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Subject: Good Field Strat

Posted by [Anonymous](#) on Mon, 22 Jul 2002 18:18:00 GMT

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You say it worked once, so it may work again. I take it you never learned the Scientific method, then? Flame tanks do make good rushes, but if you have 1-for-1 engineers to flame tanks, that building can stay up all day. Stealth tanks hurt the infantry inside a building. Also, if there are any defenses, a med tank can block the flamers and hammer them with its cannon, while the AGT hits it. (flamers are good against mammals, however, if you get in close) If the other team has ANY clue, or preparation, they will terminate the flamers (esp. if there are Mobious' and PIC sydney's around)

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