
Subject: The Medium Tank is God

Posted by [Anonymous](#) on Tue, 30 Apr 2002 01:39:00 GMT

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Faster and more manueverable than Mammoths, Medium Tanks are the best tanks on the field. I prefer to use Mediums even when I could get a Mammoth simply because a Medium tank can cover more ground quickly, dodge shots, and offers a lower target profile. Mediums cannot take the punishment that it's big brother can, however, a skilled driver is rewarded when he chooses this tank. Yea I agree that Mediums are God [April 30, 2002: Message edited by: ZTankMuncha]

Subject: The Medium Tank is God

Posted by [Anonymous](#) on Tue, 30 Apr 2002 03:48:00 GMT

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Agreed. However the Nod Light tank offers even better value to a skilled driver due to it's higher speed.

Subject: The Medium Tank is God

Posted by [Anonymous](#) on Tue, 30 Apr 2002 04:37:00 GMT

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yea but the buggy is even faster! lol, i think the medium tank is the best to, and about that nod light tank being faster, a skilled tank driver would prolly be a skilled shooter to =P

Subject: The Medium Tank is God

Posted by [Anonymous](#) on Tue, 30 Apr 2002 06:01:00 GMT

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The light tank is great.. can duck in and out of cover before enemies can hit you. It also takes advantage of anyone with lag.. you're moving faster so anyone with lag will have a tough time shooting at you. While the medium tank is great, I still use the mammy a lot if the situation is right. I use them a lot for Hourglass since two mummies can effectively barricade the GDI entrance from APCs and flame rushes. Plus, double fire power (vs. medium) is very useful when shooting at incoming vehicles. For maps like islands, though, I prefer medium tanks since there's no obelisk to worry about. At least until the games been going on for a while and then a mammy rush works well, but usually Islands games are short.

Subject: The Medium Tank is God

Posted by [Anonymous](#) on Tue, 30 Apr 2002 06:20:00 GMT

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o ya the sedan is faster

Subject: The Medium Tank is God
Posted by [Anonymous](#) on Tue, 30 Apr 2002 10:20:00 GMT
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Medium is GDI's best tank, but there's nothing like toasting the enemy base with a flame-tank.

Subject: The Medium Tank is God
Posted by [Anonymous](#) on Tue, 30 Apr 2002 10:47:00 GMT
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Light Tanks will reward a skilled driver, however, it's performance is little better than the Medium, and it's just as easy to shoot at. Mediums, for thier armor class, are low to the ground, wide as a Light Tank and just a little bit longer. I use both almost exclusivly, and I must say the extra 100/100 on the Medium can give you that edge in a tank fight against a Light Tank advisary. Don't even talk about Flamers... My Medium Tank owns j00

Subject: The Medium Tank is God
Posted by [Anonymous](#) on Tue, 30 Apr 2002 10:51:00 GMT
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for some reason i like the stank better than the med(even though there two diff sides....)i likeem because i can plant becons easily,(plant it drive stank over it they cant see u, u get repaired....)but i like the med tank rush, because as gdi, i save my money up, and i ussually got like 5000 which can buy 7 tanks...and if nobody else can afford a med tank, thats sad..

Subject: The Medium Tank is God
Posted by [Anonymous](#) on Tue, 30 Apr 2002 12:11:00 GMT
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I've said this all before before in various other posts, but the Meddie is the ultimate insertion tool. With 800 HPs combining health/armor, it takes three Ob shots before going down. The only caveat is it only seats two, but get a friend, and not only will you have two semi-powerful tanks at your target after initial entrance to the enemy base, but the means to block the entrances as well while your passengers C4 the structure - plus you have an effective evac tool - this works nearly every time on City.

Subject: The Medium Tank is God
Posted by [Anonymous](#) on Tue, 30 Apr 2002 16:43:00 GMT
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it's good to see people praising the gdi side of things for once. since the game came out, all i read was that the flame tank was too good and the mammy was too lame. nobody seemed to like the

gdi(well, almost nobody). i've been saying since march that the sides are equal and it's teamwork, not vehicles that wins the games. maybe finally players are "getting it" and realize that gdi can kick @ass just as much as nod. i myself prefer mediums most of the time when i'm gdi and the stealth tank for nod, though the st needs room to maneuver. it's not always a wise decision to buy one on some maps(like hourglass for example). anyway, i'm glad to see more players coming around to my way of thinking on the balance issue!

Subject: The Medium Tank is God

Posted by [Anonymous](#) on Tue, 30 Apr 2002 18:04:00 GMT

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The mammoth sucks, A big slow expensive tank that cost per cost has LESS armor, LESS speed, and LESS firepower then the medium (ive tested). Whatta deal whatta deal. The medium is great, yes, but the light tank is better. 200 cheaper with 200 less armor, but barely a fraction less firepower and speed that well more then makes up for it, so your actually getting a tad more for less almost, sure it cant beat a medium 1v1, but it gets !@#\$ close and with proper menuvering you can actually win. Only reason most people don't realise this is because people are buying flame tanks, arty, or worthless stealths.

Subject: The Medium Tank is God

Posted by [Anonymous](#) on Tue, 30 Apr 2002 18:11:00 GMT

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quote:Originally posted by Every Silent Victim:The mammoth sucks, A big slow expensive tank that cost per cost has LESS armor, LESS speed, and LESS firepower then the medium (ive tested). Whatta deal whatta deal. The medium is great, yes, but the light tank is better. 200 cheaper with 200 less armor, but barely a fraction less firepower and speed that well more then makes up for it, so your actually getting a tad more for less almost, sure it cant beat a medium 1v1, but it gets !@#\$ close and with proper menuvering you can actually win. Only reason most people don't realise this is because people are buying flame tanks, arty, or worthless stealths. Yes. I also prefer the light tank. It may be weaker in defense, but it has the great ability to head to a hot spot with a reasonable attack power faster than the med. It also can do hit and runs more effectively that most other tanks.

Subject: The Medium Tank is God

Posted by [Anonymous](#) on Tue, 30 Apr 2002 18:48:00 GMT

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"The mammoth sucks, A big slow expensive tank that cost per cost has LESS armor, LESS speed, and LESS firepower then the medium (ive tested). Whatta deal whatta deal." A lot of people forget the mammoths self-repair ability. This can be useful if you remember about it. Still doesn't make the mammy worth it though does it? Anyway, I reckon medium tanks and stealth tanks are the best two. Meds for their all-round abilities (win almost all tank fights on the field, can rush, not too slow, etc). Stealths for their speed, damage, and beacon-assistance (works best with 2 or 3

stealths - the guard tower kills one or two and the enemy thinks that is it...)

Subject: The Medium Tank is God

Posted by [Anonymous](#) on Tue, 30 Apr 2002 18:52:00 GMT

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Ya when I'm GDI I'm always a medium tank. But with Nod I think an arty is a great buy for certain maps(fields). I like arty because of the strong gun, cheap cost, and long range, I get really mad when you're a flamer and the other guys keeps backing away. Medium Tanks are pretty much GDI's only good vehicle, mammy is ok for some situations, but med. is best overall.

Subject: The Medium Tank is God

Posted by [Anonymous](#) on Tue, 30 Apr 2002 19:14:00 GMT

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don't forget about mass assaults, i think 4 mediums could take 4 light tanks, simply because not enough room to manoeuvre(sp?)

Subject: The Medium Tank is God

Posted by [Anonymous](#) on Tue, 30 Apr 2002 21:01:00 GMT

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In a fight between a Medium and a Light tank its all a matter of skill. I've used both to kill either and it's really a matter of using the terrain to your advantage. Move behind rocks, into depressions, over ridges, etc... to avoid shots and get your licks in. I use Stealth Tanks too if I have the cash, and it rewards skilled drivers I just don't like Flame Tanks honestly...

Subject: The Medium Tank is God

Posted by [Anonymous](#) on Tue, 30 Apr 2002 21:14:00 GMT

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The Med tank feels like the bread and butter unit for GDI. And may just be the B&B unit for GDI.

Subject: The Medium Tank is God

Posted by [Anonymous](#) on Tue, 30 Apr 2002 21:38:00 GMT

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Too often overlooked are medium tank or light tank assaults. Ppl just don't take to this strategy for some wierd reason. I seldom can even get someone to follow me in Lt. or Med tank. Too bad.Mammoths have their appeal to high point getters. Mammoths are OK on Hourglass and to

an extent Island and Mesa maps. Mainly for pounding an enemy defence. People stupidly overlook medium tanks just because "bigger is better" mentality. Nod Light tanks are cool too. They move so agile. Tanks rule with competent drivers at the wheel.

Subject: The Medium Tank is God

Posted by [Anonymous](#) on Wed, 01 May 2002 13:28:00 GMT

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I constantly find myself in a Mammoth, crawling over the city highway going "What the h3ll did I buy this slow piece of garbage for?" Mammy's have their place (pounding away outside of Nod's base on field or big ol' base defense on hourglass) but in general, I would agree that mediums are the best. However, as will all things, combinations work best. For instance, on hourglass, having one mammy in your medium tank rush, out in front absorbing oby damage, can allow you to rush with fewer mediums and still be succesfful. It takes 4 to five hits (assuming no turrets...always take out them turrets first I say) and by that time, your mediums will have pounded the oby to dust. Also, mrls and arty are INVALUABLE on large maps, because you can outrange anything. On field, arty's and mrls can own the field if played right and with support....It all depends on the situation.

Subject: The Medium Tank is God

Posted by [Anonymous](#) on Wed, 01 May 2002 13:37:00 GMT

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Each vehicle has its own role. Mammoths are obviously not meant for tank superiority (without backup). You wouldn't send an army of humvees against a flame tank, would you? Mammoths and flames are used primarily for base destruction, and med and light tanks are for field superiority (but can take out a base if coordinated enough) And last but not least, the stealth tank is only for hit and run period (or ambush). Approach any kind of tank head on with guns blazing and say bye bye to stealth

Subject: The Medium Tank is God

Posted by [Anonymous](#) on Wed, 01 May 2002 14:04:00 GMT

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Stealth tanks, Light tanks, Med tanks, Artilerie, anything other than humvees, buggies and APC's are just an enemy distraction that can easily be taken out with a chem trooper or rocket soldier. The other night, I was on NOD and there were 2 med. tanks and an mrls coming in over the hill, the mrls was on the ground, and I ran around, snuck up behind them with a chem, and wasted the two med. tanks. They were trying to turn, but I just stayed on their flanks and they had no way of shooting me, I even survived long enough to plant my C4 on the mrls. I got MVP after sneaking in with a SBH (Thank god for that harvester, it saved my life from the AGT), and nuking the War Factory. Yeah, that sure was a great game. It just goes to show that those vehs are just laggy material, no one needs 'em. Hint: The best place to put a beacon is inside the place the vehicles come out, and put the beacon right in front of the window with the desk under it. They'll

think it's under the desk, or near the MCT.

Subject: The Medium Tank is God

Posted by [Anonymous](#) on Wed, 01 May 2002 14:23:00 GMT

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What makes you think I'll let you shoot me without my returning a 155mm shell to your head? Rocket soldiers may damage tanks, but tanks damage RS's far easier. I don't bother counting how many times I've shot RS's in the head while they think they're safe in a bunker. Chem troopers are more fearsome, but they have to get close, and when you get a good shot in a tank, that's a difficult proposition.

Subject: The Medium Tank is God

Posted by [Anonymous](#) on Wed, 01 May 2002 15:58:00 GMT

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A stealth tank rules one on one in Under... You can't beat it because it could be anywhere and a good driver will kill anything one on one... However if you spot a stealth unit, never shoot at it! Wait for it to stop then aim and fire! Watch their surprise when you shoot them dead!

Subject: The Medium Tank is God

Posted by [Anonymous](#) on Wed, 01 May 2002 19:39:00 GMT

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quote:Originally posted by Tyrant *Beo*: Stealth tanks, Light tanks, Med tanks, Artillerie, anything other than humvees, buggies and APC's are just an enemy distraction that can easily be taken out with a chem trooper or rocket soldier. The other night, I was on NOD and there were 2 med. tanks and an mrls coming in over the hill, the mrls was on the ground, and I ran around, snuck up behind them with a chem, and wasted the two med. tanks. They were trying to turn, but I just stayed on their flanks and they had no way of shooting me, I even survived long enough to plant my C4 on the mrls. I got MVP after sneaking in with a SBH (Thank god for that harvester, it saved my life from the AGT), and nuking the War Factory. Yeah, that sure was a great game. It just goes to show that those vehs are just laggy material, no one needs 'em. Hint: The best place to put a beacon is inside the place the vehicles come out, and put the beacon right in front of the window with the desk under it. They'll think it's under the desk, or near the MCT. Remember, it's Nod, not NOD... It's also a Weapons Factory, not a War Factory from RA, TS, and RA2.

Subject: The Medium Tank is God

Posted by [Anonymous](#) on Wed, 01 May 2002 20:02:00 GMT

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quote:Originally posted by Tyrant *Beo*: Stealth tanks, Light tanks, Med tanks, Artillerie, anything

other than humvees, buggies and APC's are just an enemy distraction that can easily be taken out with a chem trooper or rocket soldier. The other night, I was on NOD and there were 2 med. tanks and an mrls coming in over the hill, the mrls was on the ground, and I ran around, snuck up behind them with a chem, and wasted the two med. tanks. They were trying to turn, but I just stayed on their flanks and they had no way of shooting me, I even survived long enough to plant my C4 on the mrls. I got MVP after sneaking in with a SBH (Thank god for that harvester, it saved my life from the AGT), and nuking the War Factory. Yeah, that sure was a great game. It just goes to show that those vehs are just laggy material, no one needs 'em. Hint: The best place to put a beacon is inside the place the vehicles come out, and put the beacon right in front of the window with the desk under it. They'll think it's under the desk, or near the MCT. you played newbs if you kill 2 med tanks and a MRLS with a chem warrior

Subject: The Medium Tank is God
Posted by [Anonymous](#) on Wed, 01 May 2002 22:28:00 GMT
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Mammoths do have their place, but not because of their self heal, its pathetic and near worthless. (take 5 mins to repair 600, half health). Mammoths need engineer support where both the mammoth and the engy benefit most because they work good together, without engineers the mammoth is worse in every way over the medium, but with some engys behind them they are a tough cookie to crack. But, the problem is its not worth it for the engys, they are wasting time and not making enough points for the team, just get out of your own vehicle and repair. My rule is when you gotta repair your own tank, if your out on the field only do it when there are a couple buddies around to make sure you don't loose your tank. If your alone pull back and do it or just die. Better your tank dead then in the hands of the enemy after you vainly tried to heal it on or near the enemys turf.

Subject: The Medium Tank is God
Posted by [Anonymous](#) on Wed, 01 May 2002 23:12:00 GMT
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Amen, victim - the bad thing about backing up mammoths is it seems to pussify them more. Tonight on a server playing Hourglass I was backing up two mammoths on the left flank right outside of Ob range. I kept telling them they'd have a GOOD shot at taking the Ob if they advanced with me behind them alternating. Did they listen? H3ll no. But they did manage to quash two flame rushes before they even left the vicinity of the NOD/NoD/nOD/NoD/noD (FU ACK) base - so in their cowardice they actually did SOME good.
