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Subject: Med tank vs Artillery Fraps

Posted by [Deathgod](#) on Wed, 02 Jun 2004 21:28:58 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.

I don't need convincing, I know what an arty can do. I also know what a good med tank driver can do, and what support can do as well. All of these tests, no matter what sorts of rules we set down for them, will be skewed, because they're not taking place in an actual game with other people involved in the fight. Rarely do you see one on one vehicle battles in Ren, except maybe in a 2v2 game. Playing Theorygade doesn't really accomplish anything.

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