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Subject: Basic combo of Tanks

Posted by [Anonymous](#) on Tue, 07 May 2002 16:43:00 GMT

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To win in a game you requires a combination of tank that will work greatest against the other team. This is what I think about the core combination of tanks should be for GDI and Nod. Nod: 2 Light 2 Art 1 Flame 1 Stealth GDI: 2 Med 2 MRSL 2 Mammoth Each side will have 2 spaces to support their attack and also depend on the map type. Mammoth will have two uses as the cannons have longer range but with less damage. The tusk missiles have more damage per a shot and have larger splash that can kill people even when they are inside buildings which will allow it to cover both stealth and flame. The main fighting force for both side should be Med and light tank.

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