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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.

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