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

Posted by [topcap](#) on Sat, 01 Dec 2007 21:09:42 GMT

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I think they are a waste of money some people get them and drive them with no one in and dont bring in any points

Tell me what you think

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

Posted by [sadukar09](#) on Sat, 01 Dec 2007 21:22:30 GMT

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You just suck with it, and quit bumping everything.

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

Posted by [topcap](#) on Sat, 01 Dec 2007 21:48:07 GMT

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I jst think people dnt use them properly

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

Posted by [Charlie 319](#) on Sat, 01 Dec 2007 23:28:15 GMT

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A lot of the time, ppl just use them as armoured hummers, cause the extra space is just kind of a bonus

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 around 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.

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

Posted by [Ethenal](#) on Sun, 02 Dec 2007 06:56:51 GMT

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Awesome post Nuke.

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

Posted by [topcap](#) on Sun, 02 Dec 2007 09:12:01 GMT

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yea true, more people should do apc rushes

Good post nuke

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

Posted by [Herr Surth](#) on Sun, 02 Dec 2007 09:19:59 GMT

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If Pointfix is not activated you can use then. If it isnt, their pretty much have no use.

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

Posted by [Dover](#) on Sun, 02 Dec 2007 09:55:46 GMT

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There is more to the game then rushing, topcap.

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

Posted by [topcap](#) on Mon, 03 Dec 2007 17:52:19 GMT

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I was on hillbilly valley map and GDI did the best engineer rush i have ever seen, the APC was full and the APC got destroyed then they ran into the Hand of NOD and destroyed WOW!!!

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

Posted by [Starbuzz](#) on Mon, 03 Dec 2007 20:02:52 GMT

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topcap wrote on Mon, 03 December 2007 11:52I was on hillbilly valley map and GDI did the best engineer rush i have ever seen, the APC was full and the APC got destroyed then they ran into the Hand of NOD and destroyed WOW!!!

WOW awesome man!

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

Posted by [sadukar09](#) on Mon, 03 Dec 2007 20:20:43 GMT

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Surth wrote on Sun, 02 December 2007 03:19If Pointfix is not activated you can use then. If it isnt, their pretty much have no use.

There's more to using it than shooting a machine gun at a Mammoth Tank all day.

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

Posted by [Herr Surth](#) on Mon, 03 Dec 2007 20:22:09 GMT

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No.

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

Posted by [sadukar09](#) on Mon, 03 Dec 2007 20:23:18 GMT

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Surth wrote on Mon, 03 December 2007 14:22No.
Then you sir obviously haven't played Renegade.

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

Posted by [Herr Surth](#) on Mon, 03 Dec 2007 20:27:44 GMT

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i think i have.

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

Posted by [Starbuzz](#) on Mon, 03 Dec 2007 20:50:41 GMT

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sadukar09 wrote on Mon, 03 December 2007 14:23Surth wrote on Mon, 03 December 2007 14:22No.
Then you sir obviously haven't played Renegade.

No use arguing with him because he knows everything.

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

Posted by [Herr Surth](#) on Mon, 03 Dec 2007 20:54:26 GMT

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you dont even argue, you just say things without backing them up.
Give me an Example where you really need an APC

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

Posted by [sadukar09](#) on Mon, 03 Dec 2007 21:01:58 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

APC rush? Defending enemy beacon site so your Techs and engies can repair without worry.

Fast transportation, planting your own beacon, get near dead team mates from front lines to base.
I could go on.

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

Posted by [Herr Surth](#) on Mon, 03 Dec 2007 21:11:19 GMT

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apc rush fails most of the time. beacons arent used very often and can be covered with any other vehicle just as good.

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.

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

Posted by [Herr Surth](#) on Mon, 03 Dec 2007 21:25:28 GMT

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Quote:

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.

well, Renegade has some Balancing flaws, because some units are just not useful in any way. I mean, why bother using a patch when there are 10 units that DO THE JOB BETTER? Exactly the same with APCs, Meds/Lights are almost always more useful then APCs.

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

Posted by [sadukar09](#) on Mon, 03 Dec 2007 22:07:23 GMT

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Surth wrote on Mon, 03 December 2007 15:25Quote:

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.

well, Renegade has some Balancing flaws, because some units are just not useful in any way. I mean, why bother using a patch when there are 10 units that DO THE JOB BETTER? Exactly the same with APCs, Meds/Lights are almost always more useful then APCs.

Uh slow?

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

Posted by [Starbuzz](#) on Mon, 03 Dec 2007 22:39:10 GMT

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sadukar09 wrote on Mon, 03 December 2007 16:07Surth wrote on Mon, 03 December 2007 15:25Quote:

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.

well, Renegade has some Balancing flaws, because some units are just not useful in any way. I mean, why bother using a patch when there are 10 units that DO THE JOB BETTER? Exactly the same with APCs, Meds/Lights are almost always more useful then APCs.

Uh slow?

And can't carry 3 passengers. LOL

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.

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

Posted by [Ethenal](#) on Tue, 04 Dec 2007 00:05:17 GMT

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Surth I believe you need to read Nuke's posts again.

Subject: Re: APC`s waste of money or the best tactic???
Posted by [sadukar09](#) on Tue, 04 Dec 2007 00:37:48 GMT
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I think Meds and Lights (maybe mammys) Turret turning speed has increased with Scripts, or is it just me.

Subject: Re: APC`s waste of money or the best tactic???
Posted by [Jamie or NuneGa](#) on Tue, 04 Dec 2007 09:15:01 GMT
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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.

which nubs do you play with.

bwt has anyone mentioned apc = great for scanning for stanks

Subject: Re: APC`s waste of money or the best tactic???
Posted by [Herr Surth](#) on Tue, 04 Dec 2007 11:52:46 GMT
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Quote:

which nubs do you play with. heh.

Subject: Re: APC`s waste of money or the best tactic???
Posted by [Starbuzz](#) on Tue, 04 Dec 2007 14:06:38 GMT
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NuneGa wrote on Tue, 04 December 2007 03:15Surth 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.

which nubs do you play with.

Surth is a robot and he is programmed to talk only nonsense. No use arguing with him.

NuneGa wrote on Tue, 04 December 2007 03:15
bwt has anyone mentioned apc = great for scanning for stanks

Been mentioned before:

Starbuzz wrote on Mon, 03 December 2007 15:19 7. Also good for spraying bullets everywhere to find stealth units.

Subject: Re: APC`s waste of money or the best tactic???
Posted by [topcap](#) on Tue, 04 Dec 2007 16:16:29 GMT
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APC`s are like marmite you either hate them (like me) or you like them.

Subject: Re: APC`s waste of money or the best tactic???
Posted by [sadukar09](#) on Tue, 04 Dec 2007 20:27:18 GMT
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topcap wrote on Tue, 04 December 2007 10:16 APC`s are like marmite you either hate them (like me) or you like them.
Wtf is marmite?

Subject: Re: APC`s waste of money or the best tactic???
Posted by [Starbuzz](#) on Tue, 04 Dec 2007 21:15:09 GMT
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sadukar09 wrote on Tue, 04 December 2007 14:27 topcap wrote on Tue, 04 December 2007 10:16 APC`s are like marmite you either hate them (like me) or you like them.
Wtf is marmite?

Looks like it is some crap jam or jelly-like thing LOL
<http://en.wikipedia.org/wiki/Marmite>

Subject: Re: APC`s waste of money or the best tactic???
Posted by [topcap](#) on Tue, 04 Dec 2007 21:58:23 GMT
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no its yeast extract(english) yak i hate it

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

Posted by [The Elite Officer](#) on Wed, 05 Dec 2007 16:06:47 GMT

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I agree, great post Nuke. Also, an example would be that in Under, if you are in the tib field and there is a mammy rush going on, you could get a mammy down to 1/2 health and they of course will fall back. Or the people that shell the airstrip in meds, usally retreat if you can get there health down with APC. Except I enjoy getting buggys sometimes because they are quick and easy to repair, have the same gun, and you can surprise meds (and the hottys repairing them) by the speed of the buggy. You can get behind a med before it really has much of a chance to shoot at you. Unless they see you coming from a distance.

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

Posted by [topcap](#) on Wed, 05 Dec 2007 17:59:20 GMT

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I agree with the buggy and the speed and gun but an apc is nearly as fast same power and 2 times the armour

File Attachments

1) [89260_large.jpg](#), downloaded 474 times



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

Posted by [sadukar09](#) on Wed, 05 Dec 2007 20:23:43 GMT

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topcap wrote on Wed, 05 December 2007 11:59I agree with the buggy and the speed and gun but an apc is nearly as fast same power and 2 times the armour

APC is about 25% slower.

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

Posted by [Nukelt15](#) on Thu, 06 Dec 2007 07:10:47 GMT

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The heavy armor really makes up for the speed- and not having to worry about people with sniper rifles ending your fun really makes a huge difference in what you can and can't do with the

vehicle. If you want to use a buggy or hummer later in the game, you must stay near cover, or you will lose your vehicle. APCs don't have that problem, because only the higher-tier anti-vehicle infantry and heavier land vehicles are a major threat to them- nothing else is. Basic infantry and chaingunners can do significant damage to a buggy or hummer; they can't do anything of the kind to an APC.

That, and the APC does have the fastest turning rate of any non-flying vehicle. Both the buggy and the hummer need to be moving forwards or backwards in order to turn at all, which hurts not only their turning speed but also their turning radius. An APC can whip around in place in even less time than it takes a hummer or buggy to make a U-turn, which makes evading enemy fire much easier since you can drive a zig-zag pattern rather than the easier to predict S-curves and loops.

Now, you don't need a lot of APCs running around- honestly, if you have any more than two on a team at any given time, they turn into a liability. However, you're better off having one or two (one in the base and one in the field/doing rushes) than none at all, and you will notice a difference in how battles play out when there is an APC on the field supporting your tanks. APCs take care of all the light vehicles, aircraft, and infantry that would otherwise distract the tanks from their primary tasks: fighting enemy armor and destroying the enemy base.

In any role, the APC is a support vehicle- whether it is supporting infantry (as on base defense, or carrying engis and backup as part of a rush) or armor. Using an APC as a line vehicle as if it were a light tank (with a machine gun instead of a cannon) is never a good idea, and will lose you a lot of APCs. It's almost as dumb as leading a rush with your artillery, or jumping out to repair while in the enemy base. If you mean to fight heavier opponents in an APC, you need to get as much range as you possibly can and dodge like crazy so that your bullets hit but theirs do not- because in a straight-up fight, the tank would win every time. You shouldn't, however, think of tanks as your primary targets while driving an APC- because that's just not what you're designed to be fighting. You should only be engaging tanks directly if your tanks are in danger of being wiped out, and only then if you actually have a chance of saving them- or while you use your advantage in speed and agility to run the hell away. A good APC driver won't need to repair often, because they won't take enough hits to be worth repairing- the only weapons that should be able to hit an APC reliably at range are instant-hit anti-vehicle infantry weapons like the LCG, Rail, or PIC.

The fact that the APC is a support vehicle is why people don't use it for anything other than rushes- because as a tank or an MRLS/Arty, they will get a higher score. You don't play APC as a combat vehicle (as opposed to a simple armed taxi) because you want points, you do it because your team needs either a good defensive vehicle or anti-infantry/aircraft/whatever support out in the field. The APC is the best such field vehicle on every map, and it is the best vehicle for defense on every map save for City Flying (where the speed and firepower of the Orca/Apache actually make that the best defensive vehicle, as it can run around the base faster looking for beacons, evade any return fire from rushing tanks or any kind- but the only reason it can do so is because those buildings are there for cover against snipers. On every other map, you want an APC for base defense).

In any case, I hold to the position that the only vehicle that is a waste of money 100% of the time is the transport chopper, and the only other vehicles which can be wasted money at all are

buggies and hummers (those only after APCs are affordable). Everything else has a use through the whole game, and if used well can be of significant value to the team.

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

Posted by [The Elite Officer](#) on Thu, 06 Dec 2007 16:55:26 GMT

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^^ another great post Nuke

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

Posted by [topcap](#) on Thu, 06 Dec 2007 16:56:49 GMT

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Again a great post nuke, i think the apc is good if you are going to use its advantages and sadukar09 i dont care exactly

MERRY CHRISTMAS

File Attachments

1) [nod_lighttank.jpg](#), downloaded 254 times



2) [Nod_Chameleon.jpg](#), downloaded 452 times



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

Posted by [The Elite Officer](#) on Thu, 06 Dec 2007 17:35:33 GMT

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^^ I said this already.....

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

Posted by [topcap](#) on Thu, 06 Dec 2007 21:15:36 GMT

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oops sorry

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

Posted by [Canadacdn](#) on Thu, 06 Dec 2007 22:49:25 GMT

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APCs are excellent.

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

Posted by [sadukar09](#) on Fri, 07 Dec 2007 00:13:24 GMT

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topcap wrote on Thu, 06 December 2007 10:56and sadukar09 i dont care exactly

If you don't care why fucking post this topic, retard.

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

Posted by [topcap](#) on Fri, 07 Dec 2007 16:32:24 GMT

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If you dont care i am reporting u

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

Posted by [bisen11](#) on Fri, 07 Dec 2007 16:39:33 GMT

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APCs are good for early engy rush and also for searching for stanks. They're also decent against aircraft if you don't have snipers. I'm not that great with an apc tho :/ .

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

Posted by [The Elite Officer](#) on Fri, 07 Dec 2007 16:54:56 GMT

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Canadacd wrote on Thu, 06 December 2007 17:49 APCs are excellent.

This may just be me, but that was established earlier I think.....

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

Posted by [Herr Surth](#) on Fri, 07 Dec 2007 16:56:09 GMT

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apcs are shit LOLZ

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

Posted by [Nukelt15](#) on Fri, 07 Dec 2007 20:13:21 GMT

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^ Epic argument. Can't fault that logic...

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

Posted by [Herr Surth](#) on Fri, 07 Dec 2007 20:15:41 GMT

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APCs dont have anything that would make them useful cos bit usele?sS

K?

K?

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

Posted by [Starbuzz](#) on Fri, 07 Dec 2007 21:12:33 GMT

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Nukelt15 wrote on Fri, 07 December 2007 14:13^ Epic argument. Can't fault that logic...

Ignore him, he does not understand what is logic. Neither did he take the time to read your post.

He is like a hamster that keeps running and running round and round.

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

Posted by [Nukelt15](#) on Sat, 08 Dec 2007 00:01:12 GMT

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I just think it is rather funny how vehicles suddenly become "worthless" or "wasteful" whenever someone doesn't know how to sue them properly... *shakes head slowly* I remember when the aircraft patch came out, and for a while a whole mess of people were whining about how ground vehicles had become useless just because they hadn't figured out how to counter the new vehicles yet.

Always amusing to see another case of "I can't use it, so it sucks" pop up.

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

Posted by [blly](#) on Sat, 08 Dec 2007 05:31:01 GMT

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apc sitting on an AS is 10x better than a humv on it.

but i do like humv's way more because they are small and they shoot more fun.

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

Posted by [Herr Surth](#) on Sat, 08 Dec 2007 10:39:12 GMT

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Nukelt15 wrote on Fri, 07 December 2007 18:01I just think it is rather funny how vehicles suddenly become "worthless" or "wasteful" whenever someone doesn't know how to sue them properly... *shakes head slowly* I remember when the aircraft patch came out, and for a while a whole mess of people were whining about how ground vehicles had become useless just because they hadn't figured out how to counter the new vehicles yet.

Always amusing to see another case of "I can't use it, so it sucks" pop up.

Im pretty convinced im actually better then you, in an APC and everything else.

blly: You are right, i forgot Airstrip blocking on Volcano & Complex

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

Posted by [Nukelt15](#) on Sat, 08 Dec 2007 18:09:11 GMT

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Quote:Im pretty convinced im actually better then you, in an APC and everything else.

That's quite lovely, really... But seeing as how you've likely never seen me playing, nor have I ever seen you playing, you're really just talking out of your ass. Since I'm stuck on a shitty network and probably won't have a better connection until this time next year, we really don't have any way to settle the matter one way or another. I suppose, though, that if it makes you happy to think that you're better, I've no right to deny you your fantasies.

However, if by some miracle I manage to get an internet connection that doesn't hate Ren before next fall, I'd be only too happy to demonstrate for you how to make the APC a valuable asset beyond rushing, since words will obviously never convince you of that.

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

Posted by [Crimson](#) on Mon, 10 Dec 2007 07:08:47 GMT

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I'm locking this thread as it appears to have become a spamfest and I have like 3-4 reports a day on posts in it.
