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Subject: GDI is far more superior than NOD

Posted by [Anonymous](#) on Tue, 19 Feb 2002 04:01:00 GMT

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quote: Keep your distance, keep cloaking, and don't stay still. The amount of time (rediculously long, IRL it would be much shorter) for the mammoths shell to cross a distance to hit you, you can move to avoid it. It enrages them beyond belief to be unable to even hit you. Then stealth up, lob some missles at them and run away. They always back down, frustrated, unable to hit the stealth. You haven't faced me in a mammy. I can easily kill a stealth tank. cloaking doesn't work because I just use the shell explosions to locate the stank. Plus if you know what your doing you can hit the opposing tank moving or not. Every second your not shooting your opponent is still firing at you. Mammies are not my specialty though. I have been able to waste 4 mammoths, 6 mrls, 2 humvees, and an apc, in one round without losing my MobArt. MobArts are the best vehichles for base defence. You get damaged just pull out of the LOF and repair. In addition they have excelent range and can be parked behind obstruction and still fire on their targets.

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