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Subject: Med tank vs Artillery Fraps

Posted by [mahkra](#) on Wed, 02 Jun 2004 18:13:25 GMT

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spoonyratPriest, if you're not convinced, I'll make another fraps. This time I'll let a med tank move up and start hitting my Hand, then move out from my base and take him on. No range advantage and no hill for me to hide behind.  
you're right - no hill... just A WALL.

spoony, you've still got cover if you do that. and that's the whole point. artilleries are great IF YOU HAVE COVER (or engineer support).

out in the open, an artillery will get torn apart. \*maybe\* it will survive 1v1, but if there are 2 enemies, that arty will die in seconds. and it's rare that there's only 1 enemy around.

also, just look back at those videos you made. when you were in the arty, you won, but just barely. when you were in the med, though, you won quite handily. doesn't that suggest that a med tank is better 1v1, but you won both times because you're a better tank driver than the guy you made those videos with?

oh, and ACK, what's the big deal about calling a medium tank a "med?"

YOU once said the following:[Aircraftkiller](#) Looking at the fact that he got his point across... and it was perfectly legible...if getting one's point across is really all that matters, why do you make such a big deal out of things like "med" or "skin" or the like? and if tiny little things like that ARE a big deal, then why did you yell at [Deathgod](#) for making fun of someone's bad grammar in a different thread a couple weeks ago?

also, according to [medi-lexicon](#), an online medical abbreviations dictionary, med is an accepted abbreviation for the following: medial, median, medication, medicine, medical, MEDIUM. if you can't figure out that 'med' is supposed to mean 'medium' (which is obviously short for 'medium tank') in [deathgod's](#) post, you probably shouldn't be talking so much.

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