

---

Subject: Mammoth Tank improvements - "Making that thing worth it"

Posted by [Deathgod](#) on Mon, 26 Apr 2004 17:38:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I already fear Mammoths, you must be around shitty drivers all the time to think they suck. Making their most damaging weapon outrange antivehicle infantry is a great plan, I have to say. Oh wait, I forgot that only rockets can be used against vehicles now. Better change Rav and Sydney to have a gun that shoots a laser beam that you can draw on stuff with and does no damage, because their role just got negated to recon.

No air units should be able to fuck with this mammoth, either, now that it has 220% their range. That seems sensible, but snipers definitely shouldn't be able to shoot aircraft down.

Almost twice the range of stealth tanks? Well they're cloaked so it's only fair that if you DO see them you should be able to kill them in 4 or 5 shots from almost twice their range.

Flamers? Who uses those anymore? With almost THREE times the range now, plus more damage, they're only going to be useful before people can afford a mammoth. I guess you could still use light tanks, even though they're outranged by 10% and do about 70% as much damage and have half the health.

Essentially you're making it so the only effective counters are rocket soldiers, which we established in the other thread don't do enough damage to vehicles and are apparently tough to hit with, and artillery, which are fragile. Good plan.

I also see this as a way to make camping sound better for people, if it's applied globally. There's already quite enough of that on Hourglass and Field especially, let's not make it worse.

---