

---

Subject: Stealth Tanks?

Posted by [npadul30](#) on Wed, 06 Jun 2007 19:45:20 GMT

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I think stanks are good, there are stealth, and I always see them get used in tank rushe's. Could somebody tell me your opinion in the Stealth Tank.

---

---

Subject: Re: Stealth Tanks?

Posted by [AoBfrost](#) on Wed, 06 Jun 2007 20:36:50 GMT

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It's a good idea to rush with 3-4 stanks to kill something even if 1-2 hotties are repairing, more is even better.

It's funny to watch noobs buy 1 stank then rush in a ame with 8-10 people per team, then they complain stanks are weak and slow, so they tell all to buy flamers since they are stronger.....

Flamer=more armor, weaker, slower, can shoot 15 feet from tank, crap in large games.

Stank: less armor, stronger, faster, stealthed, longer range, better in large games.

Heck i've even killed the agt with a light tank rush.

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Subject: Re: Stealth Tanks?

Posted by [sadukar09](#) on Wed, 06 Jun 2007 20:56:55 GMT

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Quote:Stank: less armor, stronger, faster, stealthed, longer range, better in large games.  
lol in public games if the other teams dumb enough u can take out their wf or something with 1 stank  
and actually a flamer kills a building faster than stank...not sure...

---

---

Subject: Re: Stealth Tanks?

Posted by [jnz](#) on Wed, 06 Jun 2007 20:59:18 GMT

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I remember destroying the whole base on a 40 player server with a MRLS rush

---

---

Subject: Re: Stealth Tanks?

Posted by [sadukar09](#) on Wed, 06 Jun 2007 21:00:26 GMT

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---

once on city flying their team were so dumb we killed their agt with 5 apaches

---

---

Subject: Re: Stealth Tanks?

Posted by [futura83](#) on Wed, 06 Jun 2007 21:08:33 GMT

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---

STanks are only really good on bigger maps like city and field where you aren't seen so easily (say, like on canyon or something)

---

---

Subject: Re: Stealth Tanks?

Posted by [puddle\\_splasher](#) on Wed, 06 Jun 2007 21:27:55 GMT

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I only use tanks as I cannot snipe.

All tanks including Stanks are very evenly matched against the opposing team. It is just that some teams have better team-players than others do. When this happens the Stanks are a wonderful tool, especially if GDI are full of non team-players. This leaves their base open to destruction from Stanks.

On the other hand, if GDI are any good at all, then the Stank assault is easily beaten.

Conclusion: Attack with Stanks in numbers of 4 and above. Stay invisible at all costs, regardless of how tempting a target looks. All stanks must focus solely on the building of choice. Every shot counts so no shooting back at GDI. If the Stank dies, so what, you can buy another and by that time the GDI building is generally dead.

---

---

Subject: Re: Stealth Tanks?

Posted by [sadukar09](#) on Wed, 06 Jun 2007 23:03:23 GMT

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---

u dont need 2 snipe 2 use inf get a mobius and watch the sbhs run for their mommies

---

---

Subject: Re: Stealth Tanks?

Posted by [AoBfrost](#) on Thu, 07 Jun 2007 03:25:20 GMT

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---

I think flamer does faster damage, but weaker, while stank is slower with the missles and all but each shot is alot more powerful.

---

---

Subject: Re: Stealth Tanks?  
Posted by [Tunaman](#) on Thu, 07 Jun 2007 06:09:51 GMT  
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---

The stank, flamer, and arty do around the same damage over time

---

Subject: Re: Stealth Tanks?  
Posted by [puddle\\_splasher](#) on Thu, 07 Jun 2007 08:03:04 GMT  
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---

Ralphzehunter wrote on Thu, 07 June 2007 01:09The stank, flamer, and arty do around the same damage over time

I don't think so?

---

Subject: Re: Stealth Tanks?  
Posted by [Tunaman](#) on Thu, 07 Jun 2007 08:07:23 GMT  
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---

Let me clarify, I meant to buildings. :\

---

Subject: Re: Stealth Tanks?  
Posted by [puddle\\_splasher](#) on Thu, 07 Jun 2007 08:13:14 GMT  
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---

Just checked. It depends what server has modified its HPs for various vehicles.

I have just read that that both Arty and Stank give 90HPs per salvo and I don't recall getting as high HPs in N00bstories with any of the vehicles as 90?

---

Subject: Re: Stealth Tanks?  
Posted by [sadukar09](#) on Thu, 07 Jun 2007 15:58:29 GMT  
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---

arties 92 stanks are 90

---

Subject: Re: Stealth Tanks?  
Posted by [AoBfrost](#) on Thu, 07 Jun 2007 17:05:27 GMT  
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---

Ralphzehunter wrote on Thu, 07 June 2007 02:09The stank, flamer, and arty do around the same damage over time

ROFL! if they did same damage, then why is it 1 flamer vs hotty, the person can still repair the building easily, with stank vs hotty, the building wont repair as easy, it'll just continuously be damaged, then repaired then damage, and so on everytime the stank fires.

---

---

Subject: Re: Stealth Tanks?

Posted by [Tunaman](#) on Thu, 07 Jun 2007 17:25:46 GMT

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---

I don't see how repairing buildings isn't easy LOL

---

---

Subject: Re: Stealth Tanks?

Posted by [Spoony](#) on Thu, 07 Jun 2007 17:38:28 GMT

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AoBfrost wrote on Thu, 07 June 2007 12:05Ralphzehunter wrote on Thu, 07 June 2007 02:09The stank, flamer, and arty do around the same damage over time

ROFL! if they did same damage, then why is it 1 flamer vs hotty, the person can still repair the building easily, with stank vs hotty, the building wont repair as easy, it'll just continuously be damaged, then repaired then damage, and so on everytime the stank fires.

The overall damage is roughly the same.

---

---

Subject: Re: Stealth Tanks?

Posted by [FrAM](#) on Thu, 07 Jun 2007 17:49:41 GMT

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AoBfrost wrote on Thu, 07 June 2007 20:05Ralphzehunter wrote on Thu, 07 June 2007 02:09The stank, flamer, and arty do around the same damage over time

ROFL! if they did same damage, then why is it 1 flamer vs hotty, the person can still repair the building easily, with stank vs hotty, the building wont repair as easy, it'll just continuously be damaged, then repaired then damage, and so on everytime the stank fires.

because if u dont know how to use flamer correctly, or have to stay close to building a flamer cannot give full damage as most of flames go straight through wall, however stank does full damage when right at wall.

Flamers are good for point whoring, their armour makes them harder to take out with c4 and on volcano an early flamer can gain u alot of dosh

---

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Subject: Re: Stealth Tanks?

Posted by [sadukar09](#) on Thu, 07 Jun 2007 19:22:23 GMT

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---

make the blue part of the flame shoot not the yellow part...did u fail science or something? cuz u should know blue flames hotter than yellow...

---

---

Subject: Re: Stealth Tanks?

Posted by [FrAM](#) on Fri, 08 Jun 2007 00:28:11 GMT

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---

EKT-Sadukar wrote on Thu, 07 June 2007 22:22make the blue part of the flame shoot not the yellow part...did u fail science or something? cuz u should know blue flames hotter than yellow... if ya right up against a building you cannot do that unless the building is very tall... and the point i was making is the majority of people dont realize how to get full potential from a flamer... a hotty can beat a flamer but it does take a while.

---

---

Subject: Re: Stealth Tanks?

Posted by [sadukar09](#) on Fri, 08 Jun 2007 00:52:55 GMT

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---

u can beat ANY yes ANY inf with flamer if it gets close. just target them with 1 cannon then...\*Boink\*

---

---

Subject: Re: Stealth Tanks?

Posted by [puddle\\_splasher](#) on Fri, 08 Jun 2007 10:39:08 GMT

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---

EKT-Sadukar wrote on Thu, 07 June 2007 19:52u can beat ANY yes ANY inf with flamer if it gets close. just target them with 1 cannon then...\*Boink\*

Only if they are extremely stupid and stand still

---

---

Subject: Re: Stealth Tanks?

Posted by [FrAM](#) on Fri, 08 Jun 2007 13:37:00 GMT

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---

EKT-Sadukar wrote on Fri, 08 June 2007 03:52u can beat ANY yes ANY inf with flamer if it gets close. just target them with 1 cannon then...\*Boink\*

flamethrower...

---

---

Subject: Re: Stealth Tanks?

Posted by [futura83](#) on Fri, 08 Jun 2007 14:55:29 GMT

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---

EKT-Sadukar wrote on Thu, 07 June 2007 20:22make the blue part of the flame shoot not the yellow part...did u fail science or something? cuz u should know blue flames hotter than yellow...

maybe...but for some reason, i dont think the ren engine will simulate this...

---

Subject: Re: Stealth Tanks?

Posted by [jnz](#) on Fri, 08 Jun 2007 16:00:58 GMT

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---

EKT-Sadukar wrote on Thu, 07 June 2007 20:22did u fail science or something? cuz u should know blue flames hotter than yellow...

actully, the middle of the flame (the blue bit) is colder than the yellow bit.

---

Subject: Re: Stealth Tanks?

Posted by [Ryu](#) on Fri, 08 Jun 2007 16:44:51 GMT

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---

When I first got Renegade, My friend said "Dude, Hurry the f\*ck up! You'll be whoring the Stealth Characters!"

I didn't believe him.. I actually didn't think stealth was possible in games.. But I was wrong. lol!

I think stanks are great, 200HP & Armour, Fairly strong missiles, Pretty balanced.

I just hate the noise, Too loud. :<

But it's something I whore, I'll admit that.

---

Subject: Re: Stealth Tanks?

Posted by [crazfulla](#) on Fri, 08 Jun 2007 23:49:18 GMT

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---

AoBfrost wrote on Wed, 06 June 2007 15:36Heck i've even killed the agt with a light tank rush.  
<aowbot> crazfulla destroyed a GDI Orca (Nod Technician/Nod Stealth Tank)

Stanks pwn if you know how to use them.

edited, stripped.

---

---

Subject: Re: Stealth Tanks?

Posted by [puddle\\_splasher](#) on Sat, 09 Jun 2007 08:17:46 GMT

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Alex wrote on Fri, 08 June 2007 10:44

I just hate the noise, Too loud. :<

OMG cheater lol

---

Subject: Re: Stealth Tanks?

Posted by [Spoony](#) on Sat, 09 Jun 2007 08:23:42 GMT

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---

crazfulla wrote on Fri, 08 June 2007 18:49AoBfrost wrote on Wed, 06 June 2007 15:36Heck i've even killed the agt with a light tank rush.

<aowbot> crazfulla destroyed a GDI Orca (Nod Technician/Nod Stealth Tank)

Stanks pwn if you know how to use them.

edited, stripped.

that's really more to do with the orca pilot not knowing how to use it...

---

Subject: Re: Stealth Tanks?

Posted by [futura83](#) on Sat, 09 Jun 2007 08:51:18 GMT

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or it could be that someone else has been attacking it and you got the last hit, which would count as your kill.

---

Subject: Re: Stealth Tanks?

Posted by [sadukar09](#) on Sat, 09 Jun 2007 10:56:37 GMT

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---

or if ur good enough...hs ppl with stanks all day

---

Subject: Re: Stealth Tanks?

Posted by [Crusader](#) on Sat, 09 Jun 2007 11:50:46 GMT

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---

MaidenTy1 wrote on Sat, 09 June 2007 03:23crazfulla wrote on Fri, 08 June 2007 18:49AoBfrost wrote on Wed, 06 June 2007 15:36Heck i've even killed the agt with a light tank rush.  
<aowbot> crazfulla destroyed a GDI Orca (Nod Technician/Nod Stealth Tank)

Stanks pwn if you know how to use them.

edited, stripped.

that's really more to do with the orca pilot not knowing how to use it...

Exactly...the Orca pilot was probably hovering while he should be constanly moving...maybe this allowed the stank to get a good hit. Second, he should be straffing the ground with gunfire at all times to find stanks.

---

Subject: Re: Stealth Tanks?

Posted by [sadukar09](#) on Sat, 09 Jun 2007 12:00:25 GMT

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---

btw did u know 2ndary fire with stank actually make ur missiles a bit more accurate?

---

Subject: Re: Stealth Tanks?

Posted by [puddle\\_splasher](#) on Sat, 09 Jun 2007 16:30:04 GMT

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---

crazfulla wrote on Fri, 08 June 2007 18:49

<aowbot> crazfulla destroyed a GDI Orca (Nod Technician/Nod Stealth Tank)

LOL you forgot to mention that the Orca was on its last bar of red when you uncloaked and fluked a shot

---

Subject: Re: Stealth Tanks?

Posted by [crazfulla](#) on Sun, 10 Jun 2007 08:46:02 GMT

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---

puddle\_splasher wrote on Sat, 09 June 2007 11:30crazfulla wrote on Fri, 08 June 2007 18:49

<aowbot> crazfulla destroyed a GDI Orca (Nod Technician/Nod Stealth Tank)

LOL you forgot to mention that the Orca was on its last bar of red when you uncloaked and fluked a shot

No, it was hovering directly ovetop of another stank and didnt move an inch. That player ended up losing thier stank but I killed the Orca then we rushed the PP (City) and killed it. Just because you suck too much to pull off somthign like that.

---

---



Subject: Re: Stealth Tanks?

Posted by [sadukar09](#) on Sun, 10 Jun 2007 11:34:14 GMT

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---

lol maybes hes afk? well...that wouldnt explain how he didnt get shot down by n00bjets yet...?

---

Subject: Re: Stealth Tanks?

Posted by [puddle\\_splasher](#) on Sun, 10 Jun 2007 17:04:32 GMT

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Take Crazfulla as the noob he is. Believe him if you wish.

Did anyone else open fire with a Stank? So much for being invisible or was it a one man stank rush?

---

Subject: Re: Stealth Tanks?

Posted by [sadukar09](#) on Sun, 10 Jun 2007 17:41:29 GMT

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---

puddle\_splasher wrote on Sun, 10 June 2007 12:04Take Crazfulla as the noob he is. Believe him if you wish.

Did anyone else open fire with a Stank? So much for being invisible or was it a one man stank rush?

who said i believed him?

---

Subject: Re: Stealth Tanks?

Posted by [crazfulla](#) on Mon, 11 Jun 2007 18:10:24 GMT

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---

puddle\_splasher wrote on Sun, 10 June 2007 12:04Take Crazfulla as the noob he is. Believe him if you wish.

Did anyone else open fire with a Stank? So much for being invisible or was it a one man stank rush?

I am a n00b? remind me which one of us is always posting abuse towards others and is banned from UN for such reasons?

---

Subject: Re: Stealth Tanks?

Posted by [Ryu](#) on Mon, 11 Jun 2007 18:40:42 GMT

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---

puddle\_splasher wrote on Sat, 09 June 2007 03:17 Alex wrote on Fri, 08 June 2007 10:44

I just hate the noise, Too loud. :<

OMG cheater lol

Leave me and my non exsistance hacks alone !

---

---

Subject: Re: Stealth Tanks?

Posted by [npadul30](#) on Mon, 11 Jun 2007 21:13:35 GMT

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---

Gosh! Stanks sound pretty toppissy turvive How lame are yo! -:)

---

---

Subject: Re: Stealth Tanks?

Posted by [IR4p3dy0u](#) on Tue, 12 Jun 2007 02:56:00 GMT

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---

crazfulla wrote on Mon, 11 June 2007 13:10 puddle\_splasher wrote on Sun, 10 June 2007 12:04 Take Crazfulla as the noob he is. Believe him if you wish.

Did anyone else open fire with a Stank? So much for being invisible or was it a one man stank rush?

I am a n00b? remind me which one of us is always posting abuse towards others and is banned from UN for such reasons?

LMAO, being banned from UN isnt a good thing to back up your story, those rejects ban everyone that is better then them/opposes them.

As for the stank killing an orca, either really shitty pilot or really lucky shots. Ill guarantee you put your stank vs. my orca 10 times, you will die 10 times.

---

---

Subject: Re: Stealth Tanks?

Posted by [Sccrscorer](#) on Tue, 12 Jun 2007 03:12:05 GMT

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IR4p3dYou is such a badass =p

---

---

Subject: Re: Stealth Tanks?

Posted by [IR4p3dy0u](#) on Tue, 12 Jun 2007 04:07:12 GMT

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damn straight scrcgirl

---

Subject: Re: Stealth Tanks?

Posted by [sadukar09](#) on Tue, 12 Jun 2007 19:28:50 GMT

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give him at least 0.1 win

---

Subject: Re: Stealth Tanks?

Posted by [scarabguy](#) on Wed, 15 Aug 2007 12:15:46 GMT

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if a flame surprises a mammy (if the mammy is, outside nods base on islands, and a flame suddenly drives out from behind a rock) the flame will crush the mammy, especially if that mammy gets its barrels stuck in the cab of the flame.... flames are slow, but faster than a mammy and cost less..... take it as you will

---

Subject: Re: Stealth Tanks?

Posted by [sadukar09](#) on Wed, 15 Aug 2007 12:24:51 GMT

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scarb...please look at the last post date.

Yes flamer can beat a Mammoth if it surprises it, but most of the time people dont care to hide behind the corners...

---

Subject: Re: Stealth Tanks?

Posted by [Herr Surth](#) on Wed, 15 Aug 2007 12:31:53 GMT

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I think i've never seen a mammy fighting a flamer on Islands.

I must be a dumb noob i guess.

---

Subject: Re: Stealth Tanks?

Posted by [Tunaman](#) on Wed, 15 Aug 2007 15:22:49 GMT

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If you have any idea what you're doing, you won't ever lose a full health mammoth tank to a single

---

flamer...

---

---

Subject: Re: Stealth Tanks?

Posted by [Deamond11](#) on Thu, 16 Aug 2007 09:51:04 GMT

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best place to stank rush is c&c city

---

---

Subject: Re: Stealth Tanks?

Posted by [Tunaman](#) on Thu, 16 Aug 2007 11:11:55 GMT

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BETS PLAYZ FOR T3H GREEEEENMEN RUSHZ IS VOOLCCAINO!!!!!!1111

---

---

Subject: Re: Stealth Tanks?

Posted by [Herr Surth](#) on Thu, 16 Aug 2007 12:08:42 GMT

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I AGREE WIZ YOU TUNAMAN YU ARE SO RIGT!!!!!!!!!!!!!!!!!!!!1111

---

---

Subject: Re: Stealth Tanks?

Posted by [bisen11](#) on Fri, 17 Aug 2007 05:03:24 GMT

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Psht, stanks are good with everything, and on small maps stealth is best when gdi has feild (and tunnels help too). I killed agt on under with one stank in a 30+ player match lol.

---

---

Subject: Re: Stealth Tanks?

Posted by [Herr Surth](#) on Fri, 17 Aug 2007 11:27:15 GMT

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When GDI controls the field on Under with 15 PLayers, how the fuck you came through 1 (one) Base entrance?

---

---

Subject: Re: Stealth Tanks?

Posted by [sadukar09](#) on Fri, 17 Aug 2007 12:16:35 GMT

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You sneak when GDI loses the field for a sec. Done that plenty of times.

---

---

Subject: Re: Stealth Tanks?

Posted by [cncnick13](#) on Sat, 25 Aug 2007 02:25:27 GMT

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i like the stanks because they have strong missles and are stealth

---

Subject: Re: Stealth Tanks?

Posted by [bisen11](#) on Sat, 25 Aug 2007 03:58:43 GMT

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Yep, It's as Sadukar says.

---

Subject: Re: Stealth Tanks?

Posted by [cncnick13](#) on Sat, 25 Aug 2007 04:00:00 GMT

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cool mortalkombat

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