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Subject: glaring weakness in mammoth tank

Posted by [Anonymous](#) on Sun, 21 Apr 2002 22:36:00 GMT

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Also with the Mammoth, its hard to get a Strike force into position. I remember on Under 5 GDI Mammoths were at the opening of the Nod base. They had to wait to get into position. About 6 Nod Raveshaws came up behind and nailed em one by one. Thats why I prefer the Med, usually I had the same one for an enitre level. Its firepower maybe less, but it can get out of trouble. Plus the med is good for hit and run attacks to create a diversion. Just to prove my point. On city I bought a Med, I took out several vehicles including two flames. Someone swiped it from outside the AGT. So I bought a mammoth and battled a Flame tank, I was slaughtered...used 'l' way to much there... [ April 21, 2002: Message edited by: The Argon Array ]

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