
Subject: APC- The ultimate annoyance weapon
Posted by [Anonymous](#) on Fri, 27 Dec 2002 09:36:00 GMT
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Some people believe the APC is only for raiding enemy facilities. Far from it. The APC can be used to distract OPFOR (Opposing Forces) while your team attacks them. When the enemy finally realizes that you are inflicting the least damage they take aim at your team members then you can usually aim and shoot at your leisure. 50% of my MVP matches are using the APC to stack up points. Use superior lateral (sideways) movement. APC's can defeat tanks with pseudo random angular movement. That means make it look random, but move in a general direction to keep the advantage (cover, concealment, and support). Because the APC's turret is up front very little of the vehicle has to be exposed to attack then pull back. Use the APC to draw the enemy forces out into the open. Even though it takes roughly 2 1/2 to 3 minutes for a APC to destroy light and medium tanks they hate being pecked at by APCs. Pull them out from their base so that your forces can have at them, then come at them when their tank is almost destroyed to cleanup. Hang with the big boys during a fire fight. By just being in the middle or behind the more powerful vehicles the enemy has to prioritize who to attack first. Usually they won't pick you unless your charging into their base. Clean up on points while they attack everybody else. If they attack you pull back to let your team beat up on them then move in to cleanup. APCs can play defence and act as early warning scouts. You can roam the levels looking for enemy rushes, then relaying the info back to base. For GDI APCs just spraying bullets back and forth can detect stealth tanks for your more powerful teammates. Hope that helps. Bye.

Subject: APC- The ultimate annoyance weapon
Posted by [Anonymous](#) on Fri, 27 Dec 2002 15:49:00 GMT
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Well said. APCs are my favorite. They dodge bullets, inflict a good amount of damage and are sniper/raveshaw-killers. Arties have also no chance against an APC. And if the field is cleared, you can still get some mates into it and rush their base

Subject: APC- The ultimate annoyance weapon
Posted by [Anonymous](#) on Fri, 27 Dec 2002 19:53:00 GMT
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I don't know about you guys .. but I USE APC's for FLATTENING SBHs, and raveshaws! Its a great defensive mobile unit as it can run around the building to prevent any sneak attacks! Its a great way to kill infantry! *SQUISH SQUISH SQUISH SQUISH*

Subject: APC- The ultimate annoyance weapon
Posted by [Anonymous](#) on Sat, 28 Dec 2002 00:26:00 GMT
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Yeah that's pretty much what I do. It's really funny because most light and stealth tanks won't

realize what you're doing until it's too late. A \$500 APC can take out a \$900 STank pretty easily.

Subject: APC- The ultimate annoyance weapon
Posted by [Anonymous](#) on Sat, 28 Dec 2002 07:49:00 GMT
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apc's rule on field!

Subject: APC- The ultimate annoyance weapon
Posted by [Anonymous](#) on Sat, 28 Dec 2002 10:16:00 GMT
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Yes my friend it does rule. The APC kind of says that i can take the least powerful weapon in the game and still take the enemy out. It is the most skillful victory you can have with a vehicle in my opinion, you just won't be blowing up any buildings with it.

Subject: APC- The ultimate annoyance weapon
Posted by [Anonymous](#) on Sat, 28 Dec 2002 11:21:00 GMT
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for me.... APC is the vehicle capable of:-Killing infantry at faster rates-being a good transport-being a cannon fodderand other!

Subject: APC- The ultimate annoyance weapon
Posted by [Anonymous](#) on Sat, 28 Dec 2002 15:24:00 GMT
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yep, but only a few ppl understand how powerful it is...try getting your team to buy more apc's on field.. no-one will even though it gets me ranked #1 all the time

Subject: APC- The ultimate annoyance weapon
Posted by [Anonymous](#) on Sat, 28 Dec 2002 17:31:00 GMT
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the only time a APC is truly useless is when your team is under siege. It's too bad more people don't practice with the APC. 2 skilled APC drivers can have their way with most vehicles if they work in tandem.

Subject: APC- The ultimate annoyance weapon
Posted by [Anonymous](#) on Sat, 28 Dec 2002 18:15:00 GMT
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quote:Originally posted by modemmack: you just won't be blowing up any buildings with it. Sometimes I host 1vs1 servers with my friends and we play. We decided to only use Flying Maps and to only use APC/Copter armed with a hotty.....needless to say my APC(GDI) took out his apache on many occasions and I eventually destroyed his Refinery by standing near the door and hitting the MCT(I think I was hitting it) blew it up semi fast with some c4 on it.....time ran out and I won by like 100 points.....close game tho

Subject: APC- The ultimate annoyance weapon
Posted by [Anonymous](#) on Sat, 28 Dec 2002 19:26:00 GMT
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Once on field my team used 3 buggy and took control of the field for 10 min. Even blow up med tanks and MRLS and the GDI got annoyed that they cannot even take out 3 buggy.

Subject: APC- The ultimate annoyance weapon
Posted by [Anonymous](#) on Sat, 28 Dec 2002 22:20:00 GMT
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I used to use APCs all the time. Too bad I hardly ever play anymore.

Subject: APC- The ultimate annoyance weapon
Posted by [Anonymous](#) on Sun, 29 Dec 2002 00:59:00 GMT
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Yesterday I killed 6 PIC on field 2 Havoc and 4 Eng and wasted 2 MRLS on field 2 Sakura 2 Mendoza 1 stank 4 art 3 SBH on hourglass and many more on other maps.

Subject: APC- The ultimate annoyance weapon
Posted by [Anonymous](#) on Sun, 29 Dec 2002 09:26:00 GMT
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actually the apc is one of the most powerful machine guns on the game, it takes 2 bullets in the head to kill any free unit.

Subject: APC- The ultimate annoyance weapon
Posted by [Anonymous](#) on Sun, 29 Dec 2002 09:33:00 GMT

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hey, "founder of yasa" whats yasa? a clan? r u a computer geek? do u have much friends? showing off ya comp, i dont know what any of that stuff is in ur signature, whats a "MSI 645 UltraAti Raedon 8500 128MB DDRSB Audigy Pt80 GB IBM Deskstar 7200rpm 120GXP512MB DDR 2700Samsung SyncMaster 760V TFT"sounds more like a car, not a pc, r u a pc technitian? or a mircowave technitian? sounds like its a car or a micro wave not a P ****in C

Subject: APC- The ultimate annoyance weapon
Posted by [Anonymous](#) on Tue, 31 Dec 2002 09:15:00 GMT
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and what's this dumb ****?"|=====||KaZaA: recon6000|WOL:
recon6000|MSN: alexroberts12@hotmail.com|Yahoo!:
recon60001@yahoo.co.uk|=====|SEE THE REAL C-130
HERE!rate the official polymods site "polymods, wtf is that?And you dont know what DDR ram
means? don't flame others just because you're ignorant

Subject: APC- The ultimate annoyance weapon
Posted by [Anonymous](#) on Tue, 31 Dec 2002 11:31:00 GMT
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quote:Originally posted by eggmac:Well said. APCs are my favorite. They dodge bullets, inflict a good amout of damage and are sniper/raveshaw-killers. Arties have also no chance against an APC. And if the field is cleared, you can still get some mates into it and rush their base depends whos driving the artie, if its me or some skilled player, the apc is dead

Subject: APC- The ultimate annoyance weapon
Posted by [Anonymous](#) on Tue, 31 Dec 2002 12:16:00 GMT
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Amen, APCs rock!

Subject: APC- The ultimate annoyance weapon
Posted by [Anonymous](#) on Tue, 31 Dec 2002 13:06:00 GMT
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APCs move faster than the gun of the artillery. Of course you need to be skilled in driving an APC otherwise you might lose it even against a buggy

Subject: APC- The ultimate annoyance weapon
Posted by [Anonymous](#) on Tue, 31 Dec 2002 20:39:00 GMT
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quote:Originally posted by eggmac:APCs move faster than the gun of the artillery. Of course you need to be skilled in driving an APC otherwise you might lose it even against a buggyits called turning your arty following the apc along with the turret.

Subject: APC- The ultimate annoyance weapon
Posted by [Anonymous](#) on Thu, 02 Jan 2003 19:27:00 GMT
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A skilled APC driver's biggest problem: LAG!

Subject: APC- The ultimate annoyance weapon
Posted by [Anonymous](#) on Sat, 04 Jan 2003 00:10:00 GMT
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I was on City (not flying) and I built an APC cause we were getting Stealth Tank rushed. With my APC gun it highlighted the Stealth Tank enough 4 my team to take it out. Well, some guy got in the APC with me. I said "get out" he said "why, you gonna rush alone?" I said "No, this is my guard APC" He said "LOL GUARD APC" I descibed how the APC highlighted the Stealth Tank and now he is a believer in APC guards. I think.

Subject: APC- The ultimate annoyance weapon
Posted by [Anonymous](#) on Sat, 04 Jan 2003 00:52:00 GMT
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no i dont know what ddr ram is, and polymods is a website, and i was asking easy answerable sounds cool with all those "things" in a pc

Subject: APC- The ultimate annoyance weapon
Posted by [Anonymous](#) on Sat, 04 Jan 2003 00:57:00 GMT
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back 2 topic, apcs are 1 of the best, but i prefer 1 thing, i will give clues, it has the same gun, faster, less health and armour, u guessed it, BUGGY! there even better at dodging coz they got wheels and they got a hell lower amount of aero dynamic drag, anotherwords, they pull off quicker and turns with wheels, not 1 track going slower than the other.

Subject: APC- The ultimate annoyance weapon
Posted by [Anonymous](#) on Sat, 04 Jan 2003 05:37:00 GMT
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A thing nobody has mentioned is that some infantry can actually fire out of the APC. At least, the Soldier can....I am not sure if the bullets are visible, but i started shooting(as a passenger in an APC) at an enemy harvester on the way to a rush. To my surprise the Harvy started taking damage (minuscule amounts, but still) and my points started going up.Gunners do not get this benefit, nor engis.Thats all i know.....But this opens up possibilities.....Imagine a Med tank seeing an APC, charging at it. Laughing silently when the APC charges back at how n00bish this stupid APC driver is, before the hidden Mendozas unleash their deadly firepower on this clueless tank(invisible remember)We may be on the era where a couple of APC may turn the tide of a rush completely. I am not sure whether this applies to any other infantry than soldier, but still.....

Subject: APC- The ultimate annoyance weapon
Posted by [Anonymous](#) on Sat, 04 Jan 2003 08:03:00 GMT
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sorry, but that is nonsense. Maybe the driver pressed 'Q' so you were able to shoot and not the driver. But no infs can shoot out of an APC. There is a bug though that the repair gun can 'shoot' out of the apc.

Subject: APC- The ultimate annoyance weapon
Posted by [Anonymous](#) on Sat, 25 Jan 2003 14:02:00 GMT
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It may have been a glitch, Renegod...doesnt work for me.Good idea though, see a post of mine in some thread (i forget which)

Subject: APC- The ultimate annoyance weapon
Posted by [Anonymous](#) on Sat, 25 Jan 2003 14:20:00 GMT
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quote:Originally posted by flashcar1:hey, "founder of yasa" whats yasa? a clan? r u a computer geek? do u have much friends? showing off ya comp, i dont know what any of that stuff is in ur signature, whats a "MSI 645 UltraAti Raedon 8500 128MB DDRSB Audigy Pt80 GB IBM Deskstar 7200rpm 120GXP512MB DDR 2700Samsung SyncMaster 760V TFT"sounds more like a car, not a pc, r u a pc technitian? or a mircowave technitian? sounds like its a car or a micro wave not a P****in CHaving pc specs help's when a user complains about issues or seeks assistance in toubleshooting a problem. I'd much rather see ALL his comp info that see"Hey I have a Dell and Renegade is running slow !! What do I do !?!?!"

Subject: APC- The ultimate annoyance weapon
Posted by [Anonymous](#) on Sun, 26 Jan 2003 00:52:00 GMT
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My rank isn't so good, but APCs can be really useful to keep players (outside a vehicle) pinned down. The speed, range and mobility help you keep support players on the defensive and help your armor gain an edge if you drive carefully. It's important to give your turret full turning capability, though--if you can't turn the turret 360 degrees, you're wasting the APC's capabilities.

Subject: APC- The ultimate annoyance weapon
Posted by [Anonymous](#) on Sun, 26 Jan 2003 13:18:00 GMT
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APC's are awesome on multiplayer practice. What you do is buy an engineer and an APC and load them up with people. Drive as fast as you can going in to the NOD base. Drive kinda by the door to the obelisk and go in leaving the APC blocking the door. Plant C4 on it and get back in the APC. Don't move from that spot and you can shoot the MCT from inside the APC. It will be destroyed very quickly so you can buy a Mammy to take out the whole base. A great order to destroy things is obelisk, turrets, weapons factory, refinery, and power plant. I like to leave the hand of nod for last so I can put an ion cannon beacon on it and watch it go down.

Subject: APC- The ultimate annoyance weapon
Posted by [Anonymous](#) on Sun, 26 Jan 2003 17:27:00 GMT
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To answer your little Qs YASA is my own organization. Comp status helps people know whether the problem only occurs with certain hardware or not and as mentioned before. Most of these are not even technical. Most of them are the brand of hardware. Good Hardware = Better Performance
DDR Ram = Double Data Rate Ram = Better Performance compared to Single Data Ram or SD Ram = More FPS in game

Subject: APC- The ultimate annoyance weapon
Posted by [Anonymous](#) on Mon, 27 Jan 2003 09:38:00 GMT
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The repair gun shoots out of almost every vehicle for me sometimes. Once, about 3 medics and a mammy rushed our base, and when they shot, then the shell flew out, and then repair gun started firing! It was hilarious!
