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Subject: Med tank vs Artillery Fraps

Posted by [Deathgod](#) on Thu, 03 Jun 2004 00:05:09 GMT

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spoonyratDeathgodI don't need convincing, I know what an arty can do.

No, you don't. No one in FUD does, which is why whenever you get raped by a skilled arty player, you play the "OGM U CAN HOLD A MOUSE BUTTON DOWN ALL GAME U R SO 1337!!!?!?!?" card. No-one who understands tankskill says that.

This literally made me laugh out loud. I don't think we've ever "played that card" when we get owned by arties, because we DON'T get owned by them. About the only time I fear an arty is if I am an infantry unit and am out of my weapons range but inside an arty's range, and even then I'm not horribly worried. I understand tank skill perfectly fine, and I also understand that against a driver of equal skill on equal ground an arty will never win against a med tank. Both vehicles have the same rate of fire, and it takes 9 shots for an arty to kill a med but only 7 for the med to kill the arty. As I have stated many times before, unless the arty has a range/cover advantage or engineer support, it will lose.

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