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Subject: Facts About the APC

Posted by [Anonymous](#) on Thu, 27 Jun 2002 14:53:00 GMT

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absolutely! leave the driving to professionals. which is not me! no matter what, every time i drive a vehicle anywhere, those crazy GDI's manage to throw a light post or a rock in front of me. it never fails. what's really messed up is, when you lag like that, you still take damage.

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Subject: Facts About the APC

Posted by [Anonymous](#) on Thu, 27 Jun 2002 15:11:00 GMT

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the thing i hate is that the team work is gone...when you prepare a rush you do it as a team and some n00b buys a APC and when you say you are a better driver then him he say get lost i bought this APC! (so? your a team idiot!)Thats what i hate

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Subject: Facts About the APC

Posted by [Anonymous](#) on Thu, 27 Jun 2002 23:12:00 GMT

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I remember this one game on volcano...I got and APC and a hottie and took out the hand from the back door.The only building left was the airstrip,so i tookthe APC and drove back and forth infront of the entrance while my team blasted it with med tanks.Noone could get in to repair or out to defend!Quite grand!

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Subject: Facts About the APC

Posted by [Anonymous](#) on Fri, 28 Jun 2002 00:55:00 GMT

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5. Apcs also make good defense units too. If you see someone "atempting" a rush, use the APC to block their tank and have fun watching the AGT/Obelisk ripping them to pieces.6. while the above said that 2 apcs are nessesary(sp?), you can also go with this. take hourglass for example, let tanks go to the right or left while you go the other way, a big portion of the time I've noticed that when people see 1 tank they ALL go for it. A big mistake. Distraction is a good way to get into the base easilly.

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Subject: Facts About the APC

Posted by [Anonymous](#) on Fri, 28 Jun 2002 05:23:00 GMT

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APC's slaughter aircraft. 7 orca kills in a row with a captured GDI APC.

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Subject: Facts About the APC

Posted by [Anonymous](#) on Fri, 28 Jun 2002 05:37:00 GMT

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-----2. APCs make great harrasment units. With its combination of armor and speed, the APC can run circles around tanks while firing its machine gun that really takes their armor down. If the enemy has plenty of snipers use the APC to try and kill them.-----Particularly on Hourglass when people are point leeching from the top of the hill.An APC can slow down the enemy point scoring considerably.

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Subject: Facts About the APC

Posted by [Anonymous](#) on Fri, 28 Jun 2002 12:57:00 GMT

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Another tip:DON'T SHOOT WITH YOUR APC WHEN RUSHING.If you are driving towards the enemy base for a rush, don't start shooting, only return fire. When you shoot you attract attention.Sometimes when i hop into an APC for a rush the driver starts shooting tanks etc, all tanks will notice this fire and join in the battle, you and your teammates wont stand a chance once the apc is destroyed.

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Subject: Facts About the APC

Posted by [Anonymous](#) on Tue, 13 Aug 2002 01:43:00 GMT

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a good idea is to shoot. shoot the ref if ur going for the pp, shoot the pp if ur going for the ref. all the techs go into the building under atack, then all of a sudden there ref is gone while everyone is in the pp.

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Subject: Facts About the APC

Posted by [Anonymous](#) on Tue, 13 Aug 2002 04:59:00 GMT

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Friends dont let friends lag and drive!

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Subject: Facts About the APC

Posted by [Anonymous](#) on Tue, 13 Aug 2002 09:01:00 GMT

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hheheh... no one ever rushes the strip... its so \*\*\*\* easy, too!

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Subject: Facts About the APC

Posted by [Anonymous](#) on Tue, 13 Aug 2002 09:04:00 GMT

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I'll usually buy an empty APC and drive ahead of the one with the Engis/Techs/Hotwires.

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Subject: Facts About the APC

Posted by [Anonymous](#) on Tue, 13 Aug 2002 09:29:00 GMT

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The APC is the most versatile vehicle in the game. anti-aircraftanti-personnelanti-vehiclefastwell armoredcan carry 5 personnel which effectively quintuples it's firepower after it's destroyed.and yet, fashionably attractive too!

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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 ]

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Subject: Facts About the APC

Posted by [Anonymous](#) on Tue, 13 Aug 2002 11:31:00 GMT

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apc only seats 4. i think ill just get an apc and drive n circles round the perimeter of the base next game. I was a stealth nuke in islands in gdi base, and dougfunie ran me over twice while i was typing. Of course, he only saw me once, because i know the best places to hide nonetheles

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Subject: Facts About the APC

Posted by [Anonymous](#) on Tue, 13 Aug 2002 15:48:00 GMT

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Give guncontrol to your passenger and let him shoot at stuff. Only do this when you are sure he's not a retard who'll take away the element of surprise.

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Subject: Facts About the APC

Posted by [Anonymous](#) on Tue, 13 Aug 2002 17:20:00 GMT

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APC are awesome rammers On the map under one of my best tactics is to ram stealth tanks off the hiltop lol the pack more torque than a humvee and seem to brake better.

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