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

Posted by [Anonymous](#) on Fri, 29 Mar 2002 10:44:00 GMT

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If they lower the ftanks damage vs tanks, Nod would be without a real effective tank to tank killer. Light tank has low armor/gun, so all it can do is strafe and fire which won't always work. The MA has horrible armor, and same thing with the stealth tank. So Nod would have no tanks to counter meds and mammies. Oh and I found the Nod apc actually works REAL well against a med tank. If you are doing an apc rush and see a med, have 2 techs jump out and keep the apc repaired, and the apc gun will kill the med in a rather timely fashion, and the med isn't fast enough to get around the apc.

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