
Subject: Facts About the APC

Posted by [Anonymous](#) on Tue, 13 Aug 2002 10:12:00 GMT

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The APC is probably the best anti-infantry unit in the game. Strong enough to take a little beating from the infantry weaponry, yet deadly enough with the bullets to kill them. The speed makes it all the more better. GDI APC's make good defensive vehicles on no-defense maps (Nod's do as well, but there's more of a danger from a nuke being placed when you're GDI). This one idiot player was calling for a GDI APC or Mammoth rush one time, but I refused to rush because I was playing defense against Nod nukers with my APC. He said "U WMORUN RUSH", and I suppose eventually the stupid all-caps thing got to the rest of the team, so they all bought mammoths and planted an ion on their Hand (the last building). The next game he starts talking trash to me about how he was right and I was wrong. Never mind that in the time the Mammies were lumbering along and the ion was planted I stopped 3 stealth black hands with nukes - all because I waited until they were standing still to plant and then ran them over or shot them. Some people think they know it all. [August 13, 2002, 10:13: Message edited by: -HDC- Hibiki]
