
Subject: Re: Usefulness of Light Tank

Posted by [Sniper_De7](#) on Fri, 06 Jan 2006 17:47:09 GMT

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4que wrote on Fri, 06 January 2006 10:38 Your stating your opinion over actual fact.

Ive owned meds with stanks, ive owned meds with arties, ive owned meds with flame tanks, if you know what your doing and have a little luck, anything is possible.

Obviously I knew what I was doing or it wouldnt of happend now would it. The tank is only as good as the driver.

Look it isn't hard to kill an individual vehicle by yourself.. the main factor is not "speed" or "armour" or whatever else.. It's the player you're against.

1. A med tank against a light tank is pretty much 1 for the med tank since if you have a hotwire you could easily just repair your med tank faster than the light tank can even damage you.

2. Even if you didn't have a hotwire a med tank is still better because it has more power and more defence.. any person with skill can hit a light tank. Easily. So to say that a unit is better since you can kill others with it is ridiculous. I can kill a mammoth tank with a buggy if the driver is that stupid. Does it mean that buggys are better than mammoth tanks? No.

Meds are the best all-around vehicles in the game. Great attack, good speed, and good defence. If you shot at a light tank the same time a light tank shoots at you and keep going you would lose about half of your health. So all you need to do is make every hit count (which, really isn't that hard at all on renegade..)

a med can beat a flame tank since if you're smart the med is just as fast as the flame tank and the flame could never catch up. a med can also beat a stank... I think it's only like 5 hits... a med can beat an apc and buggy. The only real trouble a med can have is an artillery since if the arty has cover (which any smart person would..) It can wait for you to come and every foot you go towards it; it can shoot a shell and then back thus not getting hit.. The only problem with the arty is its low armour and the fact that it is hurt by snipers...

Overall.. light tanks are good support units for artys but the main power houses are artys and meds..