

---

Subject: engineer apc rush is the best tactic in mho  
Posted by [jon200000](#) on Sun, 24 Aug 2003 17:06:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

After playing Renegade for several years it is my strong belief that the apc engineer rush is by far the best tactic in game for a quick and painless victory.

- 1) Anyone can get an engineer at any time.
- 2) U can save enough money to get an apc in the beginning of a game in order to have the "first strike".
- 3) Unsuspecting noobs is this games greatest weakness besides noobs with cheats that ruin the game for everyone.

I always go for a apc rush asap in any game of Renegade that I play. It's funny when u succesfully destroy an enemy building just minutes into the game because u can catch a team of noobs completely off guard and then u almost secure a victory from the very start. It baffles me how some people can't grasp the idea of a fast first strike that essentially knocks down the other team beyond any ability to recover in time. However when it's my team thats full of noobs, well then I get angry and frustrated at times, lol. Do u guys think the engineer apc rush is the most deadly tactic in game since it can have a devastating effect in the very early stages of a match?

---

---

Subject: engineer apc rush is the best tactic in mho  
Posted by [asdfg195](#) on Sun, 24 Aug 2003 19:49:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Nothing quite says fun like taking out the GDI power plant in the first few minutes of the game.

---

---

Subject: Re: engineer apc rush is the best tactic in mho  
Posted by [spreegem](#) on Thu, 28 Aug 2003 19:27:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

jon200000After playing Renegade for several years

Renegade hasn't been out for several years, only about 2 :rolleyes:

---

---

Subject: engineer apc rush is the best tactic in mho  
Posted by [-Tech-](#) on Fri, 05 Sep 2003 18:40:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

An even cheaper way, for maps with no defenses only - works especially well on Islands:

One person buys an Engineer and a Humvee/Buggy  
Second person gets a Hotwire/Technician

Race to enemy base, drop the Hottie/Tech and guard the building entrances from enemy infantry

---

from entering to interfere with the vehicle. As you know one Hottie or Tech has enough firepower to blow a building all on it's own. I did this on Islands, it was a server with 300 starting credits. I bought a Humvee and engi, a Hottie got in, dropped Hottie of on the far side of the Refinery, drove around killing infantry who tried to get in. Boom, refinery gone within the first minute of the game, which on that map especially is a MAJOR blow.

---

---

Subject: engineer apc rush is the best tactic in mho  
Posted by [t1000n1](#) on Wed, 24 Sep 2003 09:04:12 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

On hourglass if your Nod-NOD, get an apc with one engie and a tech and go over hill straight to pp. It usually works 75 - 80% of time leaving that all too long map a very quick one. (well u do this asap while gdi is point whoring with mrls from both sides) and u spy from hill top first to see if its clear. Im obviously not only one who does this but usually everyone always goes for WF or AGT. Why its obviously mined....pp usually isn't. But thats why u have a tech come with ya to disarm and u hold em off.

---