
Subject: Why does nod always have to rush?

Posted by [Anonymous](#) on Mon, 15 Apr 2002 07:58:00 GMT

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As I've said before, I LOVE the medium tank. I use it as a primary "alone" infiltration tool to get into bases. The 120mm cannon gets buildings started, and on average, the ****ed thing lasts 10 seconds longer than an APC does under heavy fire. The only downside is infantry can eat you alive, but if you time it right - 800 + 350 credits, you can get in there before the base is filled with twink idiots with their expensive infantry. The OTHER downside is the fact that it only holds two. But get close enough to the Ob, pump a few rounds in the entrance at the MCT, and you have a d*mn good shot at taking it down with your remote and one timed C4 - an even better shot if you can get a passenger in and block the doorway.
