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Subject: Spooky's Strategy Guides: Field

Posted by [rcmorr09](#) on Sat, 01 Jan 2005 10:57:24 GMT

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Quote:still the APC might survive and reach the hand.

Well in order for the apc to make it to the hand it needs to take 2 ob hits most likly, if the apc is under half health it can only take one hit, thus the apc driver will have to stop and repair up a little or try to rush near the turret and try to make it to the hand door which is harder and takes longer so the odds of you gettig back to kill the intruder is greater. So if you can damage the apc enough (under about half health) your in better shape, So if you cant destroy the apc damage it as much as possible and hope the obb finishs him off. Here is a strat I use, which is the reverse of the one i just mentioned. I will have a damged apc with a tank chasing me, I will get out to repair but just enough to make it, my repair time will be 5 seconds are less, All i need is over half health to make it to any nod building on field. Dont waste time repairing to full, when a little over half to 3/4's health will get you there. This is assuming you have time to repair and are not being shot at.

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