
Subject: Stealth tank, the crappy crapulence of crap
Posted by [Anonymous](#) on Thu, 28 Mar 2002 21:47:00 GMT
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Ok heres the big problem guys, I understand where your comming from, but Ive been playing a LOT of tourny servers, and on some of them were very good people that would mop the floor with me. What happens is the moment you fire, no matter what other tanks are around, THEY GO STRAIGHT AFTER YOU, you as the s-tank are the most expensive yet weakest tank, a s-tank does almost as much damage as a flame against buildings and yet you are twice as easy to kill. They are gonna go after you if they know what they are doing. Against some pretty decent mammoths or mediums your like a blood puddle in front of mosquitos those turrets lock onto you right away. Getting behind mammoths doesn't work, they have the camera follows turret option on and they can flip the turret RIGHT around, only works against newbies and on tourneys they are getting fewer and fewer. As I stated you get the first shot, but then your toast, retreat is impossible unless you are right around a corner. If you try to run its simple for them to keep firing at you even when you stealth. As for firing around a corner, retreating back, moving up and firing around it again... It just doesn't work against the good players, the main reasons why are they keep firing at you and you keep firing at them. The stealth does more damage, but they can keep going longer and you can't hide around that corner forever. Against mammoths it takes too long, against mediums they catch up to you and make you pay. And buying a stealth for the sole purpose of hunting humvees and mlrs is ridiculous. costant corner hit and run games is time consuming. You both repair your own tanks or have someone else do it and get nowhere. What happens in these games is people gang up and have a big war maybe 3 vs 3 tanks to break the stalemate that newbies get into all the time. In these at least one tank will die usually, its a big standoff and the stealths inability to keep up in this type of battle makes it worthless because it can't just go out there and duke it out with that measly armor and losing it over a 600 light tank with more armor no one will take that kinda deal. You cannot crush infantry or hit them when they are near you, against the good players the stealth turns as slow as other tanks, and they can keep moving outta the way. You can try and predict where they are gonna move next, but that still brings minimal success. Its just not worth it, Ive scoped everything out and the stealth isn't worth it.
