
Subject: Flame Tank Rush: Cheap or Tactic?

Posted by [Anonymous](#) on Tue, 12 Feb 2002 22:22:00 GMT

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I would like to know peoples opinions on Flame Tank Rushes. I believe the flame tank it self, is far to strong, but I believe its also a 'Cheap' way to win. Most people are forgetting that this game is not about winning, its about fun, just like any other game. Hence why I hardly ever Flame Tank rush with other people.

Subject: Flame Tank Rush: Cheap or Tactic?

Posted by [Anonymous](#) on Tue, 12 Feb 2002 22:40:00 GMT

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Both!

Subject: Flame Tank Rush: Cheap or Tactic?

Posted by [Anonymous](#) on Tue, 12 Feb 2002 22:53:00 GMT

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I guess if there is no way to prevent the tanks from flattening your base like a pancake then its cheap unless its possible to counter it and thus prevent your base from being totally demolished but I'm not in the beta so I don't know.

Subject: Flame Tank Rush: Cheap or Tactic?

Posted by [Anonymous](#) on Wed, 13 Feb 2002 02:38:00 GMT

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I dont think the flame tank rush is cheap, I have stopped many rushes and have been stopped several times. The major problem with flame tanks is they have no range, and if you plan a major rush of 5 or more at a time, then the other team should have already seen a few of them and warned the others so they are prepared. If GDI has as good of teamwork as it takes to coordinate a major flametank rush, then NOD wil not destroy any buildings.

Subject: Flame Tank Rush: Cheap or Tactic?

Posted by [Anonymous](#) on Wed, 13 Feb 2002 02:47:00 GMT

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f tankis damm strong, prob the toughest that nod has. but if you do not have heavy armour outside you base , then it is hard to stop. you need to kill the f tanks as soon as they come out of their base, their range of fire is short, the flames look like they can go further but this is an illusion. let them get close and they will roast you.

Subject: Flame Tank Rush: Cheap or Tactic?
Posted by [Anonymous](#) on Wed, 13 Feb 2002 03:21:00 GMT
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a couple med tanks kept at front of gdi base will stop any flame rushalso, with the cost of 800 a piece, nod has to worry about mrls and tanks built up outside their base which will destroy the flames as they come outflame rush is only good if gdi is stupid or with light tank and art bkup

Subject: Flame Tank Rush: Cheap or Tactic?
Posted by [Anonymous](#) on Wed, 13 Feb 2002 03:31:00 GMT
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No such thing as a cheap tactic in war.

Subject: Flame Tank Rush: Cheap or Tactic?
Posted by [Anonymous](#) on Wed, 13 Feb 2002 20:54:00 GMT
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It is a tactic.Lets see why.If flame rushing was not a tactic, there would be no other reason for the flame tank to be in the game.It has no ranged fire, and can only ambush and play defense.[
February 13, 2002: Message edited by: gerarch]

Subject: Flame Tank Rush: Cheap or Tactic?
Posted by [Anonymous](#) on Wed, 13 Feb 2002 23:19:00 GMT
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quote:No such thing as a cheap tactic in war. LOL...so very true.

Subject: Flame Tank Rush: Cheap or Tactic?
Posted by [Anonymous](#) on Fri, 15 Feb 2002 23:11:00 GMT
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If it kills the enemy then it is effective. never heardof someone callin mustard gas or chlorine "cheap" maybe bio weapons but that is something different. "In war their are two kinds of people, there are winners and there are losers"

Subject: Flame Tank Rush: Cheap or Tactic?
Posted by [Anonymous](#) on Sat, 16 Feb 2002 01:37:00 GMT
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I agree with one of the above posts about flank rushing being easy to counter if GDI is somewhat

organized. Ive seen nod attack with tons of flanks one after another and GDI won by points because of all the flanks they destroyed. Its a legit strategy once you learn how to stop it.

Subject: Flame Tank Rush: Cheap or Tactic?

Posted by [Anonymous](#) on Sat, 16 Feb 2002 02:19:00 GMT

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On any map, if you park enough med tanks or Mammies at the base entrance you can quickly put down a flame rush, BUT, you have to work as a team, a flame tank in the right hands can waste a Mammy. I've managed to take out 2 Mammies, 1 Med, 2 HumVees and the Refinery in one attack because the GDI team had no teamwork. As was stated above though, a flame rush can be stopped easily if prepared. I think its a valuable tactic, unlike, oh, spawn camping. Well thats my two bits on the subject.

Subject: Flame Tank Rush: Cheap or Tactic?

Posted by [Anonymous](#) on Sat, 16 Feb 2002 05:45:00 GMT

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flame tanks are sooooo easily stopped by a Mobius. Mobius's gun has a long range (longer than it looks) and can take out almost any tank in seconds.

Subject: Flame Tank Rush: Cheap or Tactic?

Posted by [Anonymous](#) on Sat, 16 Feb 2002 13:34:00 GMT

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That's if you don't get run over or run out of ammo.

Subject: Flame Tank Rush: Cheap or Tactic?

Posted by [Anonymous](#) on Sat, 16 Feb 2002 23:07:00 GMT

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i remember on the map complex our WF got hit early so we bought PICs and 7-8 people with PICs take out flanks nicely

Subject: Flame Tank Rush: Cheap or Tactic?

Posted by [Anonymous](#) on Wed, 20 Feb 2002 00:27:00 GMT

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Its a taticYV_Seth

Subject: Flame Tank Rush: Cheap or Tactic?
Posted by [Anonymous](#) on Wed, 20 Feb 2002 00:35:00 GMT
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also.. keep a few techies around to fix things too

Subject: Flame Tank Rush: Cheap or Tactic?
Posted by [Anonymous](#) on Wed, 20 Feb 2002 14:33:00 GMT
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The only thing that I have seen "cheap" about the flame tank is that there is no collision detection vs fire on the walls of buildings. In this 2 on 2 game the Nod got their ftanks into the base went to the backside of a building where there is no door but conveniently the MCT is right there. He starts flaming the MCT through the wall BAM bldg dead. I would accept this as a tactic if he was shooting through the door, but shooting it through the wall is "cheap".

Subject: Flame Tank Rush: Cheap or Tactic?
Posted by [Anonymous](#) on Wed, 20 Feb 2002 18:25:00 GMT
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Shut up about flame tanks, big deal, I never use them and I'm almost always on GDI and I got no problem. I can just C4 em an GDI. plus, GDI base is very hard to infiltrate, as opposed to the NOD base can be infiltrated by a single engineer in the first 30 seconds. NOD have the disadvantage, so they have flame tanks to make up for it.

Subject: Flame Tank Rush: Cheap or Tactic?
Posted by [Anonymous](#) on Sun, 24 Feb 2002 04:33:00 GMT
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ever heard of proximity mines and remote detonate? and rocket launcher/gunner and tanks???if ur team is smart, it will be hard to overrun u with flame tanks a scouter (usually sniper or someone outside here somewhere) spots tanks or attacks MUST report back to allow ppl to prepare base defense if they haven't done it if u think that's cheap...ever seen a group of Mobius and hot wires team rush the tunnel (clearing the mines of course) and once into the base, ION CANNON BEACONS and C4...way deadly too if u r not careful remember this..it is a strategy game.. after all it is C&C...do think about ways of countering their moves (hey counter strike ^_^)

Subject: Flame Tank Rush: Cheap or Tactic?
Posted by [Anonymous](#) on Sun, 24 Feb 2002 09:32:00 GMT
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It's a tactic, and it's easy to stop if you know how.

Subject: Flame Tank Rush: Cheap or Tactic?
Posted by [Anonymous](#) on Sun, 24 Feb 2002 10:28:00 GMT
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quote:Originally posted by Rolk:Most people are forgetting that this game is not about winning, its about fun, just like any other game.uh winning is fun

Subject: Flame Tank Rush: Cheap or Tactic?
Posted by [Anonymous](#) on Sun, 24 Feb 2002 17:33:00 GMT
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First things first. If I am playing GDI I always mine the entrance to my base and the close area to my AGT. If I am Nod I mine the area near the rocks and the outside of the base were the enemy can hit the airfield.

Subject: Flame Tank Rush: Cheap or Tactic?
Posted by [Anonymous](#) on Mon, 25 Feb 2002 06:09:00 GMT
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i like flame rushing... because i hate that agt and gdi is never prepared... whenever im gdi i prepare for the obvious... early in the match...

Subject: Flame Tank Rush: Cheap or Tactic?
Posted by [Anonymous](#) on Mon, 25 Feb 2002 18:07:00 GMT
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imh falme tanks are TO FREAKING STRONG!!! They do not resemble what they where in C&C plus a flame tank could tkae down a Mammoth THATS BULL!!! it should be the other way around!

Subject: Flame Tank Rush: Cheap or Tactic?
Posted by [Anonymous](#) on Tue, 26 Feb 2002 08:27:00 GMT
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"Yes, I agree." -chrono miner-----"Ahh, there it is!"

Subject: Flame Tank Rush: Cheap or Tactic?
Posted by [Anonymous](#) on Tue, 26 Feb 2002 08:32:00 GMT
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Dude, mammoths own flamers. At close range, it might be a close one, but how many idiots actually let the flame tank get close?For the AGT flame rush, get a mammoth and rush the

obilisk. How hard is that? If they have defence they'll blast you, if they don't they lose the obilisk. Same thing.

Subject: Flame Tank Rush: Cheap or Tactic?

Posted by [Anonymous](#) on Tue, 26 Feb 2002 15:05:00 GMT

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easiest way to block a flame tank rush is to block the flamers physically. This means you can buy one or two med tanks and use a physical barrier between the flame tanks and the guard tower. The guard tower will destroy them and so will the med tanks. The flame tanks can't get close enough to the guard tower to not get hit by the guard tower because the med tanks are blocking them from doing so. This is an extremely useful tactic. I've stopped 4 flame tanks with one APC.

Subject: Flame Tank Rush: Cheap or Tactic?

Posted by [Anonymous](#) on Tue, 26 Feb 2002 16:50:00 GMT

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well, since GDI tanks can blow the hell outta the Nod airstrip I think it's pretty even.

Subject: Flame Tank Rush: Cheap or Tactic?

Posted by [Anonymous](#) on Tue, 26 Feb 2002 16:57:00 GMT

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Well, the only thing cheap about a flame attack is that the flame can get through the walls and attack the AGT's MCT. It is NOT a cheap tactic to attack the MCT directly with a unit that it can't hit, for the simple reason that you can easily prevent it by a little thing I like to call "Defending the Base." I often sit outside my AGT in a mammoth tank, just defending. I've stopped many a flame tank by stopping it from getting too close to the AGT to be fired on, merely by being in the place it's trying to get to. Like I said in my "C&C tactics" post - never rely on just your AGT for defense.
