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Subject: Spooky's Strategy Guides: Field

Posted by [flyingfox](#) on Tue, 04 Jan 2005 18:56:34 GMT

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IceSword7So 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.

Actually it'll take five light hits to get it to half health. It can do fast repair a few squares of health outside Nod base. Now if it's that far, the lights will be forced to give chase, giving the meds easy pounding space (we're assuming two or three meds).

And you think the lights will hit the apc every time. Well, they can't stay in the same places and do that.

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