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

Posted by [Anonymous](#) on Fri, 08 Mar 2002 18:37:00 GMT

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I remember the days of watching platoons of infantry fried in a blast of napalm from even one little flame tank... And mighty guard towers being nearly crisped by a few flame tanks. And then getting a couple tanks to shoot the Flame tanks and watch them explode in a ball of fire. With that said, if you have patience, continue reading. If we ended up with the old C&C, then all the tweaking would've been pretty pointless. I mostly like everything they've rebalanced, Artillery is somewhat useful because of its range, and the MRLS hits hard, the old one sucked but now it's more like a big tracked grim reaper than a bottle-rocket launcher. But I just wish the Flame Tank was more to the classic than what it is now. It can't hit infantry for crap, the only thing it can consistently damage is the broadside of a barn. Two things have profiles like the figurative barn, the Mammoth Tank and most any building. Which is all they end up being used against. If it reduced the poor infantry to ash after spending more than a half a second under the flames (honestly, napalm would hurt) and/or increasing the cone of fire\* it would be used mainly as an infantry killer. You might think this would make it too good in a base attack, but if they decreased armor vs. AP weapons (assuming they still use an approxamation of the old C&C rules.ini data) it wouldn't be able to stand up to a tank, which is GDI's strength. While it can dominate infantry, it wouldn't be able to go right along and wipe out bases without backup since something can actually outmatch it. I don't look at it in the way of being easy or a game-winning strategy, I think it's too simple and there's not much that is really effective against the FT. I'm not a \*\*\*\*ed off ranter, I'm just annoyed and... dissapointed... Now for the statistics... Nod Flame tanks could not, in C&C TD, and shouldn't be able to stand up to any heavy armor such as medium tanks much less Mammoths, which is GDI's strength. And it shouldn't have to, Nod should never be able to stand toe-to-toe in single combat with a GDI AFV, you either have to be a much better driver or use tactics to get around that. Nod has specialized units and abilities, but the Flamer is pretty much an all-around destroyer, and quite a deal at \$800, since it can take on a \$1,500 Mammoth and does pretty well against other anti-armor stuff too. Nod supposedly gets an infantry edge and GDI the armor edge, with the suggested rebalance Nod will have more infantry domination, but more weaknesses to exploit too. The way it seems to work out, is that Nod has or at least should have, a reliance on infantry and combined arms tactics. Their infantry is good in fighting abilites, and excels at special operations, with the Black Hand stealth guys and Chem Troopers. They're not really good vs. armor, so you have to use developed tactics, or good luck to beat GDI in that area. However, GDI dominates the battlefield with brute strength, especially with vehicles, but isn't very great against infantry. The Mammoth is almost impenetrable without a good deal of teamwork, but it's still vulnerable to Black Hand stealth guys C4'ing it or trying to hijack their vehicles. The way it should play out is that either side can compete in infantry, armor, and special tactics, but they have their own edge in certain respects. Unfortunately, Nod's ace in the hole in armor is the Flame Tank, which is better against armor than infantry, which kind of throws off the balance. It's cheap effective and can go on to do lots of damage against different types of opponents, and there's little that can really beat it out, except in certain cir\*\*\*\*stances like MRLSs at long range, and it's pretty much the one thing that is actually a good all around vehicle, at a cheap price. Woudln't it make more sense to restore it's place as an inhumane infantry-fryer? It would make everyone happy since it's still effective against buildings, though it'd be weaker against armor, it would gain an advantage against infantry, making up for it. With this change, Nod's armored fighting vehicles would be second to GDI's in power, but well suited against infantry, while GDI gets to retain it's definite superiority in toe-to-toe heavy combat. It's a bit of 'C&C-realistic' balance that should work

out. If anyone strongly disagrees, I'm not flaming\*, I'm just suggesting.\*No pun intended.  
Honestly.No animals were harmed in the writing of this post... Except that one.

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