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Subject: Medium Tank VS. Mammoth Tank

Posted by [Sniper\\_De7](#) on Mon, 30 May 2005 20:06:20 GMT

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City Flying - The mammoth tanks are so slow and so immobile that they generally never make it to the enemy base unless covered by a sniper

Mesa - too big of a target, the arty can hit it while not be hit by it back and even if the right or left turret does hit the mammy one tech can repair it fast enough while one hotwire cannot repair a mammoth tank whilst the arty shoots at it.

Field - too big of target and too slow. If i was Nod I would hit the easiest tank to shoot at first and that would generally mean the mammoth as it's so big and slow. Not to mention you can easily get out of view from a mammoth.

Under - again too big and slow, even though GDI has big advantage on that map anyways with just meds...

Hourglass - The only useful purpose in this would be to stop hill camping. I'm not even sure if the mammoth tank can fire both shells and hit the ob (on the side) without being hit by it because of it's big "torso". So yeah mammys would be good for over the hill but generally if Nod isn't stupid they won't abandon the sides. The fact remains that in almost any situation the med tank is the most useful tank for GDI. The arty is the backbone for Nod. Take away one or the other and you lose the point of getting tanks

And yes, it is a slow tank. That is why I said it is mostly best to have a mammoth tank rush when you have some tanks already in their base. It's there primarily for strength. You'll need them if you want to try and kill a building filled with techs.

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