
Subject: About those GDI tanks...

Posted by [Anonymous](#) on Sat, 06 Apr 2002 14:31:00 GMT

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Mammoth- great on vehicles and buildings, hard to hit AND squish personell due to slow speed.Great armor(3 flamethrower dudes took me out easily)Med. tank- moderately high armor, average speed and damage. Can hit infantry alot easier than mammoth(perhaps that is why some of u like med. tank better)APC/Humvee-fast, anti-personell vehicle. Low armor, ineffective on vehicles and buildingsSo, its not a bad idea to have a mammoth followed by a humvee or APC to take out flamers, mendozas, and chem troopers(mammoths worst enemy personell)[April 06, 2002: Message edited by: Fartmuffin]

Subject: About those GDI tanks...

Posted by [Anonymous](#) on Sat, 06 Apr 2002 15:06:00 GMT

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APC ist fast, it's perfect for base rushing. Obelisk won't destroy it with one shot.MRLS has good firepower, don't forget it! Three of them can control a large open field because the rockets are seekers (I think!).Mammoth has its rockets with rule everything else, but its shells are awesome. Personally I'd have given the mammoth a bit more armor, because without support it can be taken out by one flamer (thus: NEVER use a mammoth with out support!!!).

Subject: About those GDI tanks...

Posted by [Anonymous](#) on Sat, 06 Apr 2002 15:09:00 GMT

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you guys are wrong.. mammoth is great anti personell. all you have to do is right click and it fires rockets .. which if aimed ahead of infantry so that it hits them will kill them very fast.. also for flamers. you move backwards while shooting the flamer until it gets close then use those anti infantry rockets .. in a sense.. if you are in range always use the rockets because they are the best but have short range..

Subject: About those GDI tanks...

Posted by [Anonymous](#) on Sat, 06 Apr 2002 15:32:00 GMT

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i agree that the mammy needs support. they are not a good tank to be out on their own because they can't get out of trouble quick enough. but put 2-3 mummies out there with engie support, they are a hell of a task force that nod must deal with or lose!

Subject: About those GDI tanks...

Posted by [Anonymous](#) on Sat, 06 Apr 2002 18:39:00 GMT

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quote:Originally posted by psyco75:[QB]you guys are wrong.. mammoth is great anti personell. all you have to do is right click and it fires rockets .. which if aimed ahead of infantry so that it hits them will kill them very fast.. also for flamers. QB]Rockets do good on personell, but have a minimum AS WELL AS a maximum range.One time 3 flame thrower soldiers got close enough and started burning me, they were too close to let me shoot them, and followed my every movement to stay close enough, and killed me easily.

Subject: About those GDI tanks...
Posted by [Anonymous](#) on Sun, 07 Apr 2002 13:13:00 GMT
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the rockets dont hit right next to you, so if they're too close you just use cannon. remember that you can run over guys simply by turning, sometimes it does the trick.

Subject: About those GDI tanks...
Posted by [Anonymous](#) on Sun, 07 Apr 2002 13:23:00 GMT
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the mammoth tanks missles do very little damage to tanks, i took out a mammoth with a light tank once becuse the mammoth driver tryed to hit me with rockets, they usally couldnt reach me and when they did they caused very little damage.

Subject: About those GDI tanks...
Posted by [Anonymous](#) on Sun, 07 Apr 2002 18:45:00 GMT
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Actually the moth rockets do more damage vs tanks (vs everything, actually) than the moth shells. Try it on a harvester. He probably just didn't hit you and the damage you took was splash damage.

Subject: About those GDI tanks...
Posted by [Anonymous](#) on Sun, 07 Apr 2002 20:13:00 GMT
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quote:Originally posted by Admiral Rawsher:APC ist fast, it's perfect for base rushing. Obelisk won't destroy it with one shot.MRLS has good firepower, don't forget it! Three of them can control a large open field because the rockets are seekers (I think!).Mammoth has its rockets with rule everything else, but its shells are awesome. Personally I'd have given the mammoth a bit more armor, because without support it can be taken out by one flamer (thus: NEVER use a mammoth with out support!!!).Fynally someone who understands... Mamoth needs support... They are quite

effective, but they need support! TEAMWORK BABY!!! TEAMWORK!

Subject: About those GDI tanks...

Posted by [Anonymous](#) on Sun, 07 Apr 2002 21:50:00 GMT

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I remember this one guy posted about each mammoth requiring a small army to support it. Something about three mammoths each with several med tanks and such...he must have forgotten about the vech limit. The only support mammoth needs is something to take out the little infantry; in numbers flame rush is futile. Engineers are definite must; if there are no engineers on the team, don't even try buying the mammoth. Being stranded on enemy turf without engy support doesn't appeal to anyone; mammoth cannot retreat and defend itself adequately from multiple attackers. Mammoths+snipers+engineers=victory in pubs
