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

Posted by [Anonymous](#) on Mon, 01 Apr 2002 07:09:00 GMT

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quote:Originally posted by Karandras69:Ok, now any of us that have been on GDI hate flamer rushes. No one likes seeing 5 flame tanks comming for your base. Is this tactic getting old? Or can the people on the GDIs side not denfend?I have been in both situations. I love rushing with a flamer, but sitting inside that tank, I feel almost invincible. Those things have 400/400 health/armor and there is no GDI unit that has that much armor at that cost. The closest thing that GDI has is the Med tank which is the same price but gets slaughtered by the flamer. Or the Mamys where its almost double the cost and can almost kill a flamer 1 on 1 but 90\% of the time the flamer will win.Anyways, now that my rant is done, back to defence. Should GDI keep a couple Med tanks or mamys inby the tower or in front of the tower to stop these annoying flamer rushes? Or is there anything that can be done to stop these total destruction attacks? Sorry for the long post, I just needed to rant. Thanks for your time.You want to stop a flame rush, easy. DONT USE TANKS, exep to block them. You should use mobius and sidney, or gunner if funds are low... they do a great job!
