
Subject: Re: mammoth tanks...

Posted by [Sniper_De7](#) on Sun, 10 Sep 2006 12:15:18 GMT

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...or the exact same thing for nod... only using arties instead of mammoths. You'd need at least TWICE as much hotwires as there are artilleries, and that's not talking about the idea that if the arties all switched suddenly to a different mammoth, they would have to walk that distance and in that time they'd get killed. Which is besides the point really because all you really need is one or two teched arts in a public to stop mammoth tanks because they won't be able to hit you. (artilleries can shoot the outside of the mammoth tank where as the mammoth tank cannot fire back) Since it's so slow, and so big, this is why generally light tanks, arties, med tanks are better than mammoths. the only real advantages is the tusk missiles (which are pretty horrible range and is sort of useless as tanks are a much more greater threat) Oh, and the double barrel thing is more of a double edged sword, since if you're playing against good people, then if they for some reason aren't very good at shooting the mammoth tank while it takes no damage, they'll still be able to dodge 50% of the shots, because you'd have to be WAY out there to be fired on by both cannons. Which, i guess they could utilize this to their advantage by going out right after the mammoth tank shoots the closer cannon
