
Subject: Re: Regarding Stealth Tanks

Posted by [Jamie or NuneGa](#) on Wed, 25 Apr 2012 11:07:41 GMT

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liquidv2 wrote on Wed, 25 April 2012 05:20nope; 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?

My theory was a 1 second answer...

Curious to know yours
