
Subject: Stealth Tanks - are they good?

Posted by [Anonymous](#) on Fri, 03 May 2002 17:27:00 GMT

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Are they any good? I hear they work good against infantry and light armored vechails, as well as a sneak attack right behind a vechial, but how well are they up against buildings, are they even worth building?sry about spelling errors =P(ACK, if you even correct 1 thing i will kill you)

Subject: Stealth Tanks - are they good?

Posted by [Anonymous](#) on Fri, 03 May 2002 18:51:00 GMT

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They are good for hit and runs on building. Sneak up to a building, pound it until someone comes after you, and then run.Repair and repeat.Try it and find out.

Subject: Stealth Tanks - are they good?

Posted by [Anonymous](#) on Fri, 03 May 2002 20:39:00 GMT

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It's vehicle, not vechial.

Subject: Stealth Tanks - are they good?

Posted by [Anonymous](#) on Fri, 03 May 2002 21:17:00 GMT

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quote:Originally posted by smwScott:It's vehicle, not vechial.I think even third graders should know that...

Subject: Stealth Tanks - are they good?

Posted by [Anonymous](#) on Fri, 03 May 2002 21:33:00 GMT

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stealth tank are aewsome against alot of things. But they are a bit pricy(\$900) for 400 health/armour, its armour is weak so use it for hit and run tactics or support

Subject: Stealth Tanks - are they good?

Posted by [Anonymous](#) on Fri, 03 May 2002 22:01:00 GMT

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they are great if you are out in the field area and the other team is lanching an assult then once

they pass you you can go run over all the hotwires and engines reaping the tanks and then the siege fails because all the other engines that come get run over too

Subject: Stealth Tanks - are they good?

Posted by [Anonymous](#) on Sat, 04 May 2002 05:41:00 GMT

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stealth tank are good when you keep moving so no1 hits you.

Subject: Stealth Tanks - are they good?

Posted by [Anonymous](#) on Sat, 04 May 2002 07:05:00 GMT

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quote:Originally posted by Woggy:belive it or not, i still have trouble spelling vhecile, wait, I SPELLED IT RIGHT, wow No you didn'tBut back to the subject, they are good really only on maps with no base defenses, since you can easily drive in their base without people seeing you, set a nuke beacon, and park on it to defend it.

Subject: Stealth Tanks - are they good?

Posted by [Anonymous](#) on Sat, 04 May 2002 07:12:00 GMT

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I also find they are great against tank assaults. When I see a couple mammys and a couple med tanks in a field, I'll always try to get a stealth tank. You can get into good position without being seen and if u get close in behind a mammy it'll tear it apart in no time.Victor

Subject: Stealth Tanks - are they good?

Posted by [Anonymous](#) on Sat, 04 May 2002 08:08:00 GMT

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They kill aircraft in 5 hits... good for that. They own n00bs that don't know how to use v to look around on tanks too.

Subject: Stealth Tanks - are they good?

Posted by [Anonymous](#) on Sat, 04 May 2002 08:53:00 GMT

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vehicle...

Subject: Stealth Tanks - are they good?

Posted by [Anonymous](#) on Sat, 04 May 2002 09:03:00 GMT

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They work wonder in pairs of 2 (unless the other team happens to be in 2 Mams or Meds). Also, another vehicle (Artillery or Light Tank) could distract the target while the Stealth heads behind it for the kill. If you're gonna attack the base (like in City), make sure you either hit it and run or continually hit it if no one's gonna retaliate if you want your stealth back in one piece (orcas can literally tear it apart)

Subject: Stealth Tanks - are they good?

Posted by [Anonymous](#) on Sat, 04 May 2002 09:25:00 GMT

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They aren't worth it, against non-noobs that have camera locked to turret you will never get anywhere as a stealth. Then they are almost worthless, plus people go after you like your some kinda new flavor of slurpee, one time I was a stealth and on city me and a flame tank went after a base, they ended up chasing me all the way back to nod base to kill me while completely ignoring the flame tank that I went with that drove right by them and started attacking a building, completely ignored it and chased me across the map. Yes, people will freak out about killing a stealth that much, because its an easy target. No matter what the newbies say, you cannot RUN after you have decloaked, tanks will keep shooting around and so will infantry, you will not escape vs half decent players.

Subject: Stealth Tanks - are they good?

Posted by [Anonymous](#) on Sat, 04 May 2002 09:34:00 GMT

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You wont kill tanks with people that use camera look.. but against everything else it's good. ****s air too.

Subject: Stealth Tanks - are they good?

Posted by [Anonymous](#) on Sat, 04 May 2002 09:37:00 GMT

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Stop correcting my spelling =Pcamera locked to turret is like holding down V right?and how long can a stealth survive running past a agt

Subject: Stealth Tanks - are they good?

Posted by [Anonymous](#) on Sat, 04 May 2002 10:08:00 GMT

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camera locked to turret only matters so much. A stealth tank can still easily circle a mammoth to death once they get close. The trick is to use locked camera to shoot from side while you circle. It doesn't matter if the mammoth has locked camera because the tank turrets are slow. The stealth tank can simply outrun it, and its hard to hit that close anyways.

Subject: Stealth Tanks - are they good?

Posted by [Anonymous](#) on Sat, 04 May 2002 12:22:00 GMT

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belive it or not, i still have trouble spelling vhecile, wait, I SPELLED IT RIGHT, wow

Subject: Stealth Tanks - are they good?

Posted by [Anonymous](#) on Mon, 06 May 2002 09:45:00 GMT

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Mammoth vs. Stealth = I WIN... I've tested this theory... I've obliterated a Mammoth in a Stealth then made pancakes from the driver. But on the other side, I've made short work of a Stealth with a Mammoth and made a nice pile of crap on the ground with the driver. The Mammoth turrets do turn rather nicely. For me at least... and YES holding V is like having Lock Camera to Turret... which I prefer the latter more. Especially when playing with my Helo

Subject: Stealth Tanks - are they good?

Posted by [Anonymous](#) on Mon, 06 May 2002 10:32:00 GMT

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However, on ACK's new meadow map, ST can rule the field, en masse. By this I mean that the field is SO huge, that four of them can sneak up behind any incoming assault and kick serious @ss. I found the best defense not to be mammy's which are too slow and ***bersome, but a group of APC's. You can spray your surrounding area with Machine Gun fire to locate stealthed units, and then two apc's per ST can wipe them out very quickly. APC's....not just for rushing anymore. Stealth Tanks....they're what's for dinner.

Subject: Stealth Tanks - are they good?

Posted by [Anonymous](#) on Mon, 06 May 2002 13:49:00 GMT

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Stealth tanks suck bigtime, if they had 400 health instead of 200, would be better. I only use them when i notice that the other teams full of newbies running around the field with a finger up their ass, then i just sneak up on them and run them over

Subject: Stealth Tanks - are they good?

Posted by [Anonymous](#) on Mon, 06 May 2002 14:16:00 GMT

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seven words: stealth tank, stealth trooper, beacon, kill engineers

Subject: Stealth Tanks - are they good?

Posted by [Anonymous](#) on Mon, 06 May 2002 14:25:00 GMT

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A stealth tank can drive to the powerplant 5 times in a row without dying. It is very resistant to the type of damage AGT does it seems. The stealth tanks armor is low, but the type of armor it has takes little damage to most types of projectiles. And to correct myself.. Stealth tank kills orca/apache in 3 hits, not 5.8 orcas will kill a building after 2-3 shots from each one. Their weapon is very powerful.. it's worth the low armor. They are semi-homing too, and they are fast. A stealth tank rush kills buildings much faster than a flame tank rush also. But stealth tanks are very underrated... so they aren't used much. It's the only tank I use now. After doing some experiments I find it to be extremely good, and it's my new favorite. I've never lost a game leading a stealth tank rush.. it's very powerful, and unexpected. And in a stealth tank rush they can't see you coming so they can't prepare.. But with flame tanks they have people tell their team that you're coming and they are ready.

Subject: Stealth Tanks - are they good?

Posted by [Anonymous](#) on Mon, 06 May 2002 14:35:00 GMT

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corrections, its because the stealth is fast that it can avoid agt missiles, not its armor, it has the same armor as all the other heavy tanks. Stealth kills buildings just as fast as flame tanks, exact same. I and others have tested it. Third, the flame tank is overated, and so is the stealth. The light tank is underrated. Flame tanks aren't all that good, they are only really good against buildings and mammoth tanks, stealths just plain suck against good players that know how to drive and use camera view unlike the newbies. Lights have 200 less armor but cost 200 less then mediums, yet they have much more speed, and barely less firepower so they are the best tank in skilled hands.

Subject: Stealth Tanks - are they good?

Posted by [Anonymous](#) on Mon, 06 May 2002 14:42:00 GMT

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I really hope that within the coming months newbies will finally realise that the stealth tank is crap and that the flame tank is only for very functional cooperative teams only. In all other scenarios, stick to the aircraft, light tanks, apcs, and arty for fighting. Flame tanks for seiging bases (in multiple numbers) only. Stealth really has no purpose, it is poor at fighting, its poor against infantry because the upper class weapons and c4 can do you in real quick, and its no better against buildings then cheaper and double as armored flame tanks. Get the picture yet? And don't

give me the moronic "u can use em to run over stupid newbie \$#@!ers so they ruel!!!!!"
bullcrap. Dunno how many times ive dodged a stealth trying to crush me and killed it with a crappy
character, it just doesn't work people.

Subject: Stealth Tanks - are they good?
Posted by [Anonymous](#) on Mon, 06 May 2002 15:26:00 GMT
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Then you've obviously never faced me in a stealth then.... Few know the honor to be owned by
me in a stealth. You won't see me till it's too late.

Subject: Stealth Tanks - are they good?
Posted by [Anonymous](#) on Mon, 06 May 2002 16:29:00 GMT
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Stealth tanks are better than flames for killing buildings in one other way though.. With flame tanks
it's hard to kill the people repairing inside, but stealth tanks have pretty big splash damage so it's
easier to destroy the barracks because you can kill the hotwires that repair much easier by
shooting that one spot compared to flame tanks. The stealth tank is very underrated.. not as
underrated as the light tank but it is. Flame Tanks are overrated I think.. stealth rushes are never
used, more than 2 stealths at a time are rarely used really.. People seem to rather get the
die_instantly_ orcas and apaches.. which I never use at all, waste of 900creds. Light tank is my
2nd fav vehicle next to stealth tank. I wish the projectile on light tank went faster though.

Subject: Stealth Tanks - are they good?
Posted by [Anonymous](#) on Mon, 06 May 2002 18:55:00 GMT
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The moment a stealth unstealths against me is when it seals its death because it cannot keep
up 1 vs 1. As for stealths in bases, tell me that when me and my whole clan make it a habit to go
after tanks with remote c4 and keep a Sydney or gunner around, the stealths die twice as fast as
flame tanks. It's as simple as that.

Subject: Stealth Tanks - are they good?
Posted by [Anonymous](#) on Mon, 06 May 2002 18:57:00 GMT
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I also love it when they buy a stealth, stealth blackhand, beacon and plant the beacon and drive
over it. lol stealth dies so fast we just plant a couple c4 and 900 down the crapper in about 5
seconds and then disarm after wasting the laser blackhand.

Subject: Stealth Tanks - are they good?

Posted by [Anonymous](#) on Mon, 06 May 2002 20:49:00 GMT

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why park on it?? that's a dumb tactic.... pull back a little, and when they go to disarm..... . CRUNCH!!!! dead Hotwire/Engy

Subject: Stealth Tanks - are they good?

Posted by [Anonymous](#) on Mon, 06 May 2002 22:10:00 GMT

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it seems that EVS has all the answers. As for that well he has is entitled to an opinion. Wrong though it may be. Stealths have their uses and obviously not everyone can see them. I f I had a beacon in a stealth and in your base the building I target you could stick a fork on cuz it's done baby

Subject: Stealth Tanks - are they good?

Posted by [Anonymous](#) on Tue, 07 May 2002 15:21:00 GMT

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quote:Originally posted by hareman:it seems that EVS has all the answers. target you could stick a fork onYeap, but only a fool would say that about the stealth tank!

Subject: Stealth Tanks - are they good?

Posted by [Anonymous](#) on Tue, 07 May 2002 17:56:00 GMT

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im not gonna keep posting bare obviously understandable facts that you n00bs don't get the point of.The simple fact is, in my clan games, we don't use stealths because they suck and were not n00bs.Yes that was an insult because you just dont get it do you....n00bs....

Subject: Stealth Tanks - are they good?

Posted by [Anonymous](#) on Tue, 07 May 2002 18:11:00 GMT

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quote:Originally posted by Mmmm_cheese:The stealth tank is very underated.. not as underated as the light tank but it is. Flame Tank are overated I think.. stealth rushes are never used, more than 2 stealths at a time are rarely used really.. People seem to rather get the die_instantly_ orcas and apaches.. which I never use at all, waste of 900creds.Light tank is my 2nd fav vehicle next to stealth tank. I wish the projectile on light tank went faster though.I agree that flames are over rated and light tanks under rated. I can't remeber ever being blown up in a tank by a stealth though. Not enough armor to go against anything but a hummer. Also i can only remeber like 2

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Stealths work great on the two maps with snow and sand, all you need to do keep the tank in the white area until you see the rush go by (usually APCs) and enter the compound than go behind your building of choice, lay a Nuke and park your tank on top of it.....if anyone tries to disarm it "squish!", than go back to base and laugh.....

Subject: Stealth Tanks - are they good?

Posted by [Anonymous](#) on Thu, 09 May 2002 18:29:00 GMT

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Isn't it funny when people when people are confronted they say that everyone is a n00b. It seems that certain people can't handle a civil discourse on th eideas behind a game. There is no one right answer. It ius a matter of personal preference and what you can do with a stealth.

Subject: Stealth Tanks - are they good?

Posted by [Anonymous](#) on Thu, 09 May 2002 21:52:00 GMT

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quote:Originally posted by Every Silent Victim:I really hope that within the coming months newbies will finally realise that the stealth tank is crap and that the flame tank is only for very functional cooperative teams only.In all other scenarios, stick to the aircraft, light tanks, apcs, and arty for fighting. Flame tanks for seiging bases (in multiple numbers) only. Stealth really has no purpose, it is poor at fighting, its poor against infantry because the upper class weapons and c4 can do you in real quick, and its no better against buildings then cheaper and double as armored flame tanks.Get the picture yet? And don't give me the moronic "u can use em to run over stupid newbie \$#@!ers so they ruel!!!!" bullcrap.Dunno how many times ive dodged a stealth trying to crush me and killed it with a crappy character, it just doesn't work people.RIGHT... stealth tanks may have low armor so as long as you use them conservatively or in hit and runs people will be caught by suprise and stealth tank shots to HEAVY damage. if you come around a medium or mammoth as its engaged with a fire tank or light tank you can shoot it from behind. it works so well. how can you say its useless!? its great, and if you have the money you need to experience it!

Subject: Stealth Tanks - are they good?

Posted by [Anonymous](#) on Thu, 09 May 2002 21:53:00 GMT

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RIGHT... stealth tanks may have low armor so as long as you use them conservatively or in hit and runs people will be caught by suprise and stealth tank shots to HEAVY damage. if you come around a medium or mammoth as its engaged with a fire tank or light tank you can shoot it from behind. it works so well. how can you say its useless!? its great, and if you have the money you need to experience it!

Subject: Stealth Tanks - are they good?

Posted by [Anonymous](#) on Fri, 10 May 2002 00:01:00 GMT

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heheh im used to being a stank driver, because i always go into there base, thinking they cant see me.....

Subject: Stealth Tanks - are they good?

Posted by [Anonymous](#) on Fri, 10 May 2002 09:38:00 GMT

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this game go like this..i was playing GDI at the map city.....and we was like leading with so many points.....and the game was ending like in a few mins.....so i think this was the part which caught us unprepared.. our base defence was so lex...so i walk a round to buy a vehicle.....suddenlyn the alarm sounded and it seem all the buildings in the base was under attack!!!we was caught unprepared. most of us jus rush to repair the building which was 1st to have it's alarm sounded.and this was the terrible part. b4 we finish repair one buildingthe other buildings was under attack..so the whole GDI team was in disarray.....well i guess u all can guess wat happen nextmy base was blown apart with nukes, enemy units and the dreaded strealth tanks.....i was really surprise. a group of strealth tanks has brought such a great problem to a winning team.....of cos with no time leftwe couldnt counter them back.....guess this can be a good tactic to share with u guys....but good timing is required for this tactic to work.but now i dun underestimate the power, strealthness and strenght of this tanks in groups and good timing....
