

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Fri, 24 Jan 2003 11:50:00 GMT

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

---

They seem a little useless, dont you think? They are killed at about average ease, their rockets are nothing special, they are perfectly visible unless a) you are blind or b) they're right up against snow or a blue sky. Their range is medium, and they're useless close up (as you can very easily see the shimmer).Are there any strategies with Stealths that make them less useless?

---

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Fri, 24 Jan 2003 13:52:00 GMT

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

---

You know where STANKS really shine is when firing at a building up close. I dont know if there is a unit that can destroy a building faster.Plus, no one can see you at first >boink boink boink!

---

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Fri, 24 Jan 2003 16:13:00 GMT

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

---

I C...I've noticed that they are especially useful in....oh crap, what's its name....the circular map with a tremendous hall full of tiberium in the middle with overpasses, lots of snow, little rings on the outside for access to enemy base..cant put finger on it...Anyway, its useful there because the snow makes the thing completely invisible (you cant see the shimmer).

---

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Sat, 25 Jan 2003 00:10:00 GMT

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

---

stick in move, kill the harv by yourself and retreat, packs of them are priceless(if left unseen until the attack a group of 5-6 can level a gdi base easily

---

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Sat, 25 Jan 2003 00:11:00 GMT

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

---

However, it sure is fun running people over. When I am being owned by a sniper - If I have enough cash, I will get one just to run the sob sniper over.

---

---

Subject: Stealth Tanks

---

Posted by [Anonymous](#) on Sat, 25 Jan 2003 00:39:00 GMT

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

---

Stealth tanks are great when used properly and their missiles are nothing to dismiss. It is a little light on the armor, but that just means you have to rely more on its stealth than its armor. Its really just a matter of the driver knowing how to take advantage of its abilities. Personally I like to set up ambushes with them. Its amazing how many people don't realize the attack is coming from behind

---

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Sat, 25 Jan 2003 03:05:00 GMT

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

---

A stank can take out a lone mammoth without being destroyed very easily. Just pull up alongside, and let rip. The Mammoth is too tall to hit you back.

---

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Sat, 25 Jan 2003 08:03:00 GMT

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

---

quote:Originally posted by PiMuRho:A stank can take out a lone mammoth without being destroyed very easily. Just pull up alongside, and let rip. The Mammoth is too tall to hit you back.Stealth tanks OWN mammoths. If you die in a ST while attacking a mammy, you can't drive, Go back to CS.

---

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Sat, 25 Jan 2003 19:59:00 GMT

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

---

quote:Originally posted by wreaker\_of\_havoc:They seem a little useless, dont you think? They are killed at about average ease, their rockets are nothing special, they are perfectly visible unless a) you are blind or b) they're right up against snow or a blue sky. Their range is medium, and they're useless close up (as you can very easily see the shimmer).Are there any strategies with Stealths that make them less useless?You obviously don't know how to use them properly.

---

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Sat, 25 Jan 2003 21:52:00 GMT

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

---

quote:Originally posted by wreaker\_of\_havoc:I C...I've noticed that they are especially useful in....oh crap, what's its name....the circular map with a tremendous hall full of tiberium in the middle with overpasses, lots of snow, little rings on the outside for access to enemy base..cant put

---

finger on it...Anyway, its useful there because the snow makes the thing completely invisible (you cant see the shimmer).Mesa?????????

---

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Sat, 25 Jan 2003 21:53:00 GMT

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

---

thats affirmative, fox, but now that i got some help....Stealth>Mammmy- got it.Stealth>Rightnexttobuildings- got it.Thanks all...

---

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Sat, 25 Jan 2003 23:02:00 GMT

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

---

quote:Originally posted by wreaker\_of\_havoc:They seem a little useless, dont you think? They are killed at about average ease, their rockets are nothing special, they are perfectly visible unless a) you are blind or b) they're right up against snow or a blue sky. Their range is medium, and they're useless close up (as you can very easily see the shimmer).Are there any strategies with Stealths that make them less useless?N00b

---

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Sat, 25 Jan 2003 23:26:00 GMT

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

---

My only beef with stealths: Mobius can drop them in one clip, because he's hard like that. Otherwise they're great and if you can't own with them, you should take someone else's advice and go back to CS.

---

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Sun, 26 Jan 2003 08:46:00 GMT

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

---

I don't know how many folks already made one of these for themselves, but I thought I'd offer a quick-and-dirty radio keyboard template. It's nothing beautiful, but it gives you all the radio commands in a small space and it can be clipped out to fit above your function keys.The file is saved at:[http://www.geocities.com/dana\\_bacon/renegade-keyboard-radio-commands.doc](http://www.geocities.com/dana_bacon/renegade-keyboard-radio-commands.doc)Hope this helps,Dana1973

---

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Sun, 26 Jan 2003 10:49:00 GMT

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

---

Sounds cool... would be even cooler if the link worked..

---

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Sun, 26 Jan 2003 11:14:00 GMT

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

---

Apparently Geocities doesn't like having files stored on its server if their sole purpose is to be downloaded by others. (The link worked just after I uploaded the file, so I didn't think there would be a problem.) Try

this:<http://home.mn.rr.com/baconbits/Renegade-keyboard-radio-commands.doc>It's my other web page area, though I haven't used it until now. Hope this helps, Dana1973

---

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Sun, 26 Jan 2003 18:22:00 GMT

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

---

Thanks for sharing Dana. The first link works...with Geocities you have to copy and paste the link, rather than just clicking it

---

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Mon, 27 Jan 2003 08:31:00 GMT

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

---

Hmm... when i download it one of two things happens..1. Wordpad opens but i get an illegal operation error and it closes down...2. Wordpad opens but it stays blank and when i try and close it, it won't and i have to ctrl, alt and delete to get rid of it!What's wrong?

---

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Mon, 27 Jan 2003 10:00:00 GMT

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

---

You're using wordpad.

---

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Mon, 27 Jan 2003 10:37:00 GMT

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

---

quote:1. Wordpad opens but i get an illegal operation error and it closes down... I have the same problem using wordperfect.

---

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Mon, 27 Jan 2003 11:07:00 GMT

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

---

That could be because .doc files are MS Word files, not WordPerfect or Wordpad. Those other programs may open them but don't be surprised if it doesn't work.

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Tue, 28 Jan 2003 19:08:00 GMT

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

---

ok for those who say stealth dies too easily, needs to know you need to stay stealth. and other then that stealth tank is the most powerful tank ever, 1 on 1 i can take out every tank gdi have to offer, i get first strike on med tanks, sneak behind it i get to fire off 2 shots before med turns the turret around, then i retreat and shoot, med dies, i'm hurt badly but i'll be alright, move in very very close to mrls and shoot it down, the mrls can't hit you when you're too close to it, and circle mammoth around up close, all mammoth can do is splash damage on you. of course the guy who started this post is a newbie, he thinks stealth tank is visable all the time fcdrazen mom

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Fri, 31 Jan 2003 08:19:00 GMT

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

---

quote:Originally posted by C4kitty: quote:Originally posted by wreaker\_of\_havoc: They seem a little useless, dont you think? They are killed at about average ease, their rockets are nothing special, they are perfectly visible unless a) you are blind or b) they're right up against snow or a blue sky. Their range is medium, and they're useless close up (as you can very easily see the shimmer). Are there any strategies with Stealths that make them less useless? N00bHe is asking for TIPS, not negative comments.... Stealth Tank is also good for hit-and-run tactics... just stay behind the enemy and dont get too close, as they say.... and be a technician to repair damages.... Sydney(PIC) is very dangerous, it takes 5 shots to destroy it... so take caution... Their missiles are POWERFUL! the stealth tank's missiles can even arc over some obstacles! But sometimes they are inaccurate when the terrain is uneven....

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Sat, 01 Feb 2003 02:37:00 GMT

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

---

quote:Originally posted by Delta\_Sector: quote:Originally posted by C4kitty: quote:Originally posted by wreaker\_of\_havoc: They seem a little useless, dont you think? They are killed at about average ease, their rockets are nothing special, they are perfectly visible unless a) you are blind or b) they're right up against snow or a blue sky. Their range is medium, and they're useless close up (as you can very easily see the shimmer). Are there any strategies with Stealths that make them less useless? N00bHe is asking for TIPS, not negative comments.... Stealth Tank is also

good for hit-and-run tactics... just stay behind the enemy and dont get too close, as they say.... and be a technician to repair damages.... Sydney(PIC) is very dangerous, it takes 5 shots to destroy it... so take caution... Their missiles are POWERFUL! the stealth tank's missiles can even arc over some obstacles! But sometimes they are inaccurate when the terrain is uneven....Didn't seem like he was asking for tips..... made it sound like he was just making comments about how useless he thought they were.....1. Use their stealth ability.... don't be trigger happy2. Be selective in your target.... pick a target which is not facing you or is shooting at something else already.....3. Attack from behind mainly in the 150-210 degree range.... 0 degrees being straight ahead4. If you are attacking infantry attack with precision..... if you are caught by infantry shoot at the ground around the infantry unit rather than in the body....5. Strength in numbers..... stick around other tanks but don't cluster too much.....6. Don't face off with an apc or free minigunners... they don't do all that much damage but they can light you up like a roman candle.....7. If your enemy backs away count yourself lucky....8. Hide in tiberium fields or around obstacles... keep an obstacle between yourself and the enemy... even though he can't see you, you are still in line of sight and bullets can make you glow....9. If you are a tech with a tank go someplace well hidden to repair..... so as to not to let people know a tank is on the field10. Be smart in the kinds of maps you use tanks on... hourglass is not a map for tanks..... city is.... as well as under and islands..... where there are large open areas with pockets of small well hidden spots...11. Beware of flying units..... these have unlimited ammo for the turret and can garnish lots of pts. from you.... as well as lighting you up they do heavy damage in a short amount of time and also have the best view of the field and can pick you out easily even if you are hit but once by an infantryman's bullets.....12. Beware of your n00bish team mates shooting at you..... friendly fire can make you light up and become visible....13. Don't travel with visible units.... these units will draw fire and will therefore be shot at.... and thus you might be hit and become visible.... a bonus for the people who discover you.....14. Camping for the harv..... don't be so repetitious.... if you keep doing the same thing over and over the enemy will catch on sooner or later.....Those are just some of the various things you should think of when using a tank.... but meh I couldn't be bothered to put down the various other ones..... you'll just have to learn that from experience

---

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Sat, 01 Feb 2003 06:56:00 GMT

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

---

Give me a patch or even cheap sydney and you can say bye bye to your precious tank.....Give me a med and you can kiss your tank good bye if you dare  
fire.-----Comparison - Mobile artillery with Stealth tank.Price -  
MobArt - 450 bucksStank - 900 bucksDamage rating vs TanksStank wins out ..... just Damage  
rating vs infantryWho can really check? - they die with basically 1 hit :Building Destruction Time  
(unrepaired) - MobArt -33 seconds Stealth - 42 seconds Blast radius - Mobile Artillery wins by a  
mile Range -Mobart - Holy Friggin \*\*\*\*! this thing has got almost unlimited range Stank - You  
gotta be kidding me! Grenade launchers can do better! Speed - Stealth wins easily. Rate of Fire -  
Mobart can get off about 2 shots for every stealth round ; Stealth rating - Why did I even bother  
evaluating this???? -----Conclusion - Why the f\*\*\* did i pay  
900 bucks for this junk??-----A few people may argue oh - but i  
get to ambush the enemy - OH WOW you got 1 frigging shot off before they found you. Maybe  
you have only had experiences with n00bs but i must admit i have never ever lost to a tank with  
my Med.You may say get 3 or 4 tanks. What'll you do when those patches come prowling around,

or the dreaded PIC??? Or even 4 meds could fry a group of stanksMobile artilleries - ok, say you want an ambush. This is what you do..Assemble 3 or 4 artilleries on the far side of the map, facing the enemy base entrance. Make sure they are positioned for a quick getaway - their front ends facing your base. Ensure at least 2 techs for supportas soon as that frigging med shows its ugly mug - LET ER RIP!! The meds cannot reach you unless they drive through the maelstorm of artillery shells. even if they wanted to they cannot hit you without getting hit by the massive artillery ranges. Note that an artillery and a tech costs as much as a med. and they are easy maintenance. ILL BET YOU NEVER KNEW: A MOBARTILLERY WITH A DEDICATED TECHNICIAN IS IMPOSSIBLE TO DEFEAT. CHECK IT OUT FOR YOURSELF.

---

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Sat, 01 Feb 2003 16:08:00 GMT

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

---

quote:Originally posted by joroe34:However, it sure is fun running people over. When I am being owned by a sniper - If I have enough cash, I will get one just to run the sob sniper over.Does neone else get a "jitter" when they goto run over ppl ? You "hit" them and your vehic pauses then u continue forward then they go boink. I get this all the time.

---

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Sat, 01 Feb 2003 18:40:00 GMT

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

---

quote:Originally posted by [sg]the0ne: quote:Originally posted by joroe34:However, it sure is fun running people over. When I am being owned by a sniper - If I have enough cash, I will get one just to run the sob sniper over.Does neone else get a "jitter" when they goto run over ppl ? You "hit" them and your vehic pauses then u continue forward then they go boink. I get this all the time.yeah i get that all the time..... but you know what is even more annoying is when you go to run them down and they simply slide off the front to the side of the stank and they notice you..... very annoying....

---

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Sat, 01 Feb 2003 23:18:00 GMT

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

---

Stealth tanks only suck for those who don't know how to use themIn most cases a stealth tank can take out any vehicle in Renegade, unless you're in a 40 player server...A skilled driver and a stealth tank should be able to take out any vehicle in a 1 v 1

---

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Sun, 02 Feb 2003 23:58:00 GMT

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

---



Skilled Mammoth Tank driver can put you in your place so \*\*\*\*en fast that you'll see stars in a split second.If a Stealth Tank goes near my Mammoth Tank, I just pound it with the cannons. Just because it's on the side of you, doesn't mean its turret won't get shot by the cannon shells.If you think you'll hide... I always fire randomly. I almost always get the first shot in due to that. You come close to me and all that'll be left of you will be red mist.The Mammoth Tank is something to be feared. It does more damage in a shorter amount of time than any other vehicle does, pound for pound. The Mammoth Tusk missiles are the most powerful missiles in the game. They eat everything alive if they contact the intended target. Light Tanks go down in around eight salvos. Stealth Tanks take even less... Artillery gets raped by the missiles, and the splash damage hits the repairing Technician or Engineer.I don't care how experienced you are with a Stealth Tank, the Mammoth Tank wins each time, as it should. It costs \$1,500, compared to the Stealth Tank's \$900. Understandably, two of them are too much for one Mammoth Tank. However, two of them versus two Mammoth Tanks is laughable... If both have any kind of decent skill at the helm of the tank.You guys really need to get your perspectives straight, because Stealth Tanks have paper-thin armor and will get raped by anyone above the "average" level of Mammoth Tank vehicle driver.

---

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Mon, 03 Feb 2003 19:01:00 GMT

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

---

thank you ak, and you too renegod.Finally, somebody agrees    Dont call me a noob. If you do, you're also calling AK a noob.

---

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Mon, 03 Feb 2003 20:59:00 GMT

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

---

A stealth is still a great tank, Ack is just saying that anyone who knows how to properly use a Mammoth can trash a stealth easily.I once destroyed 2 stealth tanks that ambushed me with a medium tank. Those two drivers displayed exactly how not to drive a stealth tank. I've trashed multiple medium tanks with a stealth as well.It's all in the skill of the driver. [ February 03, 2003, 21:00: Message edited by: NeoSaber ]

---

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Mon, 03 Feb 2003 22:11:00 GMT

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

---

There is no skill involved in dodging shells with a Stealth Tank. You're easy to hit, easy to see, and once you get shot, you're not likely to return home.A Personal Ion Cannon wielding trooper will destroy your Stealth Tank in five, yes five, shots. It is nearly impossible to hide from a PIC wielding soldier once you've been spotted, and that happens frequently.

---

---



Subject: Stealth Tanks

Posted by [Anonymous](#) on Mon, 03 Feb 2003 22:41:00 GMT

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

---

The stealth tank sucks, I have played this game since it came out and my opinion has never changed, they are fun tanks, yes, but they suck and are a rip off. Medium tanks cost 100 dollars less and guess what, if a stealth gets the first shot off and then the medium returns (this is what always happens) the medium will end up winning with about 35\% of its armor back. Sydney PICs ALWAYS find you and when they do your dead 90\% of the time. Good mammoth drivers will never loose to the stupid ramming stealth tactic, its only because mammoths have big "shoot me" signs on them that stealths win all the time, becuae they are usually already damaged to about 50-70\% of their health when stealths engage them and then the stealth users claim they beat a mammoth. pffft. If a mobius gets near you, say goodbye. Its also awesome how the stealth turret that the bullets come out of points upward, so if a infantry gets next to you, you will never hit it. I have killed stanks in humvees because when I got near them they couldn't hit me, that is ridiculous and imbalanced. If a medium gets you you can't hit them either, but they don't need to since they win so easily. Stanks are pathetic, the only time they are half useful is on acks wonderful map glacier, where there are a lot of large turns where you can run and hide, not little rocks that NEVER work, the splash hits you and you die. Stealth tank needs its cost reduced to 700, giving it more armor could have the bad effect of them being better to rush with then flames, so what needs to be done is a cost decrease so that when a medium beats the tar out of you (even though you used your stealth to get in the first shot) it isn't such a crock. Now the fact that the vehicle limit is reached and the stealth is the same weakness means it will not be overpowered, but at least you won't blow as much money on a tank that really doesn't get the job done. The last factor of the stealths suck is the fact that it has no range, tons of people after winning a battle use the opportunity to hit buildings from far back out of the defenses range. Well guess what, the stealth with that short pathetic range of its cannot do this, so if you use a stank count yourself out as getting good points out of the tank unlike how you can with everything else but the buggy/humvee/apc. If I could request anything from aircraftkiller nowadays it would be to BEG westwood to at LEAST reduce the stealth cost to 800, hopefully reduce it to 700. PLEASE FOR THE LOVE OF GOD SAVE THE STEALTHS.

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Tue, 04 Feb 2003 06:34:00 GMT

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

---

argh so many stupid people in this thread. Every vehicle/character is good if you know how to use it.

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Tue, 04 Feb 2003 06:35:00 GMT

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

---

quote:Originally posted by aircraftkiller2001:A Personal Ion Cannon wielding trooper will destroy your Stealth Tank in five, yes five, shots. It is nearly impossible to hide from a PIC wielding soldier once you've been spotted, and that happens frequently. You got me there. Stealth tanks are rather

worthless against a PIC. Even a highly skilled Stealth driver is all but doomed against a PIC. Still, a skilled Stealth tank driver can do a lot of damage.

---

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Tue, 04 Feb 2003 07:56:00 GMT

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

---

Stanks are best used in groups even if there are a few PICs, they won't last long against the combine fire power of several Stanks.

---

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Tue, 04 Feb 2003 08:36:00 GMT

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

---

quote:Originally posted by wrecker\_of\_havoc:They seem a little useless, dont you think? They are killed at about average ease, their rockets are nothing special, they are perfectly visible unless a) you are blind or b) they're right up against snow or a blue sky. Their range is medium, and they're useless close up (as you can very easily see the shimmer). Are there any strategies with Stealths that make them less useless? rockets nothing special? I bet you don't know they do the same damage as a flamer...

---

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Tue, 04 Feb 2003 18:34:00 GMT

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

---

quote:I bet you don't know they do the same damage as a flamer...yes....but stanks a) are more expensive, b) are harder to defend, and c) have much less armor. Why is the flamer 800 and the stank 900?

---

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Wed, 05 Feb 2003 15:47:00 GMT

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

---

quote:Originally posted by demoman83:argh so many stupid people in this thread. Every vehicle/character is good if you know how to use it. That is a statement commonly used by stupid n00bs, everyone knows that some things are better than others. Everything has a use, but the stealth tank is much more limited and will get you much less points than any of the other tanks. You stupid n00b stfu.

---

---

Subject: Stealth Tanks

---

Posted by [Anonymous](#) on Wed, 05 Feb 2003 17:37:00 GMT

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

---

quote:Originally posted by wrecker\_of\_havoc:thank you ak, and you too renegod.Finally, somebody agrees     Dont call me a noob. If you do, you're also calling AK a noob.     hey where r my thanks??? I posted the most tips...

---

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Wed, 05 Feb 2003 17:38:00 GMT

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

---

quote:Originally posted by Jim Goose:Stealth tanks only suck for those who don't know how to use themIn most cases a stealth tank can take out any vehicle in Renegade, unless you're in a 40 player server...A skilled driver and a stealth tank should be able to take out any vehicle in a 1 v 1not air vehicles....

---

---

Subject: Stealth Tanks

Posted by [Anonymous](#) on Wed, 05 Feb 2003 17:40:00 GMT

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

---

I was thanking the people who were defending my point.But thank you, C4Kitty, and all other tip-givers.

---

---

Subject: Re: Stealth Tanks

Posted by [MyTrust](#) on Sun, 04 Jan 2004 21:30:07 GMT

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

---

RenegodGive me a patch or even cheap sydney and you can say bye bye to your precious stank.....Give me a med and you can kiss your stank good bye if you dare fire.-----Comparison - Mobile artillery with Stealth tank.Price - MobArt - 450 bucksStank - 900 bucksDamage rating vs TanksStank wins out ..... just Damage rating vs infantryWho can really check? - they die with basically 1 hit :Building Destruction Time (unrepaired) - MobArt -33 seconds Stealth - 42 seconds Blast radius - Mobile Artillery wins by a mile Range -Mobart - Holy Friggin \*\*\*\*! this thing has got almost unlimited range Stank - You gotta be kidding me! Grenade launchers can do better! Speed - Stealth wins easily. Rate of Fire - Mobart can get off about 2 shots for every stealth round ; Stealth rating - Why did I even bother evaluating this???? -----Conclusion - Why the f\*\*\* did i pay 900 bucks for this junk??-----A few people may argue oh - but i get to ambush the enemy - OH WOW you got 1 frigging shot off before they found you. Maybe you have only had experiences with n00bs but i must admit i have never ever lost to an stank with my Med.You may say get 3 or 4 stanks. What'll you do when thos patches come prowling around, or the dreaded PIC??? Or even 4 meds could fry a group of stanksMobile artilleries - ok, say you want an ambush. This is what you do..Assemble 3 or 4 artilleries on the far side of the map, facing the enemy base entrance. Make sure they are positioned for a quick getaway - their front

ends facing your base. Ensure at least 2 techs for support as soon as that frigging med shows its ugly mug - LET ER RIP!! The meds cannot reach you unless they drive through the maelstrom of artillery shells. even if they wanted to they cannot hit you without getting hit by the massive artillery ranges. Note that an artillery and a tech costs as much as a med. and they are easy maintenance. ILL BET YOU NEVER KNEW: A MOBARTILLERY WITH A DEDICATED TECHNICIAN IS IMPOSSIBLE TO DEFEAT. CHECK IT OUT FOR YOURSELF.

sorry for reviving the topic but artilleries are pwned by snipers, stanks are NOT

---

---

Subject: Stealth Tanks

Posted by [rm5248](#) on Mon, 05 Jan 2004 01:13:05 GMT

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

---

--!!WARNING WARNING DEAD TOPIC REVIVAL ALERT!!--

---

---

Subject: Stealth Tanks

Posted by [Jaspah](#) on Mon, 05 Jan 2004 02:21:45 GMT

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

---

What the fuck?

---

---

Subject: Other tank

Posted by [furyman77](#) on Mon, 05 Jan 2004 03:12:00 GMT

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

---

I personally favor the light tank.

Fast & evasive

Moderate fire power

Looks cool

OK on armor

Cost efficient.

Retreat and repair quickly

Overall, I like it for chewing down on enemy forces, not so much for attacking their base. Unless by some stroke of bad luck you dont pay attention to your surroundings, you should always have the ability to earn up to 600 dollars for another one. even in bad battle field circumstances extreme caution is needed when the refinery and/or powerplant is gone.

---

---

Subject: Re: Stealth Tanks

Posted by [TheSkarekrow](#) on Tue, 27 Jan 2004 01:00:47 GMT

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

---

wreaker\_of\_havocThey seem a little useless, dont you think? They are killed at about average ease, their rockets are nothing special, they are perfectly visible unless a) you are blind or b) they're right up against snow or a blue sky. Their range is medium, and they're useless close up (as you can very easily see the shimmer).Are there any strategies with Stealths that make them less useless?

Rushing, hiding accross the field, sneaking in to a base when no one is looking and nuking, hanging around a fair few eyes distance away, and running down the engi that tried to disarm it.

It's easily stopped, but most definately effective.

---

---

Subject: Re: Stealth Tanks

Posted by [kittyhawk](#) on Sat, 31 Jan 2004 02:53:05 GMT

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

---

The stanks aren't to bad when you kno what you're doing. most of the time i just run in the base and get real close to the agt when it will not shoot at me and i destroy it and then i carry out with killing the other buildings. once i even killed an entire base with a buggy and a engineer with normal ammo. Getting in the base isn't hard its what you do when your in the base.

---

---

Subject: Stealth Tanks

Posted by [Nukelt15](#) on Sat, 31 Jan 2004 20:10:11 GMT

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

---

The best time to to use an stank, IMHO, is when the enemy defenses are down and you can sneak a few in relatively unseen. Since their strength is in killing buildings (at some point, someone worked out that they kill a building about as fast as a flamer does), that should be their primary use. Until you can get them into a base, you're better off with longer ranged visible firepower, such as a light tank or artillery.

---

---

Subject: Stealth Tanks

Posted by [EvoSnipe](#) on Wed, 25 Feb 2004 16:01:44 GMT

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

---

il be bak

---

---

Subject: Stealth Tanks

Posted by [EvoSnipe](#) on Mon, 01 Mar 2004 15:52:48 GMT

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

---

30 proxies on front, drive around, theyll disappear, BOOM stealth kamikaze vehicle and NO IT DOESNT HURT YOUR VEHICLE

awesome tactic,  
works every time

i need content

---

---

Subject: Stealth Tanks  
Posted by [almor999](#) on Mon, 01 Mar 2004 23:34:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Evosnipe^^ As long as you don't mind hotties in your base.

The Stealth Tank is designed for get this STEALTH. The best use is to SNEAK into the enemy base to plant a beacon. Their second best use is to SNEAK into the enemy base and use its rockets on a building when alot of enemy are not around. The other thing they are good for is running over people who are not paying too much attention. I have taken out many buildings with only my stank, you just have to use strategy because you lose your advantage when you fire or you are really close to enemy units.

---

---

Subject: Stealth Tanks  
Posted by [EvoSnipe](#) on Sun, 14 Mar 2004 23:39:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

hey they dissappear after awhile, and y not if youre in a good map with lots of defense, and the base is mined  
Regards,  
EvoKrunk

---

---

Subject: Stealth Tanks  
Posted by [tooncy](#) on Sun, 21 Mar 2004 00:38:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Flamers are the best at destroying biuldings, especially in numbers. My favorite vechile is the medium tank. It's moderatly fast, manuverable, it packs a punch, and it's only 800 credits.

---

---

Subject: Stealth Tanks  
Posted by [Bidbood](#) on Sun, 21 Mar 2004 17:24:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

there are people who use the stank only for the invicibility, they drive into the GDI base, every frikin GDler shoots at it, but the stank won't attack, they just drive forward untill they explode....  
other words: WASTE OF MONEY

my favorite tank is the light tank, it's fast and almost as strong as the medium tank, though it has weaker armor. it's easy to dodge enemy bullets too since it's kinda fast.

---