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Subject: Re: Quit fixing stuff that no one wants you to fix

Posted by [Goztow](#) on Mon, 11 Aug 2008 14:34:51 GMT

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The flamer bug does not help balance the game IMO. It just makes the flamer a "kill everything once it's in range" tank. It overpowers it on small rush maps like complex where it's already hard to keep all entrance clear during small games. I don't really think of pics but more of hotties trying to enter a building to repair it.

Moreover, a lot of people don't know about this bug, still the game has like a 50,00000000000000000000000001 % win for GDI, so it's balanced IMO.

The right click flamer bug is +/- to infantry what the flaming APC is to vehicles: instant kill with very little chance of stopping it unless you can keep them out of range. But with infantry that's a pretty darn hard thing to do.

I agree with you on PTs though.

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