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Subject: NOD one-man ambush strategy.

Posted by [Anonymous](#) on Fri, 12 Apr 2002 09:25:00 GMT

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Ok, I am back. I was out for a few days. First of all, ACK, I am getting game soon. Second of all, that tactic is valid, it works. They won't find me after I am cloaked, simply because I am good driver. Yes, I am a newbie but I am good driver, and I can uncloak in front of 3 mammoths, evade their shots for quite a while, and then pull out with around 150-100 health--in stealth tank. It's hard to hit me. With Tech/Hotwire it takes approximately 4 seconds to repair stealth tank to full. There goes your "danger of jumping out" point right there. Stealth tank does immense amounts of damage to vehicles and infantry. It is a one hit kill vs an engy, other soldier, even a hero if both missiles hit 100%. However, to the moron that said I am being a rambo--no, I am mostly taking out engies and then tanks that like to siege our base. Once engies go down, rest of my team does Flame/Light tank rush. GDI caput! And I have a request: there is no need to flame me. I own you in flame wars. So please, just shut up if you can't discuss something w/o busting out your flamethrower. Thank you. [ April 12, 2002: Message edited by: Nox McChaos ]

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