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Subject: Re: Med tank vs Artillery Fraps

Posted by [mahkra](#) on Tue, 01 Jun 2004 20:20:08 GMT

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spoonyratWhat does this prove? Two things.

1. Tankskill is generally more important than what unit you're driving. (Which, I admit, is a point FUD was right to make)
2. Saying Arties suck in tank fights is the most retarded thing in the world

thank you for finally agreeing with me, spoony:

mahkraif you're a lot better than another player, you'll win in a 1v1 vehicle fight most of the time regardless of the vehicles involved. skill matters a lot more than what character or vehicle you have.

mahkrathe simple fact is that mobile artilleries can do massive damage, but they can also be destroyed quite easily

and from the FUD page:

FUDit's not going to last without engineer support for long ..., but it does pack a healthy punch, so you can at least be assured that you can do a lot of damage

FUDUnless you're outside their range, I don't recommend taking on tanks with a Mobile Artillery as you will probably lose. Engineer support will often tip these battles in your favor, though, so don't be afraid to grab a repair buddy

i really don't understand what the problem is... FUD is saying that arties are pretty fierce but they die easily. what's so untrue about that?

also, in your first vid (the one where you're in the arty), that med tank driver sucked ass, and your arty still almost died. i don't really know what you were trying to prove by that... (oh, one other thing, too -- having a hill to hide behind is almost the same thing as being out of range... make some more vids where both tanks are out in the open on level ground, and see how well the arty holds up)

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