
Subject: Re: Usefulness of Light Tank

Posted by [m1a1_abrams](#) on Sun, 01 Jan 2006 02:27:46 GMT

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This is a good point to bring up. With Tech support, the Artillery is undoubtedly better than the Light Tank at almost everything... but not quite. A fast tank with enough armour to operate independently from Technicians is invaluable for ensuring control of the field from the start. You can get out there sooner than the enemy Meds, which means you can get yourself behind cover or take the higher ground... it gives you an advantage before the fighting even starts. Once your team has control of the map, you won't be as much use as the teched Arties, but you're flexible enough to not have to drive back to base and switch vehicles.

What really frustrates me is that a lot of people pick the Artillery over the Light in **every** situation! Even when you're playing one of the chokepoint maps and the enemy is holding you inside your base, they just won't give up on the Arties. It doesn't matter how strong the Arty shell is, or whether you're being repaired... you're not gonna break out with a slow moving, light armoured vehicle... not when the entire GDI side is just sitting there in their Meds/Mammoths, waiting for you to drive into their fire. Now a Light Tank on the other hand... that has the speed and the armour class to drive through the incoming fire. The first tanks through are gonna die, but it doesn't matter if you're killing enemy tanks. It will take the enemy longer to get back to the battle (which is happening right outside your own base). The best chance Nod has for breaking out of a siege is an organised Light Tank rush into the enemy fire, followed by the Ravs and Arties once the enemy is no longer creating major splash damage around the chokepoint. The same idea, except using Meds, comes as second nature to a GDI team, so I wish I knew why Nod can't figure it out.