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Subject: Re: Usefulness of Light Tank

Posted by [terminator 101](#) on Tue, 24 Jan 2006 23:11:37 GMT

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4que wrote on Wed, 18 January 2006 08:06: 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 aren't 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 it's pretty much game over.

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

This topic is about Light Tank only.

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