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Subject: Mammoth Tank improvements - "Making that thing worth it"

Posted by [flyingfox](#) on Tue, 27 Apr 2004 00:16:16 GMT

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Aircraftkiller! I'm not saying make their rate of fire faster, I'm saying have the cannons fire in quick succession: "bam bam" instead of "bam, bam, bam, bam" which is a bit too powerful and allows it to siege something way too easily.

How can you say this when you've just said it be changed to "bam bam" to make it more powerful? Are you suggesting that it be made more powerful than it already is, which is too powerful? I don't get it.

Also:

<http://renegade.the-pitts.net/index.php?s=2b65f69269446feb5593fb050dc394db&act=ST&f=2&t=5801&hl=mammoth&st=15>

Scroll down to your first reply. You said it's a badass motherfucker and basically it kicks ass. What is it now? That it's a badass motherfucker that kicks ass and outclasses every other vehicle, but it's not good enough for its price tag?

Aircraft really need to be within the mammoths short missile range to be able to missile the mammoth. Their missile ranges are short too, and it evens out.

The tusk missiles fire faster than any vehicle, effectively making it the best vehicle in 1 on 1 combat. The only vehicle that does more damage in a single shot than a mammoth is an artillery, and at that, the mammoth fires at a faster rate, roughly 2 shots for an artillery's one. It also has more armour. It can hit the battlefield safely with engineer support and own everything. It can make the difference and greatly help the team take the field again.

People say "But Nod vehicles can plunk away at it from a distance while it can't do much in return!". Well, that happens to every vehicle. And of course the mammoth'll take the worst of it: it's a slow moving vehicle that can be hit a lot more easily. No change to it except size and speed will deter from that fact. And artillery happen to be built for the purpose of plunking away at a distance. That's the only vehicle you can argue that "plunks away from a distance" because every other vehicle is within range of its standard cannon shots.

Also: When people argue to change the mammoth, or any other unit for that matter, they always seem to argue from the victims stance. I've never seen "I damage that unit too quickly and I don't think I should be able to. I think this unit needs to be changed."

Please don't change the mammoth. It's good enough as it is.

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