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Subject: the light tank. nod's unused "secret weapon"??  
Posted by [Anonymous](#) on Tue, 02 Apr 2002 08:51:00 GMT  
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The light tank does still have some fair destructive power on buildings, infantry is another story. I prefer the light tank when the opposite team has no base defenses because of the speed. It's the quickest vehicle I can get to the other side that can actually do some harm to their base, rather than fighting with a buggy that does less on buildings and risks getting blown up a lot faster. Great strategy is to have two or three light tanks accompanied by a buggy, and let an engineer ride shotgun with a few or all of them. Buggy takes care of incoming infantry, tanks take care of the buildings, and the engys support the vehicles. Life, what a beautiful choice.

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