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Subject: Hi, im new

Posted by [Anonymous](#) on Sat, 13 Apr 2002 18:12:00 GMT

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The mammoth AND the stealth are both a little under the mark no matter what people say. Mammoth needs 700-750 armor/health instead of 600. They are slow and can't escape when things get ugly, and then their puny 600/600 armor does them no good even with their self heal which itself could also be better, maybe healing 5 points at a time instead of 2. It takes 5 minutes to self heal back to 600 which is way too long in 30 minute games to EVER make a difference. And the stealth needs 250/250. Even when I surprise attack mediums, if it's a good medium driver my stealth will lose everytime, can't attack bases with stealths, extremely open to infantry attacks such as Sydney PIC, and sneaking up and crushing infantry is overrated because they can spot you a long way away and it's easy to dodge stealths trying to crush you, and then the missiles are hard to control sometimes.

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