
Subject: Re: Mammoth Tanks and How To Use Them.
Posted by [=HT=T-Bird](#) on Mon, 17 Oct 2005 02:02:13 GMT
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Sniper_De7 wrote on Sun, 16 October 2005 19:53I think that's the point, you need a hotwire for a mammoth to be good on a map like field. An arty who knew how to aim at large slow objects would rape it. So the question is: Which is better, two med tanks or one mammoth with a hotwire? Answer: two med tanks. the biggest upset comes in the mammoths size. often you can shooting a mammoth before he can return fire, because you'd be able to shoot at the outside of his vehicle where his turrets aren't able to target you. Meaning: you lose. Now of course when you're fighting against people who have no idea what they're doing this is no problem. the same people who would run out into the field with an arty front first. The biggest way to learn about how to play the game well comes from playing clanwars and using the best methods to winning them. You will not see mammoths in these methods because they are not good. Same with SBH's. You aren't doing your team a favour when you aren't utilizing the teams vehicle limit to its max.

Unless, you are an awesome SBH veh thief!
