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Subject: Hi, im new

Posted by [Anonymous](#) on Sun, 14 Apr 2002 15:06:00 GMT

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A few things to improve Mammies/Stealth tanks. Mammy: Needs to be able to crush smaller vehicles (It could do that in TD) Needs the ability of "alpha strike" If you've ever played MechWarrior, you know what I'm talking about. Longer range rockets. Faster turn time. Stealth: Needs to be invisible to Base defenses (to a certain distance, and distance of other units, like in TD) Needs slightly more h/a. Maybe +50 ea. Again, faster turn speed. Almost useless to take out infantry as is. If you miss the squish, you're screwed, esp. if there's other men around. That's all I can remember, but I know I had more suggestions.

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