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Subject: Re: Nod vs. GDI (Vehicles)

Posted by [Caveman](#) on Mon, 28 Jul 2008 13:37:02 GMT

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Goztow wrote on Mon, 28 July 2008 14:25Caveman wrote on Mon, 28 July 2008 14:18Goztow 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?

Nope, don't think there's a special way of repairing, I just always had in mind that both tech and hot could outrepair a light / med. Need to test in-game .

The med deals very very slightly more damage than what a unit can repair against another tank.. You will lose but it does take a lot of time.. It would be easier to splash damage the tech repairing then to go out and try and outright beat the light.. But with the light making the damage.. a hotwire can out repair it quite easily...

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