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

Posted by [Anonymous](#) on Thu, 07 Mar 2002 13:55:00 GMT

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Options:1. Medium tanks are the same price, you can use those to stop the rush2. Gunners cost 400 and can chew through a tank REAL quickly3. Rocket soldiers, if the server has 16+ players, a bunch of people cash in a measly 225 each, you can really pose a threat to those flame tanks4. Be engineers, or BETTER, be hotwires and repair the MCT, I believe 1 hotwire healing the MCT can hold off 1 flame tanks damage, that ain't so costly and hard, is it?5. MRLS can retreat and fire at flame tanks effectively kicking their \$@*&#!6. Combine all the above in a team effort, and watch the flame tanks stand no chance.Its really not that hard and people gotta stop whining about it or westwood gonna listen to the newbies like they always do and mess up the flame tank and SCREW OVER NOD[March 07, 2002: Message edited by: Every Silent Victim]
