
Subject: Flame Tank

Posted by [Anonymous](#) on Sun, 03 Mar 2002 10:17:00 GMT

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Yea flame tanks can be quite powerfull but are easy enough to stop. First of all, in a public game it's almost impossible to get a flame rush going so there's not even that much defense against them needed then. If you would buy 5 flame tanks in a pub game and say take em and lets rush, as soon as that AGT starts firing back all the sudden the others back off coz omg their tank is getting damaged, better back off and repair it. And then you're at the AGT alone and well, that doesnt quite work out. (happened to me too many times, right now I dont even bother mentioning a flame rush, or any other rush for that matter, unless someone else asks me to come along) Same with APC rush on publics, ppl dont jump in it, and if they do as soon as you in their base they go off shooting stuff instead of C4'ing a building and guarding the C4 till it goes off. *shrug*
