
Subject: how stealthy are stealth units? noob question

Posted by [wilhil](#) on Wed, 09 Jul 2003 16:20:15 GMT

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I am not a noob as such, but this is one thing i have wondered for some time,

I am not talking about when you fire because i know they cans ee you, I am just talking about when you are fully stealthed why is it that the other team sometiems can see you and they get you? like on islands map for example if i become the stealth black hand and go to the gdi base they usually see and shoot me in the tunnel, havoc e.t.c. but when i am gdi on that map i never see anyone stealthed and they get in the base,

I was just wodnering when are stealth units completly stealthed and why can they sometimes see you and how can you be 100% invisible?

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Posted by [DBB](#) on Wed, 09 Jul 2003 16:39:51 GMT

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You can be seen even when stealthed. Sometimes if you run by someone you glimmer or if they fire random shots you glimmer. Sometimes you just get lucky and on the background/lighting. If you want to be fully stealthed go play ps

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Posted by [Crimson](#) on Wed, 09 Jul 2003 18:04:10 GMT

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Yeah, you can't be totally invisible... I know I've scanned the horizon for targets and seen SBH's by pure luck. Doesn't happen often... your best bet is to try and stay out of their line of sight. If you're sneaking up on a sniper, go the long way around to the back of him.

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Posted by [xpontius](#) on Wed, 09 Jul 2003 18:16:34 GMT

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On islands especially GDI will be on alert for stealths after reaching 400. If u dont want to get caught you gotta think like them and avoid areas crawling with vigilant mobius, patch and such looking or just by luck running into you, trying to stop sbhs in their tracks.

Quote:DBB Posted: Wed Jul 09, 2003 7:39 pm Post subject:

You can be seen even when stealthed. Sometimes if you run by someone you glimmer or if they fire random shots you glimmer. Sometimes you just get lucky and on the background/lighting. If you want to be fully stealthed go play ps

You want to be fully stealthed and pass people unaware go play in the snow in C&C Alpine.

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Posted by [forsaken](#) on Wed, 09 Jul 2003 18:16:41 GMT

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yeah if i remeber your cloaked in ps even when you fire off your weapon

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Posted by [Neo5](#) on Thu, 10 Jul 2003 04:41:21 GMT

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is PS planetside

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Posted by [forsaken](#) on Thu, 10 Jul 2003 20:39:56 GMT

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yes

Subject: how stealthy are stealth units? noob question

Posted by [JiggakoZz](#) on Fri, 11 Jul 2003 00:02:59 GMT

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What you have to realize is if you were completely invisible, they would be too good.

Mostly your problem is that you have to stay away from people, dont get so close. Think of it as not invisible, but more like really good camoflauge.\

And listen to this (even most experienced players dont know a lot about this), certain characters can see SBH better than others.

Techs can see them well, as well as snipes.

But the character that can see stealth the best is the Chain Gun Officer... stay away from those

Subject: how stealthy are stealth units? noob question

Posted by [John Shaft Jr.](#) on Fri, 11 Jul 2003 00:48:13 GMT

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JiggakoZzWhat you have to realize is if you were completely invisible, they would be too good.

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No no no.... You're just asking for him to get killed.

The characters that can see SBH's the best are Mobuis and Sydney with the PIC. They can see them well. I know this for a fact cause on maps with non defense when I'm on GDI all I do is get a mobuis and haunt down SBH's and stealth Tank. I can't count a number of times I seen a SBH run past me with a nuke. Then I'll go kill him easily with my Voltage Auto rifle. I remember on one game on the map C&C_Complex, I got atleast 30 kills from SBH's coming to GDI base to nuke. And blow up 4 Stealth Tanks. The Voltage Auto Rifle is very good against vehicles.

If you want to be good with a Stealth unit or spot a stealth really good then you have to do what xpontius said. "If u dont want to get caught you gotta think like them and avoid areas crawling with vigilant mobius, patch and such looking or just by luck running into you, trying to stop sbhs in their tracks." Which is true, If you play one both GDI or Nod you have to think like the other team thinks.

For example: when I'm on GDI on C&C_Islands. What I do is I get a Mobuis from the start and start running back and from the Refinery to the barracks and back to teh refinery. The reason from this is cause thats where mostly all stealths nuke on that map. 70% of the time they always nuke the refinery or the Barracks on that map. Sometimes they will go after the War Factory but most of the time its the Refinery and Barracks. And I know when they Nuke the Refinery they always nuke in two places. They either nuke in the crack of the Refinery or at the Harvester dump unloading door. 70% of the time is where most SB's nuke the refinery. And I killed many of SBHs as I seen them tryin to nuke the refinery in those places. And the barracks is very easy. They always nuke on the sides or behind the barracks. So I kill alot of SBH's cause I know wher ethey are going to Nuke at and they always pass by me for some reason.

And I love playing with Mobuis cause of the Voltage Auto Rifle. When you shoot them with the Voltage Auto Rifle it makes them Shimmer and glow for like 10 seconds. Which gives you alto of time to keep shooting them to kill them until you can't see them again.

If your on Nod and you're a SBH, just stay away from Mobuis and Sydney's with the PIC. Well just stay away from anybody on GDI. Especially when you're going to nuke and don't wanna be detected. And don't nuke in the obviuos places.
