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Subject: Flame Tank

Posted by [Anonymous](#) on Tue, 05 Mar 2002 02:54:00 GMT

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Flame Tank will own any vehicle in a duel.VS a Mammoth you will have 400 health left, except the mammoth will survive with 300+ health if the driver uses missiles.Mammoth missiles are more effective against infantry, buildings, and vehicles. The Tank shells are crap, and are good only if you are out of range for effective missile use.low level chars are no match for a good Flame Tank Driver. Mobius and PIC Sydney are the best defense and only if you have 2 or more.The FT rush will soon have the ulterior 2 Chinook, 1 Apache. Same As GDI. With flying vehicles the Flame Tank rush will become less effective in clan and more so in pub server games.The team with the best pilot or pilots will soon dominate the game with air superiority, especially with tech/hot pilots.

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