
Subject: Give stealth tank 5 more damage and
Posted by [Anonymous](#) on Sat, 04 May 2002 14:05:00 GMT

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I disagree. The stealth tank's missiles already do a lot of damage; if the aircraft fly high enough (which, more often than not, they do), the missiles won't even reach them and tighter turning isn't going to help. Now a *bit* more armor, that would be alright. 225/225, i guess.

Subject: Give stealth tank 5 more damage and
Posted by [Anonymous](#) on Sat, 04 May 2002 14:15:00 GMT

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250/250 would be great

Subject: Give stealth tank 5 more damage and
Posted by [Anonymous](#) on Sat, 04 May 2002 15:59:00 GMT

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I don't think WW is going to tweak the stealth tank anymore. Back in the beta they were stronger. Nobody used the Flame tank to rush, they used Stealth tanks. That was because they had better armor and stronger missiles. Westwood had always stated that the Stealth was to be used as a hit and run vehicle. So they toned it down.

Subject: Give stealth tank 5 more damage and
Posted by [Anonymous](#) on Sat, 04 May 2002 18:00:00 GMT

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I say give the mammoth 1200/1200 health!!!(Notice the sarcasm.)

Subject: Give stealth tank 5 more damage and
Posted by [Anonymous](#) on Sun, 05 May 2002 00:36:00 GMT

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Just five more damage.. and make the missiles turn tighter. That's it.. With air units added I think it'd make it more worth the money in comparison.

Subject: Give stealth tank 5 more damage and
Posted by [Anonymous](#) on Sun, 05 May 2002 01:22:00 GMT

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Wow, lol.

Subject: Give stealth tank 5 more damage and
Posted by [Anonymous](#) on Sun, 05 May 2002 05:49:00 GMT
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Personally I'd rather see new tanks.... driving the same ones all the time is boring lol

Subject: Give stealth tank 5 more damage and
Posted by [Anonymous](#) on Sun, 05 May 2002 11:29:00 GMT
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quote:Originally posted by Super Dan:Personally I'd rather see new tanks.... driving the same ones all the time is boring lolEspecially for GDI. The medium, though really good, is just pounding the enemy base over and over again. The mammoth, while not so good, is the same thing. Nod tanks are much more interesting and don't get boring so fast, ST and FT to be worth mentioning.

Subject: Give stealth tank 5 more damage and
Posted by [Anonymous](#) on Sun, 05 May 2002 14:33:00 GMT
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quote:Originally posted by Mmmm_cheese:Just five more damage.. and make the missles turn tighter. Thats it.. With air units added I think it'd make it more worth the money in comparison.You always and i mean always find something to jabber about!First it was the game that sucked, then it was the lag, then it was the WOL being bad and now this!Im realy getting sick of you!

Subject: Give stealth tank 5 more damage and
Posted by [Anonymous](#) on Mon, 06 May 2002 09:53:00 GMT
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Once again, dimwits, you fail to see the vision of Renegade as an FPS version of the ORIGINAL FVCKING C&C!Just because you want "new tanks" and "more armor" isn't going to detract from the path of making this game what it is suppose to be: C&C.

Subject: Give stealth tank 5 more damage and
Posted by [Anonymous](#) on Mon, 06 May 2002 11:11:00 GMT
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quote:Originally posted by eae:Especially for GDI. The medium, though really good, is just pounding the enemy base over and over again. The mammoth, while not so good, is the same

thing. Nod tanks are much more interesting and don't get boring so fast, ST and FT to be worth mentioning. I'd have to disagree. I find the flame tank very boring. Hold down trigger and drive towards enemy building.. Stealth tanks are more interesting though. My favorite vehicle in the entire game is the medium tank. Light tanks are a lot of fun, though.
