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**Subject:** Sniper in a Stealth Tank defends a nuke beacon  
**Posted by** [ArtyWh0re](#) **on** Wed, 17 Dec 2008 12:47:31 GMT

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Has enyone ever done this on Nod?

Get a 500 sniper with a nuke and a Stank. Place the nuke beacon and defend it from a far distance. when someone comes to disarm the nuke just get out and head shoot them then jump back into Stank and cloak again.

I used to do this on mappacks and fan maps and it used to work, but it won't work so much on Westwood maps i dont think.

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**Subject:** Re: Sniper in a Stealth Tank defends a nuke beacon

**Posted by** [RTsa](#) **on** Wed, 17 Dec 2008 13:22:57 GMT

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Hehe. That I never thought of. But it suffers from the same problem as normal sniper covered nukes -> vehicles get in the way to block your shot.

In the right circumstances, that would probably be quite a good idea.

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**Subject:** Re: Sniper in a Stealth Tank defends a nuke beacon

**Posted by** [Jamie or NuneGa](#) **on** Wed, 17 Dec 2008 22:48:38 GMT

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just grab a tech with the stank and hook up those tanks.

Something which I have loved since I was a noob is nuking and just waiting for some poor sod to jump outa his tank to try and disarm.

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**Subject:** Re: Sniper in a Stealth Tank defends a nuke beacon

**Posted by** [rockstar256](#) **on** Thu, 18 Dec 2008 20:50:46 GMT

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Anyone cloud do that before.. I dont see the point of this thread while 90% of people had ideas like that. You wont be safe from meds when ur a sniper, get tech better.

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**Subject:** Re: Sniper in a Stealth Tank defends a nuke beacon

**Posted by** [ArtyWh0re](#) **on** Thu, 18 Dec 2008 22:26:45 GMT

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rockstar256 wrote on Thu, 18 December 2008 14:50Anyone cloud do that before.. I dont see the point of this thread while 90% of people had ideas like that. You wont be safe from meds when ur

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a sniper, get tech better.  
Yet ive never seen anyone but myself do this.  
This may be useful when GDI have no WF.  
The idea of this tactic is stealth, like a SBH with sniper only you cloak faster.  
There are probably easier ways to nuke but im just sharing one of my more rare tactics and like I said ive never seen anyone do this.

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Subject: Re: Sniper in a Stealth Tank defends a nuke beacon  
Posted by [Lone0001](#) on Thu, 18 Dec 2008 23:29:38 GMT

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Ped Beacon

I always enjoy nuking/ioning the ped everytime I do either no one or only 1 person comes to disarm it

One time I got the ped 5 games in a row

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Subject: Re: Sniper in a Stealth Tank defends a nuke beacon  
Posted by [GEORGE ZIMMER](#) on Fri, 19 Dec 2008 18:17:39 GMT

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If GDI doesn't have a WF, they're pretty much screwed anyways.

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Subject: Re: Sniper in a Stealth Tank defends a nuke beacon  
Posted by [rockstar256](#) on Sat, 20 Dec 2008 10:06:22 GMT

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Cabal8616 wrote on Fri, 19 December 2008 12:17If GDI doesn't have a WF, they're pretty much screwed anyways.  
So does Nod.

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Subject: Re: Sniper in a Stealth Tank defends a nuke beacon  
Posted by [GEORGE ZIMMER](#) on Sat, 20 Dec 2008 11:54:00 GMT

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Not AS screwed, Nod can fend off tanks a bit better thanks to LCG's. Where as Gunner and Patch suck cock for the most part.

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Subject: Re: Sniper in a Stealth Tank defends a nuke beacon  
Posted by [rockstar256](#) on Sun, 21 Dec 2008 13:16:40 GMT

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Kinda faction diversity, yes they can better defend from tanks but massed gunners can take down buildings in few second.

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**Subject: Re: Sniper in a Stealth Tank defends a nuke beacon**  
Posted by [Jzinsky](#) on Sat, 27 Dec 2008 21:03:25 GMT  
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Thing is if you have a stank why aren't you sitting directly on the beacon. By the way that is SOOOOOOO irritating!

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**Subject: Re: Sniper in a Stealth Tank defends a nuke beacon**  
Posted by [ArtyWh0re](#) on Sun, 28 Dec 2008 01:31:47 GMT  
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Jzinsky wrote on Sat, 27 December 2008 21:03 Thing is if you have a stank why aren't you sitting directly on the beacon. By the way that is SOOOOOOO irritating!

The idea is that you dont want to be seen. If you sit on the beacon or run people over (which is quite funny) then they will say Stank is guarding nuke, and then come the PICs and so on. But if they are sniped then they fear standing still, especially when they can't see you in your cloacked Stank.

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**Subject: Re: Sniper in a Stealth Tank defends a nuke beacon**  
Posted by [OrcaVTOL](#) on Tue, 30 Dec 2008 18:42:54 GMT  
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Hi, ok, first of all, if your in a Stank you obviously can't snipe, and secondly, I think that if you weren't in a Stank you be more stealthy, someone is bound to notice a Stank appearing then disappearing and that would draw attention and give your position away, while if your just a sniper, then they PROBABLY won't notice where you are, especially if you have a good snipe location not to mention they'll be running around trying to disarm the nuke.

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**Subject: Re: Sniper in a Stealth Tank defends a nuke beacon**  
Posted by [ArtyWh0re](#) on Tue, 30 Dec 2008 19:21:39 GMT  
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OrcaVTOL wrote on Tue, 30 December 2008 12:42 Hi, ok, first of all, if your in a Stank you obviously can't snipe, and secondly, I think that if you weren't in a Stank you be more stealthy, someone is bound to notice a Stank appearing then disappearing and that would draw attention and give your position away, while if your just a sniper, then they PROBABLY won't notice where you are, especially if you have a good snipe location not to mention they'll be running around

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trying to disarm the nuke.

Thats a good point, and precisely the reason why i said this probably won't work on Westwood maps since these maps tend to be alot smaller than fan maps.

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Subject: Re: Sniper in a Stealth Tank defends a nuke beacon

Posted by [OrcaVTOL](#) on Wed, 31 Dec 2008 05:05:24 GMT

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Quote:

Thats a good point, and precisely the reason why i said this probably won't work on Westwood maps since these maps tend to be alot smaller than fan maps.

sorry, i've never played any fan maps i don't think...

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Subject: Re: Sniper in a Stealth Tank defends a nuke beacon

Posted by [ArtyWh0re](#) on Wed, 31 Dec 2008 14:03:45 GMT

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OrcaVTOL wrote on Tue, 30 December 2008 23:05Quote:

Thats a good point, and precisely the reason why i said this probably won't work on Westwood maps since these maps tend to be alot smaller than fan maps.

sorry, i've never played any fan maps i don't think...

Alot of fan maps tend to be quite big and spread out.

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Subject: Re: Sniper in a Stealth Tank defends a nuke beacon

Posted by [DutchNeon](#) on Wed, 31 Dec 2008 14:07:12 GMT

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Mutation\_Redux ftw! Great for such tactics with stealth

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Subject: Re: Sniper in a Stealth Tank defends a nuke beacon

Posted by [OrcaVTOL](#) on Wed, 31 Dec 2008 15:42:52 GMT

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Orca234 wrote on Wed, 31 December 2008 08:03OrcaVTOL wrote on Tue, 30 December 2008 23:05Quote:

Thats a good point, and precisely the reason why i said this probably won't work on Westwood maps since these maps tend to be alot smaller than fan maps.

sorry, i've never played any fan maps i don't think...  
Alot of fan maps tend to be quite big and spread out.

are there specific servers for fan maps? and you said WW doesn't have them or something so if you go to the WW servers then there wouldn't be any? cause I only go on the WW servers.

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**Subject: Re: Sniper in a Stealth Tank defends a nuke beacon**  
Posted by [ArtyWh0re](#) on Wed, 31 Dec 2008 17:01:00 GMT  
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OrcaVTOL wrote on Wed, 31 December 2008 09:42  
are there specific servers for fan maps? and you said WW doesn't have them or something so if you go to the WW servers then there wouldn't be any? cause I only go on the WW servers.  
Yes there are specific server, or I should say there were. UNrules is the only Mappack server I know but I don't like the Way things are run there (n00b Mods etc.). I used to be A Jelly Mappack Regular but that has gone to sleep for now.  
When the TT Patch comes out then hopefully we should see fan maps being played again thanks to the auto download feature.

DutchNeon wrote on Wed, 31 December 2008 08:07Mutation\_Redux ftw! Great for such tactics with stealth

If GDI does not get a head start on that map like a successful hummer rush then Nod owns that map with stanks lol. But ye that is one of the best maps in the whole of Renegade.

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**Subject: Re: Sniper in a Stealth Tank defends a nuke beacon**  
Posted by [OrcaVTOL](#) on Wed, 31 Dec 2008 18:03:38 GMT  
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Quote:Yes there are specific server, or I should say there were. UNrules is the only Mappack server I know but I don't like the Way things are run there (n00b Mods etc.). I used to be A Jelly Mappack Regular but that has gone to sleep for now.

what do you mean its gone to sleep? I haven't played in a long time and need to redownload The First Decade, so the Jelly Servers are down?

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**Subject: Re: Sniper in a Stealth Tank defends a nuke beacon**  
Posted by [Lone0001](#) on Wed, 31 Dec 2008 18:17:20 GMT  
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No he is talking about Jelly's MapPack Server, they shut that down a while ago, all other Jelly servers are running.

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Subject: Re: Sniper in a Stealth Tank defends a nuke beacon

Posted by [OrcaVTOL](#) on Wed, 31 Dec 2008 18:23:40 GMT

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Lone0001 wrote on Wed, 31 December 2008 12:17No he is talking about Jelly's MapPack Server, they shut that down a while ago, all other Jelly servers are running.

Jelly's MapPack Server? What is that? Isn't that when they just rotate the map being played on? I guess my main question is if Jelly's Marathon is still up and running?

Also, i don't know where to ask this, but does anyone know the body damage? How much more damage is a head shot to a torso shot or a limb? Or are all shots counted the same? And this is kinda the same thing, but if your a sniper does a headshot kill the guy and two body shots kills him? I've never figured out if Renegade counted head shots as more damage.

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Subject: Re: Sniper in a Stealth Tank defends a nuke beacon

Posted by [Lone0001](#) on Wed, 31 Dec 2008 18:51:34 GMT

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Yes Jelly Marathon is still up and so is: AOW1, AOW2, and Mini-AOW it was just the one marked "[MapPack]" that was taken down a while ago it had some fanmaps in it.

I'm not sure about anything else to do with damage but I think a pistol shot to the head does 50 someone correct me if I'm wrong.

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Subject: Re: Sniper in a Stealth Tank defends a nuke beacon

Posted by [ArtyWhore](#) on Wed, 31 Dec 2008 21:29:28 GMT

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Yes shots to the head do more damage than to the torso. Any sniper shot to the head kills instantly.

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Subject: Re: Sniper in a Stealth Tank defends a nuke beacon

Posted by [OrcaVTOL](#) on Wed, 31 Dec 2008 22:01:23 GMT

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ok, also (sorry about the questions) what are skins and why do people change them? I saw someone had posted something on a different forum on how people use skins to spot snipers?

## File Attachments

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1) [Orca VTOL.jpg](#), downloaded 3068 times



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Subject: Re: Sniper in a Stealth Tank defends a nuke beacon

Posted by [ArtyWh0re](#) on Thu, 01 Jan 2009 03:57:58 GMT

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OrcaVTOL wrote on Wed, 31 December 2008 16:01ok, also (sorry about the questions) what are skins and why do people change them? I saw someone had posted something on a different forum on how people use skins to spot snipers?

Some people (cough Anthrax!) like to use skins that make snipers stand out by making them ridiculously colourful so they are really easy to spot. These are called advantage skins.

Skins are generally files that change the look of a certain unit like maybe make the medium tank grey instead of its default Gold camo.

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Subject: Re: Sniper in a Stealth Tank defends a nuke beacon

Posted by [OrcaVTOL](#) on Thu, 01 Jan 2009 03:59:27 GMT

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that's dumb

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