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Subject: Game improvement?

Posted by [Anonymous](#) on Thu, 18 Apr 2002 00:26:00 GMT

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From what I've seen so far, GDI teams seem to pour tanks into poor ol' Nod bases and keep em locked in a life or death struggle for the remainder of the game. I've seen Nod win mind you, but due to the dedicated efforts of a few stealth units sneaking past the front lines. The Mammoth however, rarely makes an appearance as Med tanks can cover the distance from base-to-base in less than 5 min. It works on the defensive, assuming your fighting tanks on open ground, when the grounds not so open however...

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