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Subject: APCs

Posted by [BlueThen](#) on Wed, 13 Jun 2007 05:39:39 GMT

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Most of the time, when someone rushes the other team in a small (16 player) game with a apc, they fail. Using one apc and filling it up wont work.

The trick is, is to have multiple apcs. Or 1 apc filled with people followed by several humvees/buggies. The plan would be a little more flawless. 1 apc can be blocked and killed by a ob or a agt easily! 1 apc and several humvees and buggies wouldn't be able to be blocked as easily and the agt or ob wouldn't kill them all.

Just a opinion. Don't flame me if you think it sucks.

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