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Subject: GDI is far more superior than NOD

Posted by [Anonymous](#) on Mon, 18 Feb 2002 19:53:00 GMT

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I actually do have a bit of a problem with the mammoth tank... but it may be more of a problem with engineers. Last night I was in a game, and there were three of us in mobile artillery (as well as a rocket officer) pounding on a mammoth tank. I think we got the tank down to a little over 2/3s before all of us were wiped out, and all because an engineer was hanging behind it, out of sight, repairing it. Like I said, I'm not sure if this is against mammoths or engineers. Maybe not allow engineers to repair vehicles if they're still in combat? If they've fired a shell within the last 15 seconds maybe? Just grasping here... I realize we probably should have taken the engineer out, but I don't think that would have changed the outcome of the battle.

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