Subject: Stopping 7 Mammoth tank rush?!?!

Posted by Anonymous on Mon, 11 Mar 2002 14:38:00 GMT

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Easy to stop, all nod buy flame tanks, which can easily take mammoths on 1 vs 1Or have 7 stealth tanks with a couple engineers around, stealth tanks benefit most because they have TONS of firepower but little armor, but the little armor is negated by the engineers.And as another said artillary have tons of firepower also and can be hard to hit in certain spots of the nod base entrance.Last but not least a whole heck of a lot of Raveshaws could easily do it