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Subject: Flame Tank Rush: Cheap or Tactic?

Posted by [Anonymous](#) on Wed, 13 Feb 2002 02:38:00 GMT

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I dont think the flame tank rush is cheap, I have stopped many rushes and have been stopped several times. The major problem with flame tanks is they have no range, and if you plan a major rush of 5 or more at a time, then the other team should have already seen a few of them and warned the others so they are prepared. If GDI has as good of teamwork as it takes to coordinate a major flametank rush, then NOD wil not destroy any buildings.

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