
Subject: the light tank. nod's unused "secret weapon"??
Posted by [Anonymous](#) on Tue, 02 Apr 2002 08:32:00 GMT
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by now everyone knows of the dreaded flame tank rush, and much has been written about it. many argue(and correctly in my view) that it can easily be countered by the medium tank. but something has occured to me which i've never seen discussed or posted on the forums before. what about the light tank? it can be bought before the ft and is the fastest tank in the game. they are also smaller and lower to the ground making it harder to hit. true, they don't deliver the same knockout punch as most other tanks in the game, but imagine 5 or 6 of those babies taking control of the battlefield before gdi can counter it. anybody got any thoughts on this? in game experiences with this idea would be good to hear as well...

Subject: the light tank. nod's unused "secret weapon"??
Posted by [Anonymous](#) on Tue, 02 Apr 2002 08:51:00 GMT
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The light tank does still have some fair destructive power on buildings, infantry is another story. I prefer the light tank when the opposite team has no base defenses because of the speed. It's the quickest vehicle I can get to the other side that can actually do some harm to their base, rather than fighting with a buggy that does less on buildings and risks getting blown up a lot faster. Great strategy is to have two or three light tanks accompanied by a buggy, and let an engineer ride shotgun with a few or all of them. Buggy takes care of incoming infantry, tanks take care of the buildings, and the engys support the vehicles. Life, what a beautiful choice.

Subject: the light tank. nod's unused "secret weapon"??
Posted by [Anonymous](#) on Tue, 02 Apr 2002 09:02:00 GMT
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I never really thought of a Nod Light Tank invasion but I have gave it a go and it seems to work quite well...it isn't better or worse than the flame tank rushes! However if you have Westwoods extras enabled then the Chameleon is the best as it's low and can crush infantry easily cos of its agility and it has a lot of armour.Press F8 the type "e", then space and then type "fнкqrm" to activate the extras (only in non ladderred games though)! <http://www.globalcommand.8k.com>

Subject: the light tank. nod's unused "secret weapon"??
Posted by [Anonymous](#) on Tue, 02 Apr 2002 10:19:00 GMT
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not a bad idea... just last night I was a bit surprised by how long it took for me to nail 2 of those little buggers with my Mammy.... they were buzzing around like angry hornets[April 02, 2002: Message edited by: Astroboy]

Subject: the light tank. nod's unused "secret weapon"??
Posted by [Anonymous](#) on Tue, 02 Apr 2002 10:24:00 GMT
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I've finally had the time to download some of the skins, but after i unzipped and put them in C://Programs/westwood/renegead/data when i play the things i got skins for are black! It is really annoying and i want my skins!

Subject: the light tank. nod's unused "secret weapon"??
Posted by [Anonymous](#) on Tue, 02 Apr 2002 10:38:00 GMT
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As I have posted on these forums before-I once used one light tank to take down about 4 mammoth tanks.The light tank is the ultimate.

Subject: the light tank. nod's unused "secret weapon"??
Posted by [Anonymous](#) on Tue, 02 Apr 2002 11:04:00 GMT
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I second that motion! If I kill someone who is repairing their light tank with my medium, I immediately hop out of my med and into the light... They just seem to work better.

Subject: the light tank. nod's unused "secret weapon"??
Posted by [Anonymous](#) on Tue, 02 Apr 2002 14:07:00 GMT
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you'd probably get more help about this in the general forum

Subject: the light tank. nod's unused "secret weapon"??
Posted by [Anonymous](#) on Tue, 02 Apr 2002 15:44:00 GMT
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The light tanks speed and maneuverability combined with their decent armor and firepower make them deadly in the hands of an expert tank driver. Its speed makes it quite easy to dodge incoming shots and if your good u can keep a pretty good lock on your enemy at the same time ('v' key helps with this).

Subject: the light tank. nod's unused "secret weapon"??
Posted by [Anonymous](#) on Tue, 02 Apr 2002 16:07:00 GMT
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On maps like Field and Under, Light tanks rule. If Nod could get used to the idea of sending out two or three early on, instead of having EVERYONE save up for a flame rush, you could keep the field much clearer for that flame rush, when it eventually comes....Side note: Anyone wonder how much the dynamics on the Field map are gonna change once Nod's harvy isn't zonked? Once Nod gets it's cash back (assuming GDI doesn't cream the harvy every single time), I think GDI will have a bit more of a challenge on this map. Personally, I can't wait.Love that Light Tank

Subject: the light tank. nod's unused "secret weapon"??
Posted by [Anonymous](#) on Tue, 02 Apr 2002 16:09:00 GMT
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It might be just me but it seems light tanks do more damage to mammoths than it does to other tanks.[April 02, 2002: Message edited by: ArmorAce..]

Subject: the light tank. nod's unused "secret weapon"??
Posted by [Anonymous](#) on Tue, 02 Apr 2002 16:56:00 GMT
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Light tanks really hate mammoths. They make them feel small and inferior, sort of a Napoleon Complex. So, they break out the special shells when a Mammys rolls out.

Subject: the light tank. nod's unused "secret weapon"??
Posted by [Anonymous](#) on Tue, 02 Apr 2002 17:39:00 GMT
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I am sorry about this, but I must break it to you. The light tank is not an invasion tank. It is a superiority tank. It is useful for gaining control of tiberium fields, and fending off attacks. The only nod tank capable of doing damage to a base (well, serious damage) is the flame tank.

Subject: the light tank. nod's unused "secret weapon"??
Posted by [Anonymous](#) on Tue, 02 Apr 2002 17:41:00 GMT
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ok, you guys convinced. from now on my first tank is gonna be a light(when i'm on nod of course). they're fast and manueverable and cheaper than mediums, and have a much lower profile. and if the popularity of them grows, then everybody will be screaming about lt tank rushes!(ie "they're too cheap! they're too fast! they're too strong! lol...)

Subject: the light tank. nod's unused "secret weapon"??
Posted by [Anonymous](#) on Tue, 02 Apr 2002 17:47:00 GMT

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Zukkov, Congrats on Becoming a commander!!!! You post a lot..... Guess I'm gonna have to keep up. Starting, I guess.... with this post. LIGHT TANK RULES!!!! But a light tank rush is probably doomed to failure. (going to try it tonight if I can find some willing experimenters)...

Subject: the light tank. nod's unused "secret weapon"??
Posted by [Anonymous](#) on Tue, 02 Apr 2002 17:59:00 GMT
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Playing against NOD, I noticed that the light tank also has a nice low profile, making it harder to target. Combine this with the already mentioned driving/harrassing skills of a driver, and it's a great offensive combo. I managed to pin down three GDI vehicles last night, in time for team mates to arrive and do some damage. Too bad I still died

Subject: the light tank. nod's unused "secret weapon"??
Posted by [Anonymous](#) on Tue, 02 Apr 2002 18:08:00 GMT
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You know, it's low profile has to be one of it's nicer points. On the Field map, there are a number of low hills that you can glide out and back from that give great cover. No other vehicle can really hide behind them, but the Light Tank hides just beautifully.

Subject: the light tank. nod's unused "secret weapon"??
Posted by [Anonymous](#) on Tue, 02 Apr 2002 18:46:00 GMT
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thanks particle dude! you got me blushing again. lol.. anyway, i realize the It doesn't have the firepower of the ft or ma, but it's so darn fast! i would still like to see the look on the boys over at gdi when like 6 or 8 of em came zooming into their base. just too hard to get everybody off the ft rush, not that i blame em. i was playing on under this evening and they did the flame tank rush to perfection. hell i hardly had time to get there, so i bought a buggy and zoomed past em to take the brunt of the agt's fury. of course i was killed, and the game was over before i could get back to the enemy base. anyway, still haven't seen the It rush yet, but someday i will! but with my luck, there will be 6 orcas waiting for it. lol.. say, anyone know how much the a/c are gonna cost??

Subject: the light tank. nod's unused "secret weapon"??
Posted by [Anonymous](#) on Tue, 02 Apr 2002 19:32:00 GMT
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I think they are like 900 creds....not to sure. Boy, Commander AND four stars. Now I'm gonna hafta flame you, instead of playin' nice. quote: i hardly had time to get there, so i bought a buggy

and zoomed past em to take the brunt of the agt's fury. of course i was killed, and the game was over before i could get back to the enemy base. ****, you stupid n00b, why would you do that?HmMMM....nope doesn't sound right, I just can't flame you, your too nice.....

Subject: the light tank. nod's unused "secret weapon"??
Posted by [Anonymous](#) on Tue, 02 Apr 2002 19:43:00 GMT
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One time, on under, about 4 light tanks owned the feild, and no one could get out of the GDI base
It was really fun.

Subject: the light tank. nod's unused "secret weapon"??
Posted by [Anonymous](#) on Tue, 02 Apr 2002 21:32:00 GMT
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quote:****, you stupid n00b, why would you do that?HmMMM....nope doesn't sound right, I just can't flame you, your too nice..... lol.. you're not so bad yourself my friend! anyway, it wasn't a nOOB thing to do. i took one for the team!!

Subject: the light tank. nod's unused "secret weapon"??
Posted by [Anonymous](#) on Tue, 02 Apr 2002 21:34:00 GMT
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I was just kiddin'. Not a n00b thing at all, highly team oriented.

Subject: the light tank. nod's unused "secret weapon"??
Posted by [Anonymous](#) on Wed, 03 Apr 2002 10:50:00 GMT
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Last night... the boys over at NOD must have been listening.. 4-5 light tank rush + 2 flamers with engineer back up... we needed everything we had to fight em off..massive casualties and complete pandamonium
