
Subject: Idea to balance the flame tank.

Posted by [Anonymous](#) on Fri, 12 Apr 2002 10:04:00 GMT

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i know, your getting fed upw ith these.but a real way to shut the whiners up would be to do this:GIVE IT NO TURRET!When i first saw it, i was very dissapointed. I was hoping for the turretless, low profile flame tank in C&C [original] we all grew to love.as it is, we got a crap assed one with a turret...

Subject: Idea to balance the flame tank.

Posted by [Anonymous](#) on Fri, 12 Apr 2002 10:10:00 GMT

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whiners up would be to do this:GIVE IT NO TURRET!When i first saw it, i was very dissapointed. I was hoping for the turretless, low profile flame tank in C&C [original] we all grew to love.as it is, we got a crap assed one with a turret... While we are on the topic of what things were like in original c&c I wish that the Nod artillery was actually an artillery. The original was a HUGE gun on a tiny tracked platform that fired ballistic shots big enough to put craters in the ground. And speaking of turrets it didnt have one either. And the nod regular tank was nicknamed the marshmallow by me and my friends cause it lasted just about as long under fire and it looked like a marshmallow. Other than those 3 (including the flamer with a turret) the vehicles seem to be exactly like in original c&c.

Subject: Idea to balance the flame tank.

Posted by [Anonymous](#) on Fri, 12 Apr 2002 10:17:00 GMT

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this is just my opinion, but i think the reason they made the ft and ma the way they did in this game is because they couldn't make the bike work. without the bike that would leave the nod without much anti-tank capability. of course i too would prefer if the units in game performed closer to their original c&c counterparts, but for now at least, this is the way it is...

Subject: Idea to balance the flame tank.

Posted by [Anonymous](#) on Fri, 12 Apr 2002 10:18:00 GMT

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riiight, no turret. So every swinging d1ck engie can just come up on the side and place some c4 on it. If you did that, then you'd have to lower the price...and do you want the flamers to be any cheaper??? Man, you'd REALLY b1tch then...And stop this n00b covert whiny stuff about the flame tanks, you just don't like'em. Prolly suck when ya drive it, and hate them when i use them against you real good.

Subject: Idea to balance the flame tank.

Posted by [Anonymous](#) on Fri, 12 Apr 2002 10:53:00 GMT

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I think it's good they changed the appearance of the flametank. Back in the day I used to call it "the fly", because it looks like two eyes of a fly (although wrong colour) with a fly mouth on it. Oh, and the stealth tank looked like a hamburger on wheels.

Subject: Idea to balance the flame tank.

Posted by [Anonymous](#) on Fri, 12 Apr 2002 11:42:00 GMT

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Ftank is balanced.... Just need to know how to stop them... I personally dont use them anymore... prefer Stank

Subject: Idea to balance the flame tank.

Posted by [Anonymous](#) on Fri, 12 Apr 2002 13:26:00 GMT

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In a clan match, I can see the flame tank being balanced out... but when you're dealing with n00bs on a public server, the flame tank really is an unfair advantage. It requires little skill to attack with, and much skill to defend against.

Subject: Idea to balance the flame tank.

Posted by [Anonymous](#) on Fri, 12 Apr 2002 14:01:00 GMT

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quote:Originally posted by]AoA[The Emperor:In a clan match, I can see the flame tank being balanced out... but when you're dealing with n00bs on a public server, the flame tank really is an unfair advantage. It requires little skill to attack with, and much skill to defend against. Much skill to defend against, my ass. Stay out of its range and fire, or if you have a better tank then ram it and pound away. That sure takes a lot of skill. I take down FTs with free engys all the time too, it's not hard.

Subject: Idea to balance the flame tank.

Posted by [Anonymous](#) on Fri, 12 Apr 2002 15:02:00 GMT

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For crying out loud, be creative (you don't even have to be that unless you have no brain), they are easy enough to stop. SydneyPIC/Gunner/MRLS/Med Tank/Sydney TAR/MOBIUS. They out distance the flamer by a WIDE/HUGE margin. 1 Mobius can take out a flamer quite easily. 1 gunner with enough distance or 2 gunners a little closer. 1 Syd[PIC], etc... Easy if ya think a

bit.Take an enemies DISADVANTAGE and make it your ADVANTAGE!!! Arghhhhhh!

Subject: Idea to balance the flame tank.

Posted by [Anonymous](#) on Fri, 12 Apr 2002 15:17:00 GMT

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I think WW can made the Flame Tanks have no 999 clips, like TD, only shoot 2 clips every time.

Subject: Idea to balance the flame tank.

Posted by [Anonymous](#) on Sat, 13 Apr 2002 00:37:00 GMT

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The Flame tank would be balance if it had to fire 25, 50 or 100 shots then had to reload. =P

Subject: Idea to balance the flame tank.

Posted by [Anonymous](#) on Sat, 13 Apr 2002 05:23:00 GMT

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Killing infantry with a flame tank is easy just get their heads in the blue part of the flame....its easiest if you mount the camera on the gun so that you can tilt the camera up while getting the flame near their head....you can tilt the camera up and be able to see their life meter easily....this will help you to determine if you are or are not aiming correctly and with time you'll be able to do it over and over..... it takes practice but you can easily take down infantry, provided you get close enough to them[April 13, 2002: Message edited by: C4kitty]

Subject: Idea to balance the flame tank.

Posted by [Anonymous](#) on Sat, 13 Apr 2002 12:40:00 GMT

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quote:Originally posted by powerhouse:Ftank is balanced.... Just need to know how to stop them... I personnally dont use them anymore... prefer StankI know you can stop them.an mrls and meduim with a few engees sorts them out in record time. mobuis wroks a treat tto. [old fart one.]

Subject: Idea to balance the flame tank.

Posted by [Anonymous](#) on Sat, 13 Apr 2002 12:55:00 GMT

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I can down a flame tank with a Grenadier without a problem. The best advantage for the flame tank is its speed. Something I don't see a lot of that is very important for a flame tank is dodgiong of tank/infantry shells. Try constantly runninf circles around buildings while running away from

defenders and if the situation calls for it, move onto another building if there is too many engi's inside. I couldn't fight infantry with a flame tank to save my life. Call me a newbie but I just cant figure out how to kill infantry without running them over, which takes away from my points piling up and their buildings dieing. If I shoot at them straight on, the flamesd totally miss them. If I fire with one of the flamejet's dots on the target, it misses even more. If I try and just spray the flames in a sminging motion then it takes forever to kill them and is ultimately is my last choice. Any suggestions?

Subject: Idea to balance the flame tank.

Posted by [Anonymous](#) on Sat, 13 Apr 2002 14:00:00 GMT

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in response to the second post by forever_light: the mobile artillery doesnt look like the one from tiberian dawn because its not the one from tiberian dawn. its the one from tiberian sun. go play TS and you'll see they are exactly the same. as for the light tank and flame tank, the light tank just looks better in renegade (even though it had a side mounted rocket launcher that you could never use in TD) and for the flame tank, it has to have a rotating turret. every other tank has one. it balances it. and for the morons who wine about the flame tanks being so unbalanced, shut up. they are not. they are perfectly balanced. 400 health and armor is good. strongest nod unit. sure, their gun can destroy anything in seconds. but a good GDI team can easily repulse a rush of 6 flame tanks. the only thing that makes flame tanks unbalanced is GDI not using teamwork.

Subject: Idea to balance the flame tank.

Posted by [Anonymous](#) on Sat, 13 Apr 2002 16:35:00 GMT

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quote: the mobile artillery doesnt look like the one from tiberian dawn because its not the one from tiberian dawn. its the one from tiberian sun. go play TS and you'll see they are exactly the same. No they're not. They look pretty similar but the one in TS had to deploy to fire. It also had a longer and larger barrel. Any other details were hard to see since TS is so zoomed out compared to Renegade. quote: as for the light tank and flame tank, the light tank just looks better in renegade (even though it had a side mounted rocket launcher that you could never use in TD) and for the flame tank, it has to have a rotating turret. every other tank has one. it balances it. I'm not going to argue with your point, because I agree. But I think you have confused the Light Tank in TD with the Medium Tank in TD. The Light Tank looked like a hamburger bread with a black stick in it on top of a rectangular tracked vehicle. The Medium Tank, however, had something that kinda looked like a rocket launcher that you couldn't use.
