
Subject: Re: Stank sounds

Posted by [Spoony_old](#) on Thu, 26 Jan 2006 04:46:46 GMT

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Those of you who think it isn't worth doing or it isn't much of an advantage, read this part again but this time slowly, and carefully.

Spoony wrote on Wed, 25 January 2006 09:56uh, if you're in an APC or med on Islands and you have stank sounds, it is physically impossible for a stank to get past you without you hearing it (don't tell me that's fair), even if it goes the other way.

^^ that's probably the most obvious example of what I'm talking about. A stank's on the other side of a rock from you, so the usual shoot-around-to-search-for-them isn't going to help you, whether you have those homoerotic flourescent stealth effect skins or not. And the usual engine noise is probably not going to grip your attention unless you're REALLY paying attention. Augmented stank sounds, on the other hand, totally different story. Bottom line is you AUTOMATICALLY know where the stanks are, and if you don't think that's tantamount to cheating then you really don't understand the concept of a "stealth" tank.
