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Subject: Are the flamers too tough? Or wait, a better question insid

Posted by [Anonymous](#) on Thu, 28 Mar 2002 18:04:00 GMT

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well like any vehicle it has it's downside. yes it has 400 armor/health, but it's range is very short. to counter the flame threat, the gdi needs a good kill zone. by that i mean it should be able to start damaging the ft long before it reaches your defensive area. and if you're a flamer, don't ever chase a med that is backing up and firing at you. unless he runs out of space you'll never catch him and you'll be respawning back at base while he never got a scratch. i have seen many 3 or more flame tank rushes fail miserably, so they are not unstoppable. as i posted on another thread, the defense of your base starts well outside the gates!

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