Subject: Med tank vs Artillery Fraps
Posted by flyingfox on Tue, 01 Jun 2004 20:39:40 GMT
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It happens at least twice in the second video too.

Also notice, in seconds 21-22, he gets back into the med, the turret is pointing away and the shell skyrockets but the artillery still gets damaged??

Sorry, this smells horribly like the time on volcano I came at your arty with a flamethrower, I was right up inside the minimum range, the turret turned, fired a shot above me (it couldn't aim lower) and I died. I was at full health.

Edit, here's an example of how it was.

http://homepage.ntlworld.com/k.livingston/range.jpg

This is the same map and same position as it was that time. I was roughly where the reticle is positioned, maybe an inch or so nearer but definetly behind the turret. You were hitting the hand of nod or something.. as I started to flame you, you turned the turret round. As SOON as it was turned enough, you fired and I was dead. Look at the dot; that's where the shell hits. Shells do good splash damage, but that would be GIANT splash to kill a fully healthed flamethrower in 1 hit (instantaneous too, I might add) from that distance, which does not happen in this game. I am not going to forget this kill as it was complete bullshit and I see no possible way it could have happened legitimately.