
Subject: Black hand - stealth soldier recon
Posted by [Anonymous](#) on Sat, 13 Apr 2002 10:55:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Why doesn't anyone use the stealth soldiers for recon, they are perfect for sneaking around the map and telling the rest of the team what's coming, and if you get 3-5 out there, you can attack the GDI forces from behind (with c4) as they race for your base or crawl (in the case of the mammoth tank) once you get real good at NOT shooting your team will almost be unstoppable.

Subject: Black hand - stealth soldier recon
Posted by [Anonymous](#) on Sat, 13 Apr 2002 11:05:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I recon all the time on Hourglass - usually NOT seeing anything is telling enough, as 3 out of 5 times that means an assault is en route. Just a question - I do it on Hourglass with a minimum of a medium tank, so I can get a good enough glance but also take one Ob shot - but there's something that has always perplexed me, does Nod get team points for Obelisk kills?

Subject: Black hand - stealth soldier recon
Posted by [Anonymous](#) on Sat, 13 Apr 2002 11:20:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol, I have no idea...people don't recon cause it's not fun. If I ever see a rush or a 1000 char or anything I do tell, but I don't really go looking for it

Subject: Black hand - stealth soldier recon
Posted by [Anonymous](#) on Sat, 13 Apr 2002 11:32:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Not the entire game, just when you are waiting for the credits to stack up so you can afford that vehicle you want and you hate being an engineer (unless no one else wants to engineer) then it's the perfect thing to do to make yourself useful.

Subject: Black hand - stealth soldier recon
Posted by [Anonymous](#) on Sun, 14 Apr 2002 00:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I recon all the time. It's my fav thing to do (other than using stealth soldiers to stick c4 on snipers). It is one of the most basic tactics and it's sad to see even the vets overlook it.

Subject: Black hand - stealth soldier recon
Posted by [Anonymous](#) on Sun, 14 Apr 2002 00:15:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

that is correct. no respectable force should ever go out of the base without recon on their side. and it's great for base defence as well. it makes any rush much easier to stop if you have advance knowledge that it's on the way. this tactic has been almost completely over looked by most of us and should be used by all teams.

Subject: Black hand - stealth soldier recon
Posted by [Anonymous](#) on Sun, 14 Apr 2002 18:57:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I agree.

Subject: Black hand - stealth soldier recon
Posted by [Anonymous](#) on Sun, 14 Apr 2002 19:05:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Usually I would use stealth sneak into GDI base on those map without AGT. I will report back any tank the GDI has brought and occasionally place C4 on MCT to distract their plan. If I have money I would also brought a nuke beacon and do my dirty work.

Subject: Black hand - stealth soldier recon
Posted by [Anonymous](#) on Sun, 14 Apr 2002 19:11:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

This may sound verry dumb but what does recon mean?i understand its something with scouting and stuff

Subject: Black hand - stealth soldier recon
Posted by [Anonymous](#) on Sun, 14 Apr 2002 20:05:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Recon is just reporting back info about the enemy's plan, position, and units/supplies to your allies. this lets them prepare for whats coming.

Subject: Black hand - stealth soldier recon
Posted by [Anonymous](#) on Sun, 14 Apr 2002 20:46:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sniper positions are also good for recon, since they have an awesome view of the open map areas, and can report any major tank movements when they get a spare moment.

Subject: Black hand - stealth soldier recon
Posted by [Anonymous](#) on Mon, 15 Apr 2002 06:09:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

recon is not that effective. a lot of advanced infantry can see the flaw in stealth, and by the time u finish typing, usually the attack has already started the stealth is usually on good for sneak attacks or stealing vehicles. btw, i have found a way, if u r playing on a server with idiots, to get a vehicle without stealth (sometimes not even in Nod) . Once i was in a sniping position in Field. I saw an engineer step out of a flame tank, repairing it. just about when it was back to full health, i shot him . However, another engy was running to it to claim it . I sniped him as well , the gladly took the "present" he openly invited me to take.

Subject: Black hand - stealth soldier recon
Posted by [Anonymous](#) on Fri, 19 Apr 2002 21:32:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I use stealth black hand for recon and taking out preoccupied snipers and non-moving units (the Gunners that wait on a hill and seem to ignore incoming fire until death). Recon can sometimes bring advanced knowledge of enemy tactics up to a few minutes before it appears on your doorstep. Most times people are stealth black hand for beacon run and placing C4 on people...

Subject: Black hand - stealth soldier recon
Posted by [Anonymous](#) on Sat, 20 Apr 2002 01:38:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

What's fun is to get on an air transport with one, and jump off before it gets destroyed/reaches destination. That way everyone runs after the transport and you can sneak off to nuke another building.

Subject: Black hand - stealth soldier recon
Posted by [Anonymous](#) on Sat, 20 Apr 2002 01:48:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by destruyax:- but there's something that has always perplexed me, does Nod get team points for Obelisk kills? Noedit: Neither does GDI[April 20, 2002: Message edited by: * V I P E R *]

Subject: Black hand - stealth soldier recon
Posted by [Anonymous](#) on Sat, 20 Apr 2002 10:25:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Recon is easy to do now with apaches

Subject: Black hand - stealth soldier recon
Posted by [Anonymous](#) on Sat, 20 Apr 2002 15:46:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Stealth hand recons are only effective with bases that have defenses, but the most on Under and Field. I agree that they are good on relaying sniper positions, enemy movement and such. But they shouldn't attempt to backstab a sniper unless the sniper happens to be a newbie (or sucks), since some people are known to be good shots with rifles at close range. On maps without defense, stealth hands would be wasted in recon, and probably would better serve for laying C-4s or beacons. Choppers make good recon also for Walls, where infantry can easily slip into the base (though it's rather tempting to leave your patrol and go after a target). Another fun idea to be a stealth hand get a sniper rifle pickup But remember that you are uncloaked while aiming the rifle.

Subject: Black hand - stealth soldier recon
Posted by [Anonymous](#) on Sat, 20 Apr 2002 16:45:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

You are? So thats why I got killed when I tried that!

Subject: Black hand - stealth soldier recon
Posted by [Anonymous](#) on Sat, 20 Apr 2002 16:54:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well, I don't want to brag... The laser rifle is very inaccurate, and I personally have very little luck killing anything with it besides free infantry and those with slow reflexes (or decide not to dodge, which has happened a few times)

Subject: Black hand - stealth soldier recon
Posted by [Anonymous](#) on Sat, 20 Apr 2002 17:13:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

The maps are too small for a dedicated scout. Telling people what killed you etc. should be enough too know what's coming. And knowing which tactics work best for which sides on which maps, should give you a good idea on what to expect, making recon even less valuable.
