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Subject: Idea to balance the flame tank.

Posted by [Anonymous](#) on Sat, 13 Apr 2002 12:55:00 GMT

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I can down a flame tank with a Grenadier without a problem. The best advantage for the flame tank is its speed. Something I don't see a lot of that is very important for a flame tank is dodgiong of tank/infantry shells. Try constantly runninf circles around buildings while running away from defenders and if the situation calls for it, move onto another building if there is too many engi's inside.I couldn't fight infantry with a flame tank to save my life. Call me a newbie but I just cant figure out how to kill infantry without running them over, which takes away from my points piling up and their buildings dieing.If I shoot at them straight on, the flamesd totally miss them. If I fire with one of the flamejet's dots on the target, it misses even more. If I try and just spray the flames in a sminging motion then it takes forever to kill them and is ultimately is my last choice.Any suggestions?

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