
Subject: Re: Best Mod!

Posted by [sadukar09](#) on Fri, 04 Jan 2008 13:13:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

DeathLink6.0 wrote on Fri, 04 January 2008 06:25Reborn for me definitely.

I played APB every new version but it still sucks in a some ways for me because

-of too large boring maps with too less objects (Renegade is not Battlefield)

-bad infantry e.g. why is there no anti-tank infantry in between 4
primary char classes? On some maps you have kill
buildings only with bullets!! And when you lost ur
barracks you can't do something against vehicles.

There are some more smaller things but I don't remember them. These are the worst design
mistaks of APB in my eyes. Don't understand me wrong APB has some very good features like
the mobile gap generators or sea units, some cool sounds and very nice models but they can't
match these bad mistakes.

Reborn has AT infantry in the primary classes and every beta I played had some interesting
maps.

Ahem, Soldiers do crazy damage against Tanks, when their armor is gone. Some map are
infantry only, doesn't mean they suck. And they just added a Mission map.