

---

Subject: Game improvement?

Posted by [Anonymous](#) on Wed, 17 Apr 2002 10:08:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

NO way it doesnt need any, the mammoth tank is good also for its price, its the only tank with 2 weapons, and it has a huge armor. And i see some ppl saying it needs to be faster, well thats just to ensure the mammoth is invinsble! Dont complane about it the flying thing will go in the game soon enough that will add a new something to balance the game! Have fun and greets MI6

---

---

Subject: Game improvement?

Posted by [Anonymous](#) on Wed, 17 Apr 2002 10:12:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I agree that the mammoth shouldn't have a faster turning radius or faster in general... the original mammoth was REALLY slow! and was easily destroyed. The problem with having two completely different sides (Nod & GDI) is that their soo different it IS REALLY difficult to balance dissimilar powers (stealth vs armour)? Nod was designed as a stealthy, fast & light attacking organisation. GDI was stupid and basically worked on bruit force! Like you said, stop complining. Grit your teath and learn how to play with GDI... they may be slow, but if you get into their base (oh mamma!) cannons vs the buildings rockets vs infantry.. you're unstoppable!

---

---

Subject: Game improvement?

Posted by [Anonymous](#) on Wed, 17 Apr 2002 14:12:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I tend to use Mammoths as big defensive turrets more than anything else. They also do a great job of blocking APCs from driving into the base (depending on the map). Assaults on the obelisk work much better with a few mammoths than with mediums, but other than that I use mediums most of the time. The brute force thing is true. I have had the best luck in GDI when we assault the NOD base as soon as possible and just keep pounding at it. Just as long as a couple people are defending the GDI base.

---

---

Subject: Game improvement?

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

[View Forum Message](#) <> [Reply to Message](#)

---

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...

---