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Subject: Med tank vs Artillery Fraps

Posted by [mahkra](#) on Thu, 03 Jun 2004 01:59:29 GMT

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spoonyrat using terrain to your advantage (which isn't allowed according to you)

by all means, using terrain to your advantage is allowed. but when one vehicle wins because of a terrain advantage, then you're not demonstrating VEHICLE superiority. you're demonstrating TACTICAL superiority.

in a fair 1v1 fight, a med tank WILL WIN against an arty. the only way the artillery will win is if it has a terrain advantage (unless the med driver totally sucks, of course, in which case the arty can win on even terrain).

in a real game, nothing's wrong with using terrain to your advantage. when you're trying to decide who will win in a 1v1 arty/med fight, though, you CANNOT give one vehicle a terrain advantage, because that will skew your results.

with a big enough terrain advantage, a light tank can kill a mammoth. but no intelligent person would claim that means a light tank is better 1v1 than a mammy. this arty/med discussion is the same idea...

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