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Subject: Med tank vs Artillery Fraps

Posted by [mahkra](#) on Thu, 03 Jun 2004 12:47:25 GMT

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Phoenix - AeonI can see where you're both coming from and have indeed gained a lot more respect for FUD in this thread, however I could be construed that your advice virtually writes off the arty to some newbies. Why not just say "in the hands of a skilled player the arty can be deadly, but it takes time to gain that skill".

in all fairness though, it's not really all that irresponsible to steer newbies away from the mobile artillery, because the arty is too fragile for newbies to survive long enough to shoot anything. (we've all seen it happen a hundred times, i'm sure -- newbie buys an arty, drives it out into the field to try to fight, can't even turn the turret because the camera isn't locked to turret, and blows up without firing a shot.) they should be using a light tank for tank vs tank combat, and they should only use an artillery in situations where other people are drawing fire away from them.

(if we steer them away from arties, though, it doesn't mean they'll never use an arty. it just means that by the time they try to use an arty for tank combat, they'll actually know how to fight because of those skills they developed in a light tank.)

if someone wanted to learn how to ride a motorcycle, you'd probably tell them to start by learning to ride a bike. i think this is kinda the same idea: an arty might be more destructive, but it's not a good vehicle to learn in. newbies should learn in something safer and then branch out to different vehicles later.

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