
Subject: And as the time pathith by thy mammy suckle ever more.

Posted by [Anonymous](#) on Thu, 02 May 2002 17:38:00 GMT

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Alright.. Mammoth tank sucks. It sucks. Who every doesn't agree is a serious n00b. Best light tank driver will beat the best mammoth driver all the time with 90\% of his h/a left. Mammoth tank can't point up for crap so aircrafts own it. Infantry just has to get near it's side and the mammoth can't shot or run them over. The mobile art does MASSIVE damage to the mammoth, and thats along with it's superior speed and superior aiming it always wins. The mammoth is only good at destroying buildings. But when you go deep into it, flame tanks are much better. If there is just 1 light tank guarding midfield on fields or city, it will stop 3 mammoth tanks from reaching there base. But light tanks move fast, and can fit between the poles in city making them far superior. Wait.. You know what.. it'd take me an hour to type how the mammoth sucks, how to make it better.. But you all know it already Mammoth tank sucks. MAKE IT BETTER. All I can say is MAKE IT BETTER. You can't make it worse, it's as worse as anything can be so theres only one way;up.

Subject: And as the time pathith by thy mammy suckle ever more.

Posted by [Anonymous](#) on Thu, 02 May 2002 18:08:00 GMT

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Alright I'm getting sick and tired of hearing you people ***** about the mammy. And beggin Westwood to make it better aint helping *****it. YOU know why the mammoth tank "sucks" its cause *****s like u say it does and don't understand how to use it. If the mammoth tank sucks so much ass then why do we see people continually use it? Cause it can dish out damage and take damage, most players when they see 1 turn the corner and run away. IT TAKES 4 SHOTS FROM THE OBALISK OF LIGHT TO KILL ONE OF THESE!!! YOU understand that??? That means while the obalisk is defending the base the other attacking units get in unscaved. What happens to the base they are overrun by GDI within moments. Whould you say the mammoth sucked if you were Nod? I wouldn't. You can ramble off many reasons to why it sucks, but I havn't seen many of these reason evident when I play. BTW I'm not a n00b. Got FPS experiance since the first Quake was big and RTS experiance since Tiberian Dawn was released so don't start **** about me bein a n00b. I know what I'm talkin about.

Subject: And as the time pathith by thy mammy suckle ever more.

Posted by [Anonymous](#) on Thu, 02 May 2002 18:29:00 GMT

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About the only time I care at all for driving the mammoth, is if I'm sure I'll have at least 2 engies or hotwires backing me up. And that almost never happens in non-clan games. You'll occasionally get engie help for a very short while, until they get sniped or bored. To be true to the "roots" of the game, shouldn't the mammy at least have good anti-air? In C&C, the mammoth had no problem swatting 2 or 3 apaches, while attacking ground targets at the same time. I vote for a little upgrading, then I might want to use it more. [May 02, 2002: Message edited by: SgtZim]

Subject: And as the time pathith by thy mammy suckle ever more.

Posted by [Anonymous](#) on Thu, 02 May 2002 18:40:00 GMT

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The Mammoth is ok, just is speed and monvrability really brings it down.It can eaisly be taken out but more mobile units. Thats why it kinda sucks in a way [May 02, 2002: Message edited by: jindi007]

Subject: And as the time pathith by thy mammy suckle ever more.

Posted by [Anonymous](#) on Thu, 02 May 2002 18:50:00 GMT

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The mammy rules when you have there base defence under control and you're ecsorted by at least 2 meduim tanks and aybe a humvee for infantry

Subject: And as the time pathith by thy mammy suckle ever more.

Posted by [Anonymous](#) on Thu, 02 May 2002 23:31:00 GMT

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mammoth tank with 2 med tanks : deadlydream attack force2 humvees - for infantry,1st line3 medtanks - Main attackers,2nd line2 mammoths - Main Attackers, 3rd line5 orcas - Support, claw formation in airdont ya just wish you can adjust the speed of a tank , so you make it go as slow as a mammoth, so the mammoth can keep up?You cant make it go faster than its maximum speed, but you can make it go slower.

Subject: And as the time pathith by thy mammy suckle ever more.

Posted by [Anonymous](#) on Fri, 03 May 2002 01:38:00 GMT

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I think the mammoths are great. They can destroy buildings from well outside the distance you can see their health box.2 or more Mammoths laying seige to a base cannot be beaten if they have support and don't stop firingif you are a good player then you DONT let infantry get too close, and you use your missiles to kill themI can easily destroy anything that attacks me if I'm in a mammoth tank and I don't stop moving forwards.The easiest way to destroy a Nod base is to simply keep moving. As long as you don't stp for repairs, but keep on pounding their base, and ignore the tanks and units then you won't lose.Because the great thing about the mammoth is that you can ignore all the tanks and infantry that are shooting at you, because you know you will do enough damage.

Subject: And as the time pathith by thy mammy suckle ever more.

Posted by [Anonymous](#) on Fri, 03 May 2002 02:15:00 GMT

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I'm not much of a fan of the mammy either. It's big, bulky and obstructs much of the users sight allowing both infantry & vehicles to get up, close & personal many a times. Still a seasoned player can often defend well and ward off attackers from a distance but if he's getting flanked he's in for a world of trouble. Two mediocre attackers firing from different positions usually reduces it to scrap metal in no time. I say save your money and grab a medium tank instead. It's got enough firepower, speed and manouverability to present more of a threat in the hands of an experienced player.

Subject: And as the time pathith by thy mammy suckle ever more.

Posted by [Anonymous](#) on Fri, 03 May 2002 06:49:00 GMT

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Anyone venturing out alone in a mammy is an idiot. A mammy can easily take out a flame tank unless it's already on top of you (like when you turn a corner). That's assuming good aiming ability, but you're screwed no matter what if you can't aim. Very few vehicles can aim up enough to defend against good heli pilots. A single light tank might be able to defeat a mammy one on one in the open if it has corners to back into and hide. If you aim properly (ahead of the target), it only takes a few hits to destroy a light tank. Plus, unless you're stupid enough to be alone with your mammy, the light tank will be pounded by your teammates as well. In any sizeable game there are usually a few sydney/raveshaw characters around which take out light tanks very quickly, along with stealth tanks, buggies, and mobile artillery. As for a light tank defending a base against 3 mummies.. sure it could destroy all 3, but not before you lose a couple of buildings if not all of them. It's been said before but obviously no one gets it. Mammoths are not to be used solo. In groups with other units, they can be very deadly. Used solo.. well, they're simply dollar signs with big bullseyes all over them. In some maps they aren't useful much at all, but in others they are. With an 8 vehicle limit, rushing with 5 mummies against the obelisk is often a lot more successful than trying to rush 7 or 8 mediums. And rarely have I seen anyone be able to get everyone to buy the correct tank. There'll be 7 mediums and then /someone/ has to go and buy a humvee. Mammoths do twice as much damage as a medium yet also last 50% longer, making them 300% more effective offensively (if a medium can get, just for example, 6 shots in on the obelisk before being destroyed then the mammoth will be able to get 18 in). I've never seen someone try to dodge incoming fire while rushing in medium tanks so the manueverability doesn't matter much in that situation. Plus, rushing with 7 or 8 mediums often leaves your own base wide open for attacks. There are always special cirkumstances based on what the enemy team is doing, of course. [May 03, 2002: Message edited by: kubi0461]

Subject: And as the time pathith by thy mammy suckle ever more.

Posted by [Anonymous](#) on Fri, 03 May 2002 06:57:00 GMT

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quote:Originally posted by Nuke-um: IT TAKES 4 SHOTS FROM THE OBALISK OF LIGHT TO KILL ONE OF THESE!!! YOu understand that??? Oh, I wasn't sure on that. Then that makes mummies 4 times more effective against the obelisk than medium tanks. If a medium tank gets in (purely a number for example) 6 shots at the obelisk before being destroyed, then a mammy would be able to get in 12 shots in the same time plus would survive two more hits and therefore

would manage to get in 24 shots at the obelisk before being destroyed.Hmmm.... it's not going to run around the back side of the powerplant (on City) to ram the incoming APC, but that's not what a mammy is for. (I love doing that, btw.. easily kills all the APC passengers before they can get close to the PP entrances.)

Subject: And as the time pathith by thy mammy suckle ever more.
Posted by [Anonymous](#) on Fri, 03 May 2002 08:53:00 GMT

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Obelisk takes 3 shots to kill a Medium, not two. Revise your numerical statistics on damage.

Subject: And as the time pathith by thy mammy suckle ever more.
Posted by [Anonymous](#) on Fri, 03 May 2002 09:16:00 GMT

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quote:Originally posted by Deathgod:Obelisk takes 3 shots to kill a Medium, not two. Revise your numerical statistics on damage.Looks like I'll have to experiment in a single player lan game. I'll also have to see how much armor is left after the second hit for the medium and the 3rd hit for the mammoth. In real games it's impossible to tell accurately because of all the fighting going on. Still, the mammoth does more than double the damage against an obelisk than a medium would.I'm not trying to say that the mammoth is the most powerful unit. I'm simply saying that it has it's uses, particularly in groups. I personally do prefer medium tanks most of the time.

Subject: And as the time pathith by thy mammy suckle ever more.
Posted by [Anonymous](#) on Fri, 03 May 2002 12:23:00 GMT

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GDI 2 MRLS -Ideal for support, and long range strikes against prepared defences.3 Medium Tanks -Mobile firepower to take out enemy armor in the field.1 Mammoth -Support for MRLS and Anti-Armor support for the 3 Medium Tanks ahead.2 APCs -Anti-Infantry in the field, base rushing, carries 5 troops each allowing rapid transport of 10 soldiers/Techs/Hotwires. *Can be substituted for Hummers for scouting. *Aircraft are not yet available on most maps and are not included.Nod3 Artillery -Great for support, long range strikes.2 Light Tanks -Anti-Armor in the field w/ Artillery in support.1 Flame Tank -Great Anti-Buiding, and Anti-Armor at close range.1 Stealth Tank -Support for Light Tanks, Scouting, Limited base penetration.1 APC -Anti-Infantry in the field, mobile transport for base rushing.* Really depends on the situation, the above is based on defeating GDI's superior vehicles in the field. Flame Rushes are preferable in some situations.

Subject: And as the time pathith by thy mammy suckle ever more.
Posted by [Anonymous](#) on Sat, 04 May 2002 08:10:00 GMT

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Ok.. I guess I just know how to stop 3 mammoths with only my one 600cred light tank from crossing feilds.. thats all.. I'm just a n00b.

Subject: And as the time pathith by thy mammy suckle ever more.

Posted by [Anonymous](#) on Sat, 04 May 2002 08:12:00 GMT

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quote:Originally posted by Woggy:mammoth tank with 2 med tanks : deadlydream attack force2 humvees - for infantry,1st line3 medtanks - Main attackers,2nd line2 mammoths - Main Attackers, 3rd line5 orcas - Support, claw formation in airdont ya just wish you can adjust the speed of a tank , so you make it go as slow as a mammoth, so the mammoth can keep up?You cant make it go faster than its maximum speed, but you can make it go slower. Thats 14 units.5 MRLS, 1 mammoth, and an orca is more like it.

Subject: And as the time pathith by thy mammy suckle ever more.

Posted by [Anonymous](#) on Sat, 04 May 2002 08:13:00 GMT

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The medium tank only takes 1 shot from the obelisk of light because it gets close enough befor it takes another, except on hourglass. Mammoth tank will take 3 befor it gets cloe enough.

Subject: And as the time pathith by thy mammy suckle ever more.

Posted by [Anonymous](#) on Sat, 04 May 2002 08:46:00 GMT

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quote:Originally posted by Woggy:mammoth tank with 2 med tanks : deadlydream attack force2 humvees - for infantry,1st line3 medtanks - Main attackers,2nd line2 mammoths - Main Attackers, 3rd line5 orcas - Support, claw formation in airdont ya just wish you can adjust the speed of a tank , so you make it go as slow as a mammoth, so the mammoth can keep up?You cant make it go faster than its maximum speed, but you can make it go slower. problem with that force is that there is a 8 vehicle limit per team...

Subject: And as the time pathith by thy mammy suckle ever more.

Posted by [Anonymous](#) on Sat, 04 May 2002 09:46:00 GMT

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quote:Originally posted by Mmmm_cheese:The medium tank only takes 1 shot from the obelisk of light because it gets close enough befor it takes another, except on hourglass. Mammoth tank will take 3 befor it gets cloe enough.No, you missed my point. I was just saying how many hits each can take, max. I know that a good driver should never take more than one hit, that's kinda implied. I was posting the info for that guy's benefit.

Subject: And as the time pathith by thy mammy suckle ever more.

Posted by [Anonymous](#) on Sat, 04 May 2002 10:19:00 GMT

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quote:Originally posted by Senlui Granduc:I'm not much of a fan of the mammy either. It's big, bulky and obstructs much of the users sight allowing both infantry & vehicles to get up, close & personal many a times. Still a seasoned player can often defend well and ward off attackers from a distance but if he's getting flanked he's in for a world of trouble. Two mediocre attackers firing from different positions usually reduces it to scrap metal in no time. I say save your money and grab a medium tank instead. It's got enough firepower, speed and manouverability to present more of a threat in the hands of an experienced player.heh. u must not have lock camera to turret on.. or being flanked would not be a big problem. just swing around

Subject: And as the time pathith by thy mammy suckle ever more.

Posted by [Anonymous](#) on Sat, 04 May 2002 12:20:00 GMT

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Obelisk does 300 damage to vehicles. It will kill Humvees and Orcas in one hit, APCs in two, Mediums in 3, and Mammoths in 4. I think it actually does 310 to infantry for some reason because it burns for a second after it hits, doing another 10 damage. Thus only the 1000-cost classes can survive a direct obelisk hit.

Subject: And as the time pathith by thy mammy suckle ever more.

Posted by [Anonymous](#) on Sat, 04 May 2002 17:02:00 GMT

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Problem with mammoths is cos they are powerful as soon as they get on the battle field all of nod focuses it's fire power on it to take it out. I only drive med tanks and normally get mvp or 2nd 3rd if I do a bit of sniping. but nod get alot more points for killing a mammoth then a med tank and the number of times gdi have been ahead when using med then switched to mammoths and lost have been countless. I think only one mammoth should be on the battle field and it draws all the fire allowing the faster mediums to take out the nod armour cos its only the flame tank with heavier armour then a med in the nod team

Subject: And as the time pathith by thy mammy suckle ever more.

Posted by [Anonymous](#) on Sat, 04 May 2002 17:15:00 GMT

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I think the mammy makes really good choice for defense when it supports the AGT, it kills those pesky techs that try to blow the AGT with it's missiles.I find that mammoths are really good in a way, it could depend on distance, since the missiles do more then the cannons up close and the cannons have a faster rate of fire then the medium tank and such.There are really good ways to use the mammies, why don't you try to discover them before you find out.

Subject: And as the time pathith by thy mammy suckle ever more.

Posted by [Anonymous](#) on Sat, 04 May 2002 21:55:00 GMT

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best mammy encounter I had was when I was a tech and the mammy blew my buggy up Well I ran to it's most vulnerable spot-it's side. I then planted both my timed charges and remotes on it, after that(the guy was trying to shoot me the entire time-mammy can't hit peeps within a certain radius) I ran to the other side and when he moved forward or backward I matched him. well the timed charges went off and I detonated my remotes and he blew sky high With a few headshots the enemy pilot(rofl, he was a soldier) I ran back to base, grabbed a refill and a new buggy. 1. that guy was a moron because he had no engie support-if he did then I most likele couldn't have blown him up. Next he was piloting with a soldier instead of an Engie/hotwire/tech(jackass) so all these factors plus some of the mammys severe drawbacks they are relatively easy to kill. BUT they **** when they have about 2-3 engies/hotwires supporting them. if they go out with no support they deserve to have it blown up
