
Subject: Flame Tank

Posted by [Anonymous](#) on Sat, 02 Mar 2002 23:32:00 GMT

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How do u guys think about NOD Flame Tank?I always think that Flame Tank is toooooo strong.NOD always win if 3 Flame Tanks r rush to the GDI.It's unbalance !!

Subject: Flame Tank

Posted by [Anonymous](#) on Sun, 03 Mar 2002 02:41:00 GMT

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Flame rushes are easy to beat...Assuming conditions are ideal and there's none of that ghost lag which is so annoying and plagues this game engine even with pings as low as 70ms. Units should never ghost. Battlezone never did ghosting like this. They really have to swat these lag bugs and come up with a better algorithm for compensation like in UT or Battlezone. Just a suggestion. RANT RANT RANT!

Subject: Flame Tank

Posted by [Anonymous](#) on Sun, 03 Mar 2002 03:28:00 GMT

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nod flame tank ammour is to high...far too high..advance guard tower take a long time to destroy it,by the time the tank might have got outta it range and plant a becaen

Subject: Flame Tank

Posted by [Anonymous](#) on Sun, 03 Mar 2002 06:19:00 GMT

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MRLs nail flame tanks. You should have at least one defending your base. Keep it back from the AGT, but near enough to cover it incase anything gets too close to it.Defending isn't as much fun (sometimes,) and people might moan at you for not attacking, but someone has to do it.

Subject: Flame Tank

Posted by [Anonymous](#) on Sun, 03 Mar 2002 06:51:00 GMT

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A good Gunner or Sydney defending your base will turn those flame tanks to dust in no time... Although the Advanced Guard Tower needs some modification to stack up to the Nod Obelisk.

Subject: Flame Tank

Posted by [Anonymous](#) on Sun, 03 Mar 2002 09:01:00 GMT

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If a few high level characters are hanging around when the rush comes then it won't be very successful, also if a Hotwire places proxys around the AGT.

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*

Subject: Flame Tank

Posted by [Anonymous](#) on Sun, 03 Mar 2002 11:50:00 GMT

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PIC sorts them out no prob's.P.S i was in a game that just started. i was on GDI.. anyway has is it that they can rush you with 3 flame tanks and a Nod Buggy rite near the start?

Subject: Flame Tank

Posted by [Anonymous](#) on Sun, 03 Mar 2002 12:04:00 GMT

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flame rushes r easy to beat

Subject: Flame Tank

Posted by [Anonymous](#) on Tue, 05 Mar 2002 02:39:00 GMT

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Because they have been kicking your ass by the sound of it and made lots of money from it. Either that or the amount of money you start with isn't set to zero.

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.

Subject: Flame Tank

Posted by [Anonymous](#) on Tue, 05 Mar 2002 06:22:00 GMT

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When i played C&C_Hourglass map yesterday, 3 mammoth tanks rush to the our base.so me and my teammates drive Flame Tank and starting to fire.The result is 3 mammoth tanks destroyed but all Flame Tanks survialed(only 2).mammoth tank sucks or flame tank too strong. [March 05, 2002: Message edited by: SSFAN]

Subject: Flame Tank

Posted by [Anonymous](#) on Tue, 05 Mar 2002 07:53:00 GMT

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The weakness of a flame tank is its range. You need to get in close for it to be effective. GDIs MRLS can toast any number of vehicles quickly if engineers keep it from falling apart.I was in a game where I turned a corner and ran into a mammoth tank. Drove my flame up its side and toasted it. Only lost half my armor. However, in maps where I'm in a wide open area I'm lucky if my flame tank lasts 5 seconds.

Subject: Flame Tank

Posted by [Anonymous](#) on Wed, 06 Mar 2002 15:33:00 GMT

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I think the FT health is perfect. It's too easy to counter-act a rush with mines and/or rockets.

Subject: Flame Tank

Posted by [Anonymous](#) on Thu, 07 Mar 2002 01:48:00 GMT

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If you ask me mammoths just suck, they are too slow and their armor or regen doesnt make up for it.
