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Subject: Stopping 7 Mammoth tank rush?!?!

Posted by [Anonymous](#) on Tue, 12 Mar 2002 14:09:00 GMT

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I have to agree that mobile artillery is a very effective force. When GDI makes a lot of armor, even though they camp right outside of obelisk range, they do not concentrate fire, all they do is blindly blast away at anything and everything. A single enterprising player can shift the outcome of the game. A single opportunistic flame tank can kill or severely wound a mammoth tank who cannot escape from the press, and the other tanks cannot shoot it because other mammoth tanks are in the way. Mobile artillery is also an under-used asset. Ducking in and out from cover in a mobile artillery can prove to be a large detriment to any mammoth tank.

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