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Subject: Med tank vs Artillery Fraps

Posted by [mahkra](#) on Mon, 07 Jun 2004 16:07:15 GMT

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SuperFlyingEngiAnother point that seems to be absent from this discussion is that rarely it is the case that each team has only one tank on the field, and no supporting units. Renegade sucks as a 1 on 1 game. A more interesting, thought provoking chat would be what 4 mediums versus 4 arties would be like. My bet is on the arties winning if they concentrate their fire well. Actually, a med can kill an arty in 7 shots. It takes an arty 9 shots to kill a med. And the two vehicles have the same rate of fire. Assuming no repairing, 4 meds would demolish 4 arties (If you assume the arties focus fire, then it's only fair to assume the meds do too. And if the meds focus their shots, they can kill an arty in 2 volleys. It takes the arties 3 to kill a med. etc, etc. If you keep going back and forth with the volleys, the meds will win with 1 completely unharmed tank and 1 at about half health.)

This isn't realistic, though, because the arties and meds probably all have engineers or technicians inside. And once a vehicle dies, the driver will probably go repair the other vehicles.

But anyway, the real point of this whole discussion (at least the point I've been making all along) is that mobile artilleries are strong but fragile. And they work better if they've got support. That support might come from other arties, or it might come from engineers, or it might come from light tanks. Or maybe some combination of the three. But an arty should not leave home alone, because it will not survive long on its own.

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