
Subject: mammoth tanks...

Posted by [futura83](#) on Fri, 14 Jul 2006 11:25:33 GMT

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does anyone actually use these successfully?

i was on black-cell.net marathon yesterday, and GDI kept mammoth tank rushing unsuccessfully, even though they had about 3 or 4 mammys per rush.

these rushes were countered mainly with light tanks, stealth tanks, and mendozas. they had quite a few rushes, and i was in the same light tank for each rush.

sso then, are these really powerful, or were the drivers just n00bs?

Subject: Re: mammoth tanks...

Posted by [MexPirate](#) on Fri, 14 Jul 2006 14:35:01 GMT

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Like any unit they need to be bought at the appropriate time, retards in large public games will see they have 1500 credits and think that they will be invincible in their big tank - the result is a huge slow target that will get destroyed almost instantly.

Get a Mammoth tank sat on the Nod airstrip though and you succesfully stop vehicle production whilst blasting a building/racking up kills with your tusk's up close and personal.

Basically, mammoths are good when base defense are down - and much easier to use on open spacious maps with multiple entry points in to the enemy base.

Important to remember that cannons have a longer range but do less damage, tusks home and do more damage but should only be used at close range.

Also, I never get out of a mammoth to repair once I have bought it (unless I am in a very safe location), you can't see around the thing well enough to spot thieves and it will make you an instant target for snipers/your tank a target for sbh tank stealing nubs.

Subject: Re: mammoth tanks...

Posted by [Spoony](#) on Fri, 14 Jul 2006 16:50:49 GMT

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Mammoths are devastating in the right situation. 90% of public server players do not know what the right situation is, which is why mammoths have a reputation for being useless.

Subject: Re: mammoth tanks...
Posted by [futura83](#) on Fri, 14 Jul 2006 18:00:19 GMT
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i used one before on canyon in the server i mentioned in the OP, and it helped destroy the hand of nod.(fortunately, i had good cover from some meds, otherwise, sbhs would have destroyed me)

Subject: Re: mammoth tanks...
Posted by [Berkut](#) on Fri, 14 Jul 2006 23:18:30 GMT
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On Hourglass, Nod was pounding us. Eventually, I guess everyone grew desperate. There were like 7 mammoths in a line across the entrance to our base. A wall of pure tank-shell and rocket-fire spewed forth destroying waves of artillery. (I wish I had remembered to save that screen-shot.)

Subject: Re: mammoth tanks...
Posted by [Goztow](#) on Sat, 15 Jul 2006 10:34:42 GMT
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MaidenTy1 wrote on Fri, 14 July 2006 18:50Mammoths are devastating in the right situation. 90% of public server players do not know what the right situation is, which is why mammoths have a reputation for being useless.
I need to second that.

Subject: Re: mammoth tanks...
Posted by [danpaul88](#) on Sat, 15 Jul 2006 11:16:36 GMT
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Goztow wrote on Sat, 15 July 2006 11:34MaidenTy1 wrote on Fri, 14 July 2006 18:50Mammoths are devastating in the right situation. 90% of public server players do not know what the right situation is, which is why mammoths have a reputation for being useless.
I need to second that.

Yes, I expect you remember the rush I did with a few others on siege did you have to follow me around chucking bricks of c4 at me?!?! heh

Subject: Re: mammoth tanks...
Posted by [MexPirate](#) on Sat, 15 Jul 2006 15:30:57 GMT
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I think the fun of the mammoth is finding that right situation, when you successfully pull off a mammoth rush it really is invincible, when base defences go down and all you can hear is tusk fure and a re-assuring boink - TS is good for this.

Subject: Re: mammoth tanks...
Posted by [futura83](#) on Sat, 15 Jul 2006 15:58:31 GMT
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just before, i was nod on hourglass, and there was only the wf left on gdi; guarded by a mammoth tank and various infantry. so i got a light tank purposely to destroy the mammy. it went sucessfully, and surely enough, about 2 - 3 mins after destroying it, a beacon was placed that destroyed the wf.

Subject: Re: mammoth tanks...
Posted by [jnz](#) on Sat, 15 Jul 2006 17:21:48 GMT
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hmmm, i never use mamys really. i dont like how slow they are. if i am gdi i dont eaven get tanks normaly medosers (gdi equivelent) i dont like any of the gdi tanks. the only one i may use is the apc. for beacon.

Subject: Re: mammoth tanks...
Posted by [mision08](#) on Sun, 16 Jul 2006 09:49:41 GMT
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I never get them because they are to slow and take up to much room. Even if I agree to go on a mammy rush I get a med or just ride as a hotwire. The cool thing about a mammy rush is following close behind, crouched down repairing. While the obelisk is shooting all around you.

Subject: Re: mammoth tanks...
Posted by [Dover](#) on Sun, 16 Jul 2006 22:24:50 GMT
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C&C_Canyon is the absolute best place for mammies. When the Airstrip and/or Ref is down, Nod doesn't have that many tanks to counter with. A mammy could sit in the base entrence and use it's tusks to pointwhore the Hand Of Nod.

I secured the MVP with 11000+ points. The next guy after me had 3100ish.

Subject: Re: mammoth tanks...

Posted by [Dover](#) on Tue, 18 Jul 2006 06:32:55 GMT

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Picture to prove it. Although it doesn't compare with the round where I got 11k points, I would've gotten at least close if the round didn't end so fast. This was taken less than 30 seconds before the round ended.

Notice how my score towers everyone elses.

File Attachments

1) [Mammys pwn.JPG](#), downloaded 951 times



Subject: Re: mammoth tanks...
Posted by [Goztow](#) on Tue, 18 Jul 2006 06:58:21 GMT
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If you get the strip or ref down on Canyon, then it is much easier to apc/nuke them down. But that won't get you 11k points ofcourse, it'll just give you a quick win...

Subject: Re: mammoth tanks...
Posted by [ghstdog](#) on Sat, 22 Jul 2006 01:51:42 GMT
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Use the right click fire...it tends to be better

Subject: Re: mammoth tanks...
Posted by [PlastoJoe](#) on Sat, 22 Jul 2006 05:52:57 GMT
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Tusks won't reach as far as the shells. I doubt you'd be able to hit the Nod base from the GDI base with them.

Subject: Re: mammoth tanks...
Posted by [Dover](#) on Sat, 22 Jul 2006 06:20:28 GMT
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But tusks pwn. If you like the cannon, you might as well stick to the med, since the mammy's cannon isn't that much better.

Subject: Re: mammoth tanks...
Posted by [danpaul88](#) on Sat, 22 Jul 2006 10:55:18 GMT
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My favourite use for mammoth tanks is to defend the base with. They aint quick, but on maps where you can see the enemy coming before they get there (IE Hourglass, Siege) you can usually smash a few of them up before they even reach the AGT.

Subject: Re: mammoth tanks...
Posted by [Tiesto](#) on Sat, 22 Jul 2006 14:34:19 GMT
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i love it when mummies try and rush the field and get owned by like one arty.

Subject: Re: mammoth tanks...

Posted by [m1a1_abrams](#) on Sun, 23 Jul 2006 11:00:28 GMT

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A cool thing about Mammoths is they out-damage teched Arties. Artillery have longer range, but they are often shooting you within Mammoth range (which is quite long), because of level design.

Subject: Re: mammoth tanks...

Posted by [PlastoJoe](#) on Sun, 23 Jul 2006 19:51:08 GMT

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Dover wrote on Sat, 22 July 2006 01:20But tusks pwn. If you like the cannon, you might as well stick to the med, since the mammy's cannon isn't that much better.

I generally prefer fighting at range, so the cannon serves me pretty well most of the time. Plus, I like the constant stream of fire you get. But the Tusks do tear up pesky infantry who like to get right up to your treads.

Subject: Re: mammoth tanks...

Posted by [Dover](#) on Mon, 24 Jul 2006 03:17:48 GMT

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Tusks do more damage than the cannons, and have the same rate of fire. Only disadvantage is they travel slower and have shorter range. Still, whenever my target wanders into tusk range, I always switch.

Subject: Re: mammoth tanks...

Posted by [PlastoJoe](#) on Mon, 24 Jul 2006 05:50:05 GMT

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Tusks are also harder to aim because they are farther to the sides and don't always curve the way you want them to. I'll use them when appropriate, but usually try to stay far enough away to pound with the cannons.

Subject: Re: mammoth tanks...

Posted by [Tunaman](#) on Mon, 24 Jul 2006 07:55:36 GMT

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When people are RIGHT up close to you though you have to use the cannons though.. Generally with using the tusks not many people get a chance to get up close to you though.

Subject: Re: mammoth tanks...
Posted by [Kilo62](#) on Mon, 24 Jul 2006 22:57:11 GMT
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Besides the very short distance, the tusks can, as everyone else has said be devastating. But on the other hand, they dont always go where you want them to...so the cannons would be a + for me.... and the tusks, meh..dont use very often

Subject: Re: mammoth tanks...
Posted by [Dover](#) on Tue, 25 Jul 2006 02:34:06 GMT
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Whatever. Tusks bring the pain, and I've never had aiming issues with them. Tusks FTW!

Subject: Re: mammoth tanks...
Posted by [rs4015](#) on Fri, 25 Aug 2006 17:36:19 GMT
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they also suck at squashing infantries, so a tech coming from behind can blow it up

Subject: Re: mammoth tanks...
Posted by [Dover](#) on Fri, 25 Aug 2006 23:34:04 GMT
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A tech doesn't have enough C4 to destroy a full-health mammy single handedly, at least not when you take the heal-up-to-half-health thing it has. Most likely you'll have a mammoth tank at 2 health slowly healing it's way back up and a driver laughing at you.

Subject: Re: mammoth tanks...
Posted by [Tunaman](#) on Sat, 26 Aug 2006 00:08:41 GMT
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If you put 2 timed as quickly as you can, and then your remotes, and then blow your remotes just before your 2nd timed blows up, the healing to half-health thing won't even take effect and the mammy will die..

Subject: Re: mammoth tanks...
Posted by [Sniper_De7](#) on Sat, 26 Aug 2006 00:19:50 GMT
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I don't think so, then again how often do you see a perfectly full health mammoth - they're so easy

to hit

Subject: Re: mammoth tanks...

Posted by [Dover](#) on Sat, 26 Aug 2006 00:45:09 GMT

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I have trouble seeing a tech last 30 seconds in front of a mammy, unless the mammy driver is a complete idiot and realizes taht the tech can't follow him into the nearby tiberium patch, or is just generally a n00b.

Subject: Re: mammoth tanks...

Posted by [Tunaman](#) on Sat, 26 Aug 2006 05:17:13 GMT

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Dover wrote on Fri, 25 August 2006 20:45I have trouble seeing a tech last 30 seconds in front of a mammy, unless the mammy driver is a complete idiot and realizes taht the tech can't follow him into the nearby tiberium patch, or is just generally a n00b.
Most of the time, the guys in mummies on public servers are.

Subject: Re: mammoth tanks...

Posted by [Dover](#) on Sat, 26 Aug 2006 08:24:58 GMT

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But that's not the fault of the mammoth tank itself. I've seen it be used quite well several times, and even a few by myself.

Subject: Re: mammoth tanks...

Posted by [rs4015](#) on Thu, 31 Aug 2006 19:35:44 GMT

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i say mammoth tanks are perfect for pushing enemy units back to base to defend. my first reaction when i c a mammoth rush aproaching my base i do what ever it takes to destroy them, so if u get 2 mammoths to fake a rush by getting them to stop just outside the enemies base (shoot at buildings to get them panicing and defensive) nd provide cover for lets say 3 or 4 meds nd apc/ion that would actually rush the base

Subject: Re: mammoth tanks...

Posted by [thrash300](#) on Mon, 04 Sep 2006 06:13:56 GMT

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EA should have tweaked the MAMMOTH TANK in all areas. They just probably didn't see the vulnerabilities of it online...

Subject: Re: mammoth tanks...

Posted by [Dover](#) on Mon, 04 Sep 2006 06:32:41 GMT

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thrash300 wrote on Sun, 03 September 2006 23:13EA should have tweaked the MAMMOTH TANK in all areas. They just probably didn't see the vulnerabilities of it online...

The Mammoth is fine the way it is.

Subject: Re: mammoth tanks...

Posted by [thrash300](#) on Tue, 05 Sep 2006 03:14:06 GMT

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Dover wrote on Mon, 04 September 2006 01:32thrash300 wrote on Sun, 03 September 2006 23:13EA should have tweaked the MAMMOTH TANK in all areas. They just probably didn't see the vulnerabilities of it online...

The Mammoth is fine the way it is.

You work for EA?

Subject: Re: mammoth tanks...

Posted by [Dover](#) on Wed, 06 Sep 2006 05:10:25 GMT

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No, I play Renegade. The mammoth tank does what it's supposed to do. It's fine. What are these "vulnerabilities" you're talking about?

Subject: Re: mammoth tanks...

Posted by [\\$c0p3](#) on Sat, 09 Sep 2006 02:00:40 GMT

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the only times a mammy is useful is in complex..

and sometimes in mesa, but only in small games, none of which any of u know exist

Subject: Re: mammoth tanks...

Posted by [jnz](#) on Sat, 09 Sep 2006 13:15:33 GMT

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Dover wrote on Wed, 06 September 2006 06:10No, I play Renegade. The mammoth tank does what it's supposed to do. It's fine. What are these "vonerabilities" you're talking about?

it is slow, it is a big target...

i use the mamy if needed, not just because i like it.

Subject: Re: mammoth tanks...

Posted by [futura83](#) on Sat, 09 Sep 2006 17:21:08 GMT

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this is like one of my oldest threads lol

but anyway, whenever i do play renegade now, i only use it if we are kicking the crap out of them, it's needed for defence, or a can go out on the field with two meds to back me up

Subject: Re: mammoth tanks...

Posted by [Dover](#) on Sat, 09 Sep 2006 21:37:52 GMT

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help-linux wrote on Sat, 09 September 2006 06:15Dover wrote on Wed, 06 September 2006 06:10No, I play Renegade. The mammoth tank does what it's supposed to do. It's fine. What are these "vonerabilities" you're talking about?

it is slow, it is a big target...

i use the mamy if needed, not just because i like it.

It's big and slow, but it's a tank, and therefore can take a lot of beating before going down. It takes more C4 to kill a mammoth than it does to kill a building. A Mammoth's Tusk Missles are the best thing in the game to kill a building with, not to meanton that they massacre infantry and vehicules as well. A Mammoth's cannon does more damage than the cannon of any other tank in the game.

Given all that, and the the price is a measly \$1500, I'd say it's a steal.

Subject: Re: mammoth tanks...

Posted by [Dover](#) on Sat, 09 Sep 2006 21:38:56 GMT

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\$c0p3 wrote on Fri, 08 September 2006 19:00the only times a mammy is useful is in complex..

and sometimes in mesa, but only in small games, none of which any of u know exist

Need I point to my above Screen Shot on Canyon?

Subject: Re: mammoth tanks...

Posted by [Sniper_De7](#) on Sun, 10 Sep 2006 02:47:23 GMT

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Oh right. The conclusive proof that the mammoth tank is good. Holy shit, if I would have known it was that simple. Perhaps when I get 500 kills and one death in a server with a humvee, it'll proof to the world that's its the best unit. Yes, that was very dumb of you.

Subject: Re: mammoth tanks...

Posted by [PlastoJoe](#) on Sun, 10 Sep 2006 03:09:00 GMT

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The other advantage of the Mammoth is the nice cover it provides for engineers and other infantry. Two or three Mammoths at the entrance of the Nod base on Under or Field with tech support is enough to bottle up anything in there. Only weakness of that is sniping.

Subject: Re: mammoth tanks...

Posted by [Sniper_De7](#) on Sun, 10 Sep 2006 12:15:18 GMT

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...or the exact same thing for nod... only using arties instead of mammoths. You'd need at least TWICE as much hotwires as there are artilleries, and that's not talking about the idea that if the arties all switched suddenly to a different mammoth, they would have to walk that distance and in that time they'd get killed. Which is besides the point really because all you really need is one or two teched arts in a public to stop mammoth tanks because they won't be able to hit you. (artilleries can shoot the outside of the mammoth tank where as the mammoth tank cannot fire back) Since it's so slow, and so big, this is why generally light tanks, arties, med tanks are better than mammoths. the only real advantages is the tusk missiles (which are pretty horrible range and is sort of useless as tanks are a much more greater threat) Oh, and the double barrel thing is more of a double edged sword, since if you're playing against good people, then if they for some reason aren't very good at shooting the mammoth tank while it takes no damage, they'll still be able to dodge 50% of the shots, because you'd have to be WAY out there to be fired on by both cannons. Which, i guess they could utilize this to their advantage by going out right after the mammoth tank shoots the closer cannon

Subject: Re: mammoth tanks...
Posted by [PlastoJoe](#) on Sun, 10 Sep 2006 14:05:19 GMT
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But unlike Mammoths, artillery is much more vulnerable to infantry weapons, especially Ramjets.

I agree that for the most part Lights and Mediums will get you more bang for your buck, but there are certainly good situations for Mammoths. A Mammoth can be used effectively any time on any map, but the driver must be smart and recognize the limitations.

Subject: Re: mammoth tanks...
Posted by [Dover](#) on Sun, 10 Sep 2006 21:07:22 GMT
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Sniper_De7 wrote on Sat, 09 September 2006 19:47Oh right. The conclusive proof that the mammoth tank is good. Holy shit, if I would have known it was that simple. Perhaps when I get 500 kills and one death in a server with a humvee, it'll proof to the world that's its the best unit. Yes, that was very dumb of you.

If you manage that, I'll tip my hat to you and become a card-carrying humvee lover that lectures about them every chance I get.

Subject: Re: mammoth tanks...
Posted by [nel_kuan](#) on Mon, 25 Sep 2006 09:50:52 GMT
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Actually, the tusks are no different from the MRLS missile (or issit? i donno dey look de same) oh yea and flamers can destroy mammys

Subject: Re: mammoth tanks...
Posted by [futura83](#) on Mon, 25 Sep 2006 14:43:23 GMT
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any vehicles could potentially destroy it.

maybe not hummvees, buggies, or apc.

(well done for a 15 day bump)
