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Subject: The problem with flame tanks

Posted by [Anonymous](#) on Tue, 02 Apr 2002 12:24:00 GMT

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the problem with flame tank rushes is that its too easy to attack and too hard to defend. ESPECIALLY crazy 8 tank rushes, cause they usually split up into differnt buildings and do different damage everywhere making it extremely hard to defend, and then this is not adding the techs coming in from the flame tanks into the buildings! AND then the stealths sneaking in with beacons!! say make flame tanks WAY MORE EXPENSIVE, cause you can get a flame tank very early in the game . (usually the first thing you hear in Nod is "SAVE UP FOR FLAME TANKS!!!!11")I say 1200 CREDITS should be enough! No need to decrease Armour or firepower. Just like to get GDIs strongest weapon, you have to pay 1500, so then make the flame tank expensive too. And short range is HARDLY a drawback, casue of the size of these maps (small), flame tanks dont have much to worry about, maybe except field and under, the 2 well balanced maps. And dont tell me about how well Mobius is good against flame tanks, think about this, hes more expensive, he can be run over easy, and he can be kiled easy. Yes i know with alot of effort a 8 flame tank rush can be stopped, but its not easy. What do you think?? Thank you

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