
Subject: Yet another Problem: Flame Tanks kill to fast!!
Posted by [Anonymous](#) on Wed, 11 Dec 2002 00:20:00 GMT
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Ok. i got the flame tank to stop crashing the game, but now the flame tanks (for some strange reason) destoy building super fast (like refinery's die in less than 4 seconds).. this only affect buildings though... when it attacks other units, it is jsut like it is doing normal damage..any ideas on how to fix this?
