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Subject: LT is shit

Posted by [rockstar256](#) on Mon, 22 Sep 2008 17:32:17 GMT

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Whats the point of LT in nod weponary if you can get arty which is more cost-eff then Lt.. Don;t get it.

Anyone uses Lt, lol?

Only serious disadvantage about arty is type of armor, it isnt well compared to Lt. Well only snipers do MUCH more damage to arty , but flame,machine guns,bio or laser weapons just doubled...

Discuss !

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Subject: Re: LT is shit

Posted by [bisen11](#) on Mon, 22 Sep 2008 17:38:35 GMT

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Because arty dies in 5 seconds from sniper fire?

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Subject: Re: LT is shit

Posted by [sadukar09](#) on Mon, 22 Sep 2008 19:26:58 GMT

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Because it's fucking fast and has a low silhouette?

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Subject: Re: LT is shit

Posted by [GEORGE ZIMMER](#) on Mon, 22 Sep 2008 19:42:03 GMT

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Because it's a good, all around MBT that in the hands of a decent player can kill a medium tank?

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Subject: Re: LT is shit

Posted by [Nukelt15](#) on Mon, 22 Sep 2008 22:22:37 GMT

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Because it is faster and harder to hit than an Arty, can actually hit targets at close range, and is pretty much "sniper" proof because it has heavy armor instead of light? Because the Flame Tank and Stealth Tank both have shit for range, the STank also has shit for armor, and the APC can't do enough damage to stand a chance against a Med? Because it has an extremely low profile

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and can hide behind low walls in addition to using the same "drive backwards, hide behind cover" tactics that also work for the Arty? Because it is fast and agile enough to evade most of the enemy's return fire?

The answer is "all of the above." Lights kick ass. A group of Arties is made far, far stronger by the addition of one or two Lights in support. Rushes get through the field with more of their strength intact if a Light is around to pick off or suppress midfield threats. Lights can operate independent of repair support because they combine a respectable amount of firepower with both the armor to survive and the speed to run away. That little tank is butter to the bread of any successful Nod team.

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Subject: Re: LT is shit  
Posted by [Goztow](#) on Tue, 23 Sep 2008 12:14:46 GMT  
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LT is one of the most versatile battle tanks in Renegade.

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Subject: Re: LT is shit  
Posted by [Jamie or NuneGa](#) on Tue, 23 Sep 2008 16:09:22 GMT  
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Light tank can dodge other tank shots better than any other tank in game, it has better armour than artillery.

At distance a light tank can take pretty much any other tank due to its dodge capabilities and its faster shot.

Try rushing out with 3 artys on 3v3 field. You will get raped, 3 lts = you have a good chance.

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Subject: Re: LT is shit  
Posted by [Xpert](#) on Tue, 23 Sep 2008 17:28:42 GMT  
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And if you're good enough, you can take out a med tank with a light tank because of its speed and ability to dodge a med tank's bullets.

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Subject: Re: LT is shit  
Posted by [rockstar256](#) on Tue, 23 Sep 2008 17:50:56 GMT  
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Xpert wrote on Tue, 23 September 2008 12:28 And if you're good enough, you can take out a med tank with a light tank because of its speed and ability to dodge a med tank's bullets.

Thats true but only at longer ranges, in close and medium ranges its way easier to predict shoots,movemeant.

Another question Med or Lt ? And why.

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Subject: Re: LT is shit  
Posted by [Nukelt15](#) on Tue, 23 Sep 2008 19:03:52 GMT  
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Med or LT could be debated until the cows come home. The greatest advantage the LT has that isn't skill-dependent is the difference in price- they can be fielded earlier in the round and are more easily replaced if lost.

Anyway, we have a few other threads that cover Med vs. Light far more extensively.

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Subject: Re: LT is shit  
Posted by [Lone0001](#) on Wed, 24 Sep 2008 01:35:19 GMT  
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Med = for new players  
Light = for people more used to renegade

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Subject: Re: LT is shit  
Posted by [rockstar256](#) on Wed, 24 Sep 2008 09:06:03 GMT  
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Ur wrong, med is as good as light..soemtimes i feel like its way better then lt, especilay in small-av maps

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Subject: Re: LT is shit  
Posted by [w0dka](#) on Wed, 24 Sep 2008 16:27:28 GMT  
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If I follow your logic... what do you do against a team with 5 organized Havocs? They instagib artys without a chance of repairing. Lights have a problem with PICteams.

in renegade theres always a perfect counter. A all out one thing NEVER WORKS against smart

enemys. Artyonly have difficulties against Ramjets and Meds against pics+arts.

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Subject: Re: LT is shit  
Posted by [Carrierll](#) on Thu, 25 Sep 2008 17:26:39 GMT  
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Lights are the bomb. If I'm on Nod, and not in a light you can assume:

- A) I don't have enough money
- B) The strip is dead
- C) I've a good reason to use anything else (such as an incoming rush, so I'm teching a building)

Lights are the bomb. Read Spooky's strategy guides on [www.renegadewiki.com](http://www.renegadewiki.com) . I started using lights after that, and never looked back (except when running away)

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Subject: Re: LT is shit  
Posted by [samous](#) on Sat, 11 Oct 2008 02:16:49 GMT  
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I agree, Light tank Much Better Than Arty! +, it looks cool, lol

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Subject: Re: LT is shit  
Posted by [Samous Mods](#) on Sat, 11 Oct 2008 06:53:58 GMT  
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samous wrote on Fri, 10 October 2008 21:16 I agree, Light tank Much Better Than Arty! +, it looks cool, lol  
wrong, arty has more firepower.. And c130 mods

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Subject: Re: LT is shit  
Posted by [rrutk](#) on Sat, 11 Oct 2008 08:58:06 GMT  
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Well, my opinion is, that it always depends on the map, the state of the battle and the goal you want to reach with your vehicle.

I know A LOT of situation on different maps, where artys instead of LTs makes a lot of sense!

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Subject: Re: LT is shit

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Posted by [Spoony](#) on Sat, 11 Oct 2008 15:53:47 GMT

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without lights, Nod would utterly fail against a decent GDI team on city/cityfly, field, under or walls/wallsfly.

same can be said for arties if you name some different maps (most obviously field, mesa and any rushmap)

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Subject: Re: LT is shit

Posted by [Quackpunk](#) on Sat, 11 Oct 2008 18:02:27 GMT

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Lone0001 wrote on Tue, 23 September 2008 20:35  
Med = for new players  
Light = for people more used to renegade

Med = GDI

Light = Nod

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Subject: Re: LT is shit

Posted by [liquidv2](#) on Mon, 13 Oct 2008 05:14:52 GMT

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Goztow wrote on Tue, 23 September 2008 07:14  
LT is one of the most versatile battle tanks in Renegade.

this would be a smart statement if it wasn't completely stupid

come on goztow

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Subject: Re: LT is shit

Posted by [InternetThug](#) on Tue, 14 Oct 2008 00:45:05 GMT

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RENEGAD SUKS THEY ONLY MADE 1 GOOD TANK AND IT COSTS 1500 IF U DONT KNOW HOW TO UES A MAMMY UR A FUKIN NOOB NUFF SAID

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Subject: Re: LT is shit

Posted by [ErroR](#) on Tue, 14 Oct 2008 18:25:37 GMT

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wow dude chill. Lt is a perfect whore machine after arty cuz it can't be damaged by snipers and

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has medium armor

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Subject: Re: LT is shit  
Posted by [liquidv2](#) on Thu, 16 Oct 2008 02:07:09 GMT  
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ErroR wrote on Tue, 14 October 2008 13:25wow dude chill. Lt is a perfect whore machine after arty cuz it can't be damaged by snipers and has medium armor  
if it have medium armor then why called LIGHT TANK?????  
D8

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Subject: Re: LT is shit  
Posted by [Nukelt15](#) on Thu, 16 Oct 2008 03:37:47 GMT  
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...gee, I wonder why a small, fast tank with less armor than either of the other 'conventional' tanks in the game would be called the "Light Tank?" That's not very self-explanatory!

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Subject: Re: LT is shit  
Posted by [GEORGE ZIMMER](#) on Thu, 16 Oct 2008 04:03:48 GMT  
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I always thought the light tank meant it had a giant beam of light that would shoot out every time you ran someone over.

I was disappointed .

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Subject: Re: LT is shit  
Posted by [ErroR](#) on Thu, 16 Oct 2008 13:08:25 GMT  
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liquidv2 wrote on Thu, 16 October 2008 05:07ErroR wrote on Tue, 14 October 2008 13:25wow dude chill. Lt is a perfect whore machine after arty cuz it can't be damaged by snipers and has medium armor  
if it have medium armor then why called LIGHT TANK?????  
D8  
light armor can be damaged by snipers. LE says that :\

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Subject: Re: LT is shit

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Posted by [archerman](#) on Mon, 30 Mar 2009 20:02:58 GMT

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i use light tank most of the time. its good especially for distracting enemy, especially on maps like field.mix. its surprisingly fast when ur trying to retreat to repair your tank. u say "no it wont make it" but most of the time its fast enough to pull back on time.

i get an arty when i need something with a long range, or when there are more arties out there.

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Subject: Re: LT is shit

Posted by [Ma1kel](#) on Mon, 18 May 2009 17:39:35 GMT

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protip: hotwires repair faster than lights can damage so the med will win unless some sbh guy steals it whilst your repairing in the field and you have to blow the 4 remote c4 your instinctively placed on it after buying.

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Subject: Re: LT is shit

Posted by [ErroR](#) on Mon, 18 May 2009 17:52:24 GMT

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get a buggy and distract agt while someone runs to it, that's all

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Subject: Re: LT is shit

Posted by [Ma1kel](#) on Mon, 18 May 2009 18:08:14 GMT

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that made no sense

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Subject: Re: LT is shit

Posted by [ErroR](#) on Mon, 18 May 2009 18:15:54 GMT

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Ma1kel wrote on Mon, 18 May 2009 21:08that made no sense  
but it does work

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Subject: Re: LT is shit

Posted by [DutchNeon](#) on Mon, 18 May 2009 18:40:48 GMT

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archerman wrote on Mon, 30 March 2009 22:02i use light tank most of the time. its good

---

especially for distracting enemy, especially on maps like field.mix. its surprisingly fast when ur trying to retreat to repair your tank. u say "no it wont make it" but most of the time its fast enough to pull back on time.

i get an arty when i need something with a long range, or when there are more arties out there.

The same for a solo Havoc against a Arty with a Techy as a driver. Techy reps faster than the Havoc can damage.

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