
Subject: Re: O...M...G Med city!
Posted by [Tunaman](#) on Tue, 01 Aug 2006 23:38:11 GMT
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csskiller wrote on Mon, 31 July 2006 20:35Ralphzehunter wrote on Sun, 30 July 2006 06:42I'd say Artilleries are much more useful for defense than light tanks.. The only problem is they have less health and die faster. That makes them almost useless. Light tanks *can* beat a med in the right circumstances.

It is much easier to kill a med with an artillery than a light tank, lol. The one thing that will make artilleries useless is the fact that Havocs and Deadeyes do an insane amount of damage to them. But that's not what I was talking about anyways. Light tanks can't do enough damage in a short amount of time to defend from a rush like that, while Artilleries can, and if you can get 3-4 people who know what they're doing with artilleries, you'll have meds dropping like crazy, and the artilleries will be taking minimum damage.
