
Subject: Protocol for repairing vehicles in-field.

Posted by [Anonymous](#) on Sat, 08 Jun 2002 23:06:00 GMT

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Mammoths give the same ratio of points as anything else. It's just that they have more hit points to take damage from. Their slow speed makes them easier targets as well. But a mobile artillery hit to a mammoth should give the same amount of points as a mobile artillery hit to a medium tank. The biggest problem is that too many people don't know how and when to use Mammoths. Then there's the other side of people that are 100\% anti-mammoth all the time. Personally, I've recently become a big MRL fan. Firing backwards is quite a useful tactic in several situations. Just have to stay out of sniper fire. What's really bad is when you're in a close game and with 5 minutes to go you take out the AGT. Suddenly everying is plopping down nuke beacons like mad. GDI disarms them all and you end up losing. Yay! Great fun! quote:Originally posted by vijr:What I hate is how ignorant people are!!!! Mammoth Tanks when destroyed give lots of points to the NOD side. How many times does it take to get through to these numbskulls heads not to buy mammoths in a close game. I have seen many games where the game is close points wise and then some poeple go "OH yeah, I have enough for a mammoth". The go into the field and get WASTED! And I agree newbies do this a lot. But I am a ranked lower than 600 consistently and I have seen people ranked lower than 1000 use this absurd tactic. 9 out of 10 times a close game comes down to the NOD side because GDI's ignorant players have Mammoth tanks destroyed. Case closed MOD wins every time that stupid tactic is used. Now do not take me wrong a mammoth tank is powerful but when everyone gos and buys a mammie than more often than not NOD wins. The MLRS is a much safer buy and gives less points when destroyed and does massive damage to vehicles and buildings!
