
Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Sat, 13 Jul 2002 01:29:00 GMT
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Stop using that stupid tank. Why you guess? Well i will tell you. I just come from a game where i played as Nod on under. GDI was far better than we was. They had the best sniper who shot us in the head as soon as we turned around the corner at our base entrance. They had better tank drivers and better team work too. But they lost by about 1500 points cause they sieged our base with mammoths and our team did nothing but shooting at those tanks with mendozas laser chain guns and such stuff. Mammoths give 3 times the points to the enemy than they make for your team if not used correctly. Another reason to not use mammoths is that they are big and slow. How many times you played on field as GDI and your base entrance was blocked by two mammoths? If then arrives the harvester they are all stuck and the artillerys get a lot of points by destroying them. You cannot even snipe the artys cause a) you cant get out cause they block the way b) they are to high to shoot over them c) your scope is shaking when they are shooting. And they have no chance to dodge the shells. Same thing on Mesa. Mammoth drives into the tiberium field, harvester follows, mammoth and harvy block each other, both get destroyed, and you see a smiling mendoza running for a refill. The mammoth tank has only one purpose and that is rushing (crawling) the enemy base (If you get destroyed by the obelisk the other team gets no points!!!!). Thats what they are made for so if you buy a mammoth then rush or else its better to buy a med tank wich is superior to any Nod unit too without giving away to much points if destroyed. Just my 2ct about the mammoth

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Sat, 13 Jul 2002 01:33:00 GMT
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it seems you take on the mammoth from a newbies perspective, if you actulley have skills you can do anything with that huge pretty thing

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Sat, 13 Jul 2002 04:18:00 GMT
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Using the tusk missiles on buildings racks up points quickly as well...

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Sat, 13 Jul 2002 04:31:00 GMT
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To matrix: Well then 99\% of all players are newbs cause its very rare to see a usefull mammoth. Most of them are only cannon fodder for my big guns. And im not new to the game. I play it since it came out. If you want a proof join the "blueyonder C&C Renegade 1" server. I play a lot there and im curious to see your mammoth owning the field. To the Argon Array: Thats what i said. The

only reason to buy a mammoth is to rush the enemy base. (Includes building destruction)And did you noticed that in many games where teams are equally skilled GDI leads until they buy mammoths. From then on Nod scores more. We lost so many games just because Nod destroyed some of those **** tanks and scored big. [July 13, 2002, 04:37: Message edited by: Jaml]

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Sat, 13 Jul 2002 05:39:00 GMT
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on the map cnc under, if u are a mammy driver. Take the left when exting the base then u will not get hit my artrillay,plus the **** mislles gives it extra range and power to tanks and unitsMissles are for Units/TankCannon is for BuildingsI think most of u know this but its a reminder

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Sat, 13 Jul 2002 06:27:00 GMT
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Wrong! Missiles are stronger in all situations. Always use the tusk missiles especially on buildings. If you dont belive me simply open the editor and look under the damage settings for the mammoth tank. But they have a very short range so always be sure to hit your target by watching his energy bar while firing missiles. Alot of players fire them without hitting cause their enemy is smart and remains out of range of the tusks.

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Sat, 13 Jul 2002 10:20:00 GMT
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Personally I use Mammys very, very rarely. Most of the times I go for a medium. The fact that the mediums cannon sits on its back combined with good knowledge of turret control steering & medium tanks speed makes him my all-time-favourite.Mfg,ChaosE

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Sat, 13 Jul 2002 13:19:00 GMT
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No, cannons are better against vehicles while the tusks are better against buildings once you are close enough.

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Sat, 13 Jul 2002 13:58:00 GMT

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i go for humm vee's, if u r a good driver, like me, i taken out 3 flame tanks and a stealth tank b4 i died, thats with 1 humm vee

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Sat, 13 Jul 2002 14:59:00 GMT
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"If you want a proof join the "blueyonder C&C Renegade 1" server. I play a lot there and im curious to see your mammoth owning the field."I play on the BY servers a lot (I'm the community liaison) and I very frequently own with a Mammoth. I prefer Mediums though.

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Sat, 13 Jul 2002 15:14:00 GMT
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Two mammys parked in front of the AGT on Hourglass will prevent ALL base rushes. I saw 6 Flames stopped by a pair and the AGT. [July 13, 2002, 15:14: Message edited by: Spankinstein]

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Sat, 13 Jul 2002 17:14:00 GMT
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uhh mammoths are the best-thats why u have HOTWIRES backing u up for repairs in the fields... idiots... these amounts of vehicles should do u well:1 apc, to carry ur hotwires out, and to gun down any infantry, 3 mammoth tanks, to blow the **** out of buildings, 2 medium tanks, to cover the mammoths, and 1 mrls, to blow the **** out of the buildings, and at least 4 hotwires, any thing else is a plus(i.e. snipers, PIC...)

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Sat, 13 Jul 2002 17:21:00 GMT
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Have you ever seen a group of 5 mammoths roll into a base? its a scary thing when your the other side, like you said seiging gets nod lots of points off of mamoth tanks but if your team is smart and everyone rushes in Wow, game over. I rarely use mammoths as well, i mostly use them on mesa in the tib feild so i can seige all there buildings{except refinery} and it can take a pounding.I just wish it was cheaper{its over priced like crazy}

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Sun, 14 Jul 2002 00:39:00 GMT
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i agree completely the md tank is the most superior tank out there. Mammoth's are too slow to be worth anything because they can't retreat and they are such easy targets and they are worth about 150 (i think not positive but it is around that. and mds are only 80 (i think))

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Sun, 14 Jul 2002 00:48:00 GMT
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u mean mammoths r \$ 1500 and mds are \$800 [July 13, 2002, 12:49: Message edited by: andrew726]

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Sun, 14 Jul 2002 01:52:00 GMT
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Any Vehicle sucks defending APART FROM THE MAM. As was said, two mams on #Hourglass can own anything that comes near. We had lost the fac and the AGT, and had 2 mams guarding....with a lot of Mobius support (inc myself) They eventually got killed by a huge assault, and we lost the refinery. Hour left.....=(Half an hour later, we lost the barracks, so we ALL went around the PP. We won on points.

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Sun, 14 Jul 2002 04:56:00 GMT
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go for humm vee's, if u r a good driver, like me, i taken out 3 flame tanks and a stealth tank b4 i died, thats with 1 humm vee-----I'd love to see that.... lol did those units have people in them?

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Sun, 14 Jul 2002 05:26:00 GMT
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Sakuras own your hummvee pretty fast so i dont think its that good.

Subject: For all the Mammoth drivers out there

Posted by [Anonymous](#) on Sun, 14 Jul 2002 06:06:00 GMT

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use apc on flame tanks... its better, and has more armor, and can carry some PIC to help you

Subject: For all the Mammoth drivers out there

Posted by [Anonymous](#) on Sun, 14 Jul 2002 06:50:00 GMT

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A Mammy parked at the bridge entrance on Islands is great for preventing any stealth nuke rushes. All you need is a Hotty to mine the tunnels

Subject: For all the Mammoth drivers out there

Posted by [Anonymous](#) on Sun, 14 Jul 2002 12:21:00 GMT

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Yes they are a great unit for rushing but they suck at battlefield control. As for hourglass i prefer a Moebius to a mammoth in defense cause i can move faster, have great firepower and dont use up 2 vehicles that could be used in attack. If there is great teamwork mammoths are really good but its so rare that you find that on a public server. And if i play in a team its usually more efficient to fill a apc with hotwires than to send in a mammoth with engie support. Apc rushes rule on Hourglass. 5 engines, 2 blow up the mines in the obelisk the others fill the mtc with remote c4 and bye bye oby. And they are so fast that Nod has little time to organize. The mammoth on the other side takes so long to reach the obelisk so that in the meantime the entire Nod team focus on you. As for the price i think its fine. If they were cheaper then more noobs would waste mammoths to the enemy

Subject: For all the Mammoth drivers out there

Posted by [Anonymous](#) on Mon, 15 Jul 2002 06:25:00 GMT

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I'd like to respond to this one with a story: Last night I was playing on under as GDI. Of course we started out by getting pinned in our base entrance by Nod. We tried our best to move out of the hole and after a bit we pushed Nod back to thier base. This was due to some great teamwork, med. tank rushing, and good sniper and repair support. Then they threw a flame rush at us. Well, we won that round but we all had to rebuild with another tank rush. GDI made it back to the entrance to Nod's base and began wailing on their buildings and tanks and stuff. Before long we were ahead in points. Nod began to get smart and came after us with all sorts of infantry, not giving us too many points when we boinked them. Then some idiots on our team, who were doing good at repairing our med. tanks, decided it would be good to go get some mammys and rush the base, again and again. Again and again Nod took them out and we lost all our repair supports as they were all trying to get a piece of the action. We were down to 30 seconds left, up by about 1000 points, and I was the only med. tank left. I got blown as two mammys pushed me into the base. I said NOOOOO, fall back, but they just stood there, got destroyed, and after over

17,000 points for each side, we lost by 30 points! All because some idiots on our team stopped repairing and bought mammys to give the other team points. I like the Mammy, but there are times to use it and that was not one of them. Just play smart, defending with one or two on Hourglass is great! Thanks for your time!

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Mon, 15 Jul 2002 09:03:00 GMT
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You should get negative credits so that newbies learn what it means to lose a tank. However, this is not symptomatic for mammoths only. In fact, the same can be said for the stealth tank with its low armor and high price. Or the harvy: block it in base (when you are defending) and it cannot be destroyed. Works nice in clan games. Uberfahrr

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Mon, 15 Jul 2002 13:02:00 GMT
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Never go in alone with a mammoth. You will die. Get medium support or go support an Mrls.

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Wed, 17 Jul 2002 23:14:00 GMT
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so you're not a newb... yet you've come to the realization that mammoths suck sh*t when????
hmmmmm you do seem to take the tank from a newbies perspective if it has taken you this long to post something about mammoth tanks.... oh... and mams can be good in certain situations..... but only as clean up... when some of the key structures in a base have been taken down....oh... and yeah... you are a newb... if you think that b*tching about a situation which tilted the game in your direction is a good thing... so what if they lost cuz they rushed your base with mams... wtf is it to you???.....they had what??? better snipers.... better tank skills... and better team work.... why the f' not be happy you won?.... capitalize on their stupidity for chr*st sake....

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Wed, 17 Jul 2002 23:46:00 GMT
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@C4kitty: You are in search of trouble again right? You're the female version of Ack so it's strange you don't get along with him. I think you two would make a good couple.

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Thu, 18 Jul 2002 04:15:00 GMT
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@c4kitty: I care cause a lot of times when im on GDI i have to deal with that problems and i wish FF was on.

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Thu, 18 Jul 2002 06:40:00 GMT
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Well, let's see here. ACK contributes maps, skins and advice (albeit hateful sometimes). Kitty contributes : NOTHING! Gee, who will I listen to?

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Thu, 18 Jul 2002 08:51:00 GMT
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mammoths are good in some situations...but they need support, by at least one anti-infantry unit. The mammoth is the fastest-firing (normal) tank, and does more damage (per shot) than any other, aside from the artillery/MRLS. It's a powerful asset, but it has a huge weakness in its slow speed and turn rate. There are two kinds of mammoth driver: 1. the smart kind, with turret camera on. They stick with the rest of the army so the entire force will be more effective. This person can easily make the tank pay for itself twice over. 2. the n00b kind, that thinks the mammoth is undefeatable and an army of its own. They rush (or crawl) out onto the battlefield, shooting away at nothing in particular (just so they can see the cool fire effect). They usually have the camera locked to the chassis, and then cry over it when they get pecked to death by a tiny little buggy. [July 18, 2002, 08:54: Message edited by: Nukelt15]

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Thu, 18 Jul 2002 12:04:00 GMT
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Looking for trouble....??? hahaha exactly right... but unlike ACK... I actually have an objective while doing stuff like this.... ACK is just a loud mouthed cry baby who yells a newbs and then expects them to help him.... Ack "f'ing newbs f u..... I need repairs, I need repairs, I need repairs.....etc.".....and as for a good couple... I think he's taken....In fact isn't he in a love triangle...???? Left hand pulls while the Right inserts???? then vice versa when his hand starts to spasm???.... kind of explains how meadows is so f'ing lame..... one handed map making... tiss a terrible way to do things....and remember Ack keep that Vat O' Sh*t piping hot for more skins if you ever want to make more of em....oh and I really did wonder why you point out that mam's are bad tanks to use in a rush....ffs I stoped playing 2 months ago and I had known that long before then...and as for why you complain rather than laugh at them for using such a moronic strat. well I guess thats still up in the air ... the question remains..... why do you give a f' if they did something

stupid like that???? [July 18, 2002, 00:14: Message edited by: C4kitty]

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Thu, 18 Jul 2002 12:12:00 GMT
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back with a vengeanceoh, and I agree with C4...ack says stupid crap, while most of her stuff is justified, although it might be a little bit overboard. I often consider doing the same thing except then I'd have to go into every post because I feel everyone deserves the same chance to be called f*cking idiots [July 18, 2002, 00:15: Message edited by: Duke of Nukes]

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Thu, 18 Jul 2002 23:50:00 GMT
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oh.... ack contributes maps huh???? I didn't know flat landscapes where you can fall through holes are.... well considered maps..... and well skins???? hmmm mmm lets see.... the few if any skins i have seen him create are well no better than someone taking 30 seconds to spray paint a few camo colors on a tank and then just copy that lame pattern all over the tank....I have made many skins..... however i choose not to share them with ... well lets just call them unworthy people....if you think the skin i made for the mines made them light up like a chirstmas tree.... well.... guess youre just missing out.... oh and advice???? hmmm only advice i've heard or interpreted from him is that he flames newbs for no reason... correction.... he flames everyone for no reason... I might be a loud mouth... but I generally only yell at newbs.... and cuz they think that a f'ing mam or using orcas/apac.s are a good strat... doing nothing but rushing with them..... and yes if you did listen to me maybe you would get some good advice... but generally what i've heard people say is f' u i don't need help..... so ya know what f' them.... listen to ack.... even though i've been the one in tactics training for the military... all be it a short time... but none the less i do have some experience in battle feild command..... but then again... this is just a game right.... why the f' would you take it seriously... i mean its not like you go out of your way to annoy me with your lame little come backs time after time after time... right??? oh and to the person who cares so much about mams Jaml i think it is....not being used so often and by inexperienced people.... if you really want to teach them a lesson... do what i do... get in a med tank and just push them into enemy fire and not let them get repaired or retreat.... if they think they can use a mam and put the whole team at risk of losing then just let them die.....teach them a lesson for their own stupidity....

[July 19, 2002, 00:10: Message edited by: C4kitty]

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Fri, 19 Jul 2002 02:08:00 GMT
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C4Kitty, I see you've come back again.Well, I tell you one thing -- you're a complete idiot. Did your trip to France make you even more retarded? Think about it, you foolish girl. You've never been in a game with me, you know nothing of how I play, yet you make all these wild (albeit stupid)

remarks as if they're really going to hurt me. "MOMMY HELP SOME BAD GIRL SAID I'M A LOSER ONLINE WAAAAH" Right... Are you done making a fool of yourself? By the way, get on GameSpy on one of the servers, add [-WL-]Aircraftkiller to your list, and I'll show you how wrong you are. I also highly doubt that you've taken any combat training. None of it would translate into tank commanding. You either drive a tank, gun a tank, load a tank cannon, or command a tank if you're in the armoured corps dealing with vehicles of that nature. [July 19, 2002, 02:11: Message edited by: aircraftkiller2001]

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Fri, 19 Jul 2002 04:19:00 GMT
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C4kitty Recruit Member # 13695 posted July 18, 2002 23:50

----- oh.... ack contributes maps huh????
I didn't know flat landscapes where you can fall through holes are.... well considered maps..... and well skins???? hmmm mmm lets see.... the few if any skins i have seen him create are well no better than someone taking 30 seconds to spray paint a few camo colors on a tank and then just copy that lame pattern all over the tank.... I have made many skins..... however i choose not to share them with ... well lets just call them unworthy people.... if you think the skin i made for the mines made them light up like a christmas tree.... well.... guess youre just missing out.... oh and advice???? hmmm only advice i've heard or interpreted from him is that he flames newbs for no reason... correction.... he flames everyone for no reason... I might be a loud mouth... but I generally only yell at newbs.... and cuz they think that a f'ing mam or using orcas/apac.s are a good strat... doing nothing but rushing with them..... and yes if you did listen to me maybe you would get some good advice... but generally what i've heard people say is f' u i don't need help..... so ya know what f' them.... listen to ack.... even though i've been the one in tactics training for the military... all be it a short time... but none the less i do have some experience in battle feild command..... but then again... this is just a game right.... why the f' would you take it seriously... i mean its not like you go out of your way to annoy me with your lame little come backs time after time after time... right??? oh and to the person who cares so much about mams Jaml i think it is.... not being used so often and by inexperienced people.... if you really want to teach them a lesson... do what i do... get in a med tank and just push them into enemy fire and not let them get repaired or retreat.... if they think they can use a mam and put the whole team at risk of losing then just let them die..... teach them a lesson for their own stupidity....

----- These are 144 points and none of them used as an ending to a sentence. By that you've proven that you REALY had some training for the military. Well, it's better to shoot at people than to educate oneself, isn't it? And yes, mammys are bull\$hit. [July 19, 2002, 04:20: Message edited by: eggmac]

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Fri, 19 Jul 2002 04:45:00 GMT
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Mammoths are really good at base defense. Exp, when they are gaurding the AGT. They can kill infantry easilly by shooting missiles into the building and can kill flame tank's relatively easy as

well.

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Fri, 19 Jul 2002 05:29:00 GMT
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Mammoths should not be used alone. They needs lot of support like medium tanks, APC's (to kill any infantry) and hotwires. Of course that requires teamwork, but that's what the game is all about. Unfortunately, there are lots of poeople who doesn't care about that.If there's no teamwork, don't get mammoths.

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Fri, 19 Jul 2002 09:27:00 GMT
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I think she hates mammys because she has none, or they hit her knees.

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Fri, 19 Jul 2002 10:11:00 GMT
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I love sniping mammys with a Raver on field.Nothing compares to it. And if they bring hotties,we bring sakkys!

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Fri, 19 Jul 2002 10:58:00 GMT
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The only times mammoths are good is when you get a 5 mammoth rush planned on Wolf and you take out the enemy base in a minute and a half with their extreme, bulky power.

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Fri, 19 Jul 2002 12:16:00 GMT
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C4kitty, your posts have got to qualify for the most difficult posts for anyone to read. I suggest that before you participate in forum activity, complete basic 4th grade english. Then you can come back, and you will actually be able to make some statements that make sense. While you're writing your (flame) reply to my post, please remember that the first letter of each word of each sentence is to be capitalized, along with proper nouns. Also, when you complete composing your

sentence, use an appropriate punctuation mark (.?!). Oh yeah, commas can help you imply pauses in you writing, you could make good use of them. Don't overrate the ellipsis (...).

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Fri, 19 Jul 2002 13:53:00 GMT
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LMAO Really dudes, think outside of the box. Mammoths deal out massive firepower for their price. If you know your vehicle and its weaknesses and strengths, you can easily beat the hell out of anything on the field. Using a Mammoth is a hard task and it requires a lot of skill to drive that enormous tank. Hell, I can evade tank shots and rockets with that thing; not a whole lot of them, but a good number. Whoever said that firing cannons is the best versus vehicles... Wrong. Mammoth Tusk missiles are the best weapon against *anything*. It takes about eight or nine Tusk missiles to take down a Light Tank. If it retreats after a few missiles, finish it off with the cannons. If an infantry unit comes too close, don't fire missiles at it. Fire the cannons, you can pop them right in the face with a cannon shell if they are right next to your hull. Mammoths own the battlefield, people. If you have just sniper support and a single Hotwire backing you up, you can own anything, so long as you know how to use your vehicle properly. You can't use a Mammoth like you would use a Medium Tank. Both are entirely different vehicles meant for entirely different purposes. The Medium Tank is a semi-fast battle tank. The Mammoth is a slow assault and battle tank. Try and learn how to use it... You'll be surprised as to how effective it really is.

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Fri, 19 Jul 2002 14:02:00 GMT
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Agreed...

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Fri, 19 Jul 2002 14:08:00 GMT
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the question is not how effective it is in particular situations but whether it is smart to use him. As the enemy gets A LOT of points by just shooting at the tank it is often stupid to use one. You have always to consider the situation, and I know hardly any where a medium is inferior to a mammoth.

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Fri, 19 Jul 2002 14:42:00 GMT
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originally posted by spankenstein: A Mammy parked at the bridge entrance on Islands is great for preventing any stealth nuke rushes. All you need is a Hotty to mine the tunnels = destroyed stealth

driver gets in mammy

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Mon, 22 Jul 2002 13:34:00 GMT
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Whoever says mammoths need anti-infantry support is a dumbass. The rockets will kill any infantry in one or two hits at most, and the cannons do that but at a longer range. I regularly have games where I have 40 kills with a mammoth, while people are trying to kill me. If there's any tank that's anti-infantry (besides the 1337ness of the APC of course) it's a mammy.

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Mon, 22 Jul 2002 14:50:00 GMT
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Once you get the defenses down, nothing wipes out the enemy base like a couple mammies...

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Tue, 23 Jul 2002 00:19:00 GMT
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Don't be stupid. Someone else mines while the Mammy stays by the entrance, firing its tusk missiles into the water. A sniper for support can take care of the ravesaws and laser chaingunners. Sometimes people are so stupid.

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Tue, 23 Jul 2002 22:06:00 GMT
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oh.... no I'm not back... I'm just getting bored over here.... and to the person who took the time to count the number of periods i had in my last post... good for you, you were able to count higher than the number of toes and fingers you have... If you had a brain, which i doubt you do... you'd have realized that i'm typing this in a running conversation..... periods denote pauses in between thoughts and comments.... but thanks for playing anyways... oh and to the english teacher..... thanks for the comment too bad i'm not able to make a smart as*ed comment back at you since you make no sense what so ever... but please do try... I do hope that in the future you're able to insult me better..... THANK YOU TRY AGAIN.... and to ACK... no I haven't been in a game with you.... but what does it matter youre the one who started to flame me for no reason..... and since you seem so ample with reason for why i suck at this game so bad... I'd like to know what makes you so good???.... hmmm is it because youre a loud mouthed little moron..???? hmmm I think so, but then again.... youre excused... thats why youre own beta tester/clan mate turned you in for Dev. to take care of... ever wonder who sent him those pics of you flaming newbs???

hahahahahahaha pathetic little sh*t..... too stupid to figure out why you got banned for 7 days.... oh well... guess that provided you with enough time to work on your most epic failure ever..... oh and good job on finishing meadows.... did it fit nicely into the trash bin?.... heh....you know ACK you really shouldn't make such bold comments when they normally come back to bite you in the as*.... and did i say "combat"... no i didn't... I studied tactics... and feild command strategies....but then again I never finished..... so... big whoop.... oh... and I've always wondered where you get all this time to sit around working on your failure maps....is it that youre a shut in... or just to dam* fat to get your happy meal as* out the door.....oh... and I'll be sure to add you ACK... just so you can "teach me a lesson" sure why not sit around gamespy aka g*yspy.... heh guess thats why you like it so much you kinky voyeristic little peeping tom....look out boys One Airforce shutin goes round the outside.... round the outside.... Oh and I do agree mams can have their time and place... however it takes skill to use them.... their rapid fire and stenght of it's secondary weapons make it a good offensive weapon when in use with other units...It is most effective in areas where the enemy is wedged into a tight space... and has few routes to make their attack from behind....but the newb who like the idea of using a huge tank he/she has seen in C&C and Red Alert is the most dangerous.... with poor foresight into the knowledge of what an outgunned Mam. tank will cost the team....for this very reason it is a more forseable victory for GDI if the entire team abstains from using this unit...not only is it slow and large... but it also acts like a beacon to all Nod units.. being seen as both a major threat (beacuse of its power) and as a large slow tank that gives off major points its like Catnip for a kitty when Nod sees this tank off in the distance [July 23, 2002, 22:13: Message edited by: C4kitty]

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Tue, 23 Jul 2002 23:05:00 GMT
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Reminds me of when the renegade demo came out, as soon as a mammoth rolled onto the feild everyone was yelling "Mammoth tank in the feild!" and you could see the light tanks back into there base and all the infantry fall back as if God himself walked onto the battlefeild, if you want some real kicks go play the demo again and see this for yourself, also many of them dont have turret lock on so you can take em out with a chem tropper or buggy.

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Wed, 24 Jul 2002 16:59:00 GMT
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LMAO!

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Thu, 25 Jul 2002 07:38:00 GMT
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I thought the tusks were better against structures while the cannons were better against tanks, and using tusks were better against infantry due to the larger splash radius.

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Thu, 25 Jul 2002 22:49:00 GMT
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The mam. missiles are the all around better weapon... their short coming is the fact that they require you to be in a close proximity to the enemy.... they work much better against all enemy units and structures but have a very short range.... the cannon and the missiles fire at the same rate... so there is no difference in the shot rate when both weapons are in range of their intended target... the splash radius of the mam. missile is very large and can be most effective when firing at a building to know where to target in order to hit the pt. terminals... hence allowing the capability of hitting one or more of the infantry units inside using the pt. terminal... the only advantage that the mam. cannon has is its range.. and can therefore be used to lay down massive suppressive fire while in a large formation...using the mam. missiles much like a simulator can also be effective while in a large formation... using the large blast... both light and sound to distract enemy units into looking at and or thinking that their enemy units or a fight is going on in another part of the map... giving your battle group a slight advantage on how much, how fast, and how well you can target an enemy unit.... this is best done in either dark and or tight spaces such as tunnels and or buildings where sight for infantry is limited...

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Fri, 26 Jul 2002 02:11:00 GMT
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Mammoth tanks are very very good for some jobs, and then they are sh*tless at other jobs. I was on a server and my team(GDI) said all get mammoth tank. I said med tank are better they quick they tank a lot less damage as the mammoth came they were creamed. I was in the obelisk destroying it when the mammoth tank came to help they were sh*tless they did a bit of damage then they were gone. Two on each side on help destroy the obelisk but after that the person inside with me, and that mammoth tank save our tank for ever more on that map.

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Fri, 26 Jul 2002 15:06:00 GMT
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What really makes me laugh is the stupidity of some Nod snipers on the under map. Occasionally, there will be a sniper at the high vantage point in the centre. You come rolling out of the GDI base in your tank, then you take your sweet little time aiming a pretty lil head shot with your cannon shell, and boom - no more sniper. Some people really shouldn't be snipers...

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Sat, 27 Jul 2002 14:14:00 GMT
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I agree. I hate late in the game, when we are getting blasted by enemy armor, and I see a trio of

Sakuras sniping at a lone engy repairing a tank. Buy a Raveshaw and start hurting them back.

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Mon, 29 Jul 2002 06:22:00 GMT

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I don't like snipers beucase i was just standing there then a sniper just killed me when i was standing there, coming back from the garden. how stupid is that i said to Nod plz don't kill me, then Bang. I'm dead, i'm a good sniper but i hardly use the sniper gun beucase all the other weapons and better. I've trained as a sniper on Metal Of Honor Allied Assault. If you play muiltpalyer is so funny sniping ppl. But on Reneagde i like blowing them to bits instead of sniping them . This is so supid: I was on nod, and GDI was attack our base while i was outside our base in the stealth suit thing. Then i said to my team i'm getting GDI's mammoth i got it then my team didn't even let me in beucase they were fat wankers didn't want to have GDI's mammoth tank. Then i had aright go at my team, no sorrys or anything. how so supid.

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Mon, 29 Jul 2002 13:32:00 GMT

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uh.....yeah

Subject: For all the Mammoth drivers out there
Posted by [Anonymous](#) on Wed, 31 Jul 2002 04:07:00 GMT

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The biggest problem with the mammoths is that there turrets rotat to slow you can actually run around it with a mendoza and blow it up. I (personnaly) would mutch rather have 2 medium tanks than 1 mammoth.
