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

Posted by [Anonymous](#) on Fri, 08 Mar 2002 19:11:00 GMT

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If you can get a team that works together, try this...Take all the armor that GDI always seems to accumulate outside the Nod base...Rush the Obelisk. Get as close as you can and keep shooting the building.I think that the discrepancy that everyone is seeing is based on the fact that for a three flame tank rush, not one of those flame tanks is afraid to sacrifice themself to take the building down after doing their damage.Both base defenses, the Obelisk and the AGT, have a safe radius immediately around the building. If you get close enough - the building won't shoot you.I've seen three medium tanks work just as well as three flame tanks, but I more often see a massive amount of GDI armor parked outside the Nod base afraid to get their shiny tank dinged. Who knew tank drivers could be so timid?TheFadedOne@HomeWestwood StudiosNot Working - Still Posting
