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Subject: Re: surprising stank HS kills

Posted by [sadukar09](#) on Sun, 06 Jun 2010 14:13:08 GMT

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snpr1101 wrote on Sat, 05 June 2010 07:58Starbuzz wrote on Sat, 05 June 2010 03:27So a week or so ago, Spooky hs me with a stank on Islands in front of Bar. I was totally surprised and didn't even know stanks could do that. I always believed that the farther away a infantry is away from the stank, the greater the chances of the stank getting a hs kill. This is why I tried to go closer to his stank on that game to someone try to take away his "supposed" range advantage I thought he had. I was so damn wrong.

So I tried to imitate what he did in a few games and was surprised to get "easy" headshots against infantry. It funny too because 3 players I did it to accused me of either bighead or aimbot!

I am surprised when I killed a sbh on Mesa with a stolen stank when he was just a few feet away. I noticed that the missiles are homing too. I didn't know stank missiles tracked infantry.

somebody fill me in on this whole stank deal please!

Use secondary fire when shooting at infantry. If I'm not mistaken, like a flamer / MRL, secondary fire has different effects.

S/F on a stank tracks; or seems to when I do it anyway.

Primary fire one missile from each missile launcher, secondary only uses the left one for both missiles.

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