
Subject: The **** flame tank is to strong on no base defences maps

Posted by [Anonymous](#) on Mon, 11 Mar 2002 06:09:00 GMT

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Just yesterday we did a flame tank rush on GDI. Saved up for the credits and then had all buy flametanks(up to limit), rushed the guard tower first then the other buildings with no regard to our own tanks health.What I saw was that because we worked together and attacked the same target one after one, we managed to win the game in 5 min. Also people were not sitting on their hands with their shiny new tank.A well working attack with tanks in front taking a pounding, a few eng's and artillery in the back, it usually goes well. If you add to that one or 2 people to attack the buildings at random forcing the enemy to assign engs. to repair them all, you can stress the enemy so much that a weak point will appear and then it is important that you press through, no matter how fine your dear tank looks. It needs to get dented if you want to win. It is important that you realize the strengths of each weapon. Why artillery sometimes goes in front of the tanks, I don't understand, they need to be behind. Maybe because they sometimes are tired of looking at the tanks just sitting there.
