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Subject: Re: Stealth Tanks

Posted by [MyTrust](#) on Sun, 04 Jan 2004 21:30:07 GMT

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Renegod Give me a patch or even cheap sydney and you can say bye bye to your precious stank..... Give me a med and you can kiss your stank good bye if you dare fire.....

-----Comparison - Mobile artillery with Stealth tank. Price - MobArt - 450 bucks Stank - 900 bucks Damage rating vs Tanks Stank wins out ..... just Damage rating vs infantry Who can really check? - they die with basically 1 hit : Building Destruction Time (unrepaired) - MobArt -33 seconds Stealth - 42 seconds Blast radius - Mobile Artillery wins by a mile Range - Mobart - Holy Friggin \*\*\*\*! this thing has got almost unlimited range Stank - You gotta be kidding me! Grenade launchers can do better! Speed - Stealth wins easily. Rate of Fire - Mobart can get off about 2 shots for every stealth round ; Stealth rating - Why did I even bother evaluating this????

-----Conclusion - Why the f\*\*\* did i pay 900 bucks for this junk??-----

A few people may argue oh - but i get to ambush the enemy - OH WOW you got 1 frigging shot off before they found you. Maybe you have only had experiences with n00bs but i must admit i have never ever lost to an stank with my Med. You may say get 3 or 4 stanks. What'll you do when thos patches come prowling around, or the dreaded PIC??? Or even 4 meds could fry a group of stanks Mobile artilleries - ok, say you want an ambush. This is what you do.. Assemble 3 or 4 artilleries on the far side of the map, facing the enemy base entrance. Make sure they are positioned for a quick getaway - their front ends facing your base. Ensure at least 2 techs for support as soon as that frigging med shows its ugly mug - LET ER RIP!! The meds cannot reach you unless they drive through the maelstorm of artillery shells. even if they wanted to they cannot hit you without getting hit by the massive artillery ranges. Note that an artillery and a tech costs as much as a med. and they are easy maintenance. ILL BET YOU NEVER KNEW: A MOBARTILLERY WITH A DEDICATED TECHNICIAN IS IMPOSSIBLE TO DEFEAT. CHECK IT OUT FOR YOURSELF.

sorry for reviving the topic but artilleries are pwned by snipers, stanks are NOT

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