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Subject: Re: How to flame apcs-Anybody know?

Posted by [MexPirate](#) on Mon, 02 Oct 2006 07:19:50 GMT

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proxies are pointless, even if you forget about the criminal waste of the mine limit - one proxy does 30hp damage, that means you would need to get 27 to explode to take out a flame tank. Also it will take you years to load up your apc with enough to do anything and once you have hit one thing you will have to go back.

I have driven a properly flamed apc straight through a whole row of flamers, in comparison a timed c4 will do up to 400 hp damage.

Just remember to check the rules before you try it as some servers don't allow you to flame, if you are unsure check with a mod.

It's all down to practice to get more on, you don't really NEED 50 as long as they are exploding regularly, also check your mouse sensitivity and fiddle with it to make it a little easier.

EDIT: also just thought, it's pretty funny (works best in large games and especially on rush maps) to flame the inside of a building right at the start of a game (hon on islands usually works well) you will usually see a stream of enemy inf pouring out of the tunnels charging in to your building, followed by a few "boink's"

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