

This is the issue, represented graphically.

The green "flame" on the last tank represents the fact the the animation plays but does not actually cause damage.

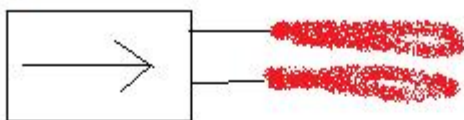
The arrows indicate the direction the tank is facing.

Understand now?

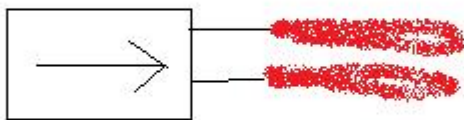
File Attachments

1) [FlameTankGraphicExplanation.jpg](#), downloaded 335 times

Primary fire



What secondary fire should do
(See SaberHawk's earlier image)



Poor/Unfinished code inside Renegade's
engine causes this to occur instead

