
Subject: Proper use of the stealth tank

Posted by [crazfulla](#) on Mon, 29 Jun 2009 04:35:26 GMT

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So many people fail at this. it is the most pivotal unit in the game imo, using them can either make or break the level.

Stanks can be extremely effective in one man tech rushes, such as on Under, in games of around 5v5 you will often see me running solo, waiting for GDI to get cocky and leave their base... start whoring in the Nod entrance while I sneak in to theirs and pwn the Power Plant. I would involve more players but usually they are all too retarded to stay hidden, and besides, when the med are whoring your base, some one needs to repair

My favourite technique is the stealth roadkill. It is as effective as a headshot with a sniper... one hit kills, only EVERY time. of course you have to use ultimate stealth as a single timed C4 will cost you the tank. Of course if you cant dosarm it, GTFO of the tank before it blows, so GDI doesn't get the points.

and finally I come to the uber rape. I am talking about pwning mummies and orcas. flames can be effective against both at short range but stanks in quantity.... say if one is discovered, the rest fall back, wait fore the orca to settle above the stank, then just 4-5 other stanks fire at once, BOOM orca down. for mummies, simply dodge their fire, remember ttank missiles are tracking.

anyway enough ranting.

what tricks have you guys discovered ?
