Subject: Hi, im new Posted by Anonymous on Tue, 16 Apr 2002 09:58:00 GMT

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trouble frying a light tank ffs...Trouble? It doesn't even.FFS mobile artillery utterly R'APES mammoth tanks, it's freaking stupid.. a \$450 vehicle.. It needs more armor(like one said.. 700/750), or have explosives do alot less damage against it, and give it "smart aiming" that makes the artillery from the double cannons shot inward so it goes to the center of the rectical(range of the target would change the ammount that the artillery shots inward)..Also, against flame tanks.. the tusk missles are less effective than the artillery guns against flame tanks, they cna't turn sharp enough to hit the falme tank so they explode behind it, so the 800 flame tank owns the 1500 mammoth tank, so does 450 mobile artillery, and 600 light tank(although the light tank needs some range). But for stealth tank I think it should turn at the speed it goes forward... for more squishing power! This this little button by c called v that lets you shot people that are bheind you idiots.. omg.. stupidest thing I've heard. I find stealths semi effective against orcas in air mods.. and they will kill a humvee.. They are best at squishing and placing beacons... but against a base with deffence it wont work.. they may be sleathed, but they are big making them very easy to see.I'd like to see an APC-like chaingun on the back of the mammoth tank that the secound person that enters could use more than anything.. this would protect against apaches, play airmods you'll see they **** all vehicles acept MRLS and a good apc.. More armor and health would still be best.. 5 self-heal would still suck. But I've suggested befor.. that if a hotwire gets in a mammoth she should sort of be able to repair it inside at half the normal repair rate.. More health/armor would still be the easiest to add.. and not overrcomplecate things.. For 1500 it sucks. Also, mammoth never squishes.. no one except maybe a person whos keyboard got unpluged will be run over by a mammoth.