
Subject: Why Why Why

Posted by [Anonymous](#) on Sat, 25 May 2002 19:22:00 GMT

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I wonder why no one does Stealth Tank rushes. Like 8 of em. Or 8 light tanks. Puzzles me. hmmm. What the best rush you have ever seen/done?

Subject: Why Why Why

Posted by [Anonymous](#) on Sat, 25 May 2002 20:11:00 GMT

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quote:Originally posted by Kirovy1234: I wonder why no one does Stealth Tank rushes. Like 8 of em. Or 8 light tanks. Puzzles me. hmmm. What the best rush you have ever seen/done? C&C flying city... land/air rush

Subject: Why Why Why

Posted by [Anonymous](#) on Sat, 25 May 2002 20:34:00 GMT

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I do stealth tank rushes all of the time. They can take apart a building faster than a flame tank, and they can also shoot missiles through tighter spaces, move quicker, and be cloaked. Best combo I've seen is flame tanks and stealth tanks. They do a lot of damage together.

Subject: Why Why Why

Posted by [Anonymous](#) on Sun, 26 May 2002 01:02:00 GMT

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quote:Originally posted by AngryVortex: Best combo I've seen is flame tanks and stealth tanks. They do a lot of damage together. agreed

Subject: Why Why Why

Posted by [Anonymous](#) on Sun, 26 May 2002 01:11:00 GMT

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also agreed

Subject: Why Why Why

Posted by [Anonymous](#) on Sun, 26 May 2002 04:50:00 GMT

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Chem rush on Volcano. 6 Chem's took out the PP, Ref and damaged the War Fac...

Subject: Why Why Why

Posted by [Anonymous](#) on Sun, 26 May 2002 05:37:00 GMT

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The problem with light tanks is that most likely GDI will have some med's and maybe a mammyUnless you get it coordinated right off the bat there's no way lights will overrun a GDI baseEspecially since there's a few people who are crack shots with tanks and can take down 2 or 3 Lights easilyand Stealth's are just too **** pricey to rush with them and your paying for stealth not armorStealth doesn't fool the AGTThe tried and true method of flame rushing AGT's works perfectlyWorked in the first C&C and works now

Subject: Why Why Why

Posted by [Anonymous](#) on Sun, 26 May 2002 06:13:00 GMT

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quote:I do stealth tank rushes all of the time. They can take apart a building faster then a flame tank, and they can also shoot missiles through tighter spaces, move quicker, and be cloaked. Cheers mate!

Subject: Why Why Why

Posted by [Anonymous](#) on Sun, 26 May 2002 07:09:00 GMT

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quote:Originally posted by AngryVortex:I do stealth tank rushes all of the time. They can take apart a building faster then a flame tank,Bullsh1t. Flame tank does damage just as fast as the stealth tank.

Subject: Why Why Why

Posted by [Anonymous](#) on Sun, 26 May 2002 09:43:00 GMT

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that guy's info showed that they each take 28 seconds for a building kill. However, they have more range, so I suppose you could say they do moreThe problem with a pure stealth rush is that they only ahve 200/200 and flames ahve 400/400A flame rush backed up by a few techs in stealths work wellI often use that to get to the GDI pp in under. It doesn't always work, but if the agt doesnt shoot you and they don't have tanks blocking the path, you're home free

Subject: Why Why Why

Posted by [Anonymous](#) on Sun, 26 May 2002 10:04:00 GMT

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stealth tanks are good for ambushes on large open maps like fields, they're also good when it comes to taking over GDI units. stealths are good for MRLS's as well, too bad stealths can't hold more than 2 people =/[May 26, 2002: Message edited by: generalfox]

Subject: Why Why Why

Posted by [Anonymous](#) on Sun, 26 May 2002 10:53:00 GMT

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quote:Originally posted by generalfox: stealths are good for MRLS's as well, too bad stealths can't hold more than 2 people =/Stealths only hold one person...

Subject: Why Why Why

Posted by [Anonymous](#) on Sun, 26 May 2002 11:08:00 GMT

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Stealths>Flamers. Why? Simple: The day I use a flamer(or even watch one fire from up close) is the day I get lagged out. Actually, if you think about it, that's a pretty formidable weapon...If there's a lot of lag, go into an enemy base and start shooting...Everyone'll be too busy warping to repair anything! But stealth tanks seriously are better. The flamer has high armor because you can see it coming, and it will likely have only half health by the time it reaches a target(with a good defense). A stealth, on the other hand, can run circles around a base looking for the perfect place to hide, THEN let loose. Provided they stay in an area where the shimmer won't show, it's hard to detect them. And, if you have someone stand near the door of a building, if you aim right it's just good enough to hit the MCT... And stealth tanks OWN mammoths/mediums/mrls...So why don't people use them more often? Beats me, maybe they prefer being teleported all over the map?

Subject: Why Why Why

Posted by [Anonymous](#) on Sun, 26 May 2002 11:42:00 GMT

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On City, when it's a game with like 4v4 or even 5v5...there is a Solo Rush I do if I know where EVERYONE is. I save for a Tech and Stealth, sneak out our little hole in the wall, Ride to the PP. Now - I know where everyone is if there are 4 people near our base entrance. NOONE hears the AGT - NOONE sees the AGT firing..EVERYONE hears the " GDI Base Power is Offline " Tho My 2p.

Subject: Why Why Why

Posted by [Anonymous](#) on Sun, 26 May 2002 14:22:00 GMT

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this is a funny story, i played on the intech 2 server{24 players and start with 450 creds} team mixng was not on so teams stayed the same, on every map this is what the nod team did, went out and tried to take out gdi harvester with machinegun guys, they usally got stopped becuase gdi had patches and gunners that they bought with starting money, 2 minutes later, everyone buys light tanks and heads to the AGT and it gets destroyed, gdi had no med tanks to defend becuase they are 800 while light tanks are 600, the tanks ran into some gunners in the feild but they iced them with there cannons. take this scenario if they saved for flame tanks, gdi would have med tanks, gdi might have a syndey and mobius, when running into enemy's in the feild the flame tanks would be able to reach them for a while{taking to much damage} and they would have chased them around awhile letting gdi get prepared. no one ever tries a light tank rush and i dont know why, i left the server becuase gdi never seemed to stop this. quote:
