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Subject: Med tank vs Artillery Fraps

Posted by [Blazer](#) on Tue, 01 Jun 2004 23:42:55 GMT

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An art can take a med if they are able to dodge and repair when they can...the same can be said for the med. Sadly more often than not though that art loses because some minigunner is also firing at it, and its shitty armor is its weakness. Dont even get me started about being n00bjitted to death in 5 seconds. :huh:

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