
Subject: Are the flamers too tough? Or wait, a better question insid

Posted by [Anonymous](#) on Mon, 01 Apr 2002 09:18:00 GMT

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First I hate to be GDI. I love lightning attack and GDI is just poor at it. But when I'm GDI I try to handle flame tank rush because it's a really serious threat. The best way I found it's to use APC. APC is fast and get a good armor. My first 350 goes in hotwire, the next 500 (= 850 = FlameTR time !) goes in a simple APC... Then when the flame tanks come, I just block/push/fire at/ them, and keep them in range of gdi tower which shoot them... I managed to stop alone 3 flame tank rushers in C&C_Under (easy because only 1 way to rush the tower). In other maps 2 APCs is better. APC is fast, the flame tank cannot escape your manoeuver. If there is no rush, hey u got APC + hotwire !!! => ready for a commando attack in nod base !!!))
