
Subject: Re: URGENT Flamer question:
Posted by [liquidv2](#) on Sun, 31 Aug 2008 08:27:10 GMT
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i know stuff will get lost in translation and it's not going to be a 100% match; they did their best to convert that rts game to an fps game trying to preserve similarities while trying to not fuck up the gameplay
and they did a great job

in cnc1 it took 3 flame tanks to kill a mammy, but in ren just one can do it if it gets close; just a rts to fps difference
but a flame tank really should raise hell against infantry if anything because that was its purpose

in my opinion the flame tank is fine how it is, but if someone feels the need to change it nothing i can do or say will stop em
