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Subject: Re: APC`s waste of money or the best tactic???

Posted by [Nukelt15](#) on Sun, 02 Dec 2007 05:04:31 GMT

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APCs are one of the best base defense/harassment vehicles in the game. They have the armor to pick fights with tanks, but are faster, more agile, and better against infantry and aircraft than tanks are.

Because of that armor, an APC can act as an upgraded hummer/buggy; snipers don't do jack shit to their armor- which makes them far better choices for going out and nibbling on the harvy or plinking at other vehicles. The range of the gun and the speed of its projectiles allows the APC to engage Orcas and Apaches before they can close and return fire- and since most pilots will run off and repair as soon as they suffer any damage, an APC driver with good reflexes can suppress the enemy's air support just as effectively as any sniper- while filling other roles as well.

On defense, APCs can run a round the base relatively quickly due to their speed, which makes them very good at locating beacons- then their gun allows them to provide cover for whoever responds to disarm the beacon (since jumping out of the vehicle in that situation, unless you've booby-trapped it, is a sure-fire way to get it stolen). It is fairly easy to shoot or run down invading infantry with an APC, and in a pinch you can plant the vehicle in the path of an incoming rush, jamming up the whole column and allowing your team a few moments to prepare- and a few more moments for your Ob/AGT to shoot the intruders, if you have it. An APC is also the single best defense against an enemy APC- it alone has the maneuverability and the speed to intercept and block it- again, especially helpful on maps with Ob/AGT.

APCs are wonderful for delivering infantry to the enemy base, but they're more than capable of kicking ass in other roles- as long as you use them right. If you don't use that agility to evade tank shells or if you spray bullets all over the place instead of focusing on a single target at a time, you'll die and waste your money having accomplished nothing. However, if you do make effective use of the vehicle, you will be a great help to your team. Using an APC that way won't win you MVP, but it will keep the enemy from scoring a whole mess of points by preventing the destruction of your base, hampering enemy midfield actions (harvy raiding, snipers, aircraft, etc), and supporting tanks (killing off the infantry so your tanks don't have to waste their shells doing so). SO while you won't contribute a lot of points in one way, your actions will have a direct and negative effect on the enemy- which helps your team out-score or outright defeat that enemy.

In short, the APC is fast, agile, armored, and armed for a reason. Remember how effective groups of APCs were in TD, even without infantry hanging about? They're just as handy to have around in Ren, even when they're not being used as taxis. It's nice to have one or two available for rushes every now and then, but that's hardly the only reason you should consider buying one.

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