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Subject: Can someone explain to me...

Posted by [Chimp](#) on Fri, 25 Jan 2008 00:23:33 GMT

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Can someone explain to me what exactly makes light tanks good...? It appears to me that a stank is not only as powerful, but is almost as armored and as speedy as the light tank.

So tell me:

1. Is a light tank more powerful or less powerful than a stank/med?
2. Is it faster than a stank?

Is it pretty much just a mini-med tank? I fail to see the superiority of the vehicle vs. a stank because I never see any light rush's done. PLEASE. Prove me wrong.

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Subject: Re: Can someone explain to me...

Posted by [sadukar09](#) on Fri, 25 Jan 2008 00:43:43 GMT

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1. Less damage, higher ROF.
  2. Indeed.
  3. Better than a Medium Tank, since it has a smaller height, thus harder to hit. Plus terrain, you got a tank raper.
- 

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Subject: Re: Can someone explain to me...

Posted by [F1r3st0rm](#) on Fri, 25 Jan 2008 00:51:34 GMT

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Lights are pretty much used as support vehicles. When you've got arties + lights on field = gg

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Subject: Re: Can someone explain to me...

Posted by [trooprm02](#) on Fri, 25 Jan 2008 02:42:37 GMT

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sadukar09 wrote on Thu, 24 January 2008 18:431. Less damage, higher ROF.

2. Indeed.

3. Better than a Medium Tank, since it has a smaller height, thus harder to hit. Plus terrain, you got a tank raper.

med>light, I'd love for you to try to prove me otherwise.

Also, stanks blow against inf.

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Subject: Re: Can someone explain to me...  
Posted by [Dover](#) on Fri, 25 Jan 2008 03:16:48 GMT  
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MWright968 wrote on Thu, 24 January 2008 18:42sadukar09 wrote on Thu, 24 January 2008 18:431. Less damage, higher ROF.

2. Indeed.

3. Better than a Medium Tank, since it has a smaller height, thus harder to hit. Plus terrain, you got a tank raper.

med>light, I'd love for you to try to prove me otherwise.

Try playing field some time. light tanks are low enough to hide behind those tiny mounds of dirt scattered in the field. Thats what he meant by "Plus terrain".

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Subject: Re: Can someone explain to me...  
Posted by [trooprm02](#) on Fri, 25 Jan 2008 03:40:16 GMT  
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Obviously, but by +plus terrain he meant its a plus, but not needed. And even on feild, med>light.

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Subject: Re: Can someone explain to me...  
Posted by [bisen11](#) on Fri, 25 Jan 2008 04:51:17 GMT  
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MWright968 wrote on Thu, 24 January 2008 22:40Obviously, but by +plus terrain he meant its a plus, but not needed. And even on feild, med>light.

Well sure if you have a n00b driving the light. Lights can get easy recover and repair themselves in feild without anyone but the driver. Meds have to worry about sbh and are much slower and bigger so they can't use cover as effectivly.

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Subject: Re: Can someone explain to me...  
Posted by [Starbuzz](#) on Fri, 25 Jan 2008 06:14:10 GMT  
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While the Light definitely has a size and speed advantage, a Med will own a Light anyday.

The Light will keep escaping/repairing but if you are able to ambush or corner it, a Light is a loser for sure. The stronger armor and bigger gun of the Med tank can finish it off.

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Subject: Re: Can someone explain to me...  
Posted by [GEORGE ZIMMER](#) on Fri, 25 Jan 2008 06:20:04 GMT  
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Depends who's driving it.

But if it's a skilled player vs a skilled player, the light tank will win, unless they're right next to each other.

Light tank is better at medium distances, as to be able to dodge any incoming enemy tank fire.

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Subject: Re: Can someone explain to me...  
Posted by [Rocko](#) on Fri, 25 Jan 2008 06:22:26 GMT  
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wow no its not med tanks own hardcore

hollaaaaaaaaa

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Subject: Re: Can someone explain to me...  
Posted by [GEORGE ZIMMER](#) on Fri, 25 Jan 2008 06:35:54 GMT  
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Really? I've killed quite a few med tanks with a light tank before.

They're not that hard aslong as you don't get up close.

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Subject: Re: Can someone explain to me...  
Posted by [Spoony](#) on Fri, 25 Jan 2008 09:30:50 GMT  
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MWright967 wrote on Thu, 24 January 2008 18:23 Can someone explain to me what exactly makes light tanks good...? It appears to me that a stank is not only as powerful, but is almost as armored and as speedy as the light tank.

So tell me:

1. Is a light tank more powerful or less powerful than a stank/med?
2. Is it faster than a stank?

Is it pretty much just a mini-med tank? I fail to see the superiority of the vehicle vs. a stank because I never see any light rush's done. PLEASE. Prove me wrong.  
light tanks are up there as Nod's best vehicle, around parallel to the arty.

compared to the stank: light tank has much better range, more durable, shitloads better in a tankfight, can dodge more easily, much better against infantry, can even take on orcas if you're... well, me

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Subject: Re: Can someone explain to me...  
Posted by [SSADMVR](#) on Fri, 25 Jan 2008 10:44:30 GMT  
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Its are the best tanks in the game period

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Subject: Re: Can someone explain to me...  
Posted by [Starbuzz](#) on Fri, 25 Jan 2008 15:15:28 GMT  
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SSADMVR wrote on Fri, 25 January 2008 04:44Its are the best tanks in the game period

It there is a unified teamwork (with repairers), Lights would dominate.

Just imagine 3 Lights on Under with each having it's own Tech. Man, they would own.

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Subject: Re: Can someone explain to me...  
Posted by [Herr Surth](#) on Fri, 25 Jan 2008 15:31:15 GMT  
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No, they wouldnt. Light tanks damage output is to low to be on the field without a arty.

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Subject: Re: Can someone explain to me...  
Posted by [Starbuzz](#) on Fri, 25 Jan 2008 16:06:24 GMT  
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Surth wrote on Fri, 25 January 2008 09:31No, they wouldnt. Light tanks damage output is to low to be on the field without a arty.

All 3 of them together and striking and attacking enemy tanks one at a time together all the while being teched.

But yes, Arty is definitely needed in the field to go on the offensive to attack enemy base and also provide support to friendly tanks.

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Subject: Re: Can someone explain to me...  
Posted by [SSADMVR](#) on Fri, 25 Jan 2008 19:01:35 GMT  
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a decent It can kill a med without getting more than half his health down, who needs an art

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Subject: Re: Can someone explain to me...  
Posted by [Starbuzz](#) on Fri, 25 Jan 2008 20:05:41 GMT  
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SSADMVR wrote on Fri, 25 January 2008 14:01who needs an art

Surth does.

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Subject: Re: Can someone explain to me...  
Posted by [Spoony](#) on Fri, 25 Jan 2008 20:14:26 GMT  
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Surth wrote on Fri, 25 January 2008 09:31No, they wouldnt. Light tanks damage output is to low to be on the field without a arty.  
most maps yes, but not all. Nod doesn't need an arty on Under. try it, go all lights... you'll be surprised.

Starbuzz [ELITE wrote on Fri, 25 January 2008 14:05]SSADMVR wrote on Fri, 25 January 2008 14:01who needs an art

Surth does.  
on most maps, Nod does need an art.

What's more, you say that like it's an insult to Surth... how could it possibly be?

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Subject: Re: Can someone explain to me...  
Posted by [Starbuzz](#) on Fri, 25 Jan 2008 20:26:48 GMT  
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Spoony wrote on Fri, 25 January 2008 15:14What's more, you say that like it's an insult to Surth... how could it possibly be?

No no...I know an Art is a must for Nod when it comes to holding the field on some maps.

I saw a chance to pick on Surth due to SSADMVR's convenient comment!

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Subject: Re: Can someone explain to me...  
Posted by [Spoony](#) on Fri, 25 Jan 2008 20:29:53 GMT  
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Starbuzz wrote on Fri, 25 January 2008 14:26I saw a chance to pick on Surth due to SSADMVR's convenient comment!  
And when are you going to take it?

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Subject: Re: Can someone explain to me...  
Posted by [Starbuzz](#) on Fri, 25 Jan 2008 20:30:54 GMT  
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Spoony wrote on Fri, 25 January 2008 14:29Starbuzz wrote on Fri, 25 January 2008 14:26I saw a chance to pick on Surth due to SSADMVR's convenient comment!  
And when are you going to take it?

I already took it when I said Surth needs an Arty.

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Subject: Re: Can someone explain to me...  
Posted by [trooprm02](#) on Fri, 25 Jan 2008 20:37:58 GMT  
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Cabal8616 wrote on Fri, 25 January 2008 01:35Really? I've killed quite a few med tanks with a light tank before.

They're not that hard aslong as you don't get up close.

I believe you! Especially since you don't even play LMFAO.

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Subject: Re: Can someone explain to me...  
Posted by [Herr Surth](#) on Fri, 25 Jan 2008 21:07:45 GMT  
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Quote:most maps yes, but not all. Nod doesn't need an arty on Under. try it, go all lights... you'll be surprised.Last time i played under in cw was like... Hm, half a year ago ^^

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Subject: Re: Can someone explain to me...  
Posted by [Spoony](#) on Fri, 25 Jan 2008 21:27:59 GMT  
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mmhmm, nobody plays it since without the pointfix GDI owns it... with the pointfix, though, it's actually completely fair and not a bad map at all

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Subject: Re: Can someone explain to me...  
Posted by [Herr Surth](#) on Fri, 25 Jan 2008 21:32:08 GMT  
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I dont know tbh. You can get out 2 Lights and in position before GDI has a change to get a Med...  
:/

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Subject: Re: Can someone explain to me...  
Posted by [Spoony](#) on Fri, 25 Jan 2008 22:22:58 GMT  
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only if GDI fucks up the harv fight...

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Subject: Re: Can someone explain to me...  
Posted by [SSADMVR](#) on Mon, 28 Jan 2008 06:20:16 GMT  
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Field is totally winnable only with Its tbh, however on rush maps arties are more useful for killing buildings; but all in all Its are the best vehicles in the game.

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