
Subject: your favorite character and vehicle.....

Posted by [Anonymous](#) on Sat, 23 Nov 2002 08:34:00 GMT

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Tech/Hotwire with any vehicle. Arts are game winners on half the boards when used correctly and with early engi support. I say that from experience in 20-32 person games. We all know Mesa/Field/Under are absolute art wins. Its fun watching meds try and manuver the map with 3-5 arts shooting in thier direction. You can take out a group of infantry from half a map away in a couple shots with arts, as well as do some serious building damage before repairs can be started. Even if a med is out of range its pretty well owned by the art, though that is completely turned when the med is within range. At the same time, though, a couple havocs can destroy an art with a few shots with the added bonus of being able to take out their engi support before they start.
