

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [Gdiguy45](#) on Sat, 28 May 2005 23:10:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Which do you think is better?

I think the Mammoth tank is overpriced, it has more firepower  
But lacks speed and maneuverability

Medium tank is better price, but lacks the firepower  
It has better speed and maneuverability

Which do you like more?  
reasons

---

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [WinterFresh](#) on Sat, 28 May 2005 23:20:49 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Whoever buys a mammie should be shot. That thing give more points to enemies than it does damage to enemies.

The mammie doesn't do much more damage than the medium tank does, and it's such a huge target, might as well just paint shoot me onto it.

If you're on GDI, never, never buy a mammie tank unless you're sure you're team is winning.

---

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [flyingfox](#) on Sat, 28 May 2005 23:22:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

they both get the job done....but the mammoth is obviously the better tank. A mammoth with proper backup does a better job than any tank in the game. unlike them, he can rely on brute force and does not need to try and avoid damage. don't let anyone tell you "omg R mammoth is dumb IT DYE 2oo eazy", they're just dumb for buying one and getting owned because they didn't ask for engineers. then of course they think they know everything about the mammoth....yet the next time they end up against one they get beaten down because the driver knew what he was doing.

---

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [Oblivion165](#) on Sat, 28 May 2005 23:24:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

It would be worth it if the mammoth has lock-on Anti-Air missiles. Easy to setup, but its not ren

---

default.

---

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [flyingfox](#) on Sat, 28 May 2005 23:25:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Quote:That thing give more points to enemies than it does damage to enemies.

sure, if you let them. Those points don't mean crap when you've just cleared a field of enemy soldiers and tanks with one.

The mammoth tusk cannon does the highest amount of damage per shot, seconded only to the artillery, and it still wins because it shoots shells faster than the arty.

---

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [glyde51](#) on Sat, 28 May 2005 23:33:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I never get Mammoths, I only back them up with Medium Tanks.

---

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [GoArmy44](#) on Sun, 29 May 2005 00:28:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I usually find myself rushing with one into the enemy base that is pretty much destroyed anyway and firing missiles at the buildings, only problem with that is by the time i get there the base is already destroyed

---

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [Homey](#) on Sun, 29 May 2005 00:38:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Mams are good for defending, rushing and pressure. The people that sit around in the field and don't do any of that lose games. They suck on Field if Gdi doesn't have complete control too.

---

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [JeepRubi](#) on Sun, 29 May 2005 00:41:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i personally like the mae cause i suk at driving the mammy. I am really good at driving the med. i

---

only get a mammy if my team is bombarding the enemy base and there are lots of engies running around.

---

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [Spoony\\_old](#) on Sun, 29 May 2005 00:42:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Medium tank is probably the best all-round vehicle and better in most situations than the mammoth.

Mammoth is devastating when used in the right situation, but terrible in the wrong situation.

Most Renegade players seem not to know when to use a mammoth, which is why they have a bad rep. However there are times when a mammoth is the best unit in the game. Get a mammoth into Nod base on certain maps and it can wreak untold damage

---

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [genetix](#) on Sun, 29 May 2005 00:50:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The mammy is VERY good in a lot of defensive areas. Look at hourglass for example. You lose your AGT. Two mammies can defend your base. Try organizing meds to do the same thing. Mammies do a much better job. Also the mammy repairs itself. this in turn prevents you from having to leave your tank as much if you have a n00bish team who won't help repair the last few vehicles(when WF's destroyed).

I would use a mammy but only in certain times. Overall I would choose a med. It all depends on the team however.

---

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [Kanezor](#) on Sun, 29 May 2005 00:58:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

flyingfoxThe mammoth tusk cannon does the highest amount of damage per shot, seconded only to the artillery, and it still wins because it shoots shells faster than the arty.The real problem when comparing Mammoth tanks against artilleries is that artilleries pwn mammoths on range.

---

---

Subject: ok  
Posted by [Gdiguy45](#) on Sun, 29 May 2005 01:31:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ok

---

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [uurmek](#) on Sun, 29 May 2005 03:01:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Depends on if the the driver is any good. I once chipped a mammy's health down by half in an apc once simply by staying behind it, would have taken it out too most likely if backup hadn't arrived for it.

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [Aircraftkiller](#) on Sun, 29 May 2005 04:09:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

So what you're saying is that you attacked someone who didn't have their turret locked to the camera, and you think you're good? lol..

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [uurmek](#) on Sun, 29 May 2005 04:48:24 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

AircraftkillerSo what you're saying is that you attacked someone who didn't have their turret locked to the camera, and you think you're good? lol..

You suck at reading don't you? My point was that since the driver was no good at maneuvering the mammy I was able to do heavy damage with only an apc. Had the driver known how to even use the tank I would have been obliterated. I never claimed it was because I had more skill.

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [Aircraftkiller](#) on Sun, 29 May 2005 05:26:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

You said you stayed behind it. The turret is able to turn to shoot at you assuming the camera of the player you attacked is locked to its turret. You can't stay behind a turret, which moves that fast, with an APC, it's not possible.

So either he didn't know about camera lock, or he was brain dead. Either way your post was n00bism.

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [uurmek](#) on Sun, 29 May 2005 05:34:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Jesus do I have to spell it out for you? I know about the camera lock, he obviously didn't. That's

what I meant when I said he didn't know how to use the tank.

---

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [Homey](#) on Sun, 29 May 2005 05:56:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

No that wouldn't help remek :/

---

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [Aircraftkiller](#) on Sun, 29 May 2005 06:04:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Knowing how to use the tank (Mammoth Tank in context) is different from knowing how to use a tank (Using all tanks properly including controls). For feigning intelligence, you're dumb as hell.

---

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [sterps](#) on Sun, 29 May 2005 10:01:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The Mammoth Tank is definantly better, besides the fact that they are my favorite tank :rolleyes: , when used properly and in the right situation they are the best. Ever been in a 6 - 8 tank Mammoth rush. Usually the enemy based gets destroyed in that raid. Mammoths provide good cover and are good for holding an already existing line. When some hotwires or engineers are repairing the tank it can keep it alive for along time and kill anything. About points yes they do give alot of points, but im pretty certain that stealth tanks give off the most points. It also depends on the person driving the tank.

Meds are good tanks, they are great to get out into the main battlefield and take control quickly.

Once again it depends on who is driving the tank.

---

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [2000\\_years](#) on Sun, 29 May 2005 11:23:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

only good for spamming missiles into the HoN windows when it's the only building left. boink boink boink

---

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [Uberfah](#) on Sun, 29 May 2005 11:51:47 GMT

---

[View Forum Message](#) <> [Reply to Message](#)

---

Indeed, mammoth have a bad reputation, because its the noobs favorite tank. On some maps (e.g. Field) its sometimes advantageous that you lose your refinery so unexperienced players can't buy mummies. Its really sad that even experienced players do not know about the main disadvantage of mammoths: the points the enemy gets for shooting and even sniping it.

I normally use the mammoth tank for fast rushes. Main goals are either to kill the enemy base real fast or get rid of the tank you are in. Jump out before it explodes so that the enemy dont get points for killing it.

Of course, I would prefer the med tank. Faster, less points for the enemy and great firepower.

---

---

**Subject: Medium Tank VS. Mammoth Tank**  
Posted by [Renardin6](#) on Sun, 29 May 2005 13:46:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Mammoth can be very effective.

Example : Hourglass Map.

Making a mammoth rush over the hill or with two mammoths each side gives no chance to obelisk even with 2 techs inside.

The fire-power of 4 mammoths is enough to kill a ob in less than 20 seconds.

Also Mammoth is the supreme tank for a lot of campers. They buy mammoths and stay around agt. Waiting nod's rush...

And mammoth has a big advantage over med tank anyway : the rockets kill infantry very fast.

---

---

**Subject: Medium Tank VS. Mammoth Tank**  
Posted by [Jzinsky](#) on Sun, 29 May 2005 14:55:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

AircraftkillerKnowing how to use the tank (Mammoth Tank in context) is different from knowing how to use a tank (Using all tanks properly including controls). For feigning intelligence, you're dumb as hell.

Shut up you beligerent tosspot

---

---

**Subject: Medium Tank VS. Mammoth Tank**  
Posted by [Nukelt15](#) on Sun, 29 May 2005 17:39:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I prefer Mediums for their maneuverability. If I get half a chance, though, I'll take a Light instead. Both can evade shots at medium to long range- a Mammoth just has to soak it up. It is also easier to AIM using a Medium or Light- the Mammoth's aiming reticle changes every time it fires, to adjust for the other barrel. The Mammoth may be better at killing infantry at medium ranges, but I've gotten more kills on infantry in Medium and Light tanks due to the single, fixed aimpoint.

If I'm camping somewhere, though, the Mammoth is a better option- it has that all-important self healing ability, which (although useless on its own) speeds repairs and keeps the vehicle up at the front where it can do the most damage. Supporting engineers can hide behind it and be better protected from sniper attacks. Its sheer bulk keeps anything from being able to simply shove past it to break the line. And, obviously, it puts out enough firepower to make it a real thorn in the enemy's side. Less obviously, a friendly MRLS can hide behind it turned sideways, partially protected from enemy fire, and shell enemy positions without having to worry as much about return fire. It's the only player-controllable unit in the game that can actually act as mobile cover for other vehicles- never underestimate that.

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [RTsa](#) on Sun, 29 May 2005 18:10:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

I prefer a n00by GDI mammoth returning to their base for repairs while I'm an SBH following it so the AGT doesn't see me. :twisted: And when it's almost repaired...the enemy goes while I'm parked at the AGT door destroying their precious base defenses

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [Renardin6](#) on Sun, 29 May 2005 19:37:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Another interesting question: N00bjet VS normal Sniper rifle.

Wich one do you prefer?

At beginning, I was more fan of the n00bjet. But you can hide better with the sniper rifle. I mean, nobody see from where you shoot and that's important. Shooting with n00bjet is like saying: "hey I am here, shoot me!!!"

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [Kanezor](#) on Mon, 30 May 2005 00:01:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Renardin6At beginning, I was more fan of the n00bjet. But you can hide better with the sniper rifle. I mean, nobody see from where you shoot and that's important. Shooting with n00bjet is like saying: "hey I am here, shoot me!!!"

Subject: Medium Tank VS. Mammoth Tank  
Posted by [Nukelt15](#) on Mon, 30 May 2005 01:08:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I don't use sniper weapons, unless I happen to pick one up. I simply suck too badly at sniping to be effective with them. And I find n00bjets somewhat offensive due to them being extremely overpowered. If I need that much firepower, I'll take a Railgun or PIC.

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [flyingfox](#) on Mon, 30 May 2005 01:31:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Quote:It's the only player-controllable unit in the game that can actually act as mobile cover for other vehicles- never underestimate that.

I once posted on the pits forum that I hid behind a mammoth with my MRLS on city fly to protect myself from sniper fire on the other side of the bridge, and they just laughed and thought it was a dumb idea. funny thing is, they (the sakuras) were unable to hit me behind the mammoth and it shown useful because my missiles destroyed a few vehicles, hurt others and taking out an aircraft with an MRLS's seeking missiles is the most awesome thing, but it rarely happens because of the snipers' damage to the mrls. it's great when people take the piss out of an idea you've just proven works...it's like winning a boxing match and have the loser of the game say "dude, you suck"

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [Aircraftkiller](#) on Mon, 30 May 2005 01:36:47 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

How can you take urine out of an idea?

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [flyingfox](#) on Mon, 30 May 2005 01:38:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Sorry, "made a mockery of"

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [Danchicken](#) on Mon, 30 May 2005 02:27:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

JzinskyAircraftkillerKnowing how to use the tank (Mammoth Tank in context) is different from knowing how to use a tank (Using all tanks properly including controls). For feigning intelligence, you're dumb as hell.

---



Shut up you beligerent tosspot

OMFG!!! U ARE A NEWB! TO INSULT SOME1 AS HIGH A RANK AS AIRCRAFTKILLER! YOU OBVIOUSLY ARE A NEWB OR TRYING TO GET YOURSELF INTO TROUBLE!

sry bout all caps, just very upset some1 dont appreciate aircraftkiller's work!

---

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [Kanezor](#) on Mon, 30 May 2005 02:30:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I don't think it's AircraftKiller's work that's in question here...

---

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [Jzinsky](#) on Mon, 30 May 2005 12:41:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

DanchickenJzinskyAircraftkillerKnowing how to use the tank (Mammoth Tank in context) is different from knowing how to use a tank (Using all tanks properly including controls). For feigning intelligence, you're dumb as hell.

Shut up you beligerent tosspot

OMFG!!! U ARE A NEWB! TO INSULT SOME1 AS HIGH A RANK AS AIRCRAFTKILLER! YOU OBVIOUSLY ARE A NEWB OR TRYING TO GET YOURSELF INTO TROUBLE!

sry bout all caps, just very upset some1 dont appreciate aircraftkiller's work!

Never questioned anyone's work, just get a little annoyed at perdantic people. Yes he's been here since the beta and no-one else has. So what? Because I put THE tank instead of A tank I'm as dumb as hell? Because I say Harvy, obi, wf, ref, hand, Nod/nod/NOD, noob and whatever else that gets abbreviated the next post is off mr official Renegade dictionary reminding me how it's written in the book (the book that I've never even looked in btw). It's just asking for flaming, and it always happens.

I mean what is the point in reminding me TWICE that "It's the Obelisk Of Light, not the obi" in subsequent posts?

Of course I'm a newb, I've been here about a year and a half. Oh and of course I'm trying to get in trouble by insulting someone with as high a rank as Aircraftkiller, because to start with he did it first, and with the pisspoor excuse of I mistyped one bloody word and it didn't make sense in his rigid 1950's grammar, and secondly does anyone care to explain what my prevoius insult means? (I'm going to get loads of Brits tellingme now...)

---

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [Sniper\\_De7](#) on Mon, 30 May 2005 13:03:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The mammoth tank would primarily be useful in non base defence maps (ie volcano) That is because it's a rush tank and there is a minimal distance between each base. Other than that take a med tank or any tank against a mammy and it would kill the mammoth simply because of the fact you can maneuver easily enough to repair for a bit and go back and shooting at the mammy. While if the mammoth tank was low health it can't exactly "hide from view" from an arty or med. As for taking an engineer with a mammoth tank, that just proves its uselessness on base defence maps. It's pretty obvious you would rather have 2 meds than 1 mammy and one repair. For my personal opinion I would only buy a mammoth tank if I thought my team was in their base (like on complex). Only sometimes, by the time my med dies, and I saw some med tanks in their base. I'll buy my mammy and drive it in but find that the med tanks that were in their base are now dead - So I just wasted my 1500 dollars on a unit that's going to get raped by everyone on Nod. Whilst if i was a med tank I can at least get some more points/money and at least keep a side from being overrun by enemies...

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [uurmek](#) on Mon, 30 May 2005 14:22:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Um, Jzinsky...you do know Aircraftkiller was talking to me right?

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [sibilla6](#) on Mon, 30 May 2005 17:46:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I never liked the Mammoth tank in Renegade. It has a horrible RoF compared to the original Tiberian Dawn. It does have some good armor, but it can be ambushed because the lack of the ability to retreat. And it's rocket launchers are useless.

I rather stay with the Medium Tank. If I ever really used a Mammoth Tank, it was on Renegade Alert, which have a proper version of the tank.

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [Nukelt15](#) on Mon, 30 May 2005 18:15:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The rockets are useless? Explain how. They have only slightly reduced range compared to the cannons, do shitloads of damage, and have some tracking ability. It is a shame they can't be fired simultaneously with the main guns, but that doesn't make them useless.

---

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [flyingfox](#) on Mon, 30 May 2005 19:18:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Quote:The mammoth tank would primarily be useful in non base defence maps (ie volcano)

?? why? the mammoth is good on both defense and non defense games. If anything, they back the AGT up well. And the mammoth is too slow to be a rush tank most of the time, except in hourglass, or when there are already people duelling the counterattacks.

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [Sniper\\_De7](#) on Mon, 30 May 2005 20:06:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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.

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [flyingfox](#) on Mon, 30 May 2005 20:31:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

What you say about a tech beating the hurt rate on the arty - not true, as I was destroying artillery on Snow at a faster rate than their tech repaired. It was easy, all my shells hit, the only tough bit was I had to hit it at an FPS rate of 6. :stern:

all of those reasons are hypothetical in that the mammoth will always come up 1 on 1 with an enemy whom is very mobile and far away. when i'm a mammoth, i don't have trouble hitting them. the only trouble I will ever have is on field when there are light tanks that are quite far away, but

everyone knows a good light driver is a pain to hit and with shells firing at a rate of about twice that of a light's, you'll be hitting the light more.

i'm going to play some ren later tonight and take some fraps videos if it doesn't give me bad FPS. we'll see who wins most of the battles with a mammoth

---

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [Sniper\\_De7](#) on Mon, 30 May 2005 22:37:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

What I'm saying is. If you're an arty on Mesa and inside your base and you're not a complete moron you'll be in a position where only the left or right turrets of the mammoth can hit the arty. it may be true that it would go down slowly with a tech if it only hit with one of it's turrets every time. Position yourself in the mammys perspective and you're after the pillar you first see - now the arty is hanging on the power side with just it's back end hanging out. your left turret would be able to hit it because as you see that art you are looking from the center perspective. So the left turret would hit it - but the right turret would not because from the right turrets perspective teh wall would be right in its way. You can also think of it like this. You're a soldier and you're right handed, you see a person around a corner to the right. Only your eyes can see the person because it is more to the left. Now if you brought that rifle to where your eyes are you could be able to shoot the soldier. Similarly if you can shoot from the center of the mammoth you could shoot the arty. And because you can kill any arty doesn't mean much. You have to take in mind that it more so depends on the person driving the tank than the tank itself. in almost any case you can easily beat any person who doesn't know how to drive a vehicle. Heck, it aint that hard to kill stealth tanks/arties etc with humvees if you know the weaknesses.

---

---

Subject: medium  
Posted by [Gdiguy45](#) on Tue, 31 May 2005 01:11:47 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i agree with the people who say the medium tank IS the tank, people who say that mammy tanks are better at attacking and killing infrantry only have half the story, a few ravesaws can take out a mammy quikely, and if the infrantry is almost touching the tank its almost impossible to kill the man until he has layed c4 and done considerable damage, with medium tanks manuverability it can run over close range infrantry and escape long range. Mammys are also bullet magnets when i was attacking the tiberian refinery at Islands map once 3 flame infrantry were shootin me from behind before i could kill them i had lost considerable damage, a similar sinario at mesa when i was driving a medium i ran over the infrantry True 2 mammys with engi. r a better defence than more mediums They are ALMOST always useless in rushes they are only good in rushes if your teammates already have a strong hold in the enemys base. My opinion  
l8er

---

---

Subject: Re: medium

---

Posted by [sterps](#) on Tue, 31 May 2005 03:20:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Gdiguy45i agree with the people who say the medium tank IS the tank, people who say that mammy tanks are better at attacking and killing infantry only have half the story, a few raves can take out a mammy quickly

What about those few raveshaws shooting at a med. tank, im sure it would die faster than a mammoth :rolleyes:

---

Subject: Re: medium

Posted by [Lijitsu](#) on Tue, 31 May 2005 03:57:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Gdiguy45i agree with the people who say the medium tank IS the tank, people who say that mammy tanks are better at attacking and killing infantry only have half the story, a few raves can take out a mammy quickly, and if the infantry is almost touching the tank its almost impossible to kill the man until he has layed c4 and done considerable damage, w/ medium tanks maneuverability it can run over close range inf. and escape long range. Mammys are also bullet magnets when i wuz attacking the tr at Islands map once 3 flamers were shootin me from behind before i cud kill them i had lost considerable damage, a similar sinario at mesa when i was driving a med. i ran over the inf. True 2 mammys w/ engi. r a better def. than more med.s They are ALMOST always useless in rushes they r only good in rushes if your teammates already hav a strong hold in the enemys base. My opinion

l8er

Infantry. Raves. Mammy. Infantry. C4. With. Manuverabilty. Infantry... Well, no i cant hit the inf. one. Was. Tiberium Refinery/Refinery. Could. Scenario. With. Engineer. Are. Mediums. Are. Have. Later.

Those were the spelling problems i found. I dont usually correct spelling, but dear god that was horrible. Its a Forum, not Renegade. You arent limited on words, so spell everything out. Or atleast dont use that L33T shit. I mean, really, you aint four. And even if you are, this is a Forum, not the middle of a fast paced game. I accept it in that circumstance, but only because of the fact that its fast paced. And also: READ A DICTIONARY! Right then, Medium Vs Mammoth. Well, i agree that Mammoths are mostly useless in almost every scenario, the ones you listed(Rush, Defence, Hold the Line, and Mop Up) they are quite effective at killing Infantry. And actually, the Missiles aint supposed to be used to kill Vehicles(I hit really fast moving ones anyway) or Buildings. They're Anti-Infantry weapons, almost useless against Vehicles and Buildings. Hell, ive greatly wounded a Mammoth with a basic soldier because the driver used the Shells. All you need to do is randomly strafe, dodge the tank when it comes to "squick" you, and fire alot. Not smart when there are even two of them, because they can get behind you, and "squick" you, before you know they're there. I generally dont get Mammys unless im in a rush, and i really only do that on Nod, with Stealth Tanks. I feel that the Mediums are much more reliable, as far as having one back you up. I mean, really, if your getting attacked by a bunch of Stealth Tanks, what would you rather have backing you up? A Mammoth, or a Medium? Hell, two Mediums backing you up can kill a whole group of Stealth Tanks, especially if you have something that can reveal them when they Stealth off. Stealth Black Hands are the same way. If you have a group of, like, six Stealth Black Hands chasing you, would you rather have a Mobius, or a Patch? Think about it. Patch's

weapon does damage when it hits, AND a short time after. If theyre a long ways off from the base, that little bit can kill them, and the guy who shot them, gets the kill! And, yeah, i actually prefer the Sniper Rifle when trying to stay concealed. If im just going to kill a bunch of low level(Soldier, Engineer, Shotgunner, Special) units, then i would grab a Ramjet soldier(I never get Sakura on Nod, even then) and just shoot them with my limited Sniping skill. If i hit, instant kill, otherwise, i shoot again, and again, and once more. Then i reload.  
Way to long of a post... Nod rules!

---

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [RFTrinity](#) on Tue, 31 May 2005 14:59:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

how do you use camera lock

---

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [Kanezor](#) on Tue, 31 May 2005 15:58:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

david5672how do you use camera lockThis has been discussed here very recently.

<http://www.renegadeforums.com/viewtopic.php?t=14962>

---

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [Dave Anderson](#) on Tue, 31 May 2005 16:20:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

It all is a matter of oppinion. I prefer the Medium tank because it is more manuverable and faster and has almost the same firepower. The mammoth "CAN" be a sitting duck on the field. But if used right puts fear into the enemies eyes.

---

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [Jzinsky](#) on Tue, 31 May 2005 17:12:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

uurmekUm, Jzinsky...you do know Aircraftkiller was talking to me right?

Oh, my bad

---

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [Aircraftkiller](#) on Tue, 31 May 2005 20:22:48 GMT

---



[View Forum Message](#) <> [Reply to Message](#)

---

Idiot.

---

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [Kanezor](#) on Tue, 31 May 2005 20:27:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Jerk.

---

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [Nukelt15](#) on Tue, 31 May 2005 21:07:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Gdiguy45comma, comma, comma, comma, comma, numbers in place of words, comma, comma, comma...

LijitsuParagraph that's big enough to be given its own area code...

Spelling, punctuation, INDENTATION.

General rule of thumb: If your post appears with paragraphs that contain multiple topics or exceed ~10-15 lines, PRESS ENTER AND START A NEW PARAGRAPH.

Second General Rule of Thumb: commas are no substitute for properly placed periods. Also consider using dashes (-) and semicolons (;).

Third General Rule of Thumb: When posting on a forum, you DO have the time to fully type out words. It is considered good forum etiquette to do so. Intentional misuse of letters and numbers as full words is fine IN GAME, where speedy typing is of the essence- when used on a message board, it makes your posts appear poorly thought out and rushed (not to mention that most people really don't want to read around all of that stuff).

Sorry, I know I rarely ride on peoples' grammar, but there's a certain point beyond which a post ceases to be a post and becomes an unreadable mass of text.

Meanwhile, back in the original topic...

Every vehicle, save for the transport chopper, has its uses. There is a time and a place for the Mammoth- it is a specialized unit. The Medium and Light tanks are general purpose units- it is only natural that they should be used more used and useful. As I said before, the Mammoth's biggest asset is its massive bulk (which is often overlooked, since that is also its greatest weakness). It should also never go unsupported- like a battleship with destroyer and cruiser escorts, a Mammoth should always have a few Mediums and APCs around it (and perhaps a MRLS, where appropriate, or the AGT if on defense), as well as Engineer support. It is simply too

big to deal with many threats on its own. A properly supported Mammoth, when used in the right place at the right time, can be absolutely devastating.

---

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [Aircraftkiller](#) on Tue, 31 May 2005 21:32:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The Mammoth Tank isn't supposed to be specialized in that manner, it's supposed to be the best vehicle to use in the game with little disadvantages besides its price, reload time, and speed.

---

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [Dave Mason](#) on Tue, 31 May 2005 21:35:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Reload time? What's wrong with that? Do you mean reloading ammo? If yes, it's very fast...

---

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [Aircraftkiller](#) on Tue, 31 May 2005 22:06:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The tank is meant to fire both cannons in succession, bang bang instead of bang---bang---bang---bang. The reload time is about 50% longer than the Medium Tank, but it does almost 1.5 times more damage with each shell. This wasn't implemented in Renegade, which is one reason why the tank is crap.

In Renegade Alert the Mammoth Tank is something to be feared. Its missiles are the same range as the cannons, which is what they should have been in Renegade, they can attack aircraft and move at the proper speed which is 25% faster than they do in Renegade. They also cost \$1,700. People can use them in RA because they don't get penalized for it. Shooting the tank doesn't give you points, only destroying it. So you can use it all you want and support the front lines without a problem while Heavy Tanks provide the main assault.

---

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [flyingfox](#) on Wed, 01 Jun 2005 00:46:47 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The trouble with that double fire is that it takes longer to change the focus from one target to the next if you have to fire both shots so fast and have a longer reload. I personally find the tank boring like that. battles are more fun with a steady exchange of shots. The Renegade mammoth gives you more control than the renalert one, which I didn't like it much.

---

---



Subject: Medium Tank VS. Mammoth Tank  
Posted by [xptek](#) on Wed, 01 Jun 2005 00:48:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Mammy is damn good for fighting off air vehicles.

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [Halo38](#) on Wed, 01 Jun 2005 01:10:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

It's not the tank, It's the player(s) inside.

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [Jecht](#) on Wed, 01 Jun 2005 01:17:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

leave the mammy at home, MRLs and Meds are your friends

---

Subject: Medium Tank VS. Mammoth Tank  
Posted by [Dave Anderson](#) on Wed, 01 Jun 2005 02:07:28 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Like I said, it is all a matter of opinion.

---

Subject: Also  
Posted by [Gdiguy45](#) on Wed, 01 Jun 2005 03:02:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Another reason the mammoth tank has a bad reputation, because less experienced players often feel as if the tank is super-powerful since its health is so high. They drive the tanks into dangerous places and often relize they need to retreat when its too late.....wasted 1500 credits.

---

Subject: Re: Also  
Posted by [Lijitsu](#) on Wed, 01 Jun 2005 03:21:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Gdiguy45Another reason the mammoth tank has a bad reputation, is that noobs that drive the tank often feel as if the tank is super-powerful since its health is so high. They drive the tanks into dangerous places and often relize they need to retreat when its too late.....wasted 1500 credits.

---

Im guilty of wasting that 1500 Creds before. Ive stopped using Mammoths, though, opting instead to use Sniper weapons, and Mediums.

---

---

Subject: Re: Medium Tank VS. Mammoth Tank  
Posted by [Dave Anderson](#) on Mon, 06 Jun 2005 17:58:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I fyou are good enough, you can make a hummer outlast a mammy.

---

---

Subject: Re: Medium Tank VS. Mammoth Tank  
Posted by [Dave Mason](#) on Mon, 06 Jun 2005 18:36:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I'll bet £50 you havn't done that once.

---

---

Subject: Re: Medium Tank VS. Mammoth Tank  
Posted by [Nukelt15](#) on Mon, 06 Jun 2005 19:27:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

If it were JUST tanks shooting at you, it would be possible...maybe even easy. APCs can do it, after all, and they have basically the same weapon and top speed (though more maneuverability). What seals a Buggy or Hummer's fate is its armor type...within five seconds of one appearing, every damned 'sniper' on the map is going to be shooting it (not to mention the dedicated anti-vehicle infantry). You would be lucky to make it halfway out into the field and start shooting. Surviving in a Hummer or Buggy isn't a matter of skill, it's a matter of luck and how many enemy sniper-class units are in the field.

---

---

Subject: Re: Medium Tank VS. Mammoth Tank  
Posted by [Lijitsu](#) on Mon, 06 Jun 2005 20:11:12 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I try and save my ammo for bigger targets... That Raveshaw for instance, and those two Seige weapons...(Artillery/MRLS)

---

---

Subject: Re: Medium Tank VS. Mammoth Tank  
Posted by [Jzinsky](#) on Mon, 06 Jun 2005 21:33:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

DJM wrote on Mon, 06 June 2005 14:36 I'll bet £50 you havn't done that once.

I've come pretty close, if backup hadn't arrived...

---

---

Subject: Re: Medium Tank VS. Mammoth Tank  
Posted by [flyingfox](#) on Tue, 07 Jun 2005 02:53:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Wrong, apcs do not have top speed out of all tanks nor more maneuverability. Their maneuverability is quite crap because they always have to turn on the spot before moving. The buggy has highest speed and maneuverability, then the hummvee.

---

---

Subject: Re: Medium Tank VS. Mammoth Tank  
Posted by [WinterFresh](#) on Tue, 07 Jun 2005 03:55:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I'll take a mammoth any day on with a medium tank. If I'm not able to destroy the mammoth, I'll at least get it to below 300 health (armor already gone).

---

---

Subject: Re: Medium Tank VS. Mammoth Tank  
Posted by [Jecht](#) on Wed, 08 Jun 2005 04:45:12 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Nukelt15 wrote on Mon, 06 June 2005 14:57 If it were JUST tanks shooting at you, it would be possible...maybe even easy. APCs can do it, after all, and they have basically the same weapon and top speed (though more maneuverability). What seals a Buggy or Hummer's fate is its armor type...within five seconds of one appearing, every damned 'sniper' on the map is going to be shooting it (not to mention the dedicated anti-vehicle infantry). You would be lucky to make it halfway out into the field and start shooting. Surviving in a Hummer or Buggy isn't a matter of skill, it's a matter of luck and how many enemy sniper-class units are in the field.

I hope your not talkin cwars, because humvees and buggys saved me numerous time so i could get a cheap shot on teams(especially in city\_flying at the beggining.)

---

---

Subject: Re: Medium Tank VS. Mammoth Tank  
Posted by [kinghigh1](#) on Tue, 14 Jun 2005 19:07:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

deadfive wrote on Tue, 31 May 2005 21:07 Like I said, it is all a matter of opinion.

So true! cauce any thing can kill a mammy,I use chemical warriors,mammy can't turn fast enuff.

but in a 5 mammy rush can't nothing stop that,you can but its go take half of your base.

for me I crush mammy drivers with the flamer,  
with all the small maps I'm the only one here it seems that know a flamer is the best out of all the  
land vecs.

they small,fast and the armor is great.the maps people play on are to small for tanks really.

Why you shooting tank shells that flamer steady digging in the base, no reload makes it the silent  
killer of GDI bases

---

---

Subject: Re: Medium Tank VS. Mammoth Tank  
Posted by [Lijitsu](#) on Wed, 15 Jun 2005 02:20:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Silent killer? Yeah, a loud, continuous stream of flame is real silent. I would say the the silent killer  
would be absolutely nothing. The fastest killer would be several MRLS/Artillery units on a hill,  
pegging a building. The most discreet way would be a Beacon, and the most destructive way  
would be tanks. Infantry rushes arent really used in taking out entire bases unless necessary. Oh,  
and the most reckless: Rocket unit.

---

---

Subject: Re: Medium Tank VS. Mammoth Tank  
Posted by [kinghigh1](#) on Wed, 15 Jun 2005 13:20:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

you shiting me"The most discreet way would be a Beacon, and the most destructive way would be  
tanks".tanks ain't got nothing on a flame rush and when you here "Nuclear strike\beacon  
deployed" every engineer on it. you really deny the flamer, you can't be good at this game i see.

---

---

Subject: Re: Medium Tank VS. Mammoth Tank  
Posted by [Lijitsu](#) on Wed, 15 Jun 2005 20:57:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Tanks. As in, seven Mammoth Tanks rolling into a single base with minimal defense. I agree that  
Flame Tanks are godlike weapons, but seven Mammoth Tanks can do more damage then seven  
Flame Tanks. By discreet, i mean being able to start the chaos. For instance: GDI base, with the  
Tower gone. A single Stealth Black Hand with a Beacon sneaks in, and plants the beacon.  
Discreet. Opposite example: Someone rides in with a Buggy/Tank and plants a beacon, then  
drives on top of the beacon and fires wildly.  
()Page 4!()

---

---

Subject: Re: Medium Tank VS. Mammoth Tank

---

Posted by [kinghigh1](#) on Wed, 15 Jun 2005 21:08:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Lijitsu wrote on Wed, 15 June 2005 15:57 Tanks. As in, seven Mammoth Tanks rolling into a single base with minimal defense. I agree that Flame Tanks are godlike weapons, but seven Mammoth Tanks can do more damage then seven Flame Tanks. By discreet, i mean being able to start the chaos. For instance: GDI base, with the Tower gone. A single Stealth Black Hand with a Beacon sneaks in, and plants the beacon. Discreet. Opposite example: Someone rides in with a Buggy/Tank and plants a beacon, then drives on top of the beacon and fires wildly.  
( )Page 4!( )

You right

---

---

Subject: Re: Medium Tank VS. Mammoth Tank  
Posted by [MPzunnie](#) on Wed, 15 Jun 2005 22:39:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

From time to time (definatly not always) the mammy is very effective on no-defense maps like complex, volcano but not on walls\_fly though imho..

On defense maps its 9/10 times a big piece of useless junk, unless your team is winning or you need it to camp in base or something... (if gdi def is gone)

---