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Subject: Re: Usefulness of Light Tank

Posted by [karmai](#) on Fri, 30 Dec 2005 22:12:51 GMT

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gbull wrote on Fri, 30 December 2005 11:50 If you go 1 on 1 with a med tank and the med tank loses, either you are really good or the guy in the med is really bad. Usually it's because he's really bad.

maybe if you're playing in public servers, because the average public server player is horrible at this game and has no idea what he/she is doing. Unless I am playing against someone with a great light tank, and they have a big range advantage on me, AND I am doing bad I won't lose a med to a light tank..it rarely happens.

Light tanks are good, but an arty is more important. I agree, every team should have MANY light tanks, and the more skilled players only should be in the arts (in public servers). If an arty has technicians repairing it, it is damn near unstoppable.. even if you're missing every other shot.

Also- If you start losing your med to a light, you can get out and repair (if you have a hottie) faster than the light can kill you.. so 1v1 med > light by a long shot

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