
Subject: Stealth Tank, useful??

Posted by [Anonymous](#) on Wed, 31 Jul 2002 07:20:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

People argue that mammoth tanks are kinda useless except for defensive purposes when there's no good team coordination at all. But no one really seems to be complaining about stealth tanks. Even though that they can fire and kill light vehicles unexpectedly and are good infantry squishers, they can't do much to tanks if people have camera/turret lock on. I was playing a game and a stealth tank tried to get me from my back to fire on me (a common strategy used by ST drivers, so the ST could just turn with the tank that has no turret camera lock and keep on firing until it's dead), but I just turned my turret around and got him. So do you think the stealth tank is more useful than the mammoth tank? ST wouldn't do much also unless there's team coordination, where several ST could appear at once and kill something quickly and get away again.

Subject: Stealth Tank, useful??

Posted by [Anonymous](#) on Wed, 31 Jul 2002 07:36:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

WTF are you on about.. the ST is the best tank in the game.. yes 1 on 1 it don't fair 2 well but that's not what it's for.. Stealth tanks own field, under and especially city. on under if you just get 3 stealth tanks to hide on the hill... the mammoth's role past to attack base down the hill AGT destroyed.. on city 4 stealths can take out any structure before GDI even notices. not to mention the missiles are bloody powerful. they are only really vulnerable to infantry and orcas in packs.

Subject: Stealth Tank, useful??

Posted by [Anonymous](#) on Wed, 31 Jul 2002 07:39:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

That's why I said that if there's no team coordination for STs, just like if there's no team coord. for Mammoth tanks, they are not much useful.

Subject: Stealth Tank, useful??

Posted by [Anonymous](#) on Wed, 31 Jul 2002 07:41:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I find ST to be the number one cause of sniper casualties on field. A lot of idiots these days like to venture out of the bunkers in search of a better spot to snipe. They practically dive under my tank treads! [July 31, 2002, 07:42: Message edited by: Blue Eagle]

Subject: Stealth Tank, useful??

Posted by [Anonymous](#) on Wed, 31 Jul 2002 07:50:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

everything requires team co-ordination.. thats what the games about.. only thing mammy is good for is rushing oby and firing missiles into tha nod tunnel on under

Subject: Stealth Tank, useful??

Posted by [Anonymous](#) on Wed, 31 Jul 2002 08:50:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Properly applied - a MG can take out a Mammoth tank.It really depends who is operating -- a awesome operator can make a bad unit do wonders - whereas a so-so operator can make a mamie go to it's knee's in 30 seconds.

Subject: Stealth Tank, useful??

Posted by [Anonymous](#) on Wed, 31 Jul 2002 11:33:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I rarely use a ST, but when I do I really just use them to mow down infantry in the enemy base. Otherwise give me a light tank and have the repair gun warmed up for me when I pull back into our base, after pounding mummies, meds, MRLS's, and APC's.

Subject: Stealth Tank, useful??

Posted by [Anonymous](#) on Wed, 31 Jul 2002 13:27:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

When you say something sucks you are using it wrong.

Subject: Stealth Tank, useful??

Posted by [Anonymous](#) on Wed, 31 Jul 2002 17:32:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

*When you say something sucks you are using it wrong.*Then please, enlighten me on how you use your ST. You can't take out a med/mammy tank if the driver is fairly experienced and has turret/camera lock on. Besides, remember that the missiles of the stealth tank has a minimal range too. [July 31, 2002, 17:34: Message edited by: HitmanUltra]

Subject: Stealth Tank, useful??

Posted by [Anonymous](#) on Wed, 31 Jul 2002 21:01:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

You have to LEARN how to use a STank... it's not an acquired trait!First, a Stank can't win against anything but a Humvee one on one; so try to travel in a pair. But, if you're alone, you can do some

serious damage if you pick the right time and angle to attack from; mainly: attack from behind and when the enemy distracted. I have killed many, many mummies this way.and a trick to use on infs... if ya see one sitting still, headshot him, and hide again... works well vs Gunners and snipers who tend to think they're invincible.Stanks are also great for blockading a base with defense... when in numbers, wait for the enemy tank to pass you by, then jump on him.Learn how to use something before you bash it; Not every vehicle is designed to run in and blow stuff up. This game requires tactics, get it through your head!

Subject: Stealth Tank, useful??

Posted by [Anonymous](#) on Wed, 31 Jul 2002 22:02:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I am a Stealth Killer

Subject: Stealth Tank, useful??

Posted by [Anonymous](#) on Wed, 31 Jul 2002 22:42:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Agreed. S-tanks are a real thinking players unit.

Subject: Stealth Tank, useful??

Posted by [Anonymous](#) on Thu, 01 Aug 2002 06:06:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

*First, a Stank can't win against anything but a Humvee one on one; so try to travel in a pair. But, if you're alone, you can do some serious damage if you pick the right time and angle to attack from; mainly: attack from behind and when the enemy distracted. I have killed many, many mummies this way.and a trick to use on infs... if ya see one sitting still, headshot him, and hide again... works well vs Gunners and snipers who tend to think they're invincible.Stanks are also great for blockading a base with defense... when in numbers, wait for the enemy tank to pass you by, then jump on him.Learn how to use something before you bash it; Not every vehicle is designed to run in and blow stuff up. This game requires tactics, get it through your head!*Yeah, but the solutions you stated above requires team-coordination, which is usually lacked on non-clan games, and in smaller games, not everyone will buy a ST. The amount of team-coordinate you said above for a ST is about the same team coordinate you need for a successful Mammy group, and that's why i said the usefulness (or uselessness) of the ST is about the same as a Mammy. I'm not bashing the ST, i'm just saying it's not much useful alone, just like the Mammy.

Subject: Stealth Tank, useful??

Posted by [Anonymous](#) on Thu, 01 Aug 2002 12:50:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

ST's are great against non turrel-camera tanks. But those drivers are just plain stupid so if evolution does it's job they will be very few.No Monrow, you SHOULD BE CALLED stealth killer, remember?

Subject: Stealth Tank, useful??

Posted by [Anonymous](#) on Thu, 01 Aug 2002 13:11:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

yall should look at my post,kill a mamoth with a stelth tank

Subject: Stealth Tank, useful??

Posted by [Anonymous](#) on Fri, 02 Aug 2002 00:32:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

There is something a ST is good for on CITY_FLYING actually any nod vehicle can do it besides the buggy. ST's are the fastest tank. You take the over pass to GDI and rush in and head to the weap factory from ther you can take out pretty much the whole base a flame tank would make quick scrap out of the weap factory but cant really do much of anything else. If the driver is good they can use this strategy: Become a techie, with nuke, and flame tank. destroy the weap factory with the flame tank. make a beeline for the refinery drop the nuke beacon between the ref and silo put a few proxys around it. head for the PP. if ur good the flame tank would survive the trip from the weap factory. heal the tank. drive over to the pp. C4 it. but wait for the timed to go off before deting the remote and if it all goes well you would have single handedly crippled GDI. once the powers down if ur still alive go finish off the other buildings. If a engi got to ur nuke just go and burn the ref before the AGT and barracks. oh yeah and to prevent anyone from hijacking ur flame tank lace it with proxy mines before leaving ur base. I have destroyed so many bases with this strategy.

Subject: Stealth Tank, useful??

Posted by [Anonymous](#) on Fri, 02 Aug 2002 14:24:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

That's some serious n00b talk, STs own all.

Subject: Stealth Tank, useful??

Posted by [Anonymous](#) on Fri, 02 Aug 2002 15:04:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Stealth tank is important for occupying the hill top in Hourglass and good for running over Snipers on Island.

Subject: Stealth Tank, useful??

Posted by [Anonymous](#) on Fri, 02 Aug 2002 15:07:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

The stealth tank is very good at many things but unlucky in other thing. (just there i couldn't spell other)Doh! The stealth tank is good when you get out side your base(on Under) then you go to GDI entrance and there are alot of tec heal the mamoth tank. I run them all over. It fun. he he he

Subject: Stealth Tank, useful??

Posted by [Anonymous](#) on Fri, 02 Aug 2002 17:46:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Stealth tanks are good in groups. 1vs1 against an other tank \$uck\$ but they are not made for that.The best are they to destroy a base. They are made to kill a base not tanks. You can kill n00b or newbies in tanks but not good tank drivers.
