

---

Subject: Re: LT is shit

Posted by [Nukelt15](#) on Mon, 22 Sep 2008 22:22:37 GMT

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

---

Because it is faster and harder to hit than an Arty, can actually hit targets at close range, and is pretty much "sniper" proof because it has heavy armor instead of light? Because the Flame Tank and Stealth Tank both have shit for range, the STank also has shit for armor, and the APC can't do enough damage to stand a chance against a Med? Because it has an extremely low profile and can hide behind low walls in addition to using the same "drive backwards, hide behind cover" tactics that also work for the Arty? Because it is fast and agile enough to evade most of the enemy's return fire?

The answer is "all of the above." Lights kick ass. A group of Arties is made far, far stronger by the addition of one or two Lights in support. Rushes get through the field with more of their strength intact if a Light is around to pick off or suppress midfield threats. Lights can operate independent of repair support because they combine a respectable amount of firepower with both the armor to survive and the speed to run away. That little tank is butter to the bread of any successful Nod team.

---