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

Posted by [Anonymous](#) on Mon, 11 Mar 2002 07:21:00 GMT

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Also frustrating was last night I was on NOD and we had destroyed the powerplant. As the next rush entered GDI were did they go???They attacked the AGT! Without power the AGT is useless and as a target its pointless since it doesn't hamper GDI in the least. Anything else would have been worthwhile and more likely to succeed since the AGT is in the middle of the base where everyone can take shots at you.As for the flame tanks, I'm "almost" in agreement they maybe too powerful. I rushed with 4 other people and we totaled GDI in 5 minutes. Everything.However, on non-auto defense maps its not the flame tanks I'm worried about. Everytime I'm GDI I usually lose on those maps because of the stealth troopers and the nuke beacons.
