
Subject: Re: Usefulness of Light Tank
Posted by [xtaro](#) on Tue, 10 Jan 2006 23:07:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

gbull wrote on Tue, 10 January 2006 12:05 Orcantino wrote on Tue, 10 January 2006 10:03
basically lights pwn :/

lights are pretty much the best tank on Field for example
assuming theres only activity in field and no ability to attack structures. If you use the speed right
and have an techie offcourse. then you could pwn GDI pretty much. even mammals

Basically you're pretty much wrong. It depends on the situation you're in. Even in a cwar, 3 lights
will not be able to hold three Meds in their base on Field. Add some arties, and MRLS on the
other side, it's a different story. One on one, if you lose to a light tank when you have a medium
tank(full health), you need some practice at aiming because you're missing a lot.

Oh yeah, and welcome to the forums
