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Subject: The Medium Tank is God

Posted by [Anonymous](#) on Wed, 01 May 2002 19:39:00 GMT

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quote:Originally posted by Tyrant \*Beo\*:Stealth tanks, Light tanks, Med tanks, Artilerie, anything other than humvees, buggies and APC's are just an enemy distraction that can easily be taken out with a chem trooper or rocket soldier.The other night, I was on NOD and there were 2 med. tanks and an mrls coming in over the hill, the mrls was on the ground, and I ran around, snuck up behind them with a chem, and wasted the two med. tanks. They were trying to turn, but I just stayed on their flanks and they had no way of shooting me, I even survived long enough to plant my C4 on the mrls. I got MVP after sneaking in with a SBH (Thank god for that harvester, it saved my life from the AGT), and nuking the War Factory.Yeah, that sure was a great game. It just goes to show that those vehs are just laggy material, no one needs 'em.Hint: The best place to put a beacon is inside the place the vehicles come out, and put the beacon right in front of the window with the desk under it. They'll think it's under the desk, or near the MCT.Remember, it's Nod, not NOD... It's also a Weapons Factory, not a War Factory from RA, TS, and RA2.

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