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Subject: Re: Usefulness of Light Tank

Posted by [4que](#) on Wed, 18 Jan 2006 13:06:33 GMT

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Best tank on field is an MRL, you can get 3 meds and 2 mrls and own everything that comes out of Nods base.

Keep the 2 Mrls in the back just past the river, behind the hills so they arent easy to hit, and have them continuously pound nods entrance.

Have 3 or more meds in the middle owning the harvy and taking out whatever gets past the Mrls, then when Nod is broke, and have no tanks you do a 4 med rush on the OB and its pretty much game over.

If it fails you still have the 2 mrls on the field still punding the Nod entrace so they cannot take the field,, then you just restock meds and do it again and again until it works.

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