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Subject: Spooky's Strategy Guides: Field

Posted by [rcmorr09](#) on Wed, 05 Jan 2005 13:13:22 GMT

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Quote: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.

Well with 3 meds and apc thats 4 people, now nod would prob have 3 lights and a art on the field. 3 lights can get 5 shots in no time, this is assuming that the art dosent even try for the apc.

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