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Subject: Spooky's Strategy Guides: Field

Posted by [IceSword7](#) on Sun, 02 Jan 2005 18:37:53 GMT

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Your just picturing this in your mind. If you were up against it you would see that its not like that.

So the APC rushes out as long as everyone hits him 2 or 3 times that will drop him down to half making him useless. Now your thinking "well by this time the meds will have to you" not only do the meds have less fire power because they wasted a man to be an apc but as long as the lights and arty stay in the spots spooky stated the meds have to get very close in order to hit you.

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