
Subject: Question for Flamers

Posted by [Anonymous](#) on Tue, 26 Feb 2002 04:36:00 GMT

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Hey flamethrowers. How exactly do you guys go about trying to kill people? I'm finding it harder than it looks to get people with the flame, and ultimately more effective to just use mah trust AR. So how do you do it? How do you effectively kill people with the flamethrower (or the chem sprayer, while we're at it) ?

Subject: Question for Flamers

Posted by [Anonymous](#) on Tue, 26 Feb 2002 04:37:00 GMT

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you look at the guy and fire dont aim with that dumb dot just look at where your shooting and it well hit him

Subject: Question for Flamers

Posted by [Anonymous](#) on Tue, 26 Feb 2002 07:42:00 GMT

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Flametrowers are not designed to be effective against character, bun against vehicules and buildings (a free class cant be good against everything!) you can easely take out a full mlrs with a single flame trooper, and easily imagine the guy swearing in front of his computer! personnaly, I dont use really much flametroopers, cause of limited range... i prefer ingies... C4ing is trully great! even against infantry!!!! Man I love C4!

Subject: Question for Flamers

Posted by [Anonymous](#) on Tue, 26 Feb 2002 08:08:00 GMT

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hehy, i got 3 folks the other day when i knew i was going to die. at the last second i threw my c4 into their tunnel (it was in the beginning and i had no kills yet).When i made it back to the ridge, i suddenly scored 3 frags! =D

Subject: Question for Flamers

Posted by [Anonymous](#) on Tue, 26 Feb 2002 08:11:00 GMT

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hehehe! Someone who understand! ingies are free!!! C4 is great! get it??? if not, try it! With little practice, you can kill everything! from buggies to mamoth!

Subject: Question for Flamers
Posted by [Anonymous](#) on Tue, 26 Feb 2002 08:19:00 GMT
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ww has already sd they are working on addressing this issue along with the chem warrior as both take forever to damage and both are very ineffective versus what they should dominate... infantry. i imagine the first patch would be to tone it down against bldgs and structures and boost it against ppl.

Subject: Question for Flamers
Posted by [Anonymous](#) on Tue, 26 Feb 2002 08:24:00 GMT
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Woa woa woa! Who sais it stinks against infantry? You just get right next to them and hit them with the full concentration of the fire, they die. You can also hit lots of them at once while a bullet can only hit one person. Besides, I'd rather own vehicles and buildings. The Chem warrior is my favorite character! He's cheap, \$150, He kills vehicles and buildings, he can hit grouped infantry all at once instead of having a bullet hit only one, and he can walk on Tiberium! He's the coolest!-----And when there's no money, flamer. Weaker, can't walk on tiberium, not as much range, but still hits groups of infantry, still nice vs tanks and buildings, and he's free. So use them both wisely but Plz don't change them! [February 26, 2002: Message edited by: Crazy Ivan]

Subject: Question for Flamers
Posted by [Anonymous](#) on Tue, 26 Feb 2002 08:28:00 GMT
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Also. Granted, you can take out tanks quicker with Engies, and you can fix people, but the ammo. They only get 2 remote C4, that doesn't last long.

Subject: Question for Flamers
Posted by [Anonymous](#) on Tue, 26 Feb 2002 10:33:00 GMT
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Chem warriors can fairly quickly take out a building by themselves at MCT, with the added bonus of being able to protect themsleves. (takes all your ammo though)

Subject: Question for Flamers
Posted by [Anonymous](#) on Tue, 26 Feb 2002 10:39:00 GMT
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yay, someone rated me at long last

Subject: Question for Flamers
Posted by [Anonymous](#) on Tue, 26 Feb 2002 16:39:00 GMT
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I didn't know chem warriors were effective against vehicles, guess I'll use them next time against the harvester.
