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

Posted by [Crimson](#) on Mon, 26 Apr 2004 18:59:05 GMT

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I'd agree that the Mammoth Tank isn't as powerful as it should be for its huge price tag. Mammies are useless in Field unless you control the field, otherwise the Nod arties and light tanks can plink away at you quite a bit before you even reach them.

My opinion is that the health/armor stays that same, about 20-30% more range on the ammo, and have it do more damage... say about 20% more of that, too.

I don't really agree with the "it works if you know how to use it". While I'm one of the ones who does actually know when to use a mammy and how to use it, we all know there are a lot of n00bs out there. So if some n00b says "ooh big tank" and buys it, they won't hurt the team as much if they can get a little more bang out of it.

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