Subject: a quick question...
Posted by Anonymous on Fri, 18 Oct 2002 09:36:00 GMT
View Forum Message <> Reply to Message

how close to SBH's have to be to a mammy for them to be seen by it?I was playing field and I nuked the AGT (again), I went back after aquiring another nuke, but decided to steal a gdi med. tank instead. I then went back to base and disgarded it.Finally, I ran back threw the tunnels and a mammy was shooting the openings. When I got there he just started on the other one that I wasn't at.I quickly ran front of the rocks for a distance, and a missiles went past me (he turned again) and didn't hit me. Next thing I know he was shooting me like crazy with missiles, and he was infront of where the vehicles come out.I was so ****ed, there's no way he could have known.code:http://renchat4.westwood.com/RenegadeGameInfo/InfoController/?game_id=92173596&action=get_game_details&page=0Above is a link to our game, IKill2342 was the person that killed me... [October 18, 2002, 09:45: Message edited by: generalfox]

Subject: a quick question...
Posted by Anonymous on Fri, 18 Oct 2002 11:16:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by generalfox:I was so ****ed, there's no way he could have known.probably not, but since you had disabled their AGT they had no way of detecting stealth units from a distance. my guess is that he was trying to prevent SBH like you from entering the base, without even knowing there was a SBH there. but I believe that being in a mammoth tank does not improve you ability to see stealth units, so I guess he was just lucky... [October 18, 2002, 11:17: Message edited by: Boromir]

Subject: a quick question...
Posted by Anonymous on Fri, 18 Oct 2002 13:04:00 GMT
View Forum Message <> Reply to Message

That missle that went by could have exploded near you. He then could have seen you. Tank shells and missles are good for revealing Stealth black hands. When I'm a black hand, I try and stay away from all explosions.When I'm in a tank, I try and cover a wide area with shells so I can illuminate those pesky buggers.

Subject: a quick question...
Posted by Anonymous on Sat, 19 Oct 2002 02:18:00 GMT
View Forum Message <> Reply to Message

The best way of eliminating those SBH's is as a sniper, you see them, they duck away, you act like you didn't see them and pop a bullet in their head

Subject: a quick question...
Posted by Anonymous on Sat, 19 Oct 2002 11:45:00 GMT
View Forum Message <> Reply to Message

More expensive Characters can see stealths easier than Free Characters. As for the tank if a shell or missile passes close to you it can make you shimmer, just like bumping into anything. Also there is the possibility of a high visibility stealth skin in use. Players who are not very good tend to use them, also some players who think they're good use them but it just makes them weaker players.

Subject: a quick question...
Posted by Anonymous on Sat, 19 Oct 2002 17:57:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by Falconxl:More expensive Characters can see stealths easier than Free Characters. As for the tank if a shell or missile passes close to you it can make you shimmer, just like bumping into anything. Also there is the possibility of a high visibility stealth skin in use. Players who are not very good tend to use them, also some players who think they're good use them but it just makes them weaker players.It doesn't have do damage you to make you shimmer... ****it....

Subject: a quick question...
Posted by Anonymous on Sat, 19 Oct 2002 18:28:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by generalfox:It doesn't have do damage you to make you shimmer... ****it....Sucks don't it.