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

Posted by [flyingfox](#) on Tue, 27 Apr 2004 11:25:59 GMT

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Artillery aren't fast enough to avoid cannon shots, nor strong enough to withstand about 6/7 of them. The only reason a light tank may beat one is if the light tank/artillery has distance between the mammoth and objects to hide in, and the mammoth driver is poor.

With that said, mammoths aren't designed for "1v1" games. All westwood levels were designed for 7v7 or higher play, and as such, the mammoth is a unit that requires support. It's only horrible in combat to the driver that doesn't understand that a slow moving vehicle needs to rely on armour and sheer firepower to do its job.

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