

---

Subject: All about Tanks!

Posted by [Anonymous](#) on Fri, 03 Jan 2003 16:08:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Humvee: Health higher than the NOD Buggy by 50/ Same firepower but a little slower than the NOD Buggy  
NOD Buggy: Health lower than Humvee by 50/ Same firepower as the Humvee, Faster than the Humvee  
NOD/GDI APC: all same except for the size of the NOD APC which is larger...(Good speed)  
MRLS: Slow rate of firepower and a little bulky, but faster than the Mobile Artillery and launches missiles in salvo, more powerful than the Mobile Mobile Artillery. Used for Destroying buildings and slow vehicles, I REPEAT, SLOW-moving VEHICLES at distant ranges  
Light Tank: lightweight but faster than the GDI Medium Tank, lower health points by 200... a total of 600 HP... extremely maneuverable than the Medium Tank  
Medium Tank: the ALL ROUND TANK. Moderate speed, armor and firepower makes it perfect. has 200 HP more than the Light Tank  
Flame Tank: Close Combat tank, counter: Fall back while fire at it... watch where your tank is heading back. Effective for destroying Buildings as well as tanks/ Good Health and speed as well as firepower  
Mammoth Tank: A total health point of 1200. Good firepower, the Missile do more damage than the cannons. Slow speed and capable regenerating HP up to 600. Recommended for sieges only.  
Stealth Tank: AWESOME! My favorite, a total of 400 HP, Good speed, faster than the Flame tank by a little bit, Stealth Mode, Firepower is POWERFUL!!! Recommended for HIT AND RUN TACTICS as well as ambushes... I repeat, hit and run..(And repair while he's not in your sight)

---