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Subject: Re: Usefulness of Light Tank

Posted by [Jecht](#) on Tue, 10 Jan 2006 17:05:18 GMT

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Orcantino wrote on Tue, 10 January 2006 10:03bassicly lights pwn :/

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

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.

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