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

Posted by [Anonymous](#) on Fri, 08 Mar 2002 14:53:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

OK, first the strategy and then the whining. The flame tanks are very powerful, but remember that for every strategy or rush there is a counter-strategy. MRLSs do well at long range, but I once got in a flame tank and charged the GDI lines when they had our base sieged, and torched a couple or MRLSs and scared off others. They pull through only cause they're very cheap and can deal out decent damage. Gunners do OK vs the tanks if you keep your distance, and Medium tanks are probably best since they take little damage from the flames and they're fairly fast. I tried using Patch against Flame tanks and APCs, but he doesn't deal out that much damage, good against infantry though, and cheap. If you have to take them on at close range, minimize your profile and/or seek cover, then they will only hit you with half their power. My problem with the flames is not that they're killer against buildings, but they have a very hard time roasting infantry and can kill mammoths 1 on 1. I wanted it to be able to roast infantry and structures just like the good ol days, but now it's just a rushing machine, and the sole Mammoth killer since most people don't use coordinated tactics to take them down using Nod's innate trickery *coughstealthcough*... They weren't too good against most tanks and heavy machineguns, either, but all they have to do is rush the Guard Tower and GDI is defenseless. Besides, GDI can beat Nod pretty quick with a med tank/ MRLS strike, but it's not the same since those have to be careful against the defenses, not like the Flame tanks which can run amok. Take note that in the bases, Nod gets the Obelisk and Turrets which are decent against vehicles, which is GDI's strength, and GDI gets a single tower that's decent against infantry and vehicles but not exceptional at anything, and Nod just has to wipe out that tower and sneak in a bunch engines and stealths. If GDI had two good vs. infantry Guard Towers like classic C&C and the AGT was toned down a bit, it would be similarly balanced. In order to rebalance them, GDI should get classic Guard Towers with chainguns that dish out decent damage vs light vehicles and flame tanks, but little against Light Tanks or artillery. It'll also stop Nod from just rushing them with Black Hand stealths too easily. The Advanced Guard Tower was never too good against flames anyway, and it's MGs would be toned down but it'd get better missiles to make it a counter for the Obelisk. The flame tank should have more splash damage and a little more firepower against infantry, but less against heavy vehicles and a bit less protection against them. They'd still be very good against buildings but they would have more weaknesses to exploit without dragging the whole team in front of it with rocket launchers to stop it. I don't think the Flamers are extremely cheap and should be nerfed... I just think they should be tweaked to be better at what they were originally supposed to do and weakened against what used to be their 'predators'. If they could turn infantry into big piles of ash, it would make up for it being the prey of heavy cannon and tanks, and restore the balance. Nod already has plenty of tactics to use against GDI vehicles and buildings, and shouldn't ever be able to go head-on with them, but use teamwork and tactics to make up for their inherent weakness. I don't mind the building damage, and I wouldn't even if they increased it, but they're so difficult to stop anyway, and I'd rather have it so the infantry trying to fight you would be like so many ants under a magnifying glass...
