
Subject: Usefulness of Light Tank

Posted by [terminator 101](#) on Thu, 29 Dec 2005 18:16:30 GMT

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Do you know what I hate a lot? When a game starts, I am on a nod team, GDI is getting many medium tanks, and my team is using only artilleries or stealth tanks, and almost no one uses light tanks. Granted, artilleries are a lot more stronger than light tanks, but when you are using artillery on open field and there is no one to repair you(which happens a lot), you are screwed. Stealth tanks have weak armor, and they are only slightly stronger than light tanks. APC has good armor, but you can't use it against tanks. Flame tank has low range.

Yet, I see all these units being used much more than light tank, which is a big mistake. I, my self use light tank a lot, because on average, it is the best nod vehicle, and because it can hold on its own without support against medium tanks. But recently, I see that people hardly ever use this tank. None of the nod vehicles can replace this great tank.

So, who about you? How much do you use it?

Subject: Re: Usefulness of Light Tank

Posted by [Wiener](#) on Thu, 29 Dec 2005 18:28:41 GMT

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Yes indeed, I even prefer the light tank to a med. I really appreciate its speed advantage. As the light is faster than med/mrl, you can do good evasive action or just drive out of range for a little repair and come back quickly.

Subject: Re: Usefulness of Light Tank

Posted by [terminator 101](#) on Thu, 29 Dec 2005 18:38:39 GMT

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Whoops. I forgot to say why light tank on average is the best nod vehicle. It is because out of all nod vehicles, it has the most armor, which makes it very useful against almost any infantry and tanks. And this is the main reason why I use it.

Subject: Re: Usefulness of Light Tank

Posted by [Ma1kel](#) on Thu, 29 Dec 2005 22:13:19 GMT

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The Flame Tanks has the most HP, I have to agree that the Light Tank is Nod's best tank. I also always prefer to use a Light Tank on Under and Field. But I usaully use AutoComplete to spam teamchat about getting tanks. XD

Subject: Re: Usefulness of Light Tank

Posted by [=HT=T-Bird](#) on Thu, 29 Dec 2005 23:11:01 GMT

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When I'm on Nod, I almost EXCLUSIVELY use Light Tanks and Artilleries (unless a Stealth Tank rush is dictated by the situation)...

Subject: Re: Usefulness of Light Tank
Posted by [Goztow](#) on Fri, 30 Dec 2005 08:08:37 GMT
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Have to say LT is about the best tank overall in the game. All depends on situations ofcourse...

Subject: Re: Usefulness of Light Tank
Posted by [Jecht](#) on Fri, 30 Dec 2005 16:50:23 GMT
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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.

Subject: Re: Usefulness of Light Tank
Posted by [RTsa](#) on Fri, 30 Dec 2005 16:57:47 GMT
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I use the Light Tank a lot. But indeed, it depends a lot on the situation. If you DO have a techie repairing you all the time, then an Arty might be the better one. Though two Lights might still be better (though it costs more)

edit: gbull, on a flat ground, that's true. But for example on Field, where there are many little 'hills' you can cover behind it's actually very hard to get a light tank with just one med.

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

Subject: Re: Usefulness of Light Tank
Posted by [runewood](#) on Sat, 31 Dec 2005 01:42:06 GMT
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Med > light.

I use lights very well on Field when nod is pinned down. Move fast means 6-7 hits on a med while taking like 3 hits on me.

Subject: Re: Usefulness of Light Tank
Posted by [SCOTT9](#) on Sat, 31 Dec 2005 14:05:19 GMT
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if the map is under lights rule the roust if its complex gdi will burn in hell with flamers and stanks my theory it all depends on the circumstances

Subject: Re: Usefulness of Light Tank
Posted by [karmai](#) on Sun, 01 Jan 2006 00:10:46 GMT
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Field and city flying are probably the two maps that light tanks have the most importance on

Subject: Re: Usefulness of Light Tank
Posted by [gufu](#) on Sun, 01 Jan 2006 00:23:33 GMT
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I don't like to use vehacles.
I like to ramp my opponents with something they geting stuck.So:
LT sux!

Subject: Re: Usefulness of Light Tank
Posted by [akillrNXC](#) on Sun, 01 Jan 2006 01:40:21 GMT
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Pic ownz a lite anyday
No matter how good of lite driver....

Subject: Re: Usefulness of Light Tank

Posted by [m1a1_abrams](#) on Sun, 01 Jan 2006 02:27:46 GMT

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This is a good point to bring up. With Tech support, the Artillery is undoubtedly better than the Light Tank at almost everything... but not quite. A fast tank with enough armour to operate independently from Technicians is invaluable for ensuring control of the field from the start. You can get out there sooner than the enemy Meds, which means you can get yourself behind cover or take the higher ground... it gives you an advantage before the fighting even starts. Once your team has control of the map, you won't be as much use as the teched Arties, but you're flexible enough to not have to drive back to base and switch vehicles.

What really frustrates me is that a lot of people pick the Artillery over the Light in *every* situation! Even when you're playing one of the chokepoint maps and the enemy is holding you inside your base, they just won't give up on the Arties. It doesn't matter how strong the Arty shell is, or whether you're being repaired... you're not gonna break out with a slow moving, light armoured vehicle... not when the entire GDI side is just sitting there in their Meds/Mammoths, waiting for you to drive into their fire. Now a Light Tank on the other hand... that has the speed and the armour class to drive through the incoming fire. The first tanks through are gonna die, but it doesn't matter if you're killing enemy tanks. It will take the enemy longer to get back to the battle (which is happening right outside your own base). The best chance Nod has for breaking out of a siege is an organised Light Tank rush into the enemy fire, followed by the Ravs and Arties once the enemy is no longer creating major splash damage around the chokepoint. The same idea, except using Meds, comes as second nature to a GDI team, so I wish I knew why Nod can't figure it out.

Subject: Re: Usefulness of Light Tank

Posted by [karmai](#) on Sun, 01 Jan 2006 04:11:09 GMT

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akillrNXC wrote on Sat, 31 December 2005 20:40Pic ownz a lite anyday
No matter how good of lite driver....
lol you want to test that theory out?

Subject: Re: Usefulness of Light Tank

Posted by [Sniper_De7](#) on Sun, 01 Jan 2006 14:40:20 GMT

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the reason why i pretty much only use an arty is the fact in any pub it's not like you'll find people dancing to buy tanks. They're more likely to buy SBH's and wait for nukes meanwhile GDI would

have mammoths and meds rushing. Taking out a med with a light is possible taking out two in a "up close" battle is pretty much impossible. When I buy an arty i can keep it and kill whatever comes unless i do something stupid like going up closer than i need to so that they could rush me or something. not to mention you pretty much can't win against a med that has a hotwire inside since all he needs to do is just repair. Of course in any good team you'll need light tanks in a map like field, but you'll also need an arty that can do some proper damage (which every random public player cannot do)

Subject: Re: Usefulness of Light Tank
Posted by [karmai](#) on Sun, 01 Jan 2006 17:05:02 GMT
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If I am going for the mvp I will get an art, but it's so ridiculously easy to get 1st place in a 50 player server it isn't even fun.. usually I just goof around

Subject: Re: Usefulness of Light Tank
Posted by [Lijitsu](#) on Sun, 01 Jan 2006 19:00:14 GMT
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On that map Sunset Shore or whatever, with the Tiberium meteorites in the cave and the four entrances to it, I'll use one then. That's one of the best maps to use a Light Tank on. It has the speed and firepower to withstand a good deal of enemy fire, to assist in most affairs, and to still be able to get back to base in time to defend against infantry.

Subject: Re: Usefulness of Light Tank
Posted by [karmai](#) on Sun, 01 Jan 2006 19:47:40 GMT
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yeah well we aren't talking about your gay little new maps

Subject: Re: Usefulness of Light Tank
Posted by [Lijitsu](#) on Sun, 01 Jan 2006 20:03:14 GMT
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What the hell? Where did that come from? Did everyone up and become assholes when I left?

Subject: Re: Usefulness of Light Tank
Posted by [karmai](#) on Mon, 02 Jan 2006 00:09:38 GMT
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When you left? stfu nobody knows who you are

Subject: Re: Usefulness of Light Tank
Posted by [Lijitsu](#) on Mon, 02 Jan 2006 18:35:51 GMT
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Yes, left. I was at my uncles for about a week since Christmas, and I logged on last night to check up on the forums. Check the IP difference if you don't believe me.

Apperantly I was somewhat right, though. I remember back before I left that you weren't such an asshole, and now that I return from my vacation, you are an asshole. Comrade too, since he seems to be either targeting me, or just has a sudden interest in my grammar and spelling.

Edit: Sorry for going off-topic.

Subject: Re: Usefulness of Light Tank
Posted by [terminator 101](#) on Mon, 02 Jan 2006 20:22:09 GMT
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O.K back on topic.

I agree that artillery is much stronger, but

1. When your team is too brain dead to repair you, or anyone else who has artillery(happens sometimes),
 2. Or the only thing they buy is artillery when GDI is blocking the entrance to the nod base with 4 or more medium tanks,
 3. Or when only few people buy vehiles
- (or all of these things at once), then light tank can be very useful.
-

Subject: Re: Usefulness of Light Tank
Posted by [bisen11](#) on Thu, 05 Jan 2006 18:31:53 GMT
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The light tank is good. My most used one on Nod. Has nice speed and decent range/damage.

Subject: Re: Usefulness of Light Tank
Posted by [Spoony_old](#) on Thu, 05 Jan 2006 19:26:55 GMT
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akillrNXC wrote on Sat, 31 December 2005 20:40Pic ownz a lite anyday
No matter how good of lite driver....

You've never played against a good light tank driver.

Even if the light tank driver isn't elite, he just needs to have a technician and about three brain cells... the PIC physically cannot win.

Subject: Re: Usefulness of Light Tank

Posted by [Aircraftkiller](#) on Fri, 06 Jan 2006 00:58:17 GMT

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karmai wrote on Sun, 01 January 2006 19:09 When you left? stfu nobody knows who you are

I don't even know who you are and I've been playing this game since 3 December of 2001 when the first beta testing happened. So why don't you shut the fuck up instead?

At any rate, the reason why Nod usually doesn't want to use proper tank tactics is because of the gimmick units that plague Renegade. Instead of straight forward C&C95 units, we have stupid shit like "Stealth Black Hands" so people run around being invisible instead of helping their team win. The concept of being invisible while you're a soldier is much more appealing than being a lightly armored, light hitting tank for most players.

Subject: Re: Usefulness of Light Tank

Posted by [Dave Mason](#) on Fri, 06 Jan 2006 01:54:29 GMT

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karmai wrote on Mon, 02 January 2006 00:09 When you left? stfu nobody knows who you are

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1) [picture-makes-more-sense.jpg](#), downloaded 350 times



Subject: Re: Usefulness of Light Tank
Posted by [karmai](#) on Fri, 06 Jan 2006 14:51:03 GMT
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Aircraftkiller wrote on Thu, 05 January 2006 19:58karmai wrote on Sun, 01 January 2006 19:09When you left? stfu nobody knows who you are

I don't even know who you are and I've been playing this game since 3 December of 2001 when the first beta testing happened. So why don't you shut the fuck up instead?

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Thats because you spend all your time in IRC or public servers, if you ever played clanwars you'd know who I was.. and I guarantee I could beat you in any game you want to play

Subject: Re: Usefulness of Light Tank
Posted by [4que](#) on Fri, 06 Jan 2006 15:29:13 GMT
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Man I love public forums.

The simple fact is if you know how to use a tank, you can beat almost any other tank.

I have taken a med tank out with an apc, no lie, with full health.

Light tanks are as fast as an apc with a turret, if you can drive it correctly med tanks are easy to take out, because the turret doesn't turn fast enough to keep up with the speed of the light tank.

If you just sit there and trade rounds a med tank will beat you every time, if you move and time the med's firing, you can beat the med on a consistent basis. It's really not that hard, just takes practice.

Oh and if you don't know who aircraft killer is, you're missing out, some of us have been playing Ren before Clan Wars existed.

Subject: Re: Usefulness of Light Tank
Posted by [karmai](#) on Fri, 06 Jan 2006 15:32:38 GMT
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if you beat a med with an apc, it wasn't because you were good in an apc.

No, you can't beat a med every time with a light tank.. if the med tank knows what he is doing he will beat you every time

Subject: Re: Usefulness of Light Tank
Posted by [4que](#) on Fri, 06 Jan 2006 15:38:05 GMT
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Your stating your opinion over actual fact.

I've owned meds with stanks, I've owned meds with arties, I've owned meds with flame tanks, if you know what you're doing and have a little luck, anything is possible.

Obviously I knew what I was doing or it wouldn't have happened now would it. The tank is only as good as the driver.

Subject: Re: Usefulness of Light Tank
Posted by [SCOTT9](#) on Fri, 06 Jan 2006 16:34:53 GMT
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I agree with 4que all it takes is skill

Subject: Re: Usefulness of Light Tank
Posted by [SCOTT9](#) on Fri, 06 Jan 2006 16:36:16 GMT
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i am gonna go on ren now my fav server is black cell marathon

Subject: Re: Usefulness of Light Tank
Posted by [Dave Mason](#) on Fri, 06 Jan 2006 17:04:21 GMT
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Scott, use the fucking edit button!

You post two posts in a row every time you post.

Subject: Re: Usefulness of Light Tank
Posted by [Sniper_De7](#) on Fri, 06 Jan 2006 17:47:09 GMT
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4que wrote on Fri, 06 January 2006 10:38 Your stating your opinion over actual fact.

Ive owned meds with stanks, ive owned meds with arties, ive owned meds with flame tanks, if you know what your doing and have a little luck, anything is possible.

Obviously I knew what I was doing or it wouldnt of happend now would it. The tank is only as good as the driver.

Look it isn't hard to kill an individual vehicle by yourself.. the main factor is not "speed" or "armour" or whatever else.. It's the player you're against.

1. A med tank against a light tank is pretty much 1 for the med tank since if you have a hotwire you could easily just repair your med tank faster than the light tank can even damage you.
2. Even if you didn't have a hotwire a med tank is still better because it has more power and more defence.. any person with skill can hit a light tank. Easily. So to say that a unit is better since you can kill others with it is ridiculous. I can kill a mammoth tank with a buggy if the driver is that stupid. Does it mean that buggys are better than mammoth tanks? No.

Meds are the best all-around vehicles in the game. Great attack, good speed, and good defence. If you shot at a light tank the same time a light tank shoots at you and keep going you would lose about half of your health. So all you need to do is make every hit count (which, really isn't that hard at all on renegade..)

a med can beat a flame tank since if you're smart the med is just as fast as the flame tank and the flame could never catch up. a med can also beat a stank... I think it's only like 5 hits... a med can beat an apc and buggy. The only real trouble a med can have is an artillery since if the arty has cover (which any smart person would..) It can wait for you to come and every foot you go towards

it; it can shoot a shell and then back thus not getting hit.. The only problem with the arty is its low armour and the fact that it is hurt by snipers...

Overall.. light tanks are good support units for artys but the main power houses are artys and meds..

Subject: Re: Usefulness of Light Tank
Posted by [Aircraftkiller](#) on Fri, 06 Jan 2006 18:07:30 GMT
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karmai wrote on Fri, 06 January 2006 08:51
Thats because you spend all your time in IRC or public servers, if you ever played clanwars you'd know who I was.. and I guarantee I could beat you in any game you want to play

I was playing clan wars in -WL- way before you were around to tell people that no one knows about them. I had my fill of clan wars, I enjoy playing in public servers along with moderating IRC while I work on my A Path Beyond project.

I don't care if you could beat me right now... Not like it would be that hard when my wireless connection causes me to get shot out of nowhere due to connection issues.

Subject: Re: Usefulness of Light Tank
Posted by [4que](#) on Fri, 06 Jan 2006 19:11:02 GMT
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I am not saying that a med tank is inferior, and I do agree that it is the best tank in the game. Im just saying that to say that a med tank rules over all is not true, depending on whos driving it will dictate the end result. A light tank can be just as deadly depending on who is at the helm.

Now if you had say the same skill level in both tanks, yes a med would win.

I also agree with the statement about the art and med being the best tanks in the game, arties are often overlooked because of their slow speed and weak armor. However their turnnet power and range is often underated.

Subject: Re: Usefulness of Light Tank
Posted by [Orcantino](#) on Tue, 10 Jan 2006 16:03:09 GMT
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bassicly lights pwn :/

lights are pretty much the best tank on Field for example assuming theres only activity in field and no abblity to attack structures. If you use the speed right and have an techie offcourse. then you could pwn GDI pretty much. even mammys

Subject: Re: Usefulness of Light Tank
Posted by [Sniper_De7](#) on Tue, 10 Jan 2006 16:54:07 GMT
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except for the part where med tanks would roll over them

Subject: Re: Usefulness of Light Tank
Posted by [Jecht](#) on Tue, 10 Jan 2006 17:05:18 GMT
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Orcantino wrote on Tue, 10 January 2006 10:03bassicly lights pwn :/

lights are pretty much the best tank on Field for example assuming theres only activity in field and no abblity to attack structures. If you use the speed right and have an techie offcourse. then you could pwn GDI pretty much. even mammys

Basically you're pretty much wrong. It depends on the situation you're in. Even in a cwar, 3 lights will not be able to hold three Meds in their base on Field. Add some arties, and MRLS on the other side, it's a different story. One on one, if you lose to a light tank when you have a medium tank(full health), you need some practice at aiming because you're missing a lot.

Subject: Re: Usefulness of Light Tank
Posted by [xtaro](#) on Tue, 10 Jan 2006 23:07:57 GMT
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gbull wrote on Tue, 10 January 2006 12:05Orcantino wrote on Tue, 10 January 2006 10:03bassicly lights pwn :/

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Basically you're pretty much wrong. It depends on the situation you're in. Even in a cwar, 3 lights will not be able to hold three Meds in their base on Field. Add some arties, and MRLS on the other side, it's a different story. One on one, if you lose to a light tank when you have a medium tank(full health), you need some practice at aiming because you're missing a lot.

Oh yeah, and welcome to the forums

Subject: Re: Usefulness of Light Tank

Posted by [terminator 101](#) on Sun, 15 Jan 2006 07:53:09 GMT

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I don't know if this is a bug, but when I play with light tank, and I shoot infantry, I do next to no damage. Is it supposed to be like this?

Subject: Re: Usefulness of Light Tank

Posted by [karmai](#) on Sun, 15 Jan 2006 17:30:37 GMT

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Well the problem is.. You're missing

Subject: Re: Usefulness of Light Tank

Posted by [m1a1_abrams](#) on Sun, 15 Jan 2006 23:10:05 GMT

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The Light Tank seems to have a much smaller radius of splash damage than the Med, but it does a lot of damage to infantry if you get a direct hit (or very close). It's tough to hit things at first, but with practice it suddenly seems like a great weapon... helps killing infantry with a Med too, once you stop relying on the splash so much.

Subject: Re: Usefulness of Light Tank

Posted by [4que](#) on Wed, 18 Jan 2006 13:06:33 GMT

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Best tank on field is an MRL, you can get 3 meds and 2 mrls and own everything that comes out of Nods base.

Keep the 2 Mrls in the back just past the river, behind the hills so they aren't easy to hit, and have them continuously pound nod's entrance.

Have 3 or more meds in the middle owning the harvy and taking out whatever gets past the Mrls, then when Nod is broke, and have no tanks you do a 4 med rush on the OB and it's pretty much game over.

If it fails you still have the 2 mrls on the field still pounding the Nod entrance so they cannot take the field,, then you just restock meds and do it again and again until it works.

Subject: Re: Usefulness of Light Tank
Posted by [MrWiggles](#) on Wed, 18 Jan 2006 20:14:14 GMT
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Aircraftkiller wrote on Fri, 06 January 2006 12:07karmai wrote on Fri, 06 January 2006 08:51
Thats because you spend all your time in IRC or public servers, if you ever played clanwars you'd know who I was.. and I guarantee I could beat you in any game you want to play

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I don't care if you could beat me right now... Not like it would be that hard when my wireless connection causes me to get shot out of nowhere due to connection issues.

my little sister could probably tool you :/

Subject: Re: Usefulness of Light Tank
Posted by [Goztow](#) on Thu, 19 Jan 2006 11:08:25 GMT
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Mr Wiggles: Date Of Birth: July 12, 1987 ---> Who else thinks this is a lie???

Subject: Re: Usefulness of Light Tank
Posted by [Lijitsu](#) on Thu, 19 Jan 2006 11:58:55 GMT
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Goztow wrote on Thu, 19 January 2006 06:08Mr Wiggles: Date Of Birth: July 12, 1987 ---> Who else thinks this is a lie???
Me.

Subject: Re: Usefulness of Light Tank
Posted by [terminator 101](#) on Thu, 19 Jan 2006 16:29:47 GMT
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Removed

Subject: Re: Usefulness of Light Tank
Posted by [MrWiggles](#) on Thu, 19 Jan 2006 20:31:42 GMT
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karmai wrote on Sat, 31 December 2005 23:11
akillrNXC wrote on Sat, 31 December 2005 20:40
Pic ownz a lite anyday
No matter how good of lite driver....
lol you want to test that theory out?

thats by far, the most retarded thing any noob has ever said. wow. play someone like de_7 or uded, they would HS your pic before you even fired a shot off. wow... even me or karm would own your pic. we probably wouldn't even have to shoot, you'd probably just get squished.

Subject: Re: Usefulness of Light Tank
Posted by [MrWiggles](#) on Thu, 19 Jan 2006 20:34:00 GMT
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Goztow wrote on Thu, 19 January 2006 04:08
Mr Wiggles: Date Of Birth: July 12, 1987 ---> Who else thinks this is a lie???

Whoops! I was born in 88', my bad. But July 12 is correct.

Subject: Re: Usefulness of Light Tank
Posted by [terminator 101](#) on Tue, 24 Jan 2006 23:11:37 GMT
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4que wrote on Wed, 18 January 2006 08:06
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If it fails you still have the 2 mrls on the field still punding the Nod entrace so they cannot take the field,, then you just restock meds and do it again and again until it works.

This topic is about Light Tank only.

Subject: Re: Usefulness of Light Tank
Posted by [Kamuix](#) on Tue, 24 Jan 2006 23:26:24 GMT
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File Attachments

1) [Light_Tank.jpg](#), downloaded 210 times

