
Subject: Hunting the Stealths -> lets make a guide
Posted by [Anonymous](#) on Wed, 27 Mar 2002 02:56:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi everybody,as I saw from many posts before the stealth hands seems to be quite a problem for many GDI-players. I played the games for several weeks now and have developed a new Hobby of mine:Hand

Hunting-----1.Reasons2.Who3.How4.Summary-----
-----1. Why should you hunt down those stealth soldiers ?In Maps where the GDI usually dont have an advanced guard tower the base is quite vunerable to stealth attacks. On the first look NOD seems to have quite an advantage, because it is much more difficult to plant an ION-Beacon than a nuke. One thing the newbies often forget is that disarming a nuke device gives a lot of points. So you see there are some reasons to do that.-----2. Who is best prepared to do the job ?My personal favorite for the job is Patch, followed by moebius and sydney(150). Why Patch ?He has a high fire-rate, doesnt cost too much and has a good fire range. See Point 3 and you will understand-----3. How to do it ?-----3.1As far as I have experienced it(plz feel free to post more info, if you have) NOD-stealth soldiers only become visible,when- they perform an action (shooting, planting C\$ or nukes)(visible for quite a long time)- they are hit by an shoot(visivle only for a few seconds)- when they touch or run into an enemy infantry or vehicle(visible only for a few seconds(if they survive touching the vehicles) I haven't experienced yet that any of the GDIs have the ability too spot them without any of the conditions above fullfilled (and I tried a lot). If anybody else knows something plz feel free to post it here.----3.2Take your character of choice and begin patrolling your base, if your summarized cash would be above 1400. This is usually the time, when the first NODDIES are starting to move out to plant a device. Run on random routes around the base and try to keep the endangered points protected. Usually the favorite targets are(in order):1. Tiberium Refinery- mostly placed in the backyards fo your base- the docking point is a good place to plant the nuke- cash flow is interuppted when destroyed2. Power Plant- costs double when destroyed3. Weapons Factory- no more vehicles which are usually the bane of Stealthers4. Barracks-----3.3While you are patrolling shoot in random directions on estimated routes of the stealthers(just imagine you are one of them)and try to "spray" to cover as much ground as possible. Here you can see why patch is my favourite over moebius: he has a bigger shooting range. For this you need an good instinct and very good eyes. If you have spotted one this way, keep shooting at him to keep him visible and hunt him down.-----3.4Keep your ears open, if a Stealther activates a nuke it makes a certain noice. Memorize that. If you have stereo sound you can even recognize the direction from where it came from. If you have discovered the nuke immediatly spray the area with shots to uncover the stealther and take him out. This way the engineers/Hotwire can do their Job. If nobody is near or it the countdown is quite advanced immediatly change to Hotwire if you can afford it and disarm it. Same procedure if nobody is near.-----4. SummaryThis way I were able to hunt down several nukers before they could even place their goodies. I could really significantly reduce the number of sucessfully planted devices compared to the games I had before. Honestly this is not the frontline-action-job you may be looking for, but it gives you a lot of points. And can be anything more satisfying in this game then to hunt down one stealther before he could even plant his device ? If the hand of NOD is destroyed you can quit your job and go on the offensive.-----So this is it. Plz feel free too make comments, critics,...Thx for readingAvalarion[March 27, 2002: Message edited by: Avalarion][March 27, 2002: Message edited by: Avalarion]

Subject: Hunting the Stealths -> lets make a guide
Posted by [Anonymous](#) on Wed, 27 Mar 2002 03:10:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

er, generally the first priority is power2 birds with 1 stoneno deffence, doubke costsppl get the refiner first koz its usually in the dubest placean as for people that patrol like that, i usually follow em to a building, wait fer em to go search the next building, then plant i also have other tricks but dont plan on shrin em

Subject: Hunting the Stealths -> lets make a guide
Posted by [Anonymous](#) on Wed, 27 Mar 2002 05:03:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

also when running to an enemy or battle etc...if you have a bad feeling..pull out a pistol and shoot all around.

Subject: Hunting the Stealths -> lets make a guide
Posted by [Anonymous](#) on Wed, 27 Mar 2002 06:23:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Mines r gud for finding them.I also notice if get close to you they can be seen (the sheen). Most good players watch you to see if you noticed, an idea is to pretend not to have seen them (they do have a big GUN!) and then spin on em as the start to fade out... go for the head!!

Subject: Hunting the Stealths -> lets make a guide
Posted by [Anonymous](#) on Wed, 27 Mar 2002 07:19:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I am a Stealth, tried and true. You want the low down..here it is.You can see a stealth with all the mentioned above but you can also see a stealth if it is simply near you. Although they appear as that half invisible silhouette...so look closely. Stealth with nukes never use tunnels for this reason. A base with no defences...the stealth will always go for the weapons factory...ALWAYS weapons factory first. This is because GDI's strength is vehicles.If you see a nuke beacon and no one appears to be around...chances are there is a stealth nearby watching you. they usually wait some distance away from the beacon because if infantry is coming to the becaon the stealth will bve standing to close to them and be detected. So they usually linger at a wall or rockface quite some distance away...when someone comes nearby they rush forward and go straight for headshots.If you are in a tank...the ability to see a nearby stealth is severely dwarfed...i have been in situations where i am right beside tanks and they have no clue i am there. They get out to repair and I jump in.If your in a vehicle and there is a stealth around you. it is most likely right behind you as the area directly behind the vehicle is out of the drivers field of view. They will usually wait for the driver to get out there.If you are in an MRL and a stealth becomes visible around you. You've been c4'd...get someone to find it or in 30sec the MRL will be blown up.In C&C_CITY: the stealth will go for the power plant and nuke it as soon as he can afford it. If the game starts with 1000

credits I can nuke the GDI plant in under 2 min. Watch out for stealth snipers!! I have a whole topic on this subject in this discussion group. A stealth sniper is a stealth unit that picked up a sniper rifle on a weapon spawn. These guys are deadly to infantry. Especially with the headshots while defending a nuke. I got plenty more but I think I am already too long. Hope this helps.

Subject: Hunting the Stealths -> lets make a guide
Posted by [Anonymous](#) on Wed, 27 Mar 2002 08:20:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Man, I think you've said too much here! Let them discover at the price of defeat!

Subject: Hunting the Stealths -> lets make a guide
Posted by [Anonymous](#) on Wed, 27 Mar 2002 09:16:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think that people underestimate how easy it is to see the shimmer. I, although it is quite tricky, can sometimes see stealths from huge distances away. The nature of the shimmer is quite realistic, if they or you are moving they 'shimmer' more in the light. I personally love to rain down hell on some stealth who has no idea that I have a gun to his head.

Subject: Hunting the Stealths -> lets make a guide
Posted by [Anonymous](#) on Wed, 27 Mar 2002 09:31:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Remember, it's Nod, not NOD. It's also not ION either. Just Ion Cannon, or Ion for short.

Subject: Hunting the Stealths -> lets make a guide
Posted by [Anonymous](#) on Wed, 27 Mar 2002 09:52:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by aircraftkiller2001: Remember, it's Nod, not NOD. It's also not ION either. Just Ion Cannon, or Ion for short. Yikes - sorry ACKiller, but - no one cares....

Subject: Hunting the Stealths -> lets make a guide
Posted by [Anonymous](#) on Wed, 27 Mar 2002 09:54:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

We know airkrat, we know.... As for the stealth user, STAY away from people. Don't try to pass nearby any enemy in case they don't see you! Take the long way around! It'll save you a lot of money.....

Subject: Hunting the Stealths -> lets make a guide
Posted by [Anonymous](#) on Wed, 27 Mar 2002 13:22:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think the best way to finding stealth soldiers and stealth tanks would be for them to put the sound they should make unstealing in! You`d know where its coming from when you`d hear it, and could find them, or at least know their there. They have an enormous advantage, and most know how to use it. So I say we implement a sound for when they uncloak. The original one from TD would suffice. I really wish they would have made it though! To only see it and not hear it is nearly not as scary!Peace

Subject: Hunting the Stealths -> lets make a guide
Posted by [Anonymous](#) on Wed, 27 Mar 2002 13:28:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Usually stealths try to hide against the walls of maps, especially if its a bright texture on the wall, cause its alot harder to seen a stealth against lighter color than that of dark. they also like to plant the beacon in a corner in the back of the building so always look back there

Subject: Hunting the Stealths -> lets make a guide
Posted by [Anonymous](#) on Wed, 27 Mar 2002 14:08:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by SystemX:I am a Stealth, tried and true. You want the low down..here it is.A base with no defences...the stealth will always go for the weapons factory...ALWAYS weapons factory first. This is because GDI's strength is vehicles.Ummmm... No. After the vehicle factory goes out, the players tend to group around the base more and more of them repair. Once there are no vehicles, all the GDI people turn into mobius and sydney's... Once the factory is out, you have almost NO chance to successfully nuke again. If the barracks is taken out first, you have free reign over their whole base. Once the factory is taken out, there are many more mobius, sydney, and patch characters who find you much more often since there are many more of them. The best targets for Nod on a no-base defense are:1-GDI Barracks2-War Factory (Once the barracks and fact are out there is nothing to stop your team after that is there?)3-Power plant/refinery

Subject: Hunting the Stealths -> lets make a guide
Posted by [Anonymous](#) on Wed, 27 Mar 2002 15:14:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

peacekeeper: i looked throught the always.dat file while i was at work the other night and the stealth uncloack wav file is already in there. if we could a find the file that tells what sounds go with what then you can probably put it in. i'm looking for the file that tells what background music to play since i changed all my mp3s to the soundtrack from metal gear solid 1 and 2

Subject: Hunting the Stealths -> lets make a guide
Posted by [Anonymous](#) on Thu, 28 Mar 2002 00:57:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I like doing that kind of "Commando work""behind enemy lines" how ever you wanna phrase it and for me its getting a routine now, playing against n00bs anyway. If there is no Guard towers I know that ill probobally place a beacon and destroy somthing, get a beacon get a stealth soldier or patch. In, beacon, shoot a few engis, out and Boom! somtimes i even make it back to base alive.

Subject: Hunting the Stealths -> lets make a guide
Posted by [Anonymous](#) on Tue, 23 Apr 2002 10:25:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by aircraftkiller2001:Remember, it's Nod, not NOD. It's also not ION either. Just Ion Cannon, or Ion for short.Rememer, it's "Brotherhood of Nod", not Nod.
