
Subject: C&C_Under Nod Siege
Posted by [Anonymous](#) on Sun, 14 Apr 2002 17:48:00 GMT
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Make a search on this forum with the keywords "Stealth Tank" and u will found a lot of sentences like "S-tank is a crap", "Stealth tank are the worst units", "don't buy these useless tanks" and so on... Yesterday, i played as Nod on under and we started with a little flame tank rush (3 tanks). GDI cleverly waited us. We were destroyed, and the AGT suffered not enough damage. Then many of us, bought Stealth-Tanks and few of us light-tanks. No mummies at this time so we taked easily the control of the field and the siege of the GDI base began. We didn't really attack their base, but we destroyed anything which go out : people, tanks, apcs and harvys. We fired on the tunnels hole too : ALL THE EXITS OF THE GDI BASE WERE ALWAYS UNDER FIRE !!!GDI tried many things :- APC rush => destroyed- Infantry assault => destroyed- Med-tanks + troops => destroyed- troops via tunnels => destroyed- Mummies + hotwires + MLRs => destroyed with a counter strikeWhy ? Just because when there are 5 S-Tank firing, supported by light tanks, it's very hard to survive in such little exits...Only one time, they managed to get out with 2 mummies supported by hotwires and MLRs. But we all got a lot of money, and we just re-bought Stealth-tanks and did it again. As their harvy never returned from tiberium field => they had little money : they can't re-bought mummies so easily. The siege started again...Gunner, Mobius and Sydney PIC were useless. As all GDI units they took missiles in face or were squashed by an invisible tank... (may be if they were less cowards, they would be more efficiencies, but not sure...)We didn't destroyed the base. But we won and our base was never damaged. Almost all the game, GDI was in jail in his own base

Subject: C&C_Under Nod Siege
Posted by [Anonymous](#) on Sun, 14 Apr 2002 17:53:00 GMT
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Nice Job. I'll have to try that sometime (If my teammates will all listen). Though I think you should have applied a little more pressure to their base before they started that Mammoth counterattack.

Subject: C&C_Under Nod Siege
Posted by [Anonymous](#) on Sun, 14 Apr 2002 18:41:00 GMT
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Also Stealth tanks are good anti mammoths, 2 on 2 and they had 1 mammoth guarding our exit, 1 on its way, they got distracted from my allie with a flame tank so i drove up along the right side (C&C_Under) came up behind him and locked his tail, i blew one up before the second one finally blew me up (majority of his shots were hitting other mammoth)

Subject: C&C_Under Nod Siege
Posted by [Anonymous](#) on Sun, 14 Apr 2002 20:09:00 GMT
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siege tactics are great on maps like under. i've seen it many times. you definately did the right things with those stealths, not trying to assault the base, and keeping their tunnel entrance under fire at all times. i love it when a plan comes together! lol...

Subject: C&C_Under Nod Siege
Posted by [Anonymous](#) on Sun, 14 Apr 2002 20:44:00 GMT
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everything is good vs mammoth ww made it crappy then made it expensive to make it look better.

Subject: C&C_Under Nod Siege
Posted by [Anonymous](#) on Sun, 14 Apr 2002 20:44:00 GMT
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Stealths I find are fantastic on mammoths/mediums if you can manage to flank em. However, at 200/200 they're a little fragile... Great for hit and runs ^^

Subject: C&C_Under Nod Siege
Posted by [Anonymous](#) on Mon, 15 Apr 2002 01:54:00 GMT
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stealth tanks can easily be taken out with gunner or higher

Subject: C&C_Under Nod Siege
Posted by [Anonymous](#) on Mon, 15 Apr 2002 06:00:00 GMT
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quote:Originally posted by Lizard:stealth tanks can easily be taken out with gunner or higherthat may be a good point, BUT if a stealth tank driver CHOOSES to counter/strike back, "gunner or high" may not be able to live. EVEN if it gets destroyed, usually the driver has enough points to get another one, AND the driver CAN finish off the survivors.

Subject: C&C_Under Nod Siege
Posted by [Anonymous](#) on Wed, 24 Apr 2002 08:01:00 GMT
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Alot of people also dont seem to realize the point to a STEALTH tank, its not to be used just like any old tank all the time, with its stealth capability you can drive right by all the gdi defences in the middle of the map and into the enemy base

Subject: C&C_Under Nod Siege
Posted by [Anonymous](#) on Wed, 24 Apr 2002 09:46:00 GMT
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quote:Originally posted by archon370:Alot of people also dont seem to realize the point to a STEALTH tank, its not to be used just like any old tank all the time, with its stealth capability you can drive right by all the gdi defences in the middle of the map and into the enemy baseStealth units can be seen if they are near explosions or someone hits one.. even if with a pistol. The key is.. if you see a hint of a stealth unit, keep shooting at it. You'll do damage and also be able to watch where it goes.So along with staying hidden, make sure to stay away from GDI forces in order to avoid being accidentally revealed.[April 24, 2002: Message edited by: kubi0461]

Subject: C&C_Under Nod Siege
Posted by [Anonymous](#) on Wed, 24 Apr 2002 16:58:00 GMT
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ya do that do that I'm so excitedya ya

Subject: C&C_Under Nod Siege
Posted by [Anonymous](#) on Wed, 24 Apr 2002 17:13:00 GMT
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I love stealths too, though they are the dessert of battle, and the light tanks and artilleries are the meat and potatoes. Nothing is as fun as sneaking around on the battlefield and choosing the right moment to strike - they work great when your chosen target(s) are under fire from elsewhere - if you are in their rear hemisphere you are essentially still "invisible".Before the new patch, I snuck up on some poor fool repairing his apc (C&C Under) on the small ledge by the tib field. I didn't squish him in time, but I nudged him over the shelf and wrecked his apc. Not a shot fired. Maybe it was the battle fatigue, but I thought that was hilarious.

Subject: C&C_Under Nod Siege
Posted by [Anonymous](#) on Wed, 24 Apr 2002 17:57:00 GMT
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LOL on the same map, it was about 3 hours ago, i was in a med tank and being seriously pounded by light tank and artillery... I drove backward quickly without watching and i pushed an apc too to his death, but this apc belonged to my team !!!! OOPS ! s00rry mate it wasn't intentional !!!

Subject: C&C_Under Nod Siege
Posted by [Anonymous](#) on Thu, 25 Apr 2002 11:30:00 GMT
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well stealths are good but flame tanks are the best for 1 reason BUG yeah u gussed right the flame threw wall thing i destroyed many buildings just by hitting the mct from outside u can hide bheind a rock and shoot through it very usful its like shooting and having an invencible shield stealth the most useful tatic for stealths ar diversions bring 3 stealth tanks and suprise atack the gdi near thyre base while gdi ar bussy with those stealths bring some engies or stealth soldiers withe becons never failed me before

Subject: C&C_Under Nod Siege
Posted by [Anonymous](#) on Thu, 25 Apr 2002 19:55:00 GMT
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In Hourglass they are very useful for keeping the mrl's off the hill. With the type of missles they use it's possible to curve them right over the top (although most people don't seem to know how to do this).I've pushed back countless mammoths by curving missles over the hill, since they couldn't get down to shoot me because of the obelisk EDIT: On the flip side though...I've taken down waaaay more stealths on Islands and Complex with a PIC sydney, because they always try and get away and can only take 5-6 shots =)[April 25, 2002: Message edited by: Accurain]

Subject: C&C_Under Nod Siege
Posted by [Anonymous](#) on Fri, 26 Apr 2002 02:17:00 GMT
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People dont give enough credit to the stealth tank, I think its one of the best units in the game.

Subject: C&C_Under Nod Siege
Posted by [Anonymous](#) on Fri, 26 Apr 2002 02:46:00 GMT
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well, its quite useful, but i prefer a flamer-tankand on GDI-force an apc including a Hotwire or another combo, i call MMI:Mammoth, Moebius, Ion if it reaches target it may cause a lot of damage

Subject: C&C_Under Nod Siege
Posted by [Anonymous](#) on Fri, 26 Apr 2002 08:44:00 GMT
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Dude \$3500 on a "if" plan , that could be a huge waste if it fails , i dont mean to question ur tactics , but that sounds risky to me

Subject: C&C_Under Nod Siege

Posted by [Anonymous](#) on Fri, 26 Apr 2002 08:54:00 GMT

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Speaking of C&C_Under, I need the map layout. I have a great strategy, but unfortunately, it's all in my head. If I had a bird's eye view image of the map, I could draw it up for you guys. So if you have the layout for C&C_Under, send it to me at mojo_p38@hotmail.com I need the exact building emplacements and tiberium field and the hill near the middle.

Subject: C&C_Under Nod Siege

Posted by [Anonymous](#) on Fri, 26 Apr 2002 08:58:00 GMT

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I gotta try this map..

Subject: C&C_Under Nod Siege

Posted by [Anonymous](#) on Fri, 26 Apr 2002 09:25:00 GMT

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Here's my strategy, Mind you that it's very expensive, but it ALWAYS works. ALWAYS: Take 2 PIC Sydneys (and maybe an engineer to take out C4 and mines that might be placed), and get to the NOD tunnel that is right in front of the PP, but stay in it, and wait. Then, 2 Mammies or 3 Med Tanks with a few engineers set up a barrier at the top of NOD's ramp. The NOD will get a bunch of guys, and try to take out the tank assault. While this is going on, the 2 Sydneys shoot like hell at the PP and the engineer can try to sneak in and plant C4 on the MCT for a bit of extra damage, and he can get past the turrets most of the time since they should be occupied with the tanks. (The engineer can always stay with the Sydney's to heal them if they take any damage for some reason). If the Sydney's are discovered and killed, the tanks should be able to turn the Obelisk into a wreck, and the NOD will be rushing to fix their PP. Works every time. Either their Obelisk is wrecked, or their PP is blown up and the Obelisk doesn't work. Either way, their defenses are down, and with the damage GDI has made, they should be able to buy some Mobile Rocket Launchers and Med Tanks, and some powerful infantry, and can take out the base WITHOUT even using a Beacon. EDIT: For the Sydneys, you can take along an advanced engineer and place prox mines on the Sydneys before you head out, reload, and put prox mines near the NOD PP entrance. This way, the prox mines protect from the enemy coming too close, and the Sydney prox mines can be used if the PP is destroyed before the Sydneys are found, they can run out and do some damage on the barracks, going on a suicide run at the same time. [April 26, 2002: Message edited by: Tyrant *Beo*]

Subject: C&C_Under Nod Siege

Posted by [Anonymous](#) on Fri, 26 Apr 2002 09:49:00 GMT

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I find in under, or in field, stealth tanks work great as beacon-helpers. Two players rush in, the first with a plain stealth tank, the second with a beacon, stealth tank and a hotwire. Drive round the

back of the warfactory (on either of these maps). The first stealth gets destroyed, enemy team thinks that probably it most of the time. Wait for a quiet moment behind the factory, and when you get one, drop mines, then repair stealth, the plant nuke. A stealth tank guarding a mines nuke beacon, out of site of the GDI guard tower - very nasty, rarely fails if you manage to get to the back of their factory without losing both tanks. Never tried it with 3 tanks, quite hopeful though. [April 26, 2002: Message edited by: [uscm]DarkFox]
