reason stealth tanks give 22 points per hit, even though they cost far less than a mammoth tank (which only gives 12)

the question is why

i have a theory; anyone else aside from NuneGa have a thought? and has anyone played C&C 1?

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