
Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Sat, 13 Jul 2002 01:29:00 GMT
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Stop using that stupid tank. Why you guess? Well i will tell you. I just come from a game where i played as Nod on under. GDI was far better than we was. They had the best sniper who shot us in the head as soon as we turned around the corner at our base entrance. They had better tank drivers and better team work too. But they lost by about 1500 points cause they sieged our base with mammoths and our team did nothing but shooting at those tanks with mendozas laser chain guns and such stuff. Mammoths give 3 times the points to the enemy than they make for your team if not used correctly. Another reason to not use mammoths is that they are big and slow. How many times you played on field as GDI and your base entrance was blocked by two mammoths? If then arrives the harvester they are all stuck and the artillerys get a lot of points by destroying them. You cannot even snipe the artys cause a) you cant get out cause they block the way b) they are to high to shoot over them c) your scope is shaking when they are shooting. And they have no chance to dodge the shells. Same thing on Mesa. Mammoth drives into the tiberium field, harvester follows, mammoth and harvy block each other, both get destroyed, and you see a smiling mendoza running for a refill. The mammoth tank has only one purpose and that is rushing (crawling) the enemy base (If you get destroyed by the obelisk the other team gets no points!!!!). Thats what they are made for so if you buy a mammoth then rush or else its better to buy a med tank wich is superior to any Nod unit too without giving away to much points if destroyed. Just my 2ct about the mammoth
