
Subject: Stealth tank, the crappy crapulence of crap
Posted by [Anonymous](#) on Thu, 28 Mar 2002 18:39:00 GMT
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I do oddly well with the stealth tank. It requires different tactics. They are NOT designed for toe-to-toe combat against GDI armor. That's the light tank and flame tank. But, stealths are excellent when moving with a tank rush. The enemy sees the other vehicles and moves to engage; leaving them open to the stealth tank's damaging rockets. Stealth tank's rockets are not necessarily direct fire. Like the mammoth's missiles, they can glide over small hilltops and strike a target indirectly. It's quite useful for hit-and-run. Another perk is running people over, they never know what happened. In one newbie game, I ran a person over several times; and he thought I was a sniper. The stealth is great for inspiring fear, and for bait, luring enemies into traps, or setting them. Nod and GDI's basic units ARE alike. But several of Nod's units require different tactics. Nod is finesse, speed and stealth. GDI is strength by volume and firepower. Try it. When approaching a enemy tank, don't go head to head. Try and avoid it, then hit it from the rear when the driver is not looking. Or, if they see you, dodge or run. Try stealth tank one more time. Just don't try to take out mammoths 1v1.
