
Subject: Are the flamers too tough? Or wait, a better question insid

Posted by [Anonymous](#) on Thu, 28 Mar 2002 17:54:00 GMT

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Ok, now any of us that have been on GDI hate flamer rushes. No one likes seeing 5 flame tanks comming for your base. Is this tactic getting old? Or can the people on the GDIs side not denfend? I have been in both situations. I love rushing with a flamer, but sitting inside that tank, I feel almost invincible. Those things have 400/400 health/armor and there is no GDI unit that has that much armor at that cost. The closest thing that GDI has is the Med tank which is the same price but gets slaughtered by the flamer. Or the Mamy where its almost double the cost and can almost kill a flamer 1 on 1 but 90\% of the time the flamer will win. Anyways, now that my rant is done, back to defence. Should GDI keep a couple Med tanks or mamys inby the tower or in front of the tower to stop these annoying flamer rushes? Or is there anything that can be done to stop these total destruction attacks? Sorry for the long post, I just needed to rant. Thanks for your time.

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Posted by [Anonymous](#) on Thu, 28 Mar 2002 18:04:00 GMT

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well like any vehicle it has it's downside. yes it has 400 armor/health, but it's range is very short. to counter the flame threat, the gdi needs a good kill zone. by that i mean it should be able to start damaging the ft long before it reaches your defensive area. and if you're a flamer, don't ever chase a med that is backing up and firing at you. unless he runs out of space you'll never catch him and you'll be respawning back at base while he never got a scratch. i have seen many 3 or more flame tank rushes fail miserably, so they are not unstoppable. as i posted on another thread, the defense of your base starts well outside the gates!

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Posted by [Anonymous](#) on Thu, 28 Mar 2002 18:13:00 GMT

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the range is not that short and it is so fast and menuverable that even when enemy tanks are moving backwards it still gets it, allso the mammy is good but its worst weakness is probably its inacuracy, common w a turret weighing several tons why does it shake even when u shoot a rocket. the thing to fix the flame tank though is to severely downgrase its anti armor capability and its anti base capability a bit.

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Posted by [Anonymous](#) on Thu, 28 Mar 2002 18:16:00 GMT

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So, I'm not the only one that thinks the flamer is a little bit too powerful. If they toned down the armor so the AGT could actually do anything against it then it would be more of a fair vehicle. Or

slowed it down, somewhere around that. Give it weakpoints.....something.

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Posted by [Anonymous](#) on Thu, 28 Mar 2002 18:25:00 GMT

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when i said that you'd never catch a medium backing up, i meant if you were out of range when he began firing at you and you attempted to catch him, you'd be toast long before you ever got into range. i believe a ft will keep up with a medium if it's already close and you'll have the advantage of driving forward while the medium is trying to steer backwards. but i also know that the flame tank only does maximum damage at very close range. if you stand off at your maximum while the medium is firing at you, he'll win easily. regarding your suggestion about weakening the ft. i absolutely disagree. the ft is the only nod vehicle with real teeth when it comes to rushing a base. the only other weapon that can do major damage quickly is the ma and it's armor is too weak to be a rusher....

Subject: Are the flamers too tough? Or wait, a better question insid

Posted by [Anonymous](#) on Thu, 28 Mar 2002 18:31:00 GMT

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I think the flame tank should have to fulfil its original purpose... Killing infantry and buildings... It should suck against armored vehicles like tanks and apcs but it should do well against MRLS and hummers... It should have bumped down anti-armor damage, and upped damage vs infantry.

Subject: Are the flamers too tough? Or wait, a better question insid

Posted by [Anonymous](#) on Thu, 28 Mar 2002 19:17:00 GMT

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quote:Originally posted by CanadianMonk3y:I think the flame tank should have to fulfil its original purpose... Killing infantry and buildings... It should suck against armored vehicles like tanks and apcs but it should do well against MRLS and hummers... It should have bumped down anti-armor damage, and upped damage vs infantry.EXACTLY!!!! That is the point. when I'm in a flamer and I'm attacking Inf. I have to drive all over the place trying to dodge the engs when the flames should have killed them long ago. Against armor, no, it shouldn't have the power that it does. Also, it shouldn't have the power it does againt buildings OR they should make it so the AGT can actual hit something that is right against it (Like the Oblisk).

Subject: Are the flamers too tough? Or wait, a better question insid

Posted by [Anonymous](#) on Fri, 29 Mar 2002 02:18:00 GMT

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I would say that 2 or 3 Gunners in the base are a good match against a Flame tank. The Gunner

character has a nice rapid fire rocket launcher and couple that in with a tank or MLRS and I say the Flamer is toast.

Subject: Are the flamers too tough? Or wait, a better question insid

Posted by [Anonymous](#) on Fri, 29 Mar 2002 10:05:00 GMT

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If they nerf the flame tank against vehicles or buildings then they would have to either beef up the stealth tank or add another nod tank - because there would be no balance.

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Posted by [Anonymous](#) on Fri, 29 Mar 2002 10:16:00 GMT

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quote:Originally posted by CanadianMonk3y:I think the flame tank should have to fulfil its original purpose... Killing infantry and buildings... It should suck against armored vehicles like tanks and apcs but it should do well against MRLS and hummers... It should have bumped down anti-armor damage, and upped damage vs infantry.This is exactly what I was going to post...

Subject: Are the flamers too tough? Or wait, a better question insid

Posted by [Anonymous](#) on Fri, 29 Mar 2002 10:44:00 GMT

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If they lower the tanks damage vs tanks, Nod would be without a real effective tank to tank killer. Light tank has low armor/gun, so all it can do is strafe and fire which won't always work. The MA has horrible armor, and same thing with the stealth tank. So Nod would have no tanks to counter meds and mammals. Oh and I found the Nod apc actually works REAL well against a med tank. If you are doing an apc rush and see a med, have 2 techs jump out and keep the apc repaired, and the apc gun will kill the med in a rather timely fashion, and the med isn't fast enough to get around the apc.

Subject: Are the flamers too tough? Or wait, a better question insid

Posted by [Anonymous](#) on Fri, 29 Mar 2002 12:04:00 GMT

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what you guys talking about it's easy to kil infantry with ft. Just aim one of the 2 dots at persons head duh. Plus the burning helps kill a person.

Subject: Are the flamers too tough? Or wait, a better question insid

Posted by [Anonymous](#) on Fri, 29 Mar 2002 23:39:00 GMT

fire the MRL has just pummels the flame to shreds. The guy controlling the vehicle has no choice but to try to rush you or flee for his life. MRLs are so cheap to buy, if the flame does actually get

Subject: Are the flamers too tough? Or wait, a better question insid
Posted by [Anonymous](#) on Sat, 30 Mar 2002 13:36:00 GMT

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What about other defences against flame tanks? What about having either 2 mamys or two/three meds waiting at the base for the flame rush. those tanks plus the AGT would slaughter and flame rush that would try to come their way. Just make sure that they don't get close enough to get the tower.

Subject: Are the flamers too tough? Or wait, a better question insid
Posted by [Anonymous](#) on Sat, 30 Mar 2002 13:55:00 GMT

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Fts Are A Hard Competitator Yes That I Cant Denie.But There Are Ways To Succesfully Protect Yourself From Ft Rushes.In Your Base Have A few Gunners Or Rocket Launcher Ppl.And Have Technician to put c4 on side.Iff All that Dont Work Then There Only 1 Thing Have A Few Mammoths Guarding.

Subject: Are the flamers too tough? Or wait, a better question insid
Posted by [Anonymous](#) on Sat, 30 Mar 2002 22:18:00 GMT

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I agree that the best defense against FT's is to engage them far outside of your base. It is easy enough to destroy FT's by backing up with a med tank (you DO have to be a good driver, ofcourse). I've also foiled FT's with a humvee or APC, basically outrange them and keep firing away, they generally don't consider a Hummer a threat - in which case you chase them and wear down their armour. Or you **** them off enough that they chase you, in which case you have led them away from your base (and get to keep hammering away with the powerful machine gun). Leading away FT's is much more valuable if there is no AGT.If (or more likely, when) they do get in AGT range they tend to turn their turrets onto the AGT and ignore vehciles, at this stage I like to ram them with my humvee/medium tank (getting close to a FT is generally suicide, but when it is shooting at the AGT it's quite safe to approach from the side.)Ramming is a suprisingly effective tatic, it can throw their aim off, keep them from reaching the AGT for longer (causing them to take more hits), or possibly convince them to aim at you instead, resulting in less damage to the AGT. If all else fails I'll even drive (or wedge) my med tank between the FT and a more expensive target (Mammoth or AGT), this prolongs the life of the target, and it's no loss if my tank is destroyed,

because then I get to go C4 happy on the FT's. Overall, I think it is fairly well balanced. What makes FT's seem overpowered is that it is easier (for a newbie) to successfully flame rush, than it is for the same newbie to defend against a flame rush.

Subject: Are the flamers too tough? Or wait, a better question insid

Posted by [Anonymous](#) on Sun, 31 Mar 2002 05:15:00 GMT

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I think that the rocket launchers are the best defense. You all must know how annoying it is to have enemy fire coming in from all directions and with the short range of the flame tank you have no chance. You'd have to chase one, then another, then another and by then you are dead because a gunner can easily outrun a flamer.

Subject: Are the flamers too tough? Or wait, a better question insid

Posted by [Anonymous](#) on Sun, 31 Mar 2002 10:50:00 GMT

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Close (well, ok mid) range, fire wins but at long /extremme long range MRL or above does the job IF the drive/ gunner is GOOD.And that's where my name from. I am just a 20K+ Rank though.

Subject: Are the flamers too tough? Or wait, a better question insid

Posted by [Anonymous](#) on Sun, 31 Mar 2002 10:55:00 GMT

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I found that Mobius with the Volt auto rifle can kick flame tnaks in the ass. SO if you get a few Mobiuses you can easily stop the attack swiftly.

Subject: Are the flamers too tough? Or wait, a better question insid

Posted by [Anonymous](#) on Sun, 31 Mar 2002 23:58:00 GMT

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(quoteregarding your suggestion about weakening the ft. i absolutely disagree. the ft is the only nod vehicle with real teeth when it comes to rushing a base. the only other weapon that can do major damage quickly is the ma and it's armor is too weak to be a rusher....)once i rushed with two friends using mobarts in a 3vs3 game and it kicked ass destroyed the whole gdi base in three minuets includeing advanced guard tower it was the mission whith the waterfall in it(forgot its name)

Subject: Are the flamers too tough? Or wait, a better question insid

Posted by [Anonymous](#) on Mon, 01 Apr 2002 07:09:00 GMT

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quote:Originally posted by Karandras69:Ok, now any of us that have been on GDI hate flamer rushes. No one likes seeing 5 flame tanks comming for your base. Is this tactic getting old? Or can the people on the GDIs side not denfend?I have been in both situations. I love rushing with a flamer, but sitting inside that tank, I feel almost invincible. Those things have 400/400 health/armor and there is no GDI unit that has that much armor at that cost. The closest thing that GDI has is the Med tank which is the same price but gets slaughtered by the flamer. Or the Mamy where its almost double the cost and can almost kill a flamer 1 on 1 but 90\% of the time the flamer will win.Anyways, now that my rant is done, back to defence. Should GDI keep a couple Med tanks or mamys inby the tower or in front of the tower to stop these annoying flamer rushes? Or is there anything that can be done to stop these total destruction attacks? Sorry for the long post, I just needed to rant. Thanks for your time.You want to stop a flame rush, easy. DONT USE TANKS, exopt to block them. You should use mobius and sidney, or gunner if funds are low... they do a great job!

Subject: Are the flamers too tough? Or wait, a better question insid

Posted by [Anonymous](#) on Mon, 01 Apr 2002 09:18:00 GMT

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First I hate to be GDI. I love lighthning attack and GDI is just poor at it. But when I'm GDI I try to handle flame tank rush because it's a really serious threat. The best way I found it's to use APC. APC is fast and get a good armor.My first 350 goes in hotwire, the next 500 (= 850 = FlameTR time !) goes in a simple APC... Then when the flame tanks come, I just block/push/fire at/ them, and keep them in range of gdi tower which shoot them... I managed to stop alone 3 flame tank rushers in C&C_Under (easy because only 1 way to rush the tower). In other maps 2 APCs is better. APC is fast, the flame tank cannot escape your manoeuver.If there is no rush, hey u got APC + hotwire !!! => ready for a commando attack in nod base !!!))

Subject: Are the flamers too tough? Or wait, a better question insid

Posted by [Anonymous](#) on Mon, 01 Apr 2002 09:22:00 GMT

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Morbius is quit good against vehiccles to maybe you could use them

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Posted by [Anonymous](#) on Mon, 01 Apr 2002 10:14:00 GMT

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Flame tanks suck against infantry at the moment... They should be able to tear through them like paper. Flanks should suck against tanks and apcs though. Then the anti-building damage is balanced quite well I think.

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Posted by [Anonymous](#) on Mon, 01 Apr 2002 13:39:00 GMT

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nOOby one knOOby makes a good point...one of the best things you can do to protect yourself against an incoming rush is to block your opponents with an apc BEFORE they get close enough to the tower to be out of rocket range. When they get right next to the tower, it stops firing, so the best thing you can do is to sacrafice your vechilce and ram the tanks back out into AGT, or OBI range. Hard to do, but easy to set up for. And, I agree that the APC is best at this. It is a suprisingly strong rammer...ahem...so to speak.

Subject: Are the flamers too tough? Or wait, a better question insid

Posted by [Anonymous](#) on Mon, 01 Apr 2002 15:29:00 GMT

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Today on hourglass, as nod we f-tank-rush the tower.... Someone with a med tank blocked us as I do usually with a apc. This was very effective too. But I prefer my apc+hotwire choice, because i'm sure the tower is well mined. And a med-tank alone can't do nothing against obelisk, instead of a apc+hotwire, which with little luck, can destroy it, if the enemy is not well prepared. Yes we must always prepare a counter attack

Subject: Are the flamers too tough? Or wait, a better question insid

Posted by [Anonymous](#) on Mon, 01 Apr 2002 22:40:00 GMT

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I have found the best defense against a tank rush when you have an AGT is to play bumper cars with the flamers with an APC. If you can keep the flamers exposed for a little longer the AGT makes quick work of them. Obviously this works better when there is some sort of choke point that is easy to defend. ma

Subject: Are the flamers too tough? Or wait, a better question insid

Posted by [Anonymous](#) on Tue, 02 Apr 2002 13:10:00 GMT

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quote: Originally posted by CanadianMonk3y:I think the flame tank should have to fulfil its original purpose... Killing infantry and buildings... It should suck against armored vehicles like tanks and apcs but it should do well against MRLS and hummers... It should have bumped down anti-armor damage, and upped damage vs infantry. I agree with that.

Subject: Are the flamers too tough? Or wait, a better question insid

Posted by [Anonymous](#) on Tue, 02 Apr 2002 14:09:00 GMT

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a few hotwires is all it takes to keep a building up against flame tanks! you just gotta be ready for it

Subject: Are the flamers too tough? Or wait, a better question insid
Posted by [Anonymous](#) on Wed, 03 Apr 2002 02:17:00 GMT
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Flame tank rushes r easy to stop....just make a mine field well away from the guard tower so it weakens them and the AGT can finish them off. -----EAT SOUP!

Subject: Are the flamers too tough? Or wait, a better question insid
Posted by [Anonymous](#) on Wed, 03 Apr 2002 02:20:00 GMT
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Flame tank rushes r easy to stop.....just lay some mines in a line to create a mine field and then the AGT can finish them off before they even get close to the AGT
-----EAT SOUP!

Subject: Are the flamers too tough? Or wait, a better question insid
Posted by [Anonymous](#) on Wed, 03 Apr 2002 02:25:00 GMT
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A minefield works on some maps, but not on all.On Hourglass it's great,on Field en Under it has some use. And on City you need them elsewhere.

Subject: Are the flamers too tough? Or wait, a better question insid
Posted by [Anonymous](#) on Wed, 03 Apr 2002 06:02:00 GMT
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perhaps it is possible to give vehicles 'weak spots' like the head of characters?flame tank could have really strong frontal armor, but dont let anything eat you from behind...and it should also be the way that getting the flank destroyed with yourself in it, means you'll die...i dont think anyone will survive THAT much of fuel exploding right behind their rear end...

Subject: Are the flamers too tough? Or wait, a better question insid
Posted by [Anonymous](#) on Wed, 03 Apr 2002 06:20:00 GMT
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use a.... humvee it never failed me once, if theres 2 flame tanks get 2 pll in humvees, k, heres

what u do, when the FT come when there around say like half to your agt u run into them and stay like that so they can go anywere and then the agt just finishes it off, its really helpfull if u run it into the side or a roc k so it cant fire aat u 2. never failed me once
