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Subject: Need med tank strategies

Posted by [Anonymous](#) on Wed, 10 Apr 2002 10:47:00 GMT

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Ok guys! i heard a lot of people saying that med tanks were one of the powerfull unit in the game... I still can't get it since I really s\*ck with it. Any tips to give me??? cause without them well, I'm really disadvantaged while gdi since they already got less vehicule than nod, and I cant use one of them... So i'm quite limited to mammy MRLS when it comes to attack.... Need your tips guys!

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Subject: Need med tank strategies

Posted by [Anonymous](#) on Wed, 10 Apr 2002 11:57:00 GMT

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It's really simple. Use turretview and drive back and forth while pounding your target. It will be hard for people to strike back and you'll do much damage.

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Subject: Need med tank strategies

Posted by [Anonymous](#) on Wed, 10 Apr 2002 13:13:00 GMT

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Keep Moving -- f/b r/l -- keeping your turretlocked on target..also -- sometimes you get that stealth squish.....

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Subject: Need med tank strategies

Posted by [Anonymous](#) on Wed, 10 Apr 2002 13:14:00 GMT

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The med tank seems sluggish compared to the light, but it still has a good manuverabilty. So keep you eye on incommin projectiles, u CAN avoid them, the easiest way is to point the turret at a 90 degree angle and go back and forth to avoid shells.

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Subject: Need med tank strategies

Posted by [Anonymous](#) on Wed, 10 Apr 2002 16:12:00 GMT

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another solution would be not to buy a medium if you don't feel comfortable with it. you can get a sidney, mobius, or gunner, which can all do serious damage to enemy vehicles. or be a hotwire and help repair bldgs/vehicles. just yesterday i held off 2 ft rushes on hourglass with a mobius. there was no one else in our base but me and both times the agt almost fell, but i was able to destroy the flamers(with the help of the agt of course) before they finished it off. unfortunately i lost connection to that server before the game ended, but i was in 2nd place in points when i was

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kicked...

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Subject: Need med tank strategies  
Posted by [Anonymous](#) on Wed, 10 Apr 2002 16:53:00 GMT  
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Yeah, everyone should have a bind so they can move their gun turret fully around, it's very useful. More so than the quick 180 turn \*\*\*\*. the best way to attack with a medium is to turn the tank sideways and go back and forth, keeping your cannon on the target. That way you can dodge any slow moving tank shells, but not infantry, they don't have much trouble hitting any vehicle.

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Subject: Need med tank strategies  
Posted by [Anonymous](#) on Wed, 10 Apr 2002 17:28:00 GMT  
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quick 180... never used that, but could be pretty usefull... .Tks! And thank you all guys for your advices!

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Subject: Need med tank strategies  
Posted by [Anonymous](#) on Wed, 10 Apr 2002 20:29:00 GMT  
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quote:Originally posted by Devon:It's really simple. Use turretview and drive back and forth while pounding your target. It will be hard for people to strike back and you'll do much damage.Devon's right. Shoot and move. You'd be AMAZED on how many shells will land behind you because 90% of Renegade players don't know how to accurately lead a target.

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Subject: Need med tank strategies  
Posted by [Anonymous](#) on Wed, 10 Apr 2002 20:33:00 GMT  
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Also, I think of the Med. Tank as my PREFERRED vehicle to assault a NOD base with when you're a Hotwire. The occupancy and speed might be a lot less, but I've gotten deeper into bases using a med. tank than I EVER have in an APC. I think it's just a more intimidating threat - that 105mm cannon is a good deal more powerful against hard targets than the .50 on the APC, albeit less effective against inf., but you can centerline your target building and get started on it before you even get to it.

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Subject: Need med tank strategies  
Posted by [Anonymous](#) on Wed, 10 Apr 2002 21:33:00 GMT

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I should try... But I'm always tempted to save a little more for a mammoth or something (cause I live mammoth when I got proper support)... I'll be trying the med tank a little more trying to use all your tips!!! thank ya all!

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**Subject: Need med tank strategies**  
Posted by [Anonymous](#) on Wed, 10 Apr 2002 22:37:00 GMT  
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Three things:Lead your shots, practice against infantry, if you can hit them 50\% of the time, tanks shouldn't be a problem.MoveMove a lotP.S. Did I mention you should move?

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**Subject: Need med tank strategies**  
Posted by [Anonymous](#) on Thu, 11 Apr 2002 00:01:00 GMT  
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I am using view locked to turret, but except for flamers, all Nod tanks are smaller than the med, so they got the advantage on that... Well, i'm a nod player too, maybe that explains a couple of things....

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