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Subject: 1v1 Strategies: Field

Posted by [karmai](#) on Fri, 03 Sep 2004 14:51:22 GMT

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The only thing you may have left out is the hill with the lamp post for meds... Very good on owning arts and its really hard to hit the med from there, plus you can point where off the harvy.

And art kills med? I dont think so.. They wont just stay back on that far hill, when they move up you can own an art with a med so easily.. Even behind the first hill, host art would kill the med thats just about it...

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