
Subject: Stealth flame tanks and Stealth Med tanks?
Posted by [Alkaline](#) on Fri, 11 Feb 2005 01:44:20 GMT
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I have seen/heard complaints about some way people are getting stealth med tanks and flame tanks, even arties..

Is this something to do with SSAOW? I know it has stealth crate but I was under the impression it made your particular character stealth, does this apply to vehicles also?

Subject: Stealth flame tanks and Stealth Med tanks?
Posted by [zunnie](#) on Fri, 11 Feb 2005 06:10:14 GMT
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If you get a stealth crate, the first vehicle that you buy or enter gets stealthed.

Subject: Stealth flame tanks and Stealth Med tanks?
Posted by [idebo](#) on Fri, 11 Feb 2005 09:06:24 GMT
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I love that, doing it with a APC then fill it, and rush. They never know what hit them.

Subject: Stealth flame tanks and Stealth Med tanks?
Posted by [Spoony_old](#) on Fri, 11 Feb 2005 11:49:33 GMT
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unbalanced as hell... there's a reason the Stank is the only stealthed vehicle... if you notice, without its stealth ability it's a hunk of junk... when you give stealth capabilities to a med, arty, apache... it's just wrong

Subject: Stealth flame tanks and Stealth Med tanks?
Posted by [zunnie](#) on Fri, 11 Feb 2005 11:52:17 GMT
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You can disable Stealth crates in the [Crates] config.
Set Stealth=0 and it wont spawn again, just make sure that the total sum of [Crates] setup is 100.

Subject: Stealth flame tanks and Stealth Med tanks?
Posted by [danpaul88](#) on Fri, 11 Feb 2005 13:38:43 GMT

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i think it makes the game more enjoyable, because if only nod can use stealth units then nod dont have to bother looking out for stealth units, whearas now both teams are as risk from stealth units.

Although i agree stealth meds might be too much of an advantage, maybe you could change it to make vehicles that are stealthed lose some armour and health?

Subject: Stealth flame tanks and Stealth Med tanks?
Posted by [Majiin Vegeta](#) on Fri, 11 Feb 2005 14:45:38 GMT
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fear the Stealth mammoth tank

Subject: Stealth flame tanks and Stealth Med tanks?
Posted by [ghostSWT](#) on Fri, 11 Feb 2005 15:20:59 GMT
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Majiin Vegetafear the Stealth mammoth tank
fear the Stealth transport choppers on walls_flying
and the Stealth Apachy/Orca on city_flying

Subject: Stealth flame tanks and Stealth Med tanks?
Posted by [WNxCABAL](#) on Fri, 11 Feb 2005 15:37:39 GMT
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danpaul88i think it makes the game more enjoyable, because if only nod can use stealth units then nod dont have to bother looking out for stealth units, whearas now both teams are as risk from stealth units.

That is true, but isn't the crate rare? because I don't think that Nod will be expecting a stealth rush unless GDI steal alot of their Stanks, or GDI get very lucky with the crates.
You would be at fear of rushes with alot, but with 1 or 2 hanging around, I think it is unlikely.

Andy

Subject: Stealth flame tanks and Stealth Med tanks?
Posted by [Wyld1USA](#) on Sat, 12 Feb 2005 01:47:20 GMT
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I would vote "yes" to remove the "crate" all together and go back to the money boxes. Just doesn't

feel right and has dramatically changed this game. May as well put all vehicles on the purchase terminals for both sides.

The days of running to the 200 Money Box on Mesa and killing those before you to get it and have an Arti or Mrl out is over. I run up there and see that and bum out. Maybe you get the 255 credits, the GOD character, or possibly an enemy tank, but most of the time you get a buggy or humvee, which can be used, but not the tactic I want to go with.

I watch peeps sit on the crate now just seeing what they get over and over at the beginning of the game.

Sorry, just my opinion, but it has pretty much caused me to stay out of public servers and only play in clan wars for my clan. Which is sad because public servers can be fun, but only a few left that don't have this.

Subject: Stealth flame tanks and Stealth Med tanks?
Posted by [zunnie](#) on Sat, 12 Feb 2005 02:55:22 GMT
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http://www.fanmaps.net/downloads/renegade/fds/brenbot/objects_wreckfix_yellowcrates.zip

This will return the yellow boxes instead of the Metal Crates.
It also stops ppl from getting points for repairing wreckages and base defenses now ignore it.

Subject: Stealth flame tanks and Stealth Med tanks?
Posted by [Chronojam](#) on Sat, 12 Feb 2005 03:16:47 GMT
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Spoonyunbalanced as hell... there's a reason the Stank is the only stealthed vehicle... if you notice, without its stealth ability it's a hunk of junk... when you give stealth capabilities to a med, arty, apache... it's just wrong
You'd love to see what some servers are running. I forget which server, but I was in one a while ago that gave Stealth Tanks a passenger seat.

Subject: Stealth flame tanks and Stealth Med tanks?
Posted by [ghostSWT](#) on Sat, 12 Feb 2005 03:22:01 GMT
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Chronojam....that gave Stealth Tanks a passenger seat
FanMaps

Subject: Stealth flame tanks and Stealth Med tanks?
Posted by [zunnie](#) on Sat, 12 Feb 2005 03:22:40 GMT
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Yea , and it owns lol

Subject: Stealth flame tanks and Stealth Med tanks?
Posted by [IronWarrior](#) on Sat, 12 Feb 2005 03:38:28 GMT
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lol sure does zunnie, having a guy with a nuke deploy it as you cover in astank owns

Subject: Stealth flame tanks and Stealth Med tanks?
Posted by [zunnie](#) on Sat, 12 Feb 2005 03:43:38 GMT
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IWarriorslol sure does zunnie, having a guy with a nuke deploy it as you cover in astank owns

Exactly

Subject: Stealth flame tanks and Stealth Med tanks?
Posted by [Chronojam](#) on Sat, 12 Feb 2005 04:14:32 GMT
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IWarriorslol sure does zunnie, having a guy with a nuke deploy it as you cover in astank owns
It's more rewarding in my opinion to pull it off yourself, or with your covering fire from a team of real snipers or other fellows who infiltrated the enemy base without riding your glory all the way there =P

Subject: Stealth flame tanks and Stealth Med tanks?
Posted by [Wyld1USA](#) on Sat, 12 Feb 2005 04:20:28 GMT
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Quote:dramatically changed this game

And I qoute myself, can't say it enough.

Quote:It's more rewarding in my opinion to pull it off yourself

Teamwork is one thing, but I totally agree with the above. The rush is doing it alone, or the old

fashioned way with "teamwork".

When you get that Stank in base and can get 2 buildings or even 3 (City Flying, wf, ref, and pp) with Tech, Nuke and Stank, man I get a woodie, BOOM, BOOM, BOOM. (prolly too much information "giggle")

Subject: Stealth flame tanks and Stealth Med tanks?
Posted by [Crimson](#) on Sat, 12 Feb 2005 05:57:35 GMT
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I agree with you WyldOne. I think the "special" crate has changed too much. I, for one, will be sticking with things that don't change the balance of the game. I won't upgrade to the latest Core Patch for servers until they fix the problem where you can't disable crates. I don't want them. I think Renegade is great just the way it was. I'm all for fixing sound bugs like Obelisk charge-up, emoticons, stuff like that. The n00bstories servers will always stay true to the original Renegade. You might also want to check out The Pits on WOL, they run half-renguard mode and do not have any crazy modifications, either.

Subject: Stealth flame tanks and Stealth Med tanks?
Posted by [Spoonold](#) on Sat, 12 Feb 2005 09:22:05 GMT
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Stank with a passenger seat is just wrong, it's worse than having a stealth med, stealth apache or a stealth arty, there is a reason the stank is the only stealth vehicle, and there is a reason it can only carry one player

Subject: Stealth flame tanks and Stealth Med tanks?
Posted by [Blazer](#) on Sat, 12 Feb 2005 11:59:14 GMT
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Can't Nod see stealthed GDI vehicles, just as they can see their own?

Subject: Stealth flame tanks and Stealth Med tanks?
Posted by [Spoonold](#) on Sat, 12 Feb 2005 12:20:38 GMT
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No, I was in a server on Hourglass me being Nod, I APC rushed over the hill because the base looked empty... then a stealthed med appeared next to the AGT, he was completely invisible from my point of view until he opened fire

Subject: Stealth flame tanks and Stealth Med tanks?
Posted by [Chronojam](#) on Sat, 12 Feb 2005 21:57:48 GMT
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BlazerCan't Nod see stealthed GDI vehicles, just as they can see their own?

You can only see your own stealth-equipped teammates.

Subject: Stealth flame tanks and Stealth Med tanks?
Posted by [cmatt42](#) on Sun, 13 Feb 2005 04:46:03 GMT
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I like the crate; it makes it feel more like Tiberian Dawn.

Subject: Stealth flame tanks and Stealth Med tanks?
Posted by [Wyld1USA](#) on Sun, 13 Feb 2005 06:51:56 GMT
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Quote:I like the crate; it makes it feel more like Tiberian Dawn.

Not to sound rude at all, as I am not trying to be, but then go play it.

Subject: Stealth flame tanks and Stealth Med tanks?
Posted by [TankClash](#) on Mon, 14 Feb 2005 17:49:08 GMT
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lol, stealth Orca or Apache? Give one of those to me, the game is pretty much over.

Subject: Stealth flame tanks and Stealth Med tanks?
Posted by [Wyld1USA](#) on Tue, 15 Feb 2005 01:52:46 GMT
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Tank, we put you in anything, stealth or not most of the time the game is pretty much over anyway. "giggle"

Tank got game for sure.

Subject: Stealth flame tanks and Stealth Med tanks?
Posted by [laeubi](#) on Tue, 15 Feb 2005 07:33:49 GMT
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I agree with Crimson, these crates are crap and should be disabled by default...

Subject: Stealth flame tanks and Stealth Med tanks?
Posted by [Alkaline](#) on Tue, 15 Feb 2005 09:12:34 GMT
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heh,
whatever, I think they are kinda funny...
but we have 2 servers running regular maps, once is barebones old school renegade no fancy smancy stuff, the other is cp1, with ssaow 1.3

It has poritives and negatives, but should remain an option, don't get rid of them in the next patch or whatever, leave it as an option..

Subject: I know you did that to me ebcuase i remeber you zunnie
Posted by [pvtjoshua](#) on Thu, 17 Feb 2005 03:59:56 GMT
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hey im slavick21 if you dont remember but whats your favorite crate?

Subject: Stealth flame tanks and Stealth Med tanks?
Posted by [2000_years](#) on Sun, 20 Feb 2005 02:36:48 GMT
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yeah I think they're good, in TD you didn't just get money and ammo, you got a free unit, or tiberium sprayed everywhere, or a cloak. Death ones are damn annoying though, and they seem to happen 50% of the time :/

God Crate seems a bit excessive, there was no God in TD (and in RA it only lasted a minuite or two), and the Death crate could maybe explode like in TD.

Unit carcasses arn't too good though, I think they should only remain for buggy/humvee

Subject: Stealth flame tanks and Stealth Med tanks?
Posted by [stealthkiller](#) on Tue, 22 Feb 2005 00:45:15 GMT
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Personally I like the crates, they add a new twist to the game. The only thing that pisses me off is when players who don't have CP1 can see the people who got the stealth crate

Subject: Stealth flame tanks and Stealth Med tanks?
Posted by [danpaul88](#) on Tue, 22 Feb 2005 11:07:39 GMT
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death crates are set to 6% by default. I think the crates are a good option, but you should be able to set them to off, as all servers having them leaves no choice when joining games.

Subject: Stealth flame tanks and Stealth Med tanks?
Posted by [zunnie](#) on Tue, 22 Feb 2005 14:11:23 GMT
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danpaul88death crates are set to 6% by default. I think the crates are a good option, but you should be able to set them to off, as all servers having them leaves no choice when joining games.

As mentioned in alot of other previous topics... this is a bug and will be fixed in a new version...

Subject: Stealth flame tanks and Stealth Med tanks?
Posted by [IRON FART](#) on Tue, 22 Feb 2005 23:28:59 GMT
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danpaul88death crates are set to 6% by default. I think the crates are a good option, but you should be able to set them to off, as all servers having them leaves no choice when joining games.
Yaaarrrrr....

The FIRST crate I ever got was a death crate.

Subject: Stealth flame tanks and Stealth Med tanks?
Posted by [Alkaline](#) on Wed, 23 Feb 2005 07:49:26 GMT
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stealthkillerPersonally I like the crates, they add a new twist to the game. The only thing that pisses me off is when players who don't have CP1 can see the people who got the stealth crate

huh?

well ... that sucks... can they also see stealth med tanks and other special tanks once they become stealth?

Subject: Stealth flame tanks and Stealth Med tanks?

Posted by [Alkaline](#) on Wed, 23 Feb 2005 07:50:31 GMT

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also death crates are good, its a good way to get rid of crate campers.

Subject: Stealth flame tanks and Stealth Med tanks?

Posted by [idebo](#) on Wed, 23 Feb 2005 13:08:22 GMT

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For a few seconds..

God crate + Stealth crate = Game won[/hint] hehehe

Subject: Stealth flame tanks and Stealth Med tanks?

Posted by [trunkskgb](#) on Thu, 10 Mar 2005 03:23:53 GMT

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Having a Stealth Medium Tank reminded me of "Lunar Battlefield" for Red Alert. Shit, if the Stealth crate appeared next to 3 Telsa Coils, all of them were Stealth too lol

Subject: Stealth flame tanks and Stealth Med tanks?

Posted by [mrpirate](#) on Tue, 29 Mar 2005 19:50:27 GMT

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I don't have CP1 or any new scripts.dll files or anything, and I love joining servers, killing people who were "stealthed" and getting the "WTF"s and whatnot.

Subject: Stealth flame tanks and Stealth Med tanks?

Posted by [Jzinsky](#) on Tue, 29 Mar 2005 22:10:55 GMT

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Keep the crates, have an option. I don't fear the stealth mammoth because it's moving too slow not to be noticed anyway. What are you going to do, run us over? It is visible close up so it'd just get owned anyway, because once you see a mammoth everyone goes into panic stations and swarms it.

Subject: Stealth flame tanks and Stealth Med tanks?

Posted by [Renx](#) on Tue, 29 Mar 2005 22:56:34 GMT

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Stealth Apache....I'm pretty sure that would be the deadliest vehicle in the game. Nearly immune

to the n00bjet fire, and if you let someone half decent get near you, you'd be fucked with or without the stealth.

Although I'd be just as happy with a stealth med..

Subject: Stealth flame tanks and Stealth Med tanks?

Posted by [Jzinsky](#) on Thu, 31 Mar 2005 00:40:57 GMT

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If you're going to have stealth vehicles of choice, the buggy/humv would be best, seeing as you can kill people whilst remaining in stealth mode.. as soon as you open fire you're there for all to see..

Subject: Stealth flame tanks and Stealth Med tanks?

Posted by [EatMyCar](#) on Sat, 02 Apr 2005 17:17:07 GMT

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Speaking of Crates. i got a Recon Bike in a crate the other day. 3v3 AOW Walls flying. i nearly crapped myself,so i got my engie,and hopped in,flooring it over to the Nod base. practically OWNED the Hon. the stupid Rocket Off couldnt hit me. but we could've won earlier had i gotten backup. RG needs to enable the Recon Bike again. or make it optional... the joys of Recon Pwn.

Subject: Stealth flame tanks and Stealth Med tanks?

Posted by [Jzinsky](#) on Sun, 03 Apr 2005 02:54:19 GMT

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When was the recon bike disabled?

Subject: Stealth flame tanks and Stealth Med tanks?

Posted by [dead6re](#) on Sun, 03 Apr 2005 07:04:36 GMT

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Zunnie. can you fix the link you posted.
