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

Posted by [flyingfox](#) on Tue, 27 Apr 2004 10:20:00 GMT

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Aircraftkiller*sigh*

I said that months ago. You think it's not possible that my opinion can change in the span of five months, or are you just gullible enough to believe that I'm an inanimate object that cannot grow or become anything else?

What I said THEN has little bearing on what I'm saying right NOW... Why? Because I'm not a politician and I'm not supposed to give you "opinion updates" so you know that my stance on certain subjects has changed.

That's not the point. I won't deny opinions change, but in this case, facts don't. In that post, you passed off facts for reasons why it should be used. Now you're passing off the same "facts" in the opposite way for reasons why it shouldn't be used?

There's a difference between "I think it owns all" and "It owns all". For example,

old post, AircraftkillerIn all seriousness, everything about a Mammoth Tank outclasses every other vehicle... Except the speed. Armor? Nothing beats 600\600 points of heavy armor with the ability to regenerate its health.

Cannons? They're long range, fast firing, and can saturate an area with firepower quickly. Light Tanks don't stand up to it.

Mammoth Tusk missiles? Nothing beats these up close. They're more powerful than the cannons, they do a LOT of splash damage, and they eat up soldiers like there's no tomorrow... AND they lock on to targets, too!

Those are supposed to be facts. Now, because you say so, a mammoth no longer outclasses every other vehicle, the cannons no longer have a decent range, light tanks now stand up to them, etc? Last time I checked, the facts on vehicle schematics on this game stayed the same since nothings been changed. But whatever, I won't embaress this issue any further, it just puts everything into doubt.

The mammoth happens to be the only unit that can combine tank combat with anti-aircraft armaments which also splash kill infantry very easily and lock onto tanks. It can defend a base with support, taking on all types of enemy that attacks it. I'd say that's a pretty damn good deal for \$1500.

It may not be able to hit something directly above it (the only vehicle that can do that anyway is the MRLS, and at that, it's weakly armoured and can be chewn through quickly), but if an orca/apache is staying directly above a vehicle, most especially a mammoth, it's moving at a very slow pace and can be hit easily by anything else in the area, putting the pilot at his/her own risk.

Otherwise, the apache/orca will be within range of the missiles for their missiles to hit the mammoth.

Let's be honest. With engineer support, the only problem a mammoth is going to receive on the battlefield is a distant artillery or a well-positioned anti-tank infantry unit. Even at that, the anti tank infantry unit will be within range of the cannons and will eventually be killed. It's just the artillery unit that's the problem, and most certainly so for the mammoth, since it's slow and easy to hit. That problem needs to be dealt with separate anti tank units/tanks for the mammoth to manouver easier on the field.

You may argue that in a sieged game the mammoth gets ripped open by all the units focusing fire on the base entrance. With engineer support, they'll keep the mammoth alive long enough for it to attack the offending units and fend them off. A mammoth might be the strongest tank in the game, but why should you be able to control any unit that's able to completely clear a field of enemy units focusing their fire on it? This is a team game, and as such, people should be interacting with each other to beat the game no matter how strong one unit is.

AircraftkillerIT DOESN'T DAMAGE WELL ENOUGH. Ever think of that, champ?

Yes, and I also thought of how you said it sieges units too quickly. It's about time we got some facts here, maybe with a data sheet, instead of opinions.
