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Subject: Tiberium Auto Rifle vs. Stealth Tanks  
Posted by [Anonymous](#) on Tue, 19 Mar 2002 20:39:00 GMT  
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I've actually found the TAR to be quite effective against Stealth Tanks. Just stay the hell clear of them, but 100 rounds can easily polish off a stealth tank and severely damage a flame tank. Nice weapon, and since sidney is only 150 creds, 3 or 4 of 'em can become unstoppable tank destroyers for a VERY marginal fee. I've also found that on C&C\_Under, Sydney snipers can become a lethal tool. Catch the tanks as they go over the tiberium field and boom, let 'em have it. Most people will catch on, so you'll definitely need to keep behind something, but its definitely one of the most cost-effective tank removers in the game. Of course the rocket soldier delivers MUCH more bang for the buck in terms of vehicle squashing, he is mostly useless against infantry. Heh. I was driving around in a stolen mammoth tank once, three sidneys got locked onto my turret and the tank was gone about 10 seconds later. Hehe. So my advice is: Never overlook Sydney, she packs a punch against tanks for only 150 creds.

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Subject: Tiberium Auto Rifle vs. Stealth Tanks  
Posted by [Anonymous](#) on Tue, 19 Mar 2002 23:12:00 GMT  
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She is great because of the points you brought up but she is even better because her nearest cousin (patch) is an imbalanced piece of crap that does no damage against tanks while his nod counterpart (450,chainlaser) does a lot more against tanks.

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Subject: Tiberium Auto Rifle vs. Stealth Tanks  
Posted by [Anonymous](#) on Tue, 19 Mar 2002 23:15:00 GMT  
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ya but patch does good against infantry while the nod counterpart and that good but as for tanks, patch suXorz

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Subject: Tiberium Auto Rifle vs. Stealth Tanks  
Posted by [Anonymous](#) on Wed, 20 Mar 2002 02:05:00 GMT  
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Patch is great against buildings.

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Subject: Tiberium Auto Rifle vs. Stealth Tanks  
Posted by [Anonymous](#) on Wed, 20 Mar 2002 03:14:00 GMT  
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Can anybody help me get past this mission ,saving Dr.Mobious, This idiot keeps running right into

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the line of fire.I have found it impossible to advance past this mission. i come up elevator, and whamo, all the nods, descend upon us, There appears to be no way to beat this segment, Any help on this , please the game just sits at this point, in my feudal reload attemptsplease please anybody !!!

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Subject: Tiberium Auto Rifle vs. Stealth Tanks  
Posted by [Anonymous](#) on Wed, 20 Mar 2002 03:51:00 GMT  
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The only way to do that level is to try and keep ahead of mobius all the time of just fire so \*\*\*\* quickly that theyre dead before they get him. Stay in the open and you will distract their fire-an odd tactic but necessary.I nearly got really stuck on this bit. Mobius was on like 1 health at the very end where there are loads of nod officers-tip-use the sniper rifle to take them out, gunner is on the other side of the rocks distracting them.

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Subject: Tiberium Auto Rifle vs. Stealth Tanks  
Posted by [Anonymous](#) on Wed, 20 Mar 2002 04:42:00 GMT  
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quote:Originally posted by Remirol Nacnud:The only way to do that level is to try and keep ahead of mobius all the time of just fire so \*\*\*\* quickly that theyre dead before they get him. Stay in the open and you will distract their fire-an odd tactic but necessary.I nearly got really stuck on this bit. Mobius was on like 1 health at the very end where there are loads of nod officers-tip-use the sniper rifle to take them out, gunner is on the other side of the rocks distracting them.Remirol,Thanks for the info, i have tryed numerous times to advance out of the ascending elevator,with little life left for both havoc, and the good DR.it is practically impossible to withstand the nod onslaught, any way to skip this mission( i downloaded some sort of mission skipper, it doesn't work)you speak of gunner? where is he ?it looks like it's just nod fighters who just keep coming,i first try to take out fixed ceiling turrets with ion gun, or rocket launcher, there just deosn't seem to be enough time to do anything elsewhat would you suggest at this time, i really frustrated as you can probably tellregards,luke

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Subject: Tiberium Auto Rifle vs. Stealth Tanks  
Posted by [Anonymous](#) on Wed, 20 Mar 2002 08:14:00 GMT  
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Actually the trick I found with that mission was that I typically did more damage to Mobius than the enemy did. So, instead of rushing along I'd allow him to run ahead and get hit a bit while I picked out my shots. By the end of the mission Mobius would be down to about 50% health.Additionally, when you make it out of the compound you can trick the NOD Officers into coming after you rather than running into them by picking them off before you round the corner.Also, I found the laser rifle in combination with headshots worked best for quick take downs.

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Subject: Tiberium Auto Rifle vs. Stealth Tanks  
Posted by [Anonymous](#) on Wed, 20 Mar 2002 10:45:00 GMT  
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Patch Ownz infantryHARD!

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Subject: Tiberium Auto Rifle vs. Stealth Tanks  
Posted by [Anonymous](#) on Wed, 20 Mar 2002 10:48:00 GMT  
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Thanks for the tips!Peace

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Subject: Tiberium Auto Rifle vs. Stealth Tanks  
Posted by [Anonymous](#) on Wed, 20 Mar 2002 18:36:00 GMT  
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Patch is good against inf. so I use him against teams with people who only become inf

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Subject: Tiberium Auto Rifle vs. Stealth Tanks  
Posted by [Anonymous](#) on Thu, 21 Mar 2002 11:33:00 GMT  
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I have found \$150 Sydney to be utterly useless. Whenever I shoot anything with it, doesn't do crap. I prefer grenadiers over sydney.

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Subject: Tiberium Auto Rifle vs. Stealth Tanks  
Posted by [Anonymous](#) on Thu, 21 Mar 2002 13:56:00 GMT  
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quote:Originally posted by mwells cubed:I've actually found the TAR to be quite effective against Stealth Tanks. Just stay the hell clear of them, but 100 rounds can easily polish off a stealth tank and severely damage a flame tank. Nice weapon, and since sidney is only 150 creds, 3 or 4 of 'em can become unstoppable tank destroyers for a VERY marginal fee. I've also found that on C&C\_Under, Sydney snipers can become a lethal tool. Catch the tanks as they go over the tiberium field and boom, let 'em have it. Most people will catch on, so you'll definitely need to keep behind something, but its definitely one of the most cost-effective tank removers in the game. Of course the rocket soldier delivers MUCH more bang for the buck in terms of vehicle squashing, he is mostly useless against infantry. Heh. I was driving around in a stolen mammoth tank once, three sidneys got locked onto my turret and the tank was gone about 10 seconds later. Hehe. So my advice is: Never overlook Sydney, she packs a punch against tanks for only 150 creds. Found that out myself while playing on WOL today. Was totally suprised. My teammates saw it too and 6 of us use it to stop and wipe out a 8 tank flame rush. We got booted after host (noddie) accused

us of cheating.

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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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Subject: Tiberium Auto Rifle vs. Stealth Tanks  
Posted by [Anonymous](#) on Thu, 21 Mar 2002 16:23:00 GMT  
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I'll add \$250 and have Gunner. He's got a bit more kick and when you're 3 times the size of everybody, nobody's mean to you lol, cut me some slack, I'm out of caffeine supplements

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Subject: Tiberium Auto Rifle vs. Stealth Tanks  
Posted by [Anonymous](#) on Thu, 21 Mar 2002 21:46:00 GMT  
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By the way, sorry for the double post. I was on the mac when I posted this and it kept giving me a "Content Barrier" message.. Last time I EVER buy a computer from Circuit City.

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Subject: Tiberium Auto Rifle vs. Stealth Tanks  
Posted by [Anonymous](#) on Thu, 21 Mar 2002 23:50:00 GMT  
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quote:Originally posted by Every Silent Victim:She is great because of the points you brought up but she is even better because her nearest cousin (patch) is an imbalanced piece of crap that does no damage against tanks while his nod counterpart (450,chainlaser) does a lot more against tanks. There really isn't much of a direct correlation between the midlevel characters. The closest you could draw upon would be laser chaingunner to Gunner and stealthhand to Patch. Not patch to laser chaingunner. Patch can't kill vehicles. Stealthhand can't kill vehicles. Gunner and laserchain both do. But then laserchain can mow infantry, whereas gunner can't. Gunner can do dmg vs buildings where laserchain isn't as effective. The closest comparisons come from the most basic and most advanced units.

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Subject: Tiberium Auto Rifle vs. Stealth Tanks

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Posted by [Anonymous](#) on Fri, 22 Mar 2002 00:10:00 GMT

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I don't like grenaders because of the firing arch. But patch will kick ass in enclosed areas. Enter a tunnel, and you can clear all Nod forces out in no time. Other than that, he is almost worthless. And I still have not found a good use for 150 credit Sydney.

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Subject: Tiberium Auto Rifle vs. Stealth Tanks

Posted by [Anonymous](#) on Fri, 22 Mar 2002 01:04:00 GMT

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I destroyed 2 mrls with a stealthhand's wimpy laser gun before I went back to base to reload

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Subject: Tiberium Auto Rifle vs. Stealth Tanks

Posted by [Anonymous](#) on Fri, 22 Mar 2002 02:51:00 GMT

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Yeah hummers and MRLS are easy to take out with Stealth.. especially MRLS cuz by the time they realise whats goin on they cant really hit u.. Sydney with TAR ownz.. i always use her at start of game and my cash is like 2-3000 by the time shes done.

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Subject: Tiberium Auto Rifle vs. Stealth Tanks

Posted by [Anonymous](#) on Fri, 22 Mar 2002 03:21:00 GMT

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i've \*\*\*\*ed up many med tanks using the stealthhand and some hit and hide techniques. it works especially well with another SH shooting from a different location in alternating patterns

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Subject: Tiberium Auto Rifle vs. Stealth Tanks

Posted by [Anonymous](#) on Fri, 22 Mar 2002 03:36:00 GMT

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Best thing is that the stealth tank can recover from attacks and heal while taking cover behind a rock or something, then hide, attack from behind.. a few times i've took out a mammoth by using a stealth tank to go behind it and Drive full throttle into the rear of it while shooting.. the mammoth couldnt turn or use its gun on me, got wasted

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Subject: Tiberium Auto Rifle vs. Stealth Tanks

Posted by [Anonymous](#) on Fri, 22 Mar 2002 09:13:00 GMT

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quote:Originally posted by PlacEBo:There really isn't much of a direct correlation between the midlevel characters. The closest you could draw upon would be laser chaingunner to Gunner and stealthhand to Patch. Not patch to laser chaingunner. Patch can't kill vehicles. Stealthhand can't kill vehicles. Gunner and laserchain both do. But then laserchain can mow infantry, whereas gunner can't. Gunner can do dmg vs buildings where laserchain isn't as effective. The closest comparisons come from the most basic and most advanced units. I am a Lop-sided player, I kick ass with nod but suck horribly with GDI. The main reason I can think of is the stealth black hand. I have to say that it is potentially the best unit to have as nod, Especially against a bunch of misfits. Stealths are not meant for direct fighting...you want to get a MRL, run up to it and plop a timed C4 on its door. You'll be visible for a second so run behind it so the camera view of the enemy can't see you. once your invisible again go refill... Want to steal a mammoth tank? pack a C4 on one and run behind it (don't get runover, did I leave that out the first time i mentioned this tactic?) wait the explosion and for the dummy to get out to repair it. jump in run him over and drive home. Get it repaired and give it to the MVP of your team. Or, if you are the MVP give it to the second ranked guy. Why would you do this? Three reasons, to make sure some n00b doesn't waste a valuable mammoth tank, to promote teamwork by being the nice guy and give away \$1600 worth of stolen equipment and finally, the third reason is so you can go back out and steal another vehicle. You can't be very stealthy in a huge stolen tank. Keep in mind that this tactic helps quite a lot and for a relative low cost. It's primarily base defence but has a huge offensive potential when armed with a nuke and downed/missing enemy defences. run into the base and drop a nuke sit there cloaked and take out the engines. BTW nothing beats running behind enemy infantry (usually snipers) and pasting a timed c4 on their back. Plop it, leave silently and then wait 15 seconds and then let the guy know. "Hey SystemX\_99 You're boinked for stealing my name!" To sum it up...the Stealth is very dangerous!! and can potentially cause more damage then any of the other characters.

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Subject: Tiberium Auto Rifle vs. Stealth Tanks  
Posted by [Anonymous](#) on Sat, 23 Mar 2002 01:30:00 GMT  
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Err, havent i saw this post somewhere before system?

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Subject: Tiberium Auto Rifle vs. Stealth Tanks  
Posted by [Anonymous](#) on Sat, 23 Mar 2002 07:51:00 GMT  
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quote:Originally posted by PJM2010:Best thing is that the stealth tank can recover from attacks and heal while taking cover behind a rock or something, then hide, attack from behind.. a few times i've took out a mammoth by using a stealth tank to go behind it and Drive full throttle into the rear of it while shooting.. the mammoth couldnt turn or use its gun on me, got wasted i do that all the time, once took out 3 mammys with 1 stealth, just go behind them and they will have a hard time turning, if they still turn, just turn too

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Subject: Tiberium Auto Rifle vs. Stealth Tanks

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Posted by [Anonymous](#) on Sat, 23 Mar 2002 10:08:00 GMT

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Nothing breaks a tank rush faster than going up behind the wall of armor and stealing the most foolish players mammoth and blasting his buddies to pieces.

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Subject: Tiberium Auto Rifle vs. Stealth Tanks

Posted by [Anonymous](#) on Mon, 25 Mar 2002 10:06:00 GMT

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quote:Originally posted by PJM2010:Err, havent i saw this post somewhere before system?Yeah I posted the same message on about 3 different topic discussions. I want to make people aware of some of the game's strategies. I am not trying to flood the discussion groups with my babble....I am just tired of idiots who spend their time shooting before they look. a couple of times I brought a mammy stolen and an inch away from death, and stupid team mates pack c4 on to it and blow it up.

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