
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.
