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

Posted by [Starbuzz](#) on Mon, 03 Dec 2007 21:19:50 GMT

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Surth wrote on Mon, 03 December 2007 14:54you dont even argue, you just say things without backing them up.

Give me an Example where you really need an APC

1. Anti-infantry weapon (especially on maps with no base defenses).
2. Good for blocking enemy rushes into your base.
3. Good for destroying the Harv over the course of the game (not for the points but to cripple enemy economy).
4. Parking on top of beacons so they can't be disarmed.
5. Did I forget rushes into enemy base?
7. Also good for spraying bullets everywhere to find stealth units.

Surth wrote on Mon, 03 December 2007 15:11apc rush fails most of the time. beacons arent used very often and can be covered with any other vehicle just as good.

They fail because they are poorly executed. Just because many APC's rushes fail DOES NOT mean APC's are useless.

While any vehicle can cover beacons, APC's are a tough nut to crack and are also faster than the next vehicle that can effectively cover beacons.

NOTE: Renegade has a well-written logic behind it. You need to understand that this logic is disambiguous on purpose so that players can form their own strategies and thus further the gameplay. If everyone, like you do, thought that Renegade should only be played in a certain way, then the game would have died off a long time ago.

Oh I forgot:

Toggle Spoiler8. You are a fool.

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