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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!

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