
Subject: For all the Mammoth drivers out there

Posted by [Anonymous](#) on Thu, 25 Jul 2002 22:49:00 GMT

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The mam. missiles are the all around better weapon... their short coming is the fact that they require you to be in a close proximity to the enemy.... they work much better against all enemy units and structures but have a very short range.... the cannon and the missiles fire at the same rate... so there is no difference in the shot rate when both weapons are in range of their intended target... the splash radius of the mam. missile is very large and can be most effective when firing at a building to know where to target in order to hit the pt. terminals... hence allowing the capability of hitting one or more of the infantry units inside using the pt. terminal... the only advantage that the mam. cannon has is its range.. and can therefore be used to lay down massive suppressive fire while in a large formation...using the mam. missiles much like a simulator can also be effective while in a large formation... using the large blast... both light and sound to distract enemy units into looking at and or thinking that their enemy units or a fight is going on in another part of the map... giving your battle group a slight advantage on how much, how fast, and how well you can target an enemy unit.... this is best done in either dark and or tight spaces such as tunnels and or buildings where sight for infantry is limited...
