

Hints for 3.5 Advanced Warfare

- Exact rules are as follows:
 - You may only deploy one weapon each turn but you can deploy it anywhere, even on an occupied square
 - Each weapon deals the designated damage to every shaded square indicated (rotating weapons is not allowed)
 - After each turn, every enemy unit will move as indicated
 - Multiple enemy units may occupy the same square simultaneously
- Each weapon leaves its mark on the squares it hits.
- First you fire off the Teratonne Nuke, which leaves 12 T's on the battlefield. Then you use the Anti-Personnel Strafe, which leaves two lines of A's on the battlefield...