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Subject: Med tank vs Artillery Fraps

Posted by [spoonyrat](#) on Wed, 02 Jun 2004 10:04:06 GMT

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Fair point, but the reason an arty usually beats a med at the entrance to Nod base on Field (Assuming the drivers are pretty evenly matched in terms of tankskill) is the arty fixes quicker.

Only vehicles a Hotwire/Tech can heal over are lighttank (non-rav), APC (non-PIC), humvee/buggy and orca/apache machineguns

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