
Subject: Mammoth Tank improvements - "Making that thing worth it"
Posted by [YSLMuffins](#) on Tue, 27 Apr 2004 21:27:03 GMT

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I don't know, I can't remember the last time that a mammoth tank rush on Under has failed.

Besides, I don't understand why the tusks have to be the better weapon, but they are, and they have such HUGE splash damage! I thought the idea was to lay down suppression fire with the cannons until the Mammy can get close enough to deal the real damage with the missiles.

But if the cannons must be improved, why not have them fire in a rapid 1-2 succession, reload, and then repeat. It would more closely resemble the way they worked in RA/C&C and at the same time increase ROF without having to affect cannon damage.
