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Subject: Game improvement?

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

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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.

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