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Subject: Hi, im new

Posted by [Anonymous](#) on Tue, 16 Apr 2002 09:33:00 GMT

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quote:Originally posted by Every Silent Victim:The mammoth AND the stealth are both a little under the mark no matter what people say.Mammoth needs 700-750 armor/health instead of 600They are slow and can't escape when things get ugly, and then their puny 600/600 armor does them no good even with their self heal which itself could also be better, maybe healing 5 points at a time instead of 2. It takes 5 minutes to self heal back to 600 which is way to long in 30 minute games to EVER make a differenceAnd the stealth needs 250/250Even when I surprise attack mediums, if its a good medium driver my stealth will loose everytime, can't attack bases with stealths, extremely open to infantry attacks such as sydney PIC, and sneaking up and crushing infantry is overrated because they can spot you a long ways away and its easy to dodge stealths trying to crush you, and then the missiles are hard to control sometimes.Agreed, and stealth tank doesn't need more armor and stuff.. it's perfect.. What it needs is a bit mroe range on the missiles, homing, and slightly more damage, but it's ROF should be toned down some, with faster sleath regen... my opinion on the stealth..

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