
Subject: The **** flame tank is to strong on no base defences maps

Posted by [Anonymous](#) on Mon, 11 Mar 2002 11:25:00 GMT

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You know, up until last night I feared the flame tank rush...I was in a 6v6 game on a no defense map, and we had everything but our vehicle factory taken out by a flame rush while people on my team were beating their wangs doing god knows what. Well, they decided they'd help me defend the base finally. WE had 3 people repairing that factory like there was no tomorrow, one guy using kamikaze engineer tactics to take out all the tanks, and one guy in their base blowing **** up because they weren't around. Sad to say, we eventually WON by killing all the buildings, even though all we had was a vehicle factory, and no tanks because everyone was too busy repairing. It was because of this teamwork that we held, and eventually cut off, the mighty flame tank rush. It's not unbeatable.
