Subject: Stealth: Yes or No?
Posted by BlueThen on Tue, 28 Mar 2006 00:54:57 GMT
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Would you recommend stealth as a stragedy to kill the opponent or other team?

Subject: Re: Stealth: Yes or No?
Posted by Crime8768 on Tue, 28 Mar 2006 01:07:52 GMT
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Maby its ment for both ways....

Subject: Re: Stealth: Yes or No?
Posted by PlastoJoe on Tue, 28 Mar 2006 02:43:49 GMT
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Straight-out killing: no
Flanking: yes
Recon: yes
Hit-and-run: yes

Subject: Re: Stealth: Yes or No?
Posted by superj69 on Tue, 28 Mar 2006 04:24:08 GMT
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stealth is great strategy u can move around without people seeing you and if you do end up killing
someone with a good weapon, it makes your stealth even better.

Subject: Re: Stealth: Yes or No?
Posted by mision08 on Mon, 03 Apr 2006 09:36:05 GMT
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yes

Subject: Re: Stealth: Yes or No?
Posted by mdogg1108 on Fri, 07 Apr 2006 02:25:34 GMT
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To go out and kill people I think using a stealthy is pointless.
But I think using a stealthy for anything else is good like sneaking into a base or just killing

random people.

Subject: Re: Stealth: Yes or No?
Posted by Dover on Fri, 07 Apr 2006 06:16:11 GMT
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Being stealth is nice, in theory. With weapon drops, the stealth trooper becomes the ultimate weapon, because he can use most anti-infantry weapons (Read: sniper and shotgun) with impunity.

However, being stealth has a definate drawback. If people catch of glimmer of you, they will hunt you down until you die, or the match ends. If you're visible because of firing, all the enemy will concentrate their fire on you, because everyone hates stealth aperantly.

Subject: Re: Stealth: Yes or No?
Posted by Ma1kel on Fri, 07 Apr 2006 11:53:06 GMT
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Never seen a 16 man Stealth tank rush on Hourglass?

Subject: Re: Stealth: Yes or No?
Posted by Goztow on Fri, 07 Apr 2006 11:59:26 GMT
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Ma1kel wrote on Fri, 07 April 2006 07:53Never seen a 16 man Stealth tank rush on Hourglass?
Vehicle limit = 7

Subject: Re: Stealth: Yes or No?
Posted by Jecht on Fri, 07 Apr 2006 15:16:22 GMT
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Doesn't vehicle limit depend on the server you play on?

Subject: Re: Stealth: Yes or No?
Posted by Dover on Fri, 07 Apr 2006 18:16:36 GMT
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Vehicle limit is 8. Always has been, always will be.

Unless there's a mod out there to change it. I know there's a way to circumvent the limit with the

vehicle wreckage mod, but I'm not sure if there's one to actually modify the limit.

On a side note, it's be an interesting tactical change if only one or two vehicles were allowed. It would force people to *gasp* work together during rushes.

Subject: Re: Stealth: Yes or No?
Posted by mision08 on Fri, 07 Apr 2006 22:06:10 GMT
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You are correct sir, Vehicle limit is 8, counting the harvester. If your team has 7 vehicles, and someone purchases another at the same time the harvester is destroyed, I believe it is possible to have 8 units. I personally don't use SBH or stanks but, if I was out just to kill, a stealthy character is a good choice. I don't understand stanks at Hourglass. There good for shooting over the crest, I would still be in an arty though. Flamers all the way. Flamers, artys, and APC's are the only vehicles to buy at Hourglass.

Subject: Re: Stealth: Yes or No?
Posted by Dave Mason on Fri, 07 Apr 2006 23:21:24 GMT
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Vehicle wreckage bug = many many tanks.

Subject: Re: Stealth: Yes or No?
Posted by superj69 on Sun, 09 Apr 2006 03:20:56 GMT
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Dover wrote on Fri, 07 April 2006 13:16 I know there's a way to circumvent the limit with the vehicle wreckage mod

some one has already mentioned wreckage.

Subject: Re: Stealth: Yes or No?
Posted by Dover on Wed, 12 Apr 2006 17:50:02 GMT
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superj69 wrote on Sat, 08 April 2006 23:20Dover wrote on Fri, 07 April 2006 13:16 I know there's a way to circumvent the limit with the vehicle wreckage mod

some one has already mentioned wreckage.

Really? Not in this thread they havn't.

Subject: Re: Stealth: Yes or No?
Posted by Greathobo on Sun, 16 Apr 2006 20:43:53 GMT
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Hmm... I've seen 9 Stank rushes before. Are you sure that hosts can't change the vehicle limit? I recall some very fun humvee/buggy fights, with 20 on each side. Or maybe I was dreaming. It was pretty cool, nonetheless.

Subject: Re: Stealth: Yes or No?
Posted by BlueThen on Sun, 16 Apr 2006 21:20:16 GMT
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Heh, I was thinking about a way of having somewhat like 20 vehicles. Not that complicatd really, just make a dropmod that drops a lot of tanks and there you go! The only problem is is that you have to be the one hosting the game for it to work...

Subject: Re: Stealth: Yes or No?
Posted by mision08 on Wed, 19 Apr 2006 17:46:56 GMT
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Subject: Re: Stealth: Yes or No?
Posted by mision08 on Wed, 19 Apr 2006 17:48:21 GMT
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Hum-v's leave a shell, stanks do not. 9 stanks=vehicle crates, or the server reset the limit. I've played on a server with no limit before. However, it's been a while.

Subject: Re: Stealth: Yes or No?
Posted by ripred999 on Fri, 19 May 2006 16:48:03 GMT
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STEALTH YES

Subject: Re: Stealth: Yes or No?
Posted by Alexraptor on Sat, 20 May 2006 12:32:28 GMT
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stealth is real useful, very effective for planting nuclear beacons.

But stealing a stealth tank from Nod is even more wicked, i owned and won a whole game with 34 players because i stole a tank, i never lost it, and i was responsible for destroying the most enemy vehicles. so guard your stanks carefully

Subject: Re: Stealth: Yes or No?
Posted by candc5297 on Wed, 31 May 2006 17:52:33 GMT
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Dover wrote on Fri, 07 April 2006 13:16Vehicle limit is 8. Always has been, always will be.

Unless there's a mod out there to change it. I know there's a way to circumvent the limit with the vehicle wreckage mod, but I'm not sure if there's one to actually modify the limit.

On a side note, it's be an interesting tactical change if only one or two vehicles were allowed. It would force people to *gasp* work together during rushes.

never seen the black-cell server were ther is a commander who can order an unlimited amount of vehs?

stealth yes on some maps like city (flying) and on the right server (ctf no I so hate that)

Subject: Re: Stealth: Yes or No?
Posted by JohnDoe on Wed, 31 May 2006 18:08:22 GMT
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mision08 wrote on Fri, 07 April 2006 17:06You are correct sir, Vehicle limit is 8, counting the harvester. If your team has 7 vehicles, and someone purchases another at the same time the harvester is destroyed, I believe it is possible to have 8 units. I personally don't use SBH or stanks but, if I was out just to kill, a stealthy character is a good choice. I don't understand stanks at Hourglass. There good for shooting over the crest, I would still be in an arty though. Flamers all the way. Flamers, artys, and APC's are the only vehicles to buy at Hourglass.

You can't purchase at the same time as the harvester, retard...you can have 8 vehicles if the Ref is destroyed.

Subject: Re: Stealth: Yes or No?
Posted by mision08 on Wed, 31 May 2006 18:31:43 GMT
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Go fuck yourself. You little cumtwat. I hope you fall on your head, leaving you with slurred speech and a lame leg.

Subject: Re: Stealth: Yes or No?
Posted by JohnDoe on Wed, 31 May 2006 18:33:58 GMT
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Can you post a picture of your mom?

Subject: Re: Stealth: Yes or No?
Posted by Spoony on Wed, 31 May 2006 18:35:48 GMT
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mision08 wrote on Wed, 31 May 2006 13:31Go fuck yourself. You little cumtwat. I hope you fall on your head, leaving you with slurred speech and a lame leg.
that's going in my signature

Subject: Re: Stealth: Yes or No?
Posted by mision08 on Wed, 31 May 2006 18:36:43 GMT
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ok

Subject: Re: Stealth: Yes or No?
Posted by Dover on Wed, 31 May 2006 18:47:45 GMT
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candc5297 wrote on Wed, 31 May 2006 10:52Dover wrote on Fri, 07 April 2006 13:16Vehicle limit is 8. Always has been, always will be.

Unless there's a mod out there to change it. I know there's a way to circumvent the limit with the vehicle wreckage mod, but I'm not sure if there's one to actually modify the limit.

On a side note, it's be an interesting tactical change if only one or two vehicles were allowed. It would force people to *gasp* work together during rushes.

never seen the black-cell server were ther is a commander who can order an unlimited amount of vehs?

stealth yes on some maps like city (flying) and on the right server (ctf no I so hate that)

No, I havn't, but now I want to.

Subject: Re: Stealth: Yes or No?
Posted by Mortus Est on Thu, 01 Jun 2006 00:15:48 GMT
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Stealth units are good if you have one fixed and limited target in mind e.g. getting behind some snipers with a shotgun.

Stealth units are crap for drawn-out firefights because they attract more than their fair share of attention and get taken out pretty fast if they stay visible for too long.

I always get a lower score if I go sbh because I'm usually more concerned about staying cloaked than getting stuck in with the fighting unless its a certain kill.

My lowest ever score as a sbh was when I spent half a game quietly getting a beacon to the gdi ped solo after the hon got whacked. That was probably the best use I'd ever made of one though.

Subject: Re: Stealth: Yes or No?
Posted by Alexraptor on Sat, 03 Jun 2006 23:10:07 GMT
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JohnDoe wrote on Wed, 31 May 2006 13:08mision08 wrote on Fri, 07 April 2006 17:06You are correct sir, Vehicle limit is 8, counting the harvester. If your team has 7 vehicles, and someone purchases another at the same time the harvester is destroyed, I believe it is possible to have 8 units. I personally don't use SBH or stanks but, if I was out just to kill, a stealthy character is a good choice. I don't understand stanks at Hourglass. There good for shooting over the crest, I would still be in an arty though. Flamers all the way. Flamers, artys, and APC's are the only vehicles to buy at Hourglass.

You can't purchase at the same time as the harvester, retard...you can have 8 vehicles if the Ref is destroyed.

the harvester can get destroyed by a purchase if you play as Nod, because its so slow it dosent make it off the airstrip in time if somone places a purchase as soon as they are able.

Subject: Re: Stealth: Yes or No?
Posted by bisen11 on Sun, 04 Jun 2006 01:58:39 GMT
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I find stealth becons n00bish. However it i thought it was really fun when i was playing on a server and got a crate while on GDI and it made me a Stealth Spy. Then I was able to beacon their Power plant.

Subject: Re: Stealth: Yes or No?
Posted by JohnDoe on Sun, 04 Jun 2006 08:36:50 GMT

No shit...and it automatically gets rebuilt. Your point?

Subject: Re: Stealth: Yes or No?
Posted by Alexraptor on Sun, 04 Jun 2006 19:40:53 GMT

im not making any, just a statement of fact.

Anyway, SBH nuking does require skill if its a game with good players, because you need to make shure to avoid enemy patrols and try to avoid detection, and finally placing your nuke and trying your best to fight of engineers and possible tanks that might be attracted. i find it most difficult on Mesa(i think its mesa) since there isnt much room to sneak around enemy armor, and a biiiig open area you have to run across to reach a safe place to place the beacon.

Subject: Re: Stealth: Yes or No?
Posted by mision08 on Sun, 04 Jun 2006 23:17:24 GMT

JohnDoe wrote on Sun, 04 June 2006 03:36No shit...and it automatically gets rebuilt. Your point?
He probably means you don't know every God damn thing like you think you do, and being a smart ass is closely related to being a dumb ass in your case.

There is a limit of 8 vehicles per team. This limit includes the Harvester; however, if it is destroyed and a player manages to purchase another vehicle before the Harvester is replaced, then it is possible to have 9 vehicles.

http://planetcnc.gamespy.com/View.php?view=FAQ.Detail&id =10#vehlimit

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Subject: Re: Stealth: Yes or No?
Posted by JohnDoe on Mon, 05 Jun 2006 11:20:01 GMT

mision08 wrote on Sun, 04 June 2006 18:17JohnDoe wrote on Sun, 04 June 2006 03:36No shit...and it automatically gets rebuilt. Your point?
He probably means you don't know every God damn thing like you think you do, and being a smart ass is closely related to being a dumb ass in your case.

There is a limit of 8 vehicles per team. This limit includes the Harvester; however, if it is destroyed and a player manages to purchase another vehicle before the Harvester is replaced, then it is possible to have 9 vehicles.

http://planetcnc.gamespy.com/View.php?view=FAQ.Detail&id =10#vehlimit

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It's not possible to have 9 vehicles. How about you learn some Renegade basics before arguing here, pinhead. Just because you read it on some kind of stupid site doesn't mean it's true.

This FAQ really is great.

Quote:Do headshots do more damage?
Headshots do considerably more damage to players than body shots do. When healing teammates using the Engineer's "Gizmo" repair gun, you will also repair faster if you "repair" their head.

That's wrong, too.

Subject: Re: Stealth: Yes or No?
Posted by mision08 on Tue, 06 Jun 2006 01:17:01 GMT
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Well pencil dick, I have 2 sources to go by here. 1. JohnDoe A fuck face that I don't like, and 2. planet CnC.

Subject: Re: Stealth: Yes or No?
Posted by Aircraftkiller on Tue, 06 Jun 2006 01:35:06 GMT
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HE'S RIGHT, YOU'RE A MORON

THERE IS NO WAY TO BUY A VEHICLE BEFORE A TIBERIUM HARVESTER IS REBUILT

ONCE THE HARVESTER BLOWS UP IT IS AUTOMATICALLY REBUILT AT THE EXACT INSTANT IT WAS LOST.

PLANETC&C IS NOT ALWAYS RIGHT, NOR IS JOHNDOE. BUT IN ALL CASES, YOUR OPINION IS WRONG.

HTTP://WWW.STFU@YOU.COM/YOURWRISTS.SHTML

Subject: Re: Stealth: Yes or No?
Posted by havoc9826 on Tue, 06 Jun 2006 02:34:54 GMT
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Ignoring the fact that this thread was derailed in the middle of the first page...

Regarding the vehicle limit: A picture is worth a thousand words. I took this in a single-person LAN server with a near-pure Renegade (the only things installed are a custom boink and jonwil's

scripts.dll), so this is the default case. Therefore, the unaltered vehicle limit is 8 plus the Harvester. If you still don't trust this, there's also an 18 MB video.

Regarding the Harvester contingency: Here's a 12 MB video showing Harvester rebuild timing for both GDI and Nod. This proves that the only way to get a vehicle bought before the harvester is to buy it before it dies, and if you're already at the limit, that's not possible.   Also, if the Refinery is killed, the limit's still 8 vehicles (here's proof.)

Subject: Re: Stealth: Yes or No?
Posted by mision08 on Tue, 06 Jun 2006 02:53:18 GMT
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Thanks Havoc,
You are good at compiling evidence and, you're not a prick witch is always a plus.

Subject: Re: Stealth: Yes or No?
Posted by Aircraftkiller on Tue, 06 Jun 2006 02:57:59 GMT
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HIS EVIDENCE DOESN'T PROVE ANYTHING CORRECT THAT YOU WERE ARGUING FOR. NICE TRY, RETARD.

WWW.YOU@GOTOHELL.COM

Subject: Re: Stealth: Yes or No?
Posted by ghost on Tue, 06 Jun 2006 04:05:59 GMT
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Everyone would bitch about it when they are the victim...
Like in my server, How i have the "obby" character. Everyone bitches when they get pwnt. But when they have it, They arent crying....

My answer is hell yes ill use it.

Subject: Re: Stealth: Yes or No?
Posted by Sniper_De7 on Tue, 06 Jun 2006 12:24:03 GMT
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I'm sorry, but using a character that shoots an ob gun and getting killed by it when all the guy has to do is shoot near the ground is no where near getting "pwnt". The problem with it is that it takes no skill to use and any dumbshit can shoot at the ground by a person. This is why n00bs are in favour of it. In fact, the ob gun is so ridiculous that when I was *REALLY* bored and curious I

joined one of those retarded CTF servers that had the ob gun and I was playing field and the gun was so ridiculously stupid that I could shoot at the ceiling even and kill infantry.

Subject: Re: Stealth: Yes or No?
Posted by JohnDoe on Tue, 06 Jun 2006 12:29:04 GMT
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mision08 wrote on Mon, 05 June 2006 20:17Well pencil dick, I have 2 sources to go by here. 1. JohnDoe A fuck face that I don't like, and 2. planet CnC.

^That pretty much shows why you're considered a complete, utter moron here. MY TEACHER SAID 2+2 IS 4 BUT I WONT BELIEVE HIM BECAUSE I DONT LIKE HIM WAAAAAAAAAAAAAAAA...do us all a favor and put your retarded self out of your misery.

Subject: Re: Stealth: Yes or No?
Posted by Sensitive on Tue, 06 Jun 2006 19:09:34 GMT
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and whats so bad about being wrong? i dont see anything rong with being wrong if you can admit u were wrong???

Subject: Re: Stealth: Yes or No?
Posted by mrpirate on Tue, 06 Jun 2006 19:24:30 GMT
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There ain't nothin' "rong" with that.

Subject: Re: Stealth: Yes or No?
Posted by thrash300 on Tue, 06 Jun 2006 20:28:08 GMT
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superj69 wrote on Mon, 27 March 2006 22:24stealth is great strategy u can move around without people seeing you and if you do end up killing someone with a good weapon, it makes your stealth even better.

Are you kidding me, the Stealth Soldier's Rifle SUCKS compared to other weapons! And you can't pick up weapons with a Stealth Soldier. Unless your a spy, then you just might.

By the way I think that games shouldn't have vehicle limits.

Subject: Re: Stealth: Yes or No?
Posted by JohnDoe on Tue, 06 Jun 2006 20:57:46 GMT
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Sensitive wrote on Tue, 06 June 2006 14:09and whats so bad about being wrong? i dont see anything rong with being wrong if you can admit u were wrong???

He's too much of a stupid little shithead to even see that he's wrong.

Subject: Re: Stealth: Yes or No?
Posted by Lijitsu on Tue, 06 Jun 2006 20:57:47 GMT
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thrash300 wrote on Tue, 06 June 2006 16:28superj69 wrote on Mon, 27 March 2006 22:24stealth is great strategy u can move around without people seeing you and if you do end up killing someone with a good weapon, it makes your stealth even better.

Are you kidding me, the Stealth Soldier's Rifle SUCKS compared to other weapons! And you can't pick up weapons with a Stealth Soldier. Unless your a spy, then you just might.

By the way I think that games shouldn't have vehicle limits.
Yes. You can. I know, I play on Unrules New Maps, where there alot of maps in the rotation that have weapon spawns around the map. You can pick up weapons as a stealth Black Hand, and as a spy.

Subject: Re: Stealth: Yes or No?
Posted by thrash300 on Wed, 07 Jun 2006 18:52:07 GMT
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Lijitsu wrote on Tue, 06 June 2006 15:57Yes. You can. I know, I play on Unrules New Maps, where there alot of maps in the rotation that have weapon spawns around the map. You can pick up weapons as a stealth Black Hand, and as a spy.

COOL! I should play there. Does Unrules have bots (Bots like vehicle lock, sell vehicle, team commander, and etc......) in play?

Subject: Re: Stealth: Yes or No?
Posted by Lijitsu on Thu, 08 Jun 2006 01:14:34 GMT
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Not that I know of, no. It's mostly a clean server, just allows skins. I haven't checked what all they run, but you could ask Alkaline.

Subject: Re: Stealth: Yes or No?
Posted by mision08 on Fri, 09 Jun 2006 02:38:57 GMT
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thrash300 wrote on Wed, 07 June 2006 13:52
COOL! I should play there. Does Unrules have bots (Bots like vehicle lock, sell vehicle, team commander, and etc......) in play?

You didn\'t you can pick up weapons as an SBH, but you know of vehicle lock and commander?

Subject: Re: Stealth: Yes or No?
Posted by agent_CDE on Sun, 11 Jun 2006 01:27:49 GMT
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Stealth as a murderer, no.

Stealth as a guerrilla, yes.

Stealth as a scout, yes.

Stealth as an assassin, yes.

Stealth as a saboteur, yes.

A clarification: If you buy stealth just to kill people left and right, just get a chaingun blackhand or don't bother hunting for the stealth suit or whatever and use Patch or somebody.

If you're buying stealth to flank, cover friendlies, or make an attacking force look smaller than it is (it's just one flame tan - WHERE DID THESE GUYS COME FROM?!), go ahead.

If you're buying stealth so that you can look around without being killed too quickly, just be sure to actually let your teammates know what you see.

If you're buying stealth to hunt down and kill Generic_Bob who is playing a $500 Sniper, then good luck and happy hunting.

If you're buying stealth to steal vehicles, plant c4, or lay a nuke, have fun.

Subject: Re: Stealth: Yes or No?
Posted by thrash300 on Tue, 13 Jun 2006 02:14:58 GMT
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mision08 wrote on Thu, 08 June 2006 21:38thrash300 wrote on Wed, 07 June 2006 13:52
COOL! I should play there. Does Unrules have bots (Bots like vehicle lock, sell vehicle, team commander, and etc......) in play?

You didn\'t you can pick up weapons as an SBH, but you know of vehicle lock and commander?

What do you mean? You just want the commands?