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Subject: Re: Nod vs. GDI (Vehicles)

Posted by [Caveman](#) on Mon, 28 Jul 2008 12:18:32 GMT

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Goztow wrote on Mon, 28 July 2008 08:12

Actually, a tech can also outrepair a med attacking a light, IIRC, but it works better with a med/hottie as the light does less damage. Lights are great if you keep at a distance. I'm still going to say I prefer the med tank, though, it's very multifunctional.

Are you sure about that Gozy? Every time i've tried to out repair a med attacking my light I lost every time.. I just couldn't repair quick enough.. Unless there is a special way to repair your tank that im not aware off?

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