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Subject: Stealth Trooper weakness  
Posted by [Iluvguns](#) on Sat, 24 May 2003 02:42:22 GMT  
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The only issue is finding em... They are CRAP at combat. I once snuck up behind a GDI trooper with one... a standard Gdi trooper, the one you respawn with. I unloaded into his head, he turned around and hosed me down.

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Subject: Stealth Trooper weakness  
Posted by [spreegem](#) on Sat, 24 May 2003 02:47:11 GMT  
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Are you sure you un loaded to his head because when i kill ppl with my SBH it doesn't take me to long escpecially when i get them in the head.

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Subject: Stealth Trooper weakness  
Posted by [Imdgr8one](#) on Sat, 24 May 2003 03:09:28 GMT  
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Neck isn't head

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Subject: Stealth Trooper weakness  
Posted by [-Tech-](#) on Sat, 24 May 2003 05:05:10 GMT  
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Yes... having played with Stealth troopers a lot, they're not that useful against other infantry. Good for sneaking in a nuke, and if you get a spawning-weapon map they make KILLER snipers :twisted: (so long as you don't use the scope which renders you visible). Also good against MRLS campers and stealing vehicles.

The Stealth TANK on the other hand... hehe good for lots of things! Sooo much fun to run over infantry and hear WTF CHEATER!!!11 right after I ran down their Havoc or Mobius muhaha. Works especially well on winter maps, where the background makes you totally invisible, even at close range.

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Subject: Re: Stealth Trooper weakness  
Posted by [Majiin Vegeta](#) on Sat, 24 May 2003 10:20:47 GMT  
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IluvgunsThe only issue is finding em... They are CRAP at combat. I once snuck up behind a GDI trooper with one... a standard Gdi trooper, the one you respawn with. I unloaded into his head, he turned around and hosed me down.

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:rolleyes:

i guess you dont know how to strafe and move wihile shooting..

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Subject: Stealth Trooper weakness  
Posted by [Iluvguns](#) on Sat, 24 May 2003 15:27:55 GMT  
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I just shot him 5 times in the head... I didnt think he would live to shoot me.

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Subject: Stealth Trooper weakness  
Posted by [Majiin Vegeta](#) on Sun, 25 May 2003 00:01:42 GMT  
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IluvgunsI just shot him 5 times in the head... I didnt think he would live to shoot me.

and thats why people die so easliy at my hand

Quote:I didnt think he would live to shoot me

that will get you killed many times

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Subject: Stealth Trick to stop their Weekness  
Posted by [TheatreRaptor](#) on Sun, 25 May 2003 01:52:49 GMT  
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I have found that the Laser Rifle that the stealth guy uses IS a little weak. One way to get around this problem is to play levels where there are Spawn Weapons. This allows one to be stealthed and pick up weapons around the map without being seen. Go back to base and refill. Then you are one packed man who can't be seen. Go take out a few guys, a tank and a buildin or two! :thumbsup:

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Subject: Re: Stealth Trick to stop their Weekness  
Posted by [-Tech-](#) on Sun, 25 May 2003 04:09:35 GMT  
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TheatreRaptorI have found that the Laser Rifle that the stealth guy uses IS a little weak. One way to get around this problem is to play levels where there are Spawn Weapons. This allows one to be stealthed and pick up weapons around the map without being seen. Go back to base and refill. Then you are one packed man who can't be seen. Go take out a few guys, a tank and a buildin or two! :thumbsup:

ALWAYS fun.

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Subject: Re: Stealth Trooper weakness

Posted by [kawolsky](#) on Sun, 01 Jun 2003 15:43:14 GMT

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IluvgunsThe only issue is finding em... They are CRAP at combat. I once snuck up behind a GDI trooper with one... a standard Gdi trooper, the one you respawn with. I unloaded into his head, he turned around and hosed me down.

lol yea they suck

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Subject: Stealth Trooper weakness

Posted by [smwScott](#) on Sun, 01 Jun 2003 23:41:44 GMT

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Well, it isn't very good for a \$400 guy but then again his main role isn't combat. And the gun IS better than the standard auto rifle, so you really shouldn't have lost to him.

The stealth guy is good for stealing tanks, C4ing snipers, C4ing tanks, and planting beacons. IMO he's one of, if not THE best character in the game because of his versatility.

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Subject: Stealth Trooper weakness

Posted by [azngqboy](#) on Sun, 30 Nov 2003 17:59:59 GMT

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i believe he is a good infantry vs infantry chars, hell wiht sneaking on the basics, u are wasting shoots, i say go for snipers, and btw, they are good over all, sure they deal like half the damage of the regualr balck hand, but they still whoops ass, i like to c4 buildings and run back to get more c4 and repeat, also i see this in under alot, take a spawned sniper, and take out oehter snipers while u are cloaked, it happen against me while i was a havock, i laughed it off, and snook up on him with a gunner and shot him in the head, long story short, theya re good!

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Subject: Stealth Trooper weakness

Posted by [kopaka649](#) on Sun, 30 Nov 2003 18:25:22 GMT

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Imdgr8oneNeck isn't head

lol ditto

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Subject: Stealth Trooper weakness  
Posted by [Homey](#) on Sat, 06 Dec 2003 16:38:48 GMT  
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sbhs don't suck for killing infantry just get headshots lol its not hard

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Subject: Stealth Trooper weakness  
Posted by [azngqboy](#) on Sun, 07 Dec 2003 05:31:10 GMT  
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ill give a few stories of me being on GDI on n00bstories

- im in my MRLS and i decide to start bombing the Power Plant, i notice my life is draining, "ITS THAT DAMN SBH!!!" can outta my mouth, and i lost it, doh! (mesa)

- im a gunner/patch, i get my ass whooped 4 times straight by 1 SBL, no i dont suck, i previously lead my team in kills in valcano, streets, and cayon!!!

-in canyon, i aim for the tib refinery, i external C4 it, i granede it, and i find spawn weapons and snipe/rocket it! (i usaully are am on top of scores without ever buying anything unless i am defending or attacking front door with team, ne ways i am a grander and a hit a sniper in the head with a gradnede, nice 2 hit kill with a norm unit, second i go up against a engineer, a nede it good, them in nedeing the tib refinery and an artilley is just missing me like by a mile, but 2 SBH start to camp it then BAM!!! sure i score more points then them (after all any hit on a SBH is mroe then the 2 points for killing a base unit, and i am attacking the TIB ref) but it eventually won them the tunnel and the sniper posts!

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Subject: Stealth Trooper weakness  
Posted by [gibberish](#) on Sun, 07 Dec 2003 08:05:07 GMT  
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Which infantry are you going up against ?

If you are saying that SBH suck against the \$1000 chars you really aren't comparing like with like.

The lazer riffle is a good weapon both in terms of damage and total ammo.

I would say that if you exclude the \$1000 chars and the Nod/GDI officers  
In a one on one combat the SBH should win given equally competent players.

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Subject: Stealth Trooper weakness  
Posted by [amid\\_tha\\_rubble](#) on Sun, 07 Dec 2003 17:23:50 GMT  
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Are you kidding me? SBH's are invaluable units!! They can do a lot of damage to tanks and they

own mrls's! And they have a pretty powerful weapon. It can do quite a bit of damage to infantry, i know that i've defended my nuke beacon many a time against 4 or five enemy infantry very well with the sbh. They also have great applications for c4ing enemy infantry (sneak up and attach lol), nuke strikes, etc. Keep practising with them, you'll find that they can do a lot!

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Subject: Stealth Trooper weakness

Posted by [Homey](#) on Mon, 08 Dec 2003 18:39:31 GMT

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gibberishWhich infantry are you going up against ?

If you are saying that SBH suck against the \$1000 chars you really aren't comparing like with like.

The lazer raffle is a good weapon both in terms of damage and total ammo.

I would say that if you exclude the \$1000 chars and the Nod/GDI officers

In a one on one combat the SBH should win given equally competent players.

You get 3 bonus headshots, hes already down to 200health then you just keep firing at his head, if hes a havoc he would be lucky/good to kill you, mobius your make it with more then enough to be stealth and a pic you would probably not even be hurt.

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Subject: Stealth Trooper weakness

Posted by [flyingfox](#) on Mon, 08 Dec 2003 22:23:53 GMT

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Stealth Black Hand soldiers are overused. It pisses me off when I'm on GDI and every single building in the game has been killed by a SBH with a nuke. It is cheap and annoying. Take City Flying. When does Nod NOT use Stealth Tanks (and Stealth soldiers when the base defences have gone down)? Why not change?

It's like some people modified their Renegades to only be able to buy SBH in the characters section and Stealth Tanks in the vehicles section.

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Subject: Stealth Trooper weakness

Posted by [gibberish](#) on Tue, 09 Dec 2003 09:09:57 GMT

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Disclaimer: I usually play in smaller games 10 - 20 people so I can't speak for the larger games.

drkhazeStealth Black Hand soldiers are overused.Agreed

However I kind of understand why.

I think the root cause is the way money is handled in Renegade.

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There are basically three sources of money.

- Attacking buildings and to a lesser extent enemy tanks
- Money from harvesters
- Money from the refinery (the slow increase)

In the original CnC series you didn't get any money unless you protected your harvesters and harvesters were quite expensive, hence it was almost as important to protect your harvesters as it was to guard the base.

This had a big effect on the overall tactics because GDI was expected to have powerful units spread out in a large area around their base protecting the harvesters and Nod was able to mount a variety of hit and run type tactics.

destroys all their harvesters.

Repairing was also more difficult (other than a few specialized repair units) you had to be able to get your units back to base to have them repaired.

The net result of this is that units (tanks and men) are cheap.

If you are in a tank and you have an engineer with you (or to some extent if you are an engineer) you can sit on the field blasting away with little regard for your tank's safety.

Even if your tank gets destroyed if you are reasonably competent you will probably have enough cash for another one anyway.

As a result a lot of players (some may call them noobs) just get tanks.

Unfortunately in a world of tanks conventional infantry is pretty pathetic, as an example consider the case of a group of tanks with an APC, the APC is:

B) Has a machine gun which can mow down a Mobius in no time flat.

Additionally I believe that the Nod tanks are weaker than the GDI tanks.

Which means that Nod usually choose the units which can slip past the GDI tanks

I do accept the argument that a well balanced team with a variety of men and armor are probably the most effective fighting force, unfortunately except in a clan game you are very unlikely to be able to organize your team into said effective fighting force.

Ideas

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Basically when renegade first came out the gun on light tanks did about 50% more damage than it does now, but WW reduced the damage.

outmaneuver a medium tank and win a one on one battle.

difficult to avoid the cross fire from more than one tank.

ACK also stated that the original strength unbalanced the game because the light tank only costs 600; I concede this point however my solution would be to increase the cost to say 700.

I believe that if these changes were made more people would use light tanks and as a result the dynamics of the game would change significantly.

You could always try playing on a server with building repair turned off, this forces the more experienced players to defend the middle ground because if tanks get anywhere near the base the game is over very quickly.

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**Subject: Stealth Trooper weakness**

Posted by [azngqboy](#) on Fri, 12 Dec 2003 04:46:58 GMT

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i remvber wehn light tanks wher that dam good, but u also have to remebr this

only light tanks are small enoguh to open doors

i notice the can shoot the MCT of the tib refine / AGT / and a few other buildings, which more them well makes up for any in damage! also about taking off repair, then u got ppl like me who would be vary cheap in games like this. i do not admit this often, but im the type of player who tends to run into a base on a sucide misson to plant as much C4 as i can to damage buildings to gain \$\$ fast early in the game or catch up to other players, of course you would also have to look into tunnel nukes, but yes i do like the idea!

back to stealth (typob4 edit)troopers, i did this

after my HON get blown to peices, and i see 2 other stealth troopers, me and them when into the enimey base (walls flyin) and put 3 time C4 on the WF ... it was so funny, but only a SBH could do it .. right, with all those MRLS being an ass!, also we got lucky not to be seen and no mines cause of the mass MRLS'ers

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**Subject: Stealth Trooper weakness**

Posted by [OOU-Master\(SnipAh\)](#) on Mon, 10 May 2004 04:35:51 GMT

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haha, the best thing is sneaking up on snipers back n puttin a c4 on them

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Subject: Stealth Trooper weakness

Posted by [Deathgod](#) on Mon, 10 May 2004 06:43:42 GMT

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SBH laser rifle does as much as a pistol with a headshot but it also burns after hit. It also does very good damage to vehicles and buildings. More info can be found at our site.

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Subject: Stealth Trooper weakness

Posted by [nastym4n](#) on Mon, 10 May 2004 15:29:09 GMT

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gibberish

However I don't expect WW to do this, so on a more practical note:

dont worry, everytime I build a map I look at this.

Im about 30 so im not throwing in "wouldnt it be great to have a STEALTH MAMMY!!", but instead looking at ways to drag fun out of the game:

reduce PWing and camping and get some ACTION going.

You can certainly see this in evidence in my map Outpost - the map with the GDI stealth unit. Put that one in your pipe and smoke it!

I have 3 new maps scheduled for release and you can expect to see:

strengthened and point-reduced Transport Copters.

GDI stealth unit (infantry, only 1).

possible limitations to unit availability.

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Subject: Stealth Trooper weakness

Posted by [Nukelt15](#) on Mon, 10 May 2004 19:21:58 GMT

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Posted: Thu Dec 11, 2003

Posted: Sun May 09, 2004

Anyone else see a little problem?

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Subject: Stealth Trooper weakness

Posted by [EvoSnipe](#) on Thu, 13 May 2004 15:07:39 GMT

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dudes, sbh i buy just becuse its a 400\$ laser weapon, its efective against infantry and tanks, if ure good u can take down several infantry bfore succumbing ureself  
i dont reely use the stealth though, unless i feel like deboing a tnak or c4ing an mrl or med  
i reccomend u get 50 more bux and buy a laser chaingun, which is better than a patch against infantry and smokes tanx

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Subject: Stealth Trooper weakness

Posted by [velociraptor](#) on Thu, 20 May 2004 13:33:44 GMT

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i reckon a good new unit/tank would be (for gdi because nod have 6 tanks and gdi only have 5) would be to do a cross between c&c and mechwarrrior and put the wolverine units out of tiberium sun into the game  
only problem is u would have to build bigger maps probably  
they would tear the shit out of infantry and light vehicles and severly damage armoured vehicles but to be fair make them really weak agianst a specific attack like c4 or laser (would anyway) and really weak agianst air units or something

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Subject: Stealth Trooper weakness

Posted by [Nukelt15](#) on Fri, 21 May 2004 01:31:44 GMT

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Nod has always had more unit types than GDI. Nod units are supposed to be more specialized(speedy and stealthy), while GDI units are built around being good(but not excellent) at multiple roles(big, fugly, and brutal).

GDI does not need more units; the ones it has are pretty damn effective. And since both sides have a vehicle cap of 8, it really doesn't make any difference which side has more unit types.

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Subject: Stealth Trooper weakness

Posted by [velociraptor](#) on Fri, 21 May 2004 12:58:34 GMT

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i only thought of puttin it on gi because it is actually on gdi in tiberium sun  
it doesnt mean they cant put a new unit on nod either

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Subject: Re: Stealth Trooper weakness

Posted by [The\\_Chaotic\\_One](#) on Fri, 21 May 2004 13:35:08 GMT

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IluvgunsThe only issue is finding em... They are CRAP at combat. I once snuck up behind a GDI trooper with one... a standard Gdi trooper, the one you respawn with. I unloaded into his head, he turned around and hosed me down.

What the hell have you been smoking lately? I can kill anything, and I mean ANYTHING with an SBH. Their laser rifle is great! The only problem is the sound it makes, it is loud and unique, so all of GDI knows their is an SBH in their base :rolleyes: . Also, try strafing, jumping, or just sticking a C4 onto the enemy :twisted:

---

Subject: Stealth Trooper weakness

Posted by [nastym4n](#) on Tue, 25 May 2004 02:26:25 GMT

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Nukelt15GDI does not need more units.

agreed, but that's no reason not to give them some.

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Subject: Stealth Trooper weakness

Posted by [PointlessAmbler](#) on Tue, 25 May 2004 23:32:09 GMT

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Well, considering that they're stealth, they're not particularly bad at killing things because they can get headshots from behind with little to no warning.

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Subject: Stealth Trooper weakness

Posted by [Nukelt15](#) on Wed, 26 May 2004 18:42:59 GMT

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Or slap a C4 on some poor slob's bone dome. Or go around nabbing every spawn weapon on the field, and proceed to turn yourself into a stealth shotgunner, stealth sniper, stealth rocket trooper, stealth whiner-bait...

SBH's have more than enough advantages to make up for whatever disadvantages they may have.

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Subject: Stealth Trooper weakness

Posted by [The\\_Chaotic\\_One](#) on Wed, 26 May 2004 18:44:27 GMT

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Nukelt15SBH's have more than enough advantages to make up for whatever disadvantages they may have.

if they have any disadvantages :rolleyes:

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Subject: Stealth Trooper weakness  
Posted by [Nukelt15](#) on Fri, 28 May 2004 13:39:39 GMT  
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Sure they do. Once the first shot is fired, you get a bright red bullseye of a trooper with flashing lights all over him that even my grandmother couldn't miss.

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Subject: Stealth Trooper weakness  
Posted by [The\\_Chaotic\\_One](#) on Fri, 28 May 2004 13:41:47 GMT  
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yeah now that I think about it, i can think of a few. Like the loud rifle that you can hear a mile away. But once again, most people won't attack somebody head on with an SBH, they'd go behind and attack or strap a c4 on them.

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Subject: Stealth Trooper weakness  
Posted by [Nukelt15](#) on Mon, 31 May 2004 22:24:34 GMT  
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The Pistol is better for rear attacks since it makes no noise and the bullet is hard to spot. I see an awful lot of people getting creamed because a bystander around the corner, who otherwise would not have noticed anything, saw the red bolt or heard the shot go off. The LR is best reserved for those times where you'd be seen no matter what and/or need the extra punch.

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