
Subject: Stopping 7 Mammoth tank rush?!?!
Posted by [Anonymous](#) on Mon, 11 Mar 2002 11:31:00 GMT
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I was playing the demo last night and ended up on a server where everyone started with 10000 credits. For 3 games in a row the GDI took around 7 mammoth tanks and sat just outside the range of the obelisk and pelted the NOD base. There was also one hotwire running around healing everyone. The fact that the GDI can shoot at the NOD base while outside the range of the defences is quite annoying. So how does NOD repel this? a few flame tanks are toast before they can get close enough to cause damage. A mobile artillery will be shelled to death after it takes it's first two shots (and if the GDI hasn't already destroyed the airstrip). I joined with one other guy as railgun soldiers but before we could take out 2 tanks we'd already lost our airstrip and the refinery was going. What can NOD do?

Subject: Stopping 7 Mammoth tank rush?!?!
Posted by [Anonymous](#) on Mon, 11 Mar 2002 11:38:00 GMT
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first, these kind of games, where initial money is high, sucks... There's no point playing these games cause you just have to suicide, and you'll be full of money again... second, the big disadvantage of the mammoth tank is that it's very expensive.... so game with high initial money makes it almost impossible for nod to win, examp if you have a great coordination... third... start by all being raveshaw, and no mammoth will get to you base.... as soon as you die, buy another.... don't let them near your base, and you should win by points....

Subject: Stopping 7 Mammoth tank rush?!?!
Posted by [Anonymous](#) on Mon, 11 Mar 2002 11:43:00 GMT
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if u all buy a artillery u can kill them .. just target them 1 by 1 they go down very fast

Subject: Stopping 7 Mammoth tank rush?!?!
Posted by [Anonymous](#) on Mon, 11 Mar 2002 11:55:00 GMT
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RUN!!!!!!!!!!!!!!

Subject: Stopping 7 Mammoth tank rush?!?!
Posted by [Anonymous](#) on Mon, 11 Mar 2002 11:55:00 GMT
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I think if the game starts with that amount of money nod don't have any chance to win!

Subject: Stopping 7 Mammoth tank rush?!?!
Posted by [Anonymous](#) on Mon, 11 Mar 2002 14:04:00 GMT
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Get all crazy with nuke beacons.

Subject: Stopping 7 Mammoth tank rush?!?!
Posted by [Anonymous](#) on Mon, 11 Mar 2002 14:30:00 GMT
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pedestal win is the way to go on those types of games, and games that are 1 on 1.

Subject: Stopping 7 Mammoth tank rush?!?!
Posted by [Anonymous](#) on Mon, 11 Mar 2002 14:38:00 GMT
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Easy to stop, all nod buy flame tanks, which can easily take mammoths on 1 vs 1 Or have 7 stealth tanks with a couple engineers around, stealth tanks benefit most because they have TONS of firepower but little armor, but the little armor is negated by the engineers. And as another said artillery have tons of firepower also and can be hard to hit in certain spots of the nod base entrance. Last but not least a whole heck of a lot of Raveshaws could easily do it

Subject: Stopping 7 Mammoth tank rush?!?!
Posted by [Anonymous](#) on Mon, 11 Mar 2002 14:48:00 GMT
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what the best solder vs tanks without taking damage?

Subject: Stopping 7 Mammoth tank rush?!?!
Posted by [Anonymous](#) on Mon, 11 Mar 2002 15:13:00 GMT
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What unit did NOD buy at the beginning to allow 7 mammoths to just wander into your base uncontested?

Subject: Stopping 7 Mammoth tank rush?!?!
Posted by [Anonymous](#) on Mon, 11 Mar 2002 15:16:00 GMT
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if your nod... get ravenshaws... and mendozas.. kill the engee thats repairnig the tanks first then take out the tanks

Subject: Stopping 7 Mammoth tank rush?!?!
Posted by [Anonymous](#) on Mon, 11 Mar 2002 16:07:00 GMT
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Nod probably went all black hand stealth and sakuras to rack up infantry kills. Then the mammoths came... In any case, even if they massed armor, the GDI mammoths would have overwhelmed them if it was 1:1. The only way would be to use stealth black hands and lots of C4... and kamikaze destroy the engineers. After that, Raveshaws through the tunnels, or maybe a Mendoza at close range.

Subject: Stopping 7 Mammoth tank rush?!?!
Posted by [Anonymous](#) on Mon, 11 Mar 2002 16:08:00 GMT
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Just get 10 FIAME TANKS

Subject: Stopping 7 Mammoth tank rush?!?!
Posted by [Anonymous](#) on Mon, 11 Mar 2002 16:10:00 GMT
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Silent, he's saying that he no longer possesses any ion cannon ammo, I think.

Subject: Stopping 7 Mammoth tank rush?!?!
Posted by [Anonymous](#) on Mon, 11 Mar 2002 16:11:00 GMT
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use the laser rifle

Subject: Stopping 7 Mammoth tank rush?!?!
Posted by [Anonymous](#) on Mon, 11 Mar 2002 16:37:00 GMT
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With only a little bit of teamwork, most of your team would upgrade to invisible Red Hand, buy a nuke, bring a technician and run through the tunnel to the GDI base. Guess what, the tower will never get all of you, at least one can easily get inside the barracks and plant a beacon because all of the GDI idiots attacking the NOD base think they are winning (huh huh). All of sudden they hear "beacon deployed, warning" huh huh and it will be toooo late because your beacon is standing upon their pedestal. Try something like that next time. I dislike high credits games myself, but not if the server says "just play and try things out", there lies the difference, though. Serious teamwork or just trying things out. Hidden

Subject: Stopping 7 Mammoth tank rush?!?!
Posted by [Anonymous](#) on Mon, 11 Mar 2002 17:19:00 GMT
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Originally posted by: NiRvAnA711 quote:Just get 10 FIAME TANKS!s it just me or can u only have 7 vehicles at any one time[March 11, 2002: Message edited by: Allies107]

Subject: Stopping 7 Mammoth tank rush?!?!
Posted by [Anonymous](#) on Mon, 11 Mar 2002 18:22:00 GMT
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if its an open map 7 mammoths can be toast with half arty and half flanks. The problem right now is due to all the new players wanting to buy stealth tanks. My rule of thumb is whatever vehicle you buy, if you dont kill double the cost of that vehicle you wasted that vehicle and hurt the team. And stealths get chewed up when they are up against more than one vehicle. And sorry guys you can see stealths very clear when there is alot of lead flying. Same goes for gdi, Mammoths need support, and unless you have 1 or 2 engis willing to repair you your gonna get chewed up quick and waste the 1500 when you could have bought 2 mediums that would have done more damage. I love when I see a mammoth coming in the distance without engi support. By the time he gets within range to shoot me back I already have him almost into the red.

Subject: Stopping 7 Mammoth tank rush?!?!
Posted by [Anonymous](#) on Mon, 11 Mar 2002 20:21:00 GMT
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Not sure how well this will work against 7 but... When you're up against odds like this snag a Stealth Black Hand and run through the tunnels behind the tank line. Run and when they detect you keep running and plant some timed c4, if they dont waste the tank it'll do alot of damage. Basically though, you're screwed

Subject: Stopping 7 Mammoth tank rush?!?!
Posted by [Anonymous](#) on Mon, 11 Mar 2002 22:57:00 GMT
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I agree with Hidden who said that basically all u have to do is to rush em with a bunch of ppl to thru the tunnel and place a beacon on the pestal...but of course, not all games are end-game-beacon enabled + with most of ur ppl gone if the mammoths decide to rush in the obliisk is powerless to stop all seven...since it's a high credits game, if the drivers all had nukes ur base will be toasted b4 u can even reach theirs. So there's a better way instead of putting a beacon in the their base, y can't u put one near the 7 mammoths? Snipe the hotwire, and get a group together all armed with nukes. sneak up from behind (thru the tunnel) or even just in front of em. if even one get placed u'll send them scrambling for cover or maybe some dumb ones don't see it and still hang around, but either way if u get some distance between those mammoth, 7 artileries properly used can take most of the mammoth sending most of em up in smoke and

one or two driving like mad to return to base, even tho they can't 'cus they r soooo sloooooow. Nukes can be used as good defence weapons too. Y not place a few nukes around the base instead of mines or timed c4...if u don't get anyone, at least the fireworks are spectacular!

Subject: Stopping 7 Mammoth tank rush?!?!
Posted by [Anonymous](#) on Tue, 12 Mar 2002 00:18:00 GMT
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hye im going mad on this mission --so all the secondary objective before killing the six engineers is to eliminate the black soldiers unites when you and all the crew fight them in the cathedral but the problem is ive killed everyone ,my cruit is still alive but eva shows there is still on e to locate what is most weired is that inside the cathedral the range is zero but i cant find him anywhere which prevent me to continue ---there is an apache going and coming back but still imposiible to destroy heis too fast --please help me im going nuts

Subject: Stopping 7 Mammoth tank rush?!?!
Posted by [Anonymous](#) on Tue, 12 Mar 2002 00:26:00 GMT
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You can use your ion cannon to kill the apache. There is an easier way to do that objective.Use your sniper rifle and stay away from the window. You can pick off the engineers and no one will see you. If they can't see you they can't shoot you.

Subject: Stopping 7 Mammoth tank rush?!?!
Posted by [Anonymous](#) on Tue, 12 Mar 2002 00:35:00 GMT
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thanks but what if i finifhed the ammo on the ion cannon ????

Subject: Stopping 7 Mammoth tank rush?!?!
Posted by [Anonymous](#) on Tue, 12 Mar 2002 00:36:00 GMT
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the question i posted is for u!! quote:Originally posted by SilentHunter:You can use your ion cannon to kill the apache. There is an easier way to do that objective.Use your sniper rifle and stay away from the window. You can pick off the engineers and no one will see you. If they can't see you they can't shoot you.

Subject: Stopping 7 Mammoth tank rush?!?!
Posted by [Anonymous](#) on Tue, 12 Mar 2002 14:09:00 GMT

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I have to agree that mobile artillery is a very effective force. When GDI makes a lot of armor, even though they camp right outside of obelisk range, they do not concentrate fire, all they do is blindly blast away at anything and everything. A single enterprising player can shift the outcome of the game. A single opportunistic flame tank can kill or severely wound a mammoth tank who cannot escape from the press, and the other tanks cannot shoot it because other mammoth tanks are in the way. Mobile artillery is also an under-used asset. Ducking in and out from cover in a mobile artillery can prove to be a large detriment to any mammoth tank.

Subject: Stopping 7 Mammoth tank rush?!?!
Posted by [Anonymous](#) on Wed, 13 Mar 2002 13:03:00 GMT
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I was on a Game-Spy sever lastnight . PlayingGDI within minutes our weapons factory was destroyed 10/10 players ,, and the players from both sides fought very tactically,, but to my dis-belief ... we beat there team , with no heavy armor I was very impressed with my teams performance Like I said , team work and base defence is #1.[March 13, 2002: Message edited by: ID_Ghost]

Subject: Stopping 7 Mammoth tank rush?!?!
Posted by [Anonymous](#) on Wed, 13 Mar 2002 15:33:00 GMT
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quote:Originally posted by ID_Ghost:I was on a Game-Spy sever lastnight . PlayingGDI within minutes our weapons factory was destroyed 10/10 players ,, and the players from both sides fought very tactically,, but to my dis-belief ... we beat there team , with no heavy armor I was very impressed with my teams performance Like I said , team work and base defence is #1.[March 13, 2002: Message edited by: ID_Ghost]That team was mostly made out of newbies then.[March 13, 2002: Message edited by: CrazyHavoc]

Subject: Stopping 7 Mammoth tank rush?!?!
Posted by [Anonymous](#) on Wed, 13 Mar 2002 16:08:00 GMT
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Equip everyone with a nuke beacon and run like forest gump to the enemy base while they're over at yours!

Subject: Stopping 7 Mammoth tank rush?!?!
Posted by [Anonymous](#) on Thu, 14 Mar 2002 00:50:00 GMT
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Just one thing - in the original C&C Mammoths could be placed in guard mode to take out enemy aircraft (i.e. homing missiles activated kinda thing)- is this option still available (as you've guessed I ain't played much...)As far as your problem goes I recommend Lazarus (stealth) tanks with a couple of artillery as decoy
