
Subject: Stealth Tanks

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

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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.
