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Subject: Tiberium Auto Rifle vs. Stealth Tanks

Posted by [Anonymous](#) on Thu, 21 Mar 2002 14:15:00 GMT

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I did a bit of testing with the TAR and Nod vehicles. 50 shots will take 120 armour off light tanks, flame tanks and APCs. It will bring a buggy down to 10 health and a mobile artillery down to 160.50 rounds will also take almost a full block off a building if you're firing it at the MCT. Looks pretty good to me for 150 creds, I'll be using her a lot more often now.

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