
Subject: Med tank vs Artillery Fraps

Posted by [Javaxcx](#) on Tue, 01 Jun 2004 20:21:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote:Lightly armored and fairly fragile, it's not going to last without engineer support for long in a one on one fight against most other vehicles, but it does pack a healthy punch, so you can at least be assured that you can do a lot of damage before you'd die in a scenario like the one just mentioned.

Note how it doesn't say that Artillery suck, but in fact commends the amount of damage that can be done against MOST other vehicles. There are two ways you can look at that: The technical way, where both tanks are standing still and firing direct shots at each other until one dies, in which case, against MOST other vehicles, the Artillery will die. Or the practical way, where driving skill comes into play, where you (just like your video) use terrain and movement to avoid being hit. Whichever way Deathgod meant to address it, I cannot say. So you'd have to ask him.

But also note, in your first video, you did win, yes, but you also suffered a great deal of damage in doing so; being left with 65 hitpoints. Or roughly 2 two medium shots remaining. Now, given the nature of the guide, as stated, for the newer players, I'd say those 2 shots are pretty weak ground for saying that your artillery will own everyone at tank on tank action. Especially seeing how skill comes into play, (as we have agreed).

Quote:Be careful when taking on enemy tanks with a Mobile Artillery; unless you can outrange them they're probably going to kick your ass,

It's generally the same thing as I've stated before. Two shots isn't good enough ground to base that Artillery will own everyone at tank on tank combat. I would bet that an average of generally newer players would say that artillery lose in those situations more often then win. Which, of course, doesn't mean that they CAN'T win, but that wasn't the purpose of the guide.

Now, your second video doesn't really count. Because it has engineer support, and we stated:
Quote:Lightly armored and fairly fragile, it's not going to last without engineer support for long in a one on one fight against most other vehicles

So that is already addressed in the guide.

Nice try though, you don't make a convincing argument.
