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Subject: Re: Nod vs. GDI (Vehicles)

Posted by [Caveman](#) on Mon, 28 Jul 2008 14:31:16 GMT

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Spoony wrote on Mon, 28 July 2008 14:49Goztow wrote on Mon, 28 July 2008 09:25Caveman wrote on Mon, 28 July 2008 14:18Goztow wrote on Mon, 28 July 2008 08:12

Actually, a tech can also outrepair a med attacking a light, IIRC, but it works better with a med/hottie as the light does less damage. Lights are great if you keep at a distance. I'm still going to say I prefer the med tank, though, it's very multifunctional.

Are you sure about that Gozy? Every time i've tried to out repair a med attacking my light I lost every time.. I just couldn't repair quick enough.. Unless there is a special way to repair your tank that im not aware off?

Nope, don't think there's a special way of repairing, I just always had in mind that both tech and hot could outrepair a light / med. Need to test in-game .

tech repairs slightly faster than a light does damage.

tech repairs slightly slower than a med does damage.

As I thought, thanks.

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