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Subject: Flame Tank Rush: Cheap or Tactic?

Posted by [Anonymous](#) on Wed, 20 Feb 2002 14:33:00 GMT

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The only thing that I have seen "cheap" about the flame tank is that there is no collision detection vs fire on the walls of buildings. In this 2 on 2 game the Nod got their ftanks into the base went to the backside of a building where there is no door but conveniently the MCT is right there. He starts flaming the MCT through the wall BAM bldg dead. I would accept this as a tactic if he was shooting through the door, but shooting it through the wall is "cheap".

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