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Subject: Maybe a mammy that doesn't crap on the laws of physics..

Posted by [Anonymous](#) on Tue, 16 Apr 2002 10:07:00 GMT

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The mammoth is one of the most square vehicles in the game.. By the laws of physics, an object on 2 treads parallel to each other will turn at a speed closer to it's maximum speed moving forward. But when the Mammoth turns on it's center axis with 1 tread forward, the other in reverse, it turns incredible slow compared to moving forward. The mammoths biggest weakness is infantry running along it's side.. they are too close for tguns to shot, and turning is too slow. Mammoth is a good unit.. but for 1500 it's arse. And who ever says it is worth the money plays against nothing but newbies that don't know how to move forward and back to dodge fire(which the mammoth can't do) and is probably playing on servers that give 999999creds at start. Increasing Mammoths normal turning speed would improve it, and make it obey the laws of physics

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