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Subject: Mammoth Tank improvements - "Making that thing worth it"

Posted by [Aircraftkiller](#) on Mon, 26 Apr 2004 17:25:02 GMT

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If you're going to argue about balance, provide a reason why.

The Mammoth Tank is slow. It has a lot of armor. The missile range was nerfed way too bad. Why?

What sense does that make? People can sit there and peck away at it from a long range, but it can't do anything back without the missiles. It can't hit Apaches without long ranged missiles. It can't get anti-armor units or anything else without long ranged missiles.

It had them in C&C - why is it so unbalanced here? The fact that it might present a threat now, instead of some laughable target that gets owned quickly?

Just so you know, getting close to the tank means it's difficult for it to hit you with missiles, even more so with longer ranged ones. It increases the minimum distance that the tank can fire at the ground with missiles.

Get close and it can barely touch you.

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