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Subject: Re: armor changing

Posted by [EvilWhiteDragon](#) on Mon, 21 Jul 2008 08:31:06 GMT

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Chuck Norris wrote on Mon, 21 July 2008 09:06Ah, if that's the case, than I understand your priority almost solely on bugs right now. I like your way for doing the patch better, but I didn't think EA would basically pass on support for the game in giving TT control, since it seemed like it'd be hard enough to let them let anything be done for it period.

P.S. Mammoth Tanks aren't not worth it only because of the points they used to give off. They simply don't get you 1500 credits worth compared to most other things do.

(at the mammoths)

Well, mammoths can be really useful if your base is in a siege. It allows you to get a lot of armour to push away enemy tanks. it also is very good in such cases to provide a cover for meds behind it, so they can move out as soon as they are near the enemy.

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