
Subject: The problem with flame tanks

Posted by [Anonymous](#) on Tue, 02 Apr 2002 02:56:00 GMT

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All you need to do with a medium tank to destroy a flametank is to go backwards while you pummel the flametank. As long as you don't get stuck in a corner you'll destroy the flametank.

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Posted by [Anonymous](#) on Tue, 02 Apr 2002 07:53:00 GMT

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right, the flame tank is well balanced for the price. if the enemy comes in with 8 flamers, that just means they had the team work to organize such a raid. you were defeated by superior teamwork, not a superior weapon. while the nod was busy saving for their flamers, the gdi could've done the same with mediums and stopped it cold. the problem is that all too often, the gdi side will save for mummies and then be screaming bloody murder when the flame tanks come rollin' in. lol...

Subject: The problem with flame tanks

Posted by [Anonymous](#) on Tue, 02 Apr 2002 12:24:00 GMT

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the problem with flame tank rushes is that its too easy to attack and too hard to defend. ESPECIALLY crazy 8 tank rushes, cause they usually split up into different buildings and do different damage everywhere making it extremely hard to defend, and then this is not adding the techs coming in from the flame tanks into the buildings! AND then the stealths sneaking in with beacons!! I say make flame tanks WAY MORE EXPENSIVE, cause you can get a flame tank very early in the game. (usually the first thing you hear in Nod is "SAVE UP FOR FLAME TANKS!!!!!!") I say 1200 CREDITS should be enough! No need to decrease Armour or firepower. Just like to get GDIs strongest weapon, you have to pay 1500, so then make the flame tank expensive too. And short range is HARDLY a drawback, cause of the size of these maps (small), flame tanks don't have much to worry about, maybe except field and under, the 2 well balanced maps. And don't tell me about how well Mobius is good against flame tanks, think about this, he's more expensive, he can be run over easy, and he can be killed easy. Yes I know with a lot of effort a 8 flame tank rush can be stopped, but it's not easy. What do you think?? Thank you

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Posted by [Anonymous](#) on Tue, 02 Apr 2002 12:53:00 GMT

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the cost of flametank is good! you can destroy a flametank easily with a medium tank! (medium tank cost 800 flame tank cost 800)

Subject: The problem with flame tanks
Posted by [Anonymous](#) on Tue, 02 Apr 2002 12:55:00 GMT
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destroy a flame tank EASILY with a medium tank?i dont think so.And what if you dont have a weapons factory (it got destroyed)?Is there any chance for the loosing team?

Subject: The problem with flame tanks
Posted by [Anonymous](#) on Tue, 02 Apr 2002 14:13:00 GMT
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i agree that a flame rush can be hard to defend.... but if you matched their flame numbers with hotwires, you should be fine! people are just too lazy to get a hotwire and defend the base. all you need is a little heads up.

Subject: The problem with flame tanks
Posted by [Anonymous](#) on Tue, 02 Apr 2002 14:18:00 GMT
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even if you have the same amount of hotwires the tanks will quickly move to the next building{usally the power plant} and they will destroy it before the engie's get there.

Subject: The problem with flame tanks
Posted by [Anonymous](#) on Tue, 02 Apr 2002 14:30:00 GMT
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Well all you do to lay c4 on them is go around an come up from behind. It works. The gunners really help. If people would stop and thank like the one gut said, th would be engineers and gunners, or grenadiers. Its not that hard if you do it right. Yes medium tankes are good at taking down flames, and mathons are to, but they cost alot.

Subject: The problem with flame tanks
Posted by [Anonymous](#) on Tue, 02 Apr 2002 15:13:00 GMT
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MOBIUS! use him i stop a whole flame rush once with him! and if you lost BOTH your weapons fact and barracks then your toast![April 02, 2002: Message edited by: CrazyHavoc]

Subject: The problem with flame tanks
Posted by [Anonymous](#) on Wed, 03 Apr 2002 00:08:00 GMT

Woggy, I've been in positions where my team has been rushed by 3 flame tanks and we have no weapons factory to create tanks. Usually in that type of situation, you'll need total cooperation by the team. A few people will need to be hotwires and have a few be gunners. Gunner does a fairly good job chipping away at a flame tanks armor and most of the time the guy operating the flame tank will keep trying to take down the same building while your guys are keeping it repaired. Now if your barracks is destroyed as well, this would be more difficult because you'd have to use grenadiers instead (which can be useful if you are skilled in aiming them). Otherwise, you could take your chances laying c4 on them, but it's pretty hard with a ft considering their mobile ability.
