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

Posted by [Nukelt15](#) on Mon, 03 Dec 2007 23:39:48 GMT

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Meds and Lights are great, but they...

- A. Can't kill aircraft worth a damn because of slow projectiles.
- B. Are slower in both speed and turning.
- C. Can't track fast-moving targets such as close-up infantry due to slow turret rotation speed.
- D. Can't shoot anything that is right next to them because the gun barrel sticks out too far.

Given a team that has everything pretty well covered, I'll take a Med or a Light any time- they're more useful against armor and buildings, and can still pick off infantry fairly well at medium-long range- and the extra armor is nice to have in a stand-up fight. And, let's face it- you'll score a lot higher in a tank as compared to an APC, and even the most selfless player likes to have a high score when possible. However, tanks just can't effectively fill all of the same roles an APC can- for reasons I already stated in my last post.

APCs are ideal for mobile defensive and midfield harassment roles; tanks are great attackers and main combatants. The two types of vehicle fill different roles, so it isn't a matter of one being overall better than the other. When the situation calls for a fast, versatile unit with a highly accurate weapon, you buy an APC. When the situation calls for firepower and armor, you buy a tank. Use the wrong vehicle in the wrong situation, and you'll have a harder time getting the job done- it's as simple as that.

The only truly useless vehicle in Ren is the transport chopper. Even Buggies and Hummers have their place as early rushers/harassers and cheap defense (though an APC fills all the Buggy/Hummer's roles far more effectively). A team without at least one full time APC driver is as hobbled as a team lacking tanks or MRLS/Arty. A team that has that APC playing against a team that doesn't will usually come out on top, provided the driver isn't a suicidal dumbass.

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