
Subject: Mammoth Tank improvements - "Making that thing worth it"
Posted by [EnGiMaN56](#) on Fri, 30 Apr 2004 01:57:52 GMT

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Perhaps we should focus on game bugs, which many of them aren't posted in the sticky, but any way Mammy, maybe we can make the turret fire into the middle of the crosshair instead of to the right and left of it, slightly missing a certain position on a tank can make it do less damage unless your host so if we increased the aiming of this tank it could do more better, and the MRLS possibly have a rotating turret, as it is currently fixed to it, it gets very annoying (Rotating turret like the hover MRL in cnc reborn).
