
Subject: Stealth tank, the crappy crapulence of crap
Posted by [Anonymous](#) on Tue, 02 Apr 2002 18:05:00 GMT
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Stanks may not be the biggest point givers, but they are near-vital in breaking a GDI siege... The stanks go behind the GDI forces, and wait for their teammates to attack the front with lights and artys... When the fighting starts, the stanks squish any engines repairing the GDI and then proceed to blast away with their POWERFUL missiles into the GDI's ass... Oh and for the nuke rushing tactic, if you have way too much cash (like I do normally), it is not a waste of money. You just have to go to where no one is and then plant the nuke, or you just try to kill a building with your stank and then nuke when your stank is dead.
