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

Posted by [Anonymous](#) on Thu, 07 Mar 2002 07:01:00 GMT

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This is really unfare for GDI. The minute peeps get 800 credits, nod comes in rushing with flame tanks, there is nothing gdi can do (this is in the begining of the game) because no one has enough to get a mammoth(s). This however is only an issue on maps that have no natural defence e.g. guard tower.
