
Subject: Stealth Nods - Who can see them?

Posted by [Anonymous](#) on Mon, 25 Mar 2002 15:02:00 GMT

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Hey -Quick question for you all. As a black hand stealth soldier I usually run right past tanks - meds and mamms. And most infantry, too, but mobius always seems to see me and every once in a while a hotwire. So my question is: does anyone know which vehicles/characters can see stealth nods? Thanks!

Subject: Stealth Nods - Who can see them?

Posted by [Anonymous](#) on Mon, 25 Mar 2002 15:45:00 GMT

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First: Evereybody can see Stealth's, but...A Stealth is FULL Invisible until he:- is very near to you- fires- gets damage- is below 50 HPIm not 100\% sure with the 50 HPs, but with 44 HPs youre defenitive visible, so i guess the Limit is about 50 HPso far...

Subject: Stealth Nods - Who can see them?

Posted by [Anonymous](#) on Mon, 25 Mar 2002 15:46:00 GMT

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Mobius, Patch, and Sydney are the only ones I know of that seem to see stealthers more readily.

Subject: Stealth Nods - Who can see them?

Posted by [Anonymous](#) on Mon, 25 Mar 2002 15:51:00 GMT

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I read earlier that NO vehicles can see the Stealth Blackhand no matter how close you are... Only infantry can see the Stealth Blackhand within a certain distance. Patch, the infantry character, however can see the Stealth Blackhand clearly over any distance. That's about it. If you notice on the character buy screen they're in the same place, it's an obvious counter measure.

Subject: Stealth Nods - Who can see them?

Posted by [Anonymous](#) on Mon, 25 Mar 2002 15:53:00 GMT

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Yea, there was this thing...I know that several Classes can see Stealth's better than others, but i dont know which one's...Somebody should test that...You take a stealth with full HP and on the

together and then the stealth comes near, step by step...and then that whole thing again with the stealth who has some HPs less... and with more HPs less and so on...

Subject: Stealth Nods - Who can see them?
Posted by [Anonymous](#) on Mon, 25 Mar 2002 17:56:00 GMT
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Vehicles CAN see stealth black hand people. It is just a fact that most people are too stupid to go chasing a black hand in their own base even when they see him... The stupid newbies are more concerned with the rifleman who is shooting them than the stealth guy who is about to plant a nuke... I just do not understand some people... (The limited side and rear visibility of vehicles also add to the illusion of not being seen).

Subject: Stealth Nods - Who can see them?
Posted by [Anonymous](#) on Mon, 25 Mar 2002 18:17:00 GMT
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Not to mention if the vehicle is being attacked, the large explosion graphics with smoke puffing up and stuff will make it hard to see anyone near the tank.

Subject: Stealth Nods - Who can see them?
Posted by [Anonymous](#) on Mon, 25 Mar 2002 21:54:00 GMT
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Note that Mobius can CLEARLY see stealth blackhands from a quite long distance, something like the length of the GDI barack. They also take them out quite easily, so be sure to have a couple of mobius patrolling your base and they should'nt be a problem. As for wich class exactly can see them, I just dont know... but would like to! Will test it!

Subject: Stealth Nods - Who can see them?
Posted by [Anonymous](#) on Mon, 25 Mar 2002 21:56:00 GMT
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All vehicles and infantry see the stealth blackhand equally.

Subject: Stealth Nods - Who can see them?
Posted by [Anonymous](#) on Tue, 26 Mar 2002 07:12:00 GMT
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U sure???

Subject: Stealth Nods - Who can see them?
Posted by [Anonymous](#) on Tue, 26 Mar 2002 09:32:00 GMT

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All things can see them equally, its just tanks dont think of them as a threat for some really odd reason

Subject: Stealth Nods - Who can see them?

Posted by [Anonymous](#) on Tue, 26 Mar 2002 09:48:00 GMT

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quote:Originally posted by powerhouse:Note that Mobius can CLEARLY see stealth blackhands from a quite long distance, something like the lenght of the GDI barack. They also take them out quite easely, so be sure to have a couple of mobius patrolling your base and they should'nt be a problem. As for wich class exactly can see them, I just dont know... but would like to! Will test it!! thought so, cuz mobius get me everytime I see one as a bh stealth (luckily not very often). This is what got me wondering who can see the stealths. Though the other day on the islands map I approached from the front and walked right between two mammoths at the main chokepoint leading into the gdi base. It was clear of smoke - just us there and they didn't do anything so go figure.

Subject: Stealth Nods - Who can see them?

Posted by [Anonymous](#) on Tue, 26 Mar 2002 09:55:00 GMT

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I don't know about vehicles. But while in vehicles, I don't think you can see stealth BHs until they show themselves.I never noticed a stealth while in a vehicle until they drop the cloaking.Sydney (tiberium gun sydney), Patch, and Mobius are the only characters I have noticed having an advantage of seeing stealthed units.

Subject: Stealth Nods - Who can see them?

Posted by [Anonymous](#) on Tue, 26 Mar 2002 10:20:00 GMT

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When I drive med tanks, I can see STs/SBHs about the length of the gdi barracks away. Maybe it's just me paying attentions, but when I see them, they don't get away until they're dead

Subject: Stealth Nods - Who can see them?

Posted by [Anonymous](#) on Tue, 26 Mar 2002 11:27:00 GMT

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I see them quite well at close range. In Tribes 2 there's the cloak pack and the shocklance. A shocklance in the back is a 1-hit-KO, since I'm usually a heavy, the first guys to get zapped, I am very aware of anything that's just barely visible. I personally hate the Stealth guy 'cause his gun is

soo small. You can get him in the early game and stalk soldiers with him, but in most cases you'd be better off with something else. Something with a bigger gun or more C4. In my opinion anyway.

Subject: Stealth Nods - Who can see them?

Posted by [Anonymous](#) on Tue, 26 Mar 2002 16:43:00 GMT

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Tanks can't see stealths. I have run in front of all the GDI tanks, even made my way in packs of them, and never got noticed. And neither when playing GDI I never saw a Stealth while inside a tank. If you saw a stealth while in a tank, either someone fired on him, or he walked on tiberium.

Subject: Stealth Nods - Who can see them?

Posted by [Anonymous](#) on Tue, 26 Mar 2002 16:50:00 GMT

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Heh. Patch is the best unit to spot Stealths. Then comes Mobius, then Sydney (I don't know if this applies to PIC Sydney. Maybe...). I think tanks can see you, but only when you're very very very close. If you're not moving, nobody but the aforementioned units can see you. In fact, it's my favorite stealth tactic: Spot infantry or a vehicle, stop moving, wait for it to go by, and then shoot it in the back of the head. I agree with Crazy Ivan though, the Stealth Black Hand should have a one-shot-one-kill weapon that works only if aimed at the back of the head. It'd be quite rewarding... And make those camping Havocs paranoid. As a counterpart, Patch should get one too (I don't know, most people tend to ignore patch, and every time I attempt to sneak in with GDI and use Patch, my attempts are successful). Btw Ivan, nobody uses the cloak pack anymore

Subject: Stealth Nods - Who can see them?

Posted by [Anonymous](#) on Tue, 26 Mar 2002 21:03:00 GMT

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Tanks can see cloakers. After defending a half destroyed GDI base for about half an hour with just a medium tank, I'm pretty sure I can vouch for the ability to see stealth units.

Subject: Stealth Nods - Who can see them?

Posted by [Anonymous](#) on Tue, 26 Mar 2002 21:26:00 GMT

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I've seen it mentioned several times that patch can be used as a stealth unit....Why is this? He certainly isn't invisible, is he? Is he just invisible, or hard to see to NOD? Is he faster? I know he SEES stealth units better, but how is he a stealth unit?

Subject: Stealth Nods - Who can see them?

Posted by [Anonymous](#) on Tue, 26 Mar 2002 22:32:00 GMT

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Because his weapon takes out infantry VERRY fast.... Aim for the head, and 2-3 shots should be enough... and tanks dont care about them.... I' thinking about something... Can you see stealth units better if you stand still???? Anybldy knows???

Subject: Stealth Nods - Who can see them?

Posted by [Anonymous](#) on Tue, 26 Mar 2002 23:20:00 GMT

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I have not been in the situation where a mobius see's me everytime, it simply happens that any infantry unit that gets too close will see your shimmering cloak, I dont think there is any official refrence either of any units being able to always see a stealth black-hand.

Subject: Stealth Nods - Who can see them?

Posted by [Anonymous](#) on Wed, 27 Mar 2002 03:15:00 GMT

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erm, they all have the same viewing distance for stealthsthe only diff is tanks are preoccupied with gaining points from bombing buildings, whereas the mobius are looking for infantry to kill as soon as the see that shimmer theyre dead men, everyboy turns on the stealths when they see em

Subject: Stealth Nods - Who can see them?

Posted by [Anonymous](#) on Wed, 27 Mar 2002 14:00:00 GMT

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quote:Originally posted by fnkqrrm:I read earlier that NO vehicles can see the Stealth Blackhand no matter how close you are... Only infantry can see the Stealth Blackhand within a certain distance.Patch, the infantry character, however can see the Stealth Blackhand clearly over any distance. That's about it. If you notice on the character buy screen they're in the same place, it's an obvious counter measure. Ha, who ever said that must have been a moron!

Subject: Stealth Nods - Who can see them?

Posted by [Anonymous](#) on Fri, 29 Mar 2002 21:28:00 GMT

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quote:Originally posted by thousand_sun:All vehicles and infantry see the stealth blackhand equallly.I agree, at the risk of sounding like a loser. I have servaral machines at home networked, so I hosted a game, the logged on that game from another Pc, and tested that exact question.

Subject: Stealth Nods - Who can see them?

Posted by [Anonymous](#) on Thu, 04 Apr 2002 18:37:00 GMT

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i know that mobius and sydney can see stealth because of the suit, but patch im not sure he can.
and how he can be invisibleRavnov

Subject: Stealth Nods - Who can see them?

Posted by [Anonymous](#) on Fri, 05 Apr 2002 19:20:00 GMT

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Invisible until he:- is very near to you- fires- gets damage- is below 50 HPIm not 100\% sure with
the 50 HPs, but with 44 HPs youre defenitive visible, so i guess the Limit is about 50 HPso far...
it is from 40HP and below he wont be able to recloak
