
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 03:03Scrcrscorer 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.

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
