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

Posted by [Anonymous](#) on Fri, 08 Mar 2002 17:16:00 GMT

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i think we all agree that the flame tank is not what it was in the original c&c, but i've come to the conclusion that they had to tweak the flamer to be this way in renegade for play balance. it's one thing to play an rts game when 1 guy buys all the stuff and (hopefully) coordinates all his forces according to their strengths and weaknesses, but it's another when it's every man for himself, buying what they want and using it however they want. there's no way in a normal game of renegade to have perfect teamwork, there's just too many people "quaking" it. so i believe ww took that into account when they set the parameters of each unit and vehicle and this is the result of lots of testing. perhaps they will continue to tweak them with new patches, especially after they add the copters. and who knows, by the time the game is "finished" they might end up with the old c&c that we all played and loved so much...

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