
Subject: Stealth tank, the crappy crapulence of crap
Posted by [Anonymous](#) on Thu, 28 Mar 2002 17:48:00 GMT
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discuss, I will post why I think it sucks once I stop vomiting. I really did give it a lot of tries, but now I've just finally given up on it, firepower or not great firepower doesn't make up for utterly horrid lack of armor and very high cost. Neither does the stealth which only really grants you the first shot before your blown to pieces.

Subject: Stealth tank, the crappy crapulence of crap
Posted by [Anonymous](#) on Thu, 28 Mar 2002 17:52:00 GMT
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The stealth tank is used for sneaking around enemies and taking out half their health before re-cloaking - rinse and repeat, for taking out infantry, and sneaking into bases, planting beacons and parking on it. They're not made for direct encounters. It's not Nod's answer to the Mammoth, the flame is.

Subject: Stealth tank, the crappy crapulence of crap
Posted by [Anonymous](#) on Thu, 28 Mar 2002 18:13:00 GMT
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there are definitely maps which you should not buy a stealth. any map which doesn't allow the stealth to maneuver makes it worthless. but it has its place. they require patience to be sure. you have to remain stealthed and maneuver in such a way as to surprise your opponent. never engage front up, even against a hummer. wait for the opportunities to arise and you will be rewarded. and they are the best at sneaking into a weakly defended base and wreaking havoc. just don't get cornered. once you're spotted, you gotta move fast, don't stay and fight! i believe they are worth the money, but you just have to know how to use em...

Subject: Stealth tank, the crappy crapulence of crap
Posted by [Anonymous](#) on Thu, 28 Mar 2002 18:16:00 GMT
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the thing u need to do better, im only guessing but i think i might be right, is maneuvering. move back and forth behind cover. fire hide fire hide ect. also go completely around mammoths and shoot them in back point blank so they cant shoot you, and yes i saw this done perfectly.

Subject: Stealth tank, the crappy crapulence of crap
Posted by [Anonymous](#) on Thu, 28 Mar 2002 18:18:00 GMT
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also there isnt supposed to be an answer to the mammoth, just like gdi doesnt have a stealth vehicle.

Subject: Stealth tank, the crappy crapulance 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. Thats 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.

Subject: Stealth tank, the crappy crapulance of crap
Posted by [Anonymous](#) on Thu, 28 Mar 2002 19:14:00 GMT
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Stealth tanks rock the world. On an open map, you can sit and wait for long distance base killers to come and then go in behind them and KILL THEM!! Thats the most fun. To shoot someone when they don't even know that you are there

Subject: Stealth tank, the crappy crapulance of crap
Posted by [Anonymous](#) on Thu, 28 Mar 2002 21:47:00 GMT
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Ok heres the big problem guys, I understand where your coming from, but Ive been playing a LOT of tourney servers, and on some of them were very good people that would mop the floor with me. What happens is the moment you fire, no matter what other tanks are around, THEY GO STRAIGHT AFTER YOU, you as the s-tank are the most expensive yet weakest tank, a s-tank does almost as much damage as a flame against buildings and yet you are twice as easy to kill. They are gonna go after you if they know what they are doing. Against some pretty decent mammoths or mediums your like a blood puddle in front of mosquitos those turrets lock onto you right away. Getting behind mammoths doesn't work, they have the camera follows turret option on and they can flip the turret RIGHT around, only works against newbies and on tourneys they are getting fewer and fewer. As I stated you get the first shot, but then your toast, retreat is impossible unless you are right around a corner. If you try to run its simple for them to keep firing at you even

when you stealth.As for firing around a corner, retreating back, moving up and firing around it again...It just doesn't work against the good players, the main reasons why are they keep firing at you and you keep firing at them.The stealth does more damage, but they can keep going longer and you can't hide around that corner forever. Against mammoths it takes too long, against mediums they catch up to you and make you pay. And buying a stealth for the sole purpose of hunting humvees and mlrs is ridiculous. constant corner hit and run games is time consuming.You both repair your own tanks or have someone else do it and get nowhere. What happens in these games is people gang up and have a big war maybe 3 vs 3 tanks to break the stalemate that newbies get into all the time. In these at least one tank will die usually, its a big standoff and the stealths inability to keep up in this type of battle makes it worthless because it can't just go out there and duke it out with that measly armor and losing it over a 600 light tank with more armor no one will take that kinda deal.You cannot crush infantry or hit them when they are near you, against the good players the stealth turns as slow as other tanks, and they can keep moving outta the way. You can try and predict where they are gonna move next, but that still brings minimal success.Its just not worth it, Ive scoped everything out and the stealth isn't worth it.

Subject: Stealth tank, the crappy crapulance of crap
Posted by [Anonymous](#) on Thu, 28 Mar 2002 22:06:00 GMT
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If the infantry dodges you and you don't mind decloaking, you can fire your powerful rockets, it will take no more than 2 hits to kill a guy.I like to use stealths as scouts if the hand is destroyed or to sneak behind buildings and shoot them. They will be more useful when aircraft come in, since the rockets track targets.

Subject: Stealth tank, the crappy crapulance of crap
Posted by [Anonymous](#) on Fri, 29 Mar 2002 02:12:00 GMT
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quote:Originally posted by Rude:everyone who posted about squishing infantry, just think about what your doing.Your playing 900 creds for a tank that can squish infantry affectively. Get a bloody buggy and go run over all the infantry you want! Then those Sydney PICs and Havocs take you out.

Subject: Stealth tank, the crappy crapulance of crap
Posted by [Anonymous](#) on Fri, 29 Mar 2002 04:09:00 GMT
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NOW you elaborate!you should've done that in your original post. your points are all valid against good players. the stealth is weak and shouldn't engage in tank warfare. i still say there is a reason to have them though. they are excellent at taking out mrls's or apc/buggies if they get behind them. their inf squishing ability is only good when you catch them from behind or if they're too busy to notice you. they're best used in 1's and 2's to surprise unsuspecting inf or vehicles that wander out alone, or waiting for the harvester to approach. they are indeed limited in scope and

should be bought only sparingly. but i've also seen posts by players saying the same thing about mummies and snipers, and i for 1 still want them in the game. like snipers they provide a service to your side and fear element to the other side that wouldn't be there without em...

Subject: Stealth tank, the crappy crapulance of crap
Posted by [Anonymous](#) on Fri, 29 Mar 2002 05:43:00 GMT
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The best use of a stealth tank is to drive behind a building where noone sees you and place a beacon. Then just run over any engineers coming to disarm. Very hard to counter that tactic.

Subject: Stealth tank, the crappy crapulance of crap
Posted by [Anonymous](#) on Fri, 29 Mar 2002 05:59:00 GMT
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true, i use that a lot, just hate when ppl take the tank and run me over with it... but its relaly good for running over snipers another good thing is gettin round the back of mrls and popping em from behind, theyll never know what hit em till theyre a lil troop... then u dissapear and run em over

Subject: Stealth tank, the crappy crapulance of crap
Posted by [Anonymous](#) on Fri, 29 Mar 2002 06:33:00 GMT
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Stealth Tank buyers drive me nuts. In general, I don't consider them team players one bit. The ST is a methodical killer that is best used for running down infantry in the open field and sniping buildings from a distance during a flame rush. Just the same it seems I ALWAYS have some ST coward holding up our rush while he tries to run for cover after eating one hit. I cannot even count the times I was one flame tank in a group and all of us got held up by one retreating coward ST. If FF was on I would just nuke him because I consider the tank a huge waste of cash and a loner vehicle for people who don't work well with the team. Very few applications. Sitting duck. Typically a Mobile Artillery or Flame Tank does the same job better and quicker.

Subject: Stealth tank, the crappy crapulance of crap
Posted by [Anonymous](#) on Fri, 29 Mar 2002 11:31:00 GMT
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I made a skin on my website which allows the stealth tank to go completely invisible good for over lanps - i know it has to be on both computers to be effective or to be used as a cheat against your younger/weaker/dumber sister lok im gonna hav fun against my friend tommorow !!!!

Subject: Stealth tank, the crappy crapulance of crap
Posted by [Anonymous](#) on Fri, 29 Mar 2002 12:05:00 GMT
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everyone who posted about squishing infantry, just think about what your doing. Your playing 900 creds for a tank that can squish infantry affectively. Get a bloody buggy and go run over all the infantry you want!

Subject: Stealth tank, the crappy crapulance of crap
Posted by [Anonymous](#) on Fri, 29 Mar 2002 13:23:00 GMT
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WHOever thinks that a stealth tank suckes a\$\$ is a total moron. I have destroyed somany tanks with one. The stealth tank isn't sopposed to be a assult tank its a harrasment tank. I have taken out a mammie easily in one. Not to mention a good ST driver can easily avoid the shells from a mammie and a med.

Subject: Stealth tank, the crappy crapulance of crap
Posted by [Anonymous](#) on Fri, 29 Mar 2002 13:44:00 GMT
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i prefer to get stealth unit, and a stealth tank, and a nuke. then i sneak my way to enemy base. if i get discorved. i most likely loose my tank.but im still cloaked as unit, and i continue. and i nuke the GDI *****s.But yes i agree.it not worth anything in combat.UNLESS its a rush with 4 - 5 or morethen they are effective.HAIL KANE [March 29, 2002: Message edited by: Equaliser]

Subject: Stealth tank, the crappy crapulance of crap
Posted by [Anonymous](#) on Fri, 29 Mar 2002 16:09:00 GMT
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and newbies do tend to ruin them for sure. it takes some one that knows how to use one to make them work. i can't count the times i've seen stealths engaged in major tank battles from the enemy's front and get toasted. don't use them that way! if you can't get around and behind the enemy with one, then you'll have to wait for an opportunity arises before you slip out. if your base is being sieged, don't buy one. you'd do better to get a flamer or light tank so you can engage the enemy, or if there are already lots of tanks on your side, get an engie and help heal the tanks..

Subject: Stealth tank, the crappy crapulance of crap
Posted by [Anonymous](#) on Fri, 29 Mar 2002 17:18:00 GMT
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Simple solution.Don't like them. Don't use them.

Subject: Stealth tank, the crappy crapulence of crap
Posted by [Anonymous](#) on Fri, 29 Mar 2002 19:39:00 GMT
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quote:Originally posted by jmcDavel2:If the infantry dodges you and you don't mind decloaking, you can fire your powerful rockets, it will take no more than 2 hits to kill a guy.I like to use stealths as scouts if the hand is destroyed or to sneak behind buildings and shoot them. They will be more useful when aircraft come in, since the rockets track targets.If the infantry dodges you and you fire your missiles, they curve right over them and miss completely if your close, it might be a bug, but whatever it is it makes it impossible for the stealth to kill infantry super close

Subject: Stealth tank, the crappy crapulence of crap
Posted by [Anonymous](#) on Fri, 29 Mar 2002 19:40:00 GMT
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quote:Originally posted by aircraftkiller2001: Then those Sydney PICs and Havocs take you out.Syney PICS take stealths out almost as quickly, killing something 3 times more expensive..

Subject: Stealth tank, the crappy crapulence of crap
Posted by [Anonymous](#) on Fri, 29 Mar 2002 19:42:00 GMT
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quote:Originally posted by ownjooall:Stealth Tank buyers drive me nuts. In general, I don't consider them team players one bit.The ST is a methodical killer that is best used for running down infantry in the open field and sniping buildings from a distance during a flame rush. Just the same it seems I ALWAYS have some ST coward holding up our rush while he tries to run for cover after eating one hit. I cannot even count the times I was one flame tank in a group and all of us got held up by one retreating coward ST. If FF was on I would just nuke him because I consider the tank a huge waste of cash and a loner vehicle for people who don't work well with the team.Very few applications. Sitting duck. Typically a Mobile Artillery or Flame Tank does the same job better and quicker.Right on, not only does the stealth suck at what its SUPPOSED to do, but it also ruins the game and ruins the owners score and the teams score because this is a team game and the stealth ain't worth moot in a team.

Subject: Stealth tank, the crappy crapulence of crap
Posted by [Anonymous](#) on Fri, 29 Mar 2002 19:59:00 GMT
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Heres what I say would make them useful:1. Same Armor as light tank (100/100 more)2. Same attack as medium tank (its 90, a mediums is 60, so it would be reduced)3. Cost reduced to 800Now with the firepower decrease, it IS a better tank with its other two pluses. But think about this, it is basically a faster medium but with 100/100 less armor and stealth ability (puny in my opinion). Balanced or not your guys call.To tell the truth I would really have it my way, since even though its a stealth tank it just has no use in high scoring tourny games, now its less stealthy, and

more direct approach. Whine all you want but it still has stealth yet can be used in team games more often with its decent armor/firepower/cost and high speed instead of crappy armor/superfirepower/high cost. The cost is the only bonus here and its not that big. For the extra 200 over a light tank, its basically the same but has a little more firepower (mediums 60, light is 50) and stealth. Too much? I really don't think so. Remember a medium could still take it 1 vs 1 with its extra 100/100 armor. But it would be less of a loss. Now it will be able to fight more directly and rely less on its stealth which is what makes it too weak and time consuming. Not a team player vehicle and thats what this game is about. Its firepower is nice but it has no staying value, and in a team thats what counts, how long you can stay in and back them up. When your retreating to repair all the time you end up doing nothing, especially when you make a mistake or the opponent tank driver is good and can spot you out and get you into a bad situation (happends a lot against the good players) Paying 900 for something to attempt to run over infantry (and fail half the time) or hunt mrls is NOT worth it. Oh, and against humvees, they drive up to the side of you and drive circles around you while firing, then with your weak armor they kill you quick. Yeah thats right, there have been many tales of humvees killing stealths, its common.

Subject: Stealth tank, the crappy crapulance of crap
Posted by [Anonymous](#) on Fri, 29 Mar 2002 20:01:00 GMT
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stealth tanks are good, I've destroyed many vehicles using them. Plus I see them attacking the base from the back all the time. They're also good at destroying MRLS's. You just have to know how to use them properly.

Subject: Stealth tank, the crappy crapulance of crap
Posted by [Anonymous](#) on Sat, 30 Mar 2002 07:52:00 GMT
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yeah, thats the main thing, u got 2 know how 2 use them, i ALWAYS get a stealth, i can do pretty much anything wiht it. its fun destroying mamoth after mamotha after mamoth and them finally thinking, dam, its not worth it. all u do on a map like under, is if u c a mamoth wait until i reaches the tib. field go right right behind it and blast away, always even if it turns try and stay to the back of it i even destroy agt's fast, there really good against buildings 2, whats really fun on map under. u get 1 or 2 stealth tanks in the tib. field. one by the GDI bunker, and one on the ramp to the left once u exit gdi base, if u have that no matter what u r u get blown up

Subject: Stealth tank, the crappy crapulance of crap
Posted by [Anonymous](#) on Sat, 30 Mar 2002 08:25:00 GMT
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quote: But think about this, it is basically a faster medium but with 100/100 less armor and stealth ability (puny in my opinion). Balanced or not your guys call. Actually a medium tank has 200/200 more HP, which means it has twice as much HP as the ST.

Subject: Stealth tank, the crappy crapulence of crap
Posted by [Anonymous](#) on Sat, 30 Mar 2002 11:00:00 GMT
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Im talking about after my ideas are implemented, give it 100/100 more armor, but less firepower(around a mediums firepower), Reduce the cost to 800.

Subject: Stealth tank, the crappy crapulence of crap
Posted by [Anonymous](#) on Sat, 30 Mar 2002 14:06:00 GMT
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Whoever Says Stealth Tanks Are A Waist oF Money DOnt Know How To USE Em. WHat IS Good To Do IS Stay In Open To Scout And Alarm You Team Of Units And Vechicles. To Destroy Big Tanks All You HAVe TO Do Is Stay Somewhere And When You See A Tank Wait Till It Passes You THEN Get Behind It And Fire!!!!!!

Subject: Stealth tank, the crappy crapulence of crap
Posted by [Anonymous](#) on Sat, 30 Mar 2002 16:24:00 GMT
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Obviously this guy is bent on the idea that every tank should be made for big battles. If you want a tank that is good for fighting battles, buy a mammoth tank, got it?The stealth tank is one of the most effective weapons in the game. VM uses it more often then he uses a mammoth tank, and not because he can't afford either. If westwood changed the stealth tank, it wouldn't be like it was in TD. So if you want to alter the stealth tank, make a mod, don't tell westwood how the tank should be. If the world was run soley on the way one person, espically yourself, thought it should be ran, there would be no human race.

Subject: Stealth tank, the crappy crapulence of crap
Posted by [Anonymous](#) on Sun, 31 Mar 2002 00:12:00 GMT
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then everybody would be screaming that it's too good. i feel it's balanced for what you get. i would prefer if vehicles(exception, the hummer) couldn't see it at all like in the original c&c, but they are designed for sneak tactics not tank warfare. besides, who says ww is thru tweeking the game? blizzard definitely tweeked(or radically changed is more like it) the zerg after the expansion came out, and ww may do the same. right now, i believe they're concentrating on other issues before they go back and decide to see what units need adjusting...

Subject: Stealth tank, the crappy crapulence of crap
Posted by [Anonymous](#) on Sun, 31 Mar 2002 06:48:00 GMT
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bravo *claps* that was a good speech

Subject: Stealth tank, the crappy crapulence of crap
Posted by [Anonymous](#) on Sun, 31 Mar 2002 08:57:00 GMT
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I would start a MAMMOTH SUCKS topic that would have the same idea of this topic... There are pro's and cons for every vehicle. Learn how to use them right and they are worth the money. If you cannot use a Stank, then do not buy one. Nuff said.(Oh, and if you are wondering why I said mammoths suck? They are too easy to hit, giving free points to the enemy, they are too slow for my liking so I cannot evade enemy shots, and they attract the attention of every enemy who sees one, turning it into a big "shoot me!" sign... I would rather have the relative incognito appearance of a medium tank).

Subject: Stealth tank, the crappy crapulence of crap
Posted by [Anonymous](#) on Mon, 01 Apr 2002 01:57:00 GMT
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nice tactic is to plant a nuke somewhere outside an enemy base, take your stealth tank and move a bit from the nuke, wait for the engys to ocme, and run over them ,then reutrn to your position!more will come then u run over them again.its also good casue by the time your dead theres only like 5 seconds left to defuse

Subject: Stealth tank, the crappy crapulence of crap
Posted by [Anonymous](#) on Mon, 01 Apr 2002 06:22:00 GMT
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I've used a Stealth Tank several times before. Once, I drove in the enemy base with a MRL and blasted the NOD Power Plant to the red. In the process, I got blown to bits and luckily managed to hide behind the Power Plant. Suddenly, a Stealth Tank appeared and a engineer jumped out to repair the Power Plant. Along came 2 more engineers. They were obviously newbies cuz they stood outside trying to repair the structure. With that Stealth Tank standing there, I decided to make it... MINE!!! *cackling* I jumped in, and backed up over all of them! I then drove around the base squishing anyone who came running out of the building. I managed to squish 7 more before someone figured me out and blew me up.

Subject: Stealth tank, the crappy crapulence of crap
Posted by [Anonymous](#) on Mon, 01 Apr 2002 08:22:00 GMT
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the best thing to do with the stealth is wait for the harvester and use it as a shield from the tower

Subject: Stealth tank, the crappy crapulance of crap
Posted by [Anonymous](#) on Mon, 01 Apr 2002 10:41:00 GMT
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I rarely buy a s-tank. Only when I'm in i-want-to-have-fun mood Stealth&Destroy technic is always fun When I want to win, yes I prefer classic f-tank rush or apc commando attack I think too many s-tank on the field are useless. But 1 or 2 (not alone but with other units) can be useful to contest(not to gain) control of the field. If Nod let GDI gain total control of the field, Nod is on the way of defeat. Don't forget the GDI strength is in vehicles... Stopping them is necessary.

Subject: Stealth tank, the crappy crapulance of crap
Posted by [Anonymous](#) on Mon, 01 Apr 2002 12:45:00 GMT
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Jesus, this is like someone *****ing about Patch being worthless. You have to think about the usage of what you bought before you complain. If you're not buying something to stand up against other heavy armor, that's your own fault for poor planning.FYI though, in a game on City the other day, I took out 3 MRLS, an engy or two, a PIC Sydney, and a Med Tank with my one Stealth. They all knew I was there once I showed up behind them, but they didn't really think I was a threat until two of the MRLS were dead and the other couldn't hit me. The Med Tank shots are easily dodged at range, and the MRLS can fire in a spread but one rocket doesn't do that much damage so you can dodge those fairly effectively too. The only things you should fear in a Stealth are Mammoths for the firepower and PICs because you never know when one will pop up to ruin your day. And of course, fear the AGT, it knows where you live and it knows where you sleep.

Subject: Stealth tank, the crappy crapulance of crap
Posted by [Anonymous](#) on Mon, 01 Apr 2002 15:38:00 GMT
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You bring up a good point, One to two stanks are useful, but having more is not. You need other units to keep the fire off the stanks, and let them do their business...

Subject: Stealth tank, the crappy crapulance of crap
Posted by [Anonymous](#) on Mon, 01 Apr 2002 20:28:00 GMT
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Well after playing with some really good players that know what they are talking about and just are really good at these types of games, they swear to the mother that stealth tanks are base camper vehicles.They say you should not take them out into the field unless there is a big war going on, and should remain near the base to stop attacks and be ready to retreat the moment odds aren't in your favor.If the odds are even as much as balanced they say get outta there because stealths wont hold up and be able to contribute and keep the odds balanced. I agree.I don't think ill be using them much, they are not point makers and are not support vehicles at all and in this game when you aren't playing to goof off those are the two most important things.They are a newbies

vehicle, no point in the big team games.

Subject: Stealth tank, the crappy crapulence of crap
Posted by [Anonymous](#) on Mon, 01 Apr 2002 22:20:00 GMT
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As with every unit in the game, it is balanced. You buy a Stealth Tank for the purpose of STEALTH. Its weaponry and armor are purely for self-defence until you reach your objective. If you want a vehicle to attack with, use another vehicle. Stealth tanks are not effective until the AGT is disabled. Once it is disabled, choose a Black Hand (stealth), a Nuke Beacon, and a Stealth Tank... and have fun! Stay as far away from the enemy as possible, and if there is a tank at the entrance to their base, sit back and wait for it to move. Or even fire a shot at it from a distance, re-cloak, and wait for it to move (if the enemy is smart, he'll stay where he is though). Newbies Vehicle? lol. Leave the Stealth Tank to the people who know how to use it. You stick with what you're good at. Stickman

Subject: Stealth tank, the crappy crapulence of crap
Posted by [Anonymous](#) on Tue, 02 Apr 2002 02:23:00 GMT
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I think this is definitively a wrong technic. When you enter a base with a s-tank you are really lucky, if no one see you... You are not so stealthy... Yesterday, as a simple gdi shotgunner, I saw a stealth tank roaming near our refinery. Obviously i followed him. The driver did was I intended, he jumped out his vehicle. This was a stealth BH... Obviously, I jumped in his S-Tank, and drove on him when he was arming his nuke ! Then I couldn't resist to taunt him with a "lol" The addition : S-tank -----> 900Stealth BH -> 400Nuke----->1000Total : 2300 cash For nothing ? No ! Wrong ! 2300 cash for giving GDI a brand new S-Tank -> LOOOOOOOOOOOOL If u really want to defend ur nuke with a vehicle, try with an apc. There is no stealth right, but apc get more armor, is faster, can shoot people at close range (S-tank can't do it), and if enemy steal ur vehicle this is not a strong weapon as a S-tank. And APC cost only 500...

Subject: Stealth tank, the crappy crapulence of crap
Posted by [Anonymous](#) on Tue, 02 Apr 2002 12:16:00 GMT
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why would I waste a 900 dollar tank just to drive me across a map strictly when no defenses are working? NONE of the tourneys this is done because it wastes too much money, just jump in a apc and walk the last halfway. Or get in a buggy and drive it up to the halfway point. Thats not what the stealth was used for, in games where people are playing for points and playing to really win, the stealth tank has no purpose. Flame tanks are the rulers of no defense maps, and a lot of times your better off sneaking in a base on foot rather then in a large stealth tank which put you down an additional 900. In tourney money doesn't flow freely...

Subject: Stealth tank, the crappy crapulence of crap
Posted by [Anonymous](#) on Tue, 02 Apr 2002 12:19:00 GMT
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Heres some simple reasons why I never see stealths used as transport:1. When your stealth blows up if you use it to attack the base while you have a beacon and stealth troop your cover is blown2. If you jump outta the vehicle your leaving a 900 dollar stealth tank for your opposition to use against you3. The double stealth tactic is an overated peice of crap4. Thank you for your time

Subject: Stealth tank, the crappy crapulence of crap
Posted by [Anonymous](#) on Tue, 02 Apr 2002 15:53:00 GMT
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yeah, apcs do what they should do and do it best, on non defense maps they are really hard to stop from getting in your base

Subject: Stealth tank, the crappy crapulence of crap
Posted by [Anonymous](#) on Tue, 02 Apr 2002 18:05:00 GMT
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Stanks may not be the biggest point givers, but they are near-vital in breaking a GDI siege... The stanks go behind the GDI forces, and wait for their teammates to attack the front with lights and artys... When the fighting starts, the stanks squish any engies repairing the GDI and then proceed to blast away with their POWERFUL millsles into the GDI's ass... Oh and for the nuke rushing tactic, if you have way too much cash (like I do normally), it is not a waste of money. You just have to go to where no one is and then plant the nuke, or you just try to kill a building with your stank and then nuke when your stank is dead.

Subject: Stealth tank, the crappy crapulence of crap
Posted by [Anonymous](#) on Tue, 02 Apr 2002 19:37:00 GMT
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quote:discuss, I will post why I think it sucks once I stop vomiting.I really did give it a lot of tries, but now Ive just finally given up on it, firepower or not great firepower doesn't make up for utterly horrid lack of armor and very high cost.Neither does the stealth which only really grants you the first shot before your blown to pieces. Agreed! The stealth doesn't even work. All you see is blue lines that automatically give your position.

Subject: Stealth tank, the crappy crapulence of crap
Posted by [Anonymous](#) on Thu, 04 Apr 2002 06:50:00 GMT
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Yep. The stank rules. You HAVE to know how to use it. It is great for many situations. As for changing the stats, it's near perfect the way it is. In the beta test, we went for a week between patches where Nod almost always won because they'd do 'stank rushes'. Their rockets were too powerful against buildings and they had too much armor. I personally believe WW's intent was that no single vehicle would be most prevalent in any battle. Every vehicle has a practical purpose. You don't use an APC for tank-to-tank combat, why can't the Stank have specific purposes as well? If you don't know how to use a stank, you're better off with a light tank or mobart. The light tank is a great front line tank with excellent armor and decent damage capability. The mobart is weak in armor, but packs a mean punch and should be behind the front lines. Buggies, APC's, Stanks, and Ftanks are specialty vehicles. Nod also has some awesome infantry, so if the tank battle isn't working out too well, grab a black hand laser chain guy, a Raveshaw, or a Mendoza and use the maneuverability to your advantage. [April 04, 2002: Message edited by: Christine Korza]

Subject: Stealth tank, the crappy crapulance of crap
Posted by [Anonymous](#) on Thu, 04 Apr 2002 07:16:00 GMT
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hahaha but the buggy isnt cloaked..they'll see ya coming!!!

Subject: Stealth tank, the crappy crapulance of crap
Posted by [Anonymous](#) on Thu, 04 Apr 2002 11:41:00 GMT
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If your driving a s-tank there are only so many things you can do. 1. Go after structures - thanks to the beta testers the stealth is worthless in this area with its extremely weak armor. Doesn't do very much damage against structures. 2. Go after the harv - this is the ONLY thing that the stealth tank excels at over other vehicles. 3. Go after infantry - good infantry can use their surroundings to their advantage, good infantry can avoid being crushed by moving properly and getting just close enough to the stealth so its missiles can't hit. 4. Go after tanks - stealth loses 1 vs 1 against mediums easily, if you take an mlrs, good for you, because they are vehicles that must have support so if they don't it doesn't mean you as the stealth did anything right, they as a mlrs did something wrong. If they would have had just a little support your stealth wouldn't be able to do anything. 5. What everyone I've talked to says they are for - hit n run, repair, go back and shoot them some more, run, repair, repeat. Its overrated and doesn't work in tourneys, theres never 1 tank out there for you to try and maneuver on to get a good shot and then do the tactic whittling them down. When there are more than 1 tank, in fact a couple as their usually is, the hit and run of the stealth tank is WORTHLESS, you will die a couple moments after you de-stealth because the stealth tank lacks not only armor, but it has very little range and its missiles are unpredictable. It doesn't stealth fast enough to aid your escape, but even if it does its so easy to predict where the stank is heading. If there is a sydney PIC anywhere consider yourself screwed. The sydney and the tanks will take EXTREME high priority in targeting your weakly armored, expensive tank once it appears. All your left to do camp in your base, TRYING to inch out and get those missiles to hit. If the enemy tanks aren't at your doorstep, there is still nothing you can do, if you go out of your bases safety into the battlefield you will loose everytime because its so easy to spot a stank, you

barely have to even be close. Once your spotted its too long a trip to get back to where you can repair.If they have a couple tanks, and you have a couple stanks, because they can't do what they are made for and retreat you will most likely loose most of your stanks even if you match them. The bigger losses will be in the stank drivers hands.If there is a mix of tanks out there, they will still target your stank because its the most expensive yet most weakly armored main attack tank.Worthless, you beta testers that personally ruined this tank will stick by your word, but you weakened this tank a little too much.I did some calculations and found that it really isn't that much of a deal at all.The stealth tank has HALF as much armor as a medium, but only about 30\% more firepower to compensate, Its stealth I believe is what comes with the extra 100 you pay. So wheres the deal?I don't see why its so difficult to understand this, maybe some of you need to really take some time and play some tourneys against people that actually want to make points.

Subject: Stealth tank, the crappy crapulance of crap
Posted by [Anonymous](#) on Thu, 04 Apr 2002 11:44:00 GMT
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I find the stealth tank a great support vehicle. I will buy stealth when rest of team tries apc/flamer rush. Approach base and move of to a side with no activity. As the flamers/apc engage, the GDI will bring out the heave hitters (mobius, Sydney PIC, Gunners, etc). As they are concentrating on the APC/flamer, run their ass over with the stealth from behind. This keeps the APC or flamers alive longer to deal out more damage. This is my fav. tactic with stealth.I also use it from time to time as a scouting vehicle, looking for APC's incoming, damage, retreat, call out to team to prep for rush. buggy does not do enough damage to the apc to help out your team prepping for a rush.As said before by many others, every vehicle serves a purpose.

Subject: Stealth tank, the crappy crapulance of crap
Posted by [Anonymous](#) on Thu, 04 Apr 2002 11:53:00 GMT
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We beta testers "ruined" the stank? When the armor was higher and the firepower was higher, every game turned into a stank rush. There's no fun in that. They are wonderfully balanced now.[April 04, 2002: Message edited by: Christine Korza]

Subject: Stealth tank, the crappy crapulance of crap
Posted by [Anonymous](#) on Thu, 04 Apr 2002 14:17:00 GMT
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It might have been too powerful before, but you guys made westwood weaken it too much...

Subject: Stealth tank, the crappy crapulance of crap
Posted by [Anonymous](#) on Thu, 04 Apr 2002 14:56:00 GMT
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Learn to use the Stealth tank properly! Its the best vehicle around and anyone who uses it for a transport is stupid. Its the prefect vehicle. I killed so many tanks and infantry with a single tank its not even funny.

Subject: Stealth tank, the crappy crapulance of crap
Posted by [Anonymous](#) on Thu, 04 Apr 2002 18:19:00 GMT
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Stealth is not that good.Because event if your stealth the other team can see you, because its easy to seeBut it still a good tankRavnov

Subject: Stealth tank, the crappy crapulance of crap
Posted by [Anonymous](#) on Thu, 04 Apr 2002 19:43:00 GMT
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quote:Originally posted by ravnov:Stealth is not that good.Because event if your stealth the other team can see you, because its easy to seeBut it still a good tankRavnov A Stealth is FULLY Invisible until he or the tank:- is very close to you- fires- gets damage- is below 50 HPunless that person is being a cheap ***** who cheats and/or hacks.[April 04, 2002: Message edited by: CrazyHavoc]

Subject: Stealth tank, the crappy crapulance of crap
Posted by [Anonymous](#) on Fri, 05 Apr 2002 00:05:00 GMT
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Obne tactic I do on maps without Base Defenses is this:Get a Stealth Tank and then go to enemy base and hide in the back. I then come out of hiding only to run over other players. Especially the higher priced ones. Really annoys someone to get 1000 credits and spend it on havoc only to get him run over as he is leaving a building. I have been yelled at and cursed at by the players in question for this tactic. It hurts their economy. Another tactic is add a nuke into the picture. Place the beacon and (as said before in a previous post) run over any hotwire's engines coming to disarm. this tactic is tricky because as GDI I have stolen several stealth tanks from people doing the exact samething. However I let them plant the beacon then I run them over and disarm the nuke. Yummy points then.Still another tactic is wait off a common path to my base in a stealth tank (funny how even the most veteran players still use the same paths over and over) and when that slow moving Mammy comes along I get in behind him and start shooting. Yes I have wasted more then one 1500 credit mammy with a ST.Kai

Subject: Stealth tank, the crappy crapulance of crap
Posted by [Anonymous](#) on Fri, 05 Apr 2002 00:39:00 GMT
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its fun to go behind a mammoth with st and kill them, then run them over and u dont even get a scratch on u, really ****is them off, and whats even funner is if they come back again with ANOTHER mammoth and they still dont hurt u, oh boy... its just... "intersting playing with those kind of ppl
