
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.

Subject: Re: APCs

Posted by [puddle_splasher](#) on Wed, 13 Jun 2007 05:58:46 GMT

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That is a sound tactic. Why should it be flamed?

Subject: Re: APCs

Posted by [Renegera](#) on Wed, 13 Jun 2007 18:43:45 GMT

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I see it all the time no n00bstories.

Three Apcs, the master APC whore .Dot, with about three others following him.

Subject: Re: APCs

Posted by [FrAM](#) on Wed, 13 Jun 2007 19:22:10 GMT

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solid ideology usually works

Subject: Re: APCs

Posted by [sadukar09](#) on Wed, 13 Jun 2007 19:32:13 GMT

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alas the stratgey that always works

Subject: Re: APCs

Posted by [BlueThen](#) on Thu, 14 Jun 2007 01:08:02 GMT

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puddle_splasher wrote on Wed, 13 June 2007 00:58 That is a sound tactic. Why should it be flamed?

Most of the time people get flamed just for saying a strategy like "THAT SUCKS BALLS" and such. rofl

Subject: Re: APCs

Posted by [superj69](#) on Thu, 14 Jun 2007 02:45:41 GMT

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true but this time it is a strategy that works and only an idiot would come on here and say " WOW THAT STRATEGY SUX,I PREFERE TO JUST BE A NUB AND RUSH AS A NORMAL UNIT"

ROFLMAO

Subject: Re: APCs

Posted by [Jonty](#) on Thu, 14 Jun 2007 09:26:40 GMT

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ENGY RUSH AGT ON HOURGLAS RULEZ OK!!!!!!1

Subject: Re: APCs

Posted by [npadul30](#) on Fri, 15 Jun 2007 17:20:51 GMT

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Sure, thanks for sharing

Subject: Re: APCs

Posted by [FrAM](#) on Fri, 15 Jun 2007 20:58:37 GMT

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to the subtitle...

however it is mostly quality over quantity, if u have 5 apcs but they all get lost in nods base... whereas one who doesnt get lost...

Subject: Re: APCs

Posted by [BlueThen](#) on Fri, 15 Jun 2007 21:14:31 GMT

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Seeing how small the nod base usually is... if each apc goes to a different building, and each probably holds two people, it'd be almost IMPOSSIBLE for nod to keep each building alive and not lose at least one. If someone who has a genius driving or something, would probably still die because all of nod would be after that single apc.

Subject: Re: APCs
Posted by [Sccrscorer](#) on Sat, 16 Jun 2007 01:58:31 GMT
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its smarter to go for 2 buildings and have 3 ppl on each building so they can instantly kill them with remotes

Subject: Re: APCs
Posted by [puddle_splasher](#) on Sat, 16 Jun 2007 08:03:22 GMT
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Sccrscorer wrote on Fri, 15 June 2007 20:58 so they can instantly kill them with remotes

Ahhhh! Now thats the hard part, especially in the public server. We all know in here to blow the remotes immediately upon placing because 4 or 6 remotes is certainly going to destroy the building immediately.

However when they throw on timed C4 and then wait for it explode before detonating remote. Thats a big no! no! APC rush has now been thwarted and NOD have the APC repaired, GDI killed and the building repaired.

On topic, APC rush with basic engineers can work extremely well. Whats worse is when:-.....They destroy any building and do not attack for the rest of the game.

Subject: Re: APCs
Posted by [sadukar09](#) on Sat, 16 Jun 2007 11:26:04 GMT
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puddle_splasher wrote on Sat, 16 June 2007 03:03Sccrscorer wrote on Fri, 15 June 2007 20:58 so they can instantly kill them with remotes

Ahhhh! Now thats the hard part, especially in the public server. We all know in here to blow the remotes immediately upon placing because 4 or 6 remotes is certainly going to destroy the building immediately.

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Thats a big no! no! APC rush has now been thwarted and NOD have the APC repaired, GDI killed and the building repaired.

On topic, APC rush with basic engineers can work extremely well. Whats worse is when:-.....They destroy any building and do not attack for the rest of the game.

5-6 remotes

and 1 apc on hourglass WONT even make it to the obb let alone Nod units firing at the APC. 2 Will but you will lose one APC unless ob turns dumb and hits both APC once. 3 ALWAYS makes it (unless u got unlucky and theres a Nod veh near ob) And 4-^ APCs...i wont even talk about it

Subject: Re: APCs

Posted by [puddle_splasher](#) on Sat, 16 Jun 2007 12:14:02 GMT

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sadukar09 wrote on Sat, 16 June 2007 06:26 And 4-^ APCs...i wont even talk about it

Woot Woot, lots of APFs FTW

Subject: Re: APCs

Posted by [Sccrscorer](#) on Sat, 16 Jun 2007 14:44:01 GMT

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if ur in the one just be a team player and hop out before the ob fires, if u take the hit u just helped the team alot and if u dont well then ur the one who gets to walk into the base
