
Subject: flammers vs mammys

Posted by [scarabguy](#) on Wed, 15 Aug 2007 21:30:05 GMT

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I like flames. they are cheaper than mammys, but can still kill one. i have killed a full health mammy many times with a flame. many times the drivers have been very good. but sometimes they have been noobish. i just know that ive been called noobish for buying a flame and killing that mammy camping outside our base, when everyone else was paying 100 more for stealth tanks and getting blown up.

i know other posts have been talking about this lately, but they are old or only talk about flames and stealths...

i don't want to bump an old post so i didn't

Subject: Re: flammers vs mammys

Posted by [w0dka](#) on Wed, 15 Aug 2007 21:53:01 GMT

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Flammers aren't that all purpose vehicles. They're great for a 1vs1 vs Everything, if you reach your target with not much damage taken. But fighting tanks? No. I stick to arts in long range and lights. In bigger games a single flamer is like a big red arrow who screams "hit me or i start hit you"

not to mention their burn-down-buildings-fast ability. If you get a bunch of flammers close to a base and enemy is ill prepared... they probably lose something that they don't want to lose.

and if you want stopping mammys, focus them with long range weapons/PICs If you get into the missile range you're toast.

Sometimes it's even possible to kill them with inf in the melee with explosives +flamegun/chemgun but not realistic if mammy comes with childrens (f.e. other GDI fools)

Subject: Re: flammers vs mammys

Posted by [sadukar09](#) on Wed, 15 Aug 2007 22:32:04 GMT

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Lights for Nod or Meds for GDI, with a bunch of those on your team you can't lose unless the other team is extremely skilled. Flame Tanks are most of the times support vehicles, as with Stealth Tanks, Stealth Tanks weren't made for direct assaults, but instead is for hit-and run or sneak attacks. Flame Tanks will destroy ANY vehicle in no time at all if you can get near the enemy in one piece. Mammoth Tanks are good in servers with Points Fix, otherwise they are slow ass point buckets.

Subject: Re: flammers vs mammys

Posted by [scarabguy](#) on Wed, 15 Aug 2007 23:12:19 GMT

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im talking bout maps like island, once on that map there were like three mammys right outside our base, but with four flames i managed to kill them.

THE MATH:

4 flammers = \$3200

3 mammys = \$4500

you do the math.

pluss mammys cant hit flames that are right in their face, the missles miss, and the guns go fight through the flame doing no damage.

Subject: Re: flammers vs mammys

Posted by [sadukar09](#) on Wed, 15 Aug 2007 23:38:13 GMT

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No, if the Mammy drivers are competent and not n00bs, they will swing their turret left and right to hit you with the Tusks.

Subject: Re: flammers vs mammys

Posted by [Goztow](#) on Thu, 16 Aug 2007 07:09:08 GMT

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Flame tanks are total ownage on many maps, but not to take on mammys =/. Unless ofcourse you're on field and the mammy is right outside Nod base on its own and can't see u coming. But what are the odds?

Subject: Re: flammers vs mammys

Posted by [scarabguy](#) on Thu, 16 Aug 2007 09:47:51 GMT

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odds are very good on some maps.

then again theres the flame rush...

on siege once with 4 flames we took out the agt in one pass, and later killed the barr and wf. gdi was mad hehe

even tho they had a few mammys gaurding their buildings after the agt went down, we won with flame rushes. we won hehe.

Subject: Re: flammers vs mammys
Posted by [Herr Surth](#) on Thu, 16 Aug 2007 12:10:46 GMT
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Siege = fucked up map -> Nobody would seriously play that -> Your example is worthless.

Subject: Re: flammers vs mammys
Posted by [sadukar09](#) on Thu, 16 Aug 2007 13:07:24 GMT
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First of all, if you don't have something to contribute, keep it to yourself. Second, who are you? Third, Siege is one of the better maps or else BHS wouldn't have put it in a Core Patch

Subject: Re: flammers vs mammys
Posted by [Herr Surth](#) on Thu, 16 Aug 2007 14:30:47 GMT
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- 1) I have contributed something.
 - 2) I'm Surth. And you?
 - 3) Siege is a seriously fucked up map. At least i think that.
-

Subject: Re: flammers vs mammys
Posted by [sadukar09](#) on Thu, 16 Aug 2007 14:40:55 GMT
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- Surth wrote on Thu, 16 August 2007 09:30) I have contributed something.
- 2) I'm Surth. And you?
 - 3) Siege is a seriously fucked up map. At least i think that.

1. Stating he is wrong without evidence that the map sucks is not contributing.

2.k

3. Your opinion I understand, but any reasons?

Subject: Re: flammers vs mammys
Posted by [Herr Surth](#) on Thu, 16 Aug 2007 15:01:41 GMT
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- sadukar09 wrote on Thu, 16 August 2007 09:40 Surth wrote on Thu, 16 August 2007 09:30) I have contributed something.
- 2) I'm Surth. And you?

3) Siege is a seriously fucked up map. At least i think that.

1. Stating he is wrong without evidence that the map sucks is not contributing.

2.k

3. Your opinion I understand, but any reasons?

1) Evidence sounds so rude... :[

2) Reason? I never had a Enemy asking for Siege to play, which makes me think every clan we faced yet doesnt like that map.

Subject: Re: flammers vs mammys

Posted by [sadukar09](#) on Thu, 16 Aug 2007 15:35:46 GMT

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Surth wrote on Thu, 16 August 2007 10:01sadukar09 wrote on Thu, 16 August 2007 09:40Surth wrote on Thu, 16 August 2007 09:301) I have contributed something.

2) I'm Surth. And you?

3) Siege is a seriously fucked up map. At least i think that.

1. Stating he is wrong without evidence that the map sucks is not contributing.

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3. Your opinion I understand, but any reasons?

1) Evidence sounds so rude... :[

2) Reason? I never had a Enemy asking for Siege to play, which makes me think every clan we faced yet doesnt like that map.

Probably because those clans couldn't work out tactics on that map yet. Say Under, been played for...6 years, a lot of tactics are on Under

Subject: Re: flammers vs mammys

Posted by [Tunaman](#) on Fri, 17 Aug 2007 07:49:43 GMT

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Surth, 2v2 on siege? What clan are you again?

Subject: Re: flammers vs mammys

Posted by [Herr Surth](#) on Fri, 17 Aug 2007 11:26:16 GMT

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Im from M2 (Kraut noobs so to say). Time & Date?

Subject: Re: flammers vs mammys

Posted by [Chuck Norris](#) on Fri, 17 Aug 2007 15:55:12 GMT

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sadukar09 wrote on Thu, 16 August 2007 08:07Third, Siege is one of the better maps or else BHS wouldn't have put it in a Core Patch

As was already said, but just to bring up an example, that's not a reason to consider a map good. Look at Terrace. That map is so tipped in favor of Nod. The map has some great design and a good concept, but the base layout isn't fair.

Subject: Re: flammers vs mammys

Posted by [Herr Surth](#) on Fri, 17 Aug 2007 16:17:52 GMT

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well, looking at some of the CP Maps like... MUtation Redux...

Subject: Re: flammers vs mammys

Posted by [Starbuzz](#) on Fri, 17 Aug 2007 17:51:53 GMT

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Chuck Norris wrote on Fri, 17 August 2007 10:55sadukar09 wrote on Thu, 16 August 2007 08:07Third, Siege is one of the better maps or else BHS wouldn't have put it in a Core Patch
As was already said, but just to bring up an example, that's not a reason to consider a map good. Look at Terrace. That map is so tipped in favor of Nod. The map has some great design and a good concept, but the base layout isn't fair.

Yeah true...if GDI does not have good Orca pilots and if the team is relaxing, it will become a nightmare.

On one game in the Jelly mappack server, I was in a Orca and I killed 13 stanks, 2 lights, and 1 APC trying to attack my base. And I did not make that up. One of my most memorable games. And there were about 25 players or so in that game. Nod started calling me "camping bitch."

But I agree, Nod has way too much advantage on that map. A stank can easily sneak behind a WF from that hill and lay a beacon and stop over it. I did that once too and succeeded. And taking out the GDI ref is piece of cake. That's unfair. The PP location is just unfair too.

Orcas are important in that map...you pretty much have to be straffing the ground around your base all game to find stanks.

Subject: Re: flammers vs mammys
Posted by [superj69](#) on Sat, 18 Aug 2007 01:59:55 GMT
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Starbuzz wrote on Fri, 17 August 2007 13:51

On one game in the Jelly mappack server, I was in a Orca and I killed 13 stanks, 2 lights, and 1 APC trying to attack my base. And I did not make that up. One of my most memorable games. And there were about 25 players or so in that game. Nod started calling me "camping bitch."

so your were called a 'camping bitch' for stay by your base and defending it for a game.... seems more like your just a good team player.

Subject: Re: flammers vs mammys
Posted by [JohnDoe](#) on Sat, 18 Aug 2007 11:51:27 GMT
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Surth wrote on Fri, 17 August 2007 06:26lm from M2 (Kraut noobs so to say). Time & Date?

lol

Subject: Re: flammers vs mammys
Posted by [scarabguy](#) on Sat, 18 Aug 2007 20:12:16 GMT
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dudes, stay on topic...

another of my exploits...

islands again, jelly server (RA)

two mammys were in front of gdi's base, on the first island. i came around the rock so that i was behind them with my flame and killed one and left one in the yellow zone healthwise. they werent the only ones around tho... there were apcs and a med too....

Subject: Re: flammers vs mammys
Posted by [Herr Surth](#) on Sat, 18 Aug 2007 20:55:36 GMT
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Quote:

they werent the only ones around tho... there were apcs and a med too....

Not to mention all the Pirates shooting their harpoons at you.

Subject: Re: flamers vs mammys
Posted by [liquidv2](#) on Sat, 18 Aug 2007 21:05:29 GMT
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had to bring out the pirates eh surth

flame tanks seem to have beastly heavy armor, and the second they're on a tank that tank is probably fuxx0rd
