
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.
