
Subject: A med tank and a mammy tank!?
Posted by [Nuttavud1](#) on Mon, 28 Jul 2003 14:02:42 GMT
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Which one has more fire power? In my opinion,it has epual fire power but mammy can fire more frequently.
Who know the fact,plz answer me

Subject: A med tank and a mammy tank!?
Posted by [kawolsky](#) on Mon, 28 Jul 2003 18:31:00 GMT
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If a med and a mammy had a fight the winner would be the mammy as it has a faster fire rate and more health and armour.

Subject: A med tank and a mammy tank!?
Posted by [tufdude45](#) on Mon, 28 Jul 2003 18:40:28 GMT
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Actually the mammoth is stronger but the better choice is the medium. The reason for this is because the mammoth gives away WAAAY too many points so the med would lose the fight, but get more points off of it. Get it

Subject: A med tank and a mammy tank!?
Posted by [Nuttavud1](#) on Tue, 29 Jul 2003 12:17:59 GMT
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I knew it,but I asked about fire power(not which one is better or worse).

Subject: A med tank and a mammy tank!?
Posted by [newcmd001](#) on Tue, 29 Jul 2003 14:27:09 GMT
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I think Mammy has more firepowers. But as someone stated above, I prefer Med as mummies gave away points, I won't use it unless deemed necessary.

Subject: A med tank and a mammy tank!?
Posted by [Deathgod](#) on Tue, 29 Jul 2003 16:04:07 GMT
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According to Blazer's stat sheet, the mammy's guns actually do 5 less damage than the med tank's does, but the mammoth has two. Obviously the rockets are the weapon of choice if available, though.

Which tank is better? I think it depends on the range... if the med tank is pretty far away, it's a lot easier for it to dodge the mammy shots, and the rockets are negated. The mammy is at a disadvantage because it's not going to be dodging a damn thing so unless the mammy driver is good at leading targets and reading people, the med tank wins at a distance. Up close, however, the mammoth takes no prisoners and no shit.

Subject: A med tank and a mammy tank!?
Posted by [KIRBY098](#) on Tue, 29 Jul 2003 16:43:25 GMT
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the arguement about giving away more points doesn't really hold water unless you can't control the field.

If you control the field, you are going to win no matter how many mummies die. The game is about base destruction mainly unless you have two good teams stalemating.

When you have a stalemate, then going with heavy infantry versus vehicles is the better choice.

3 Raveshaws versus 2 Mediums will always leave 3 raveshaws at half health, and 2 dead mediums.

Subject: A med tank and a mammy tank!?
Posted by [yahoo](#) on Wed, 30 Jul 2003 02:37:16 GMT
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the most used tank vs all the tanks on the game is a med tank its fire power is more powerful than mammy but the missile of mammy has better power than the canon of the med...yes med is better than mammy cuz it gives away too many point i suggest you use mummies if your winning the fight never use it as a defense tank it really sucked at defending a agt with it cuz a flame tank could get both with ease.

Subject: A med tank and a mammy tank!?
Posted by [Nuttavud1](#) on Wed, 30 Jul 2003 12:26:12 GMT
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Oh! The mummies have less fire power than med tanks! It's too expensive for a tank that has less fire power than the cheaper one. (Stanks are the best for attack, no doubt about it)

Subject: A med tank and a mammy tank!?
Posted by [newcmd001](#) on Wed, 30 Jul 2003 15:11:31 GMT
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Stealth tanks are great for its firepower, but the rocket is a bit slower than the tank's projectile, and it has lot lower health and armour, so I don't use it very often.

I've just known that Mammies got lower firepower, but how's that possible for a tank that costs \$1500?

Subject: A med tank and a mammy tank!?
Posted by [Jaspah](#) on Wed, 30 Jul 2003 16:41:43 GMT
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I use Medium Tanks because of their speed, and how they move, In this case a Medium would beat a Mammy at range with things to hide against.

Subject: A med tank and a mammy tank!?
Posted by [B.N.C](#) on Thu, 31 Jul 2003 09:39:58 GMT
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In fact mammies rockets do more damage but their shot range is low. When mammy shots from a normal turret, its shots are a bit weaker than medium, but mammie shoots faster so damages make even after short time and (if they - medium and mammy - shoot for long time) then mammy makes more points.

Mammy is a god on the field when it is supported by a hot-wire, and when medium is supported, hottie can't do it well, because medium is to fast.

Subject: A med tank and a mammy tank!?
Posted by [yahoo](#) on Sun, 03 Aug 2003 21:58:55 GMT
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B.N.CIn fact mammies rockets do more damage but their shot range is low. When mammy shots from a normal turret, its shots are a bit weaker than medium, but mammie shoots faster so damages make even after short time and (if they - medium and mammy - shoot for long time) then mammy makes more points.

Mammy is a god on the field when it is supported by a hot-wire, and when medium is supported, hottie can't do it well, because medium is to fast.

and maybe the med tank is too small for the hotwires to aim the repair gun

Subject: A med tank and a mammy tank!?

Posted by [NS3Delta](#) on Sun, 03 Aug 2003 23:48:44 GMT

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true

if u can out manuever a mammy with a med and out shoot a med with a mammyid say a tie

Subject: A med tank and a mammy tank!?

Posted by [Deathgod](#) on Wed, 06 Aug 2003 19:40:39 GMT

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Nuttavud1Oh! The mummies have less fire power than med tanks! It's too expensive for a tank that has less fire power than the cheaper one. (Stanks are the best for attack,no doubt about it)

No, you don't understand. The Mammoth cannon does 75 per shot while the Medium does 80, but the Mammoth fires twice as fast so it has far more firepower. Obviously the Mammoth rockets do more damage than that but have about 20% of the range.

Subject: A med tank and a mammy tank!?

Posted by [-Tech-](#) on Thu, 07 Aug 2003 00:28:53 GMT

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Do Mammoth rockets ("Tusks" was their name from RA1) do the same damage type to vehicles as the shells? Or are the guns better against other tanks?

Subject: A med tank and a mammy tank!?

Posted by [Archcasp](#) on Thu, 07 Aug 2003 00:38:01 GMT

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I believe the rockets do more damage on vehicles and inf.. but not to buildings.. dont quote me..

Subject: A med tank and a mammy tank!?

Posted by [Jaspah](#) on Thu, 07 Aug 2003 00:38:51 GMT

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That was probaly the plan but canceled because EA rushed the Project.

Subject: A med tank and a mammy tank!?

Posted by [Deathgod](#) on Thu, 07 Aug 2003 02:34:21 GMT

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Rockets do more damage to everything, and they're better against infantry and vehicles at the proper ranges because they home in.

Subject: A med tank and a mammy tank!?
Posted by [Nuttavud1](#) on Thu, 07 Aug 2003 11:40:10 GMT
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Mammy is too suck! although I've got enough credits,I won't buy it if it isn't necessary(It's too slow,It's too big,It's too expensive,It will give a lot of points to the enemies if it die,It always lose a group of Reveshaws/Sydneys etc.).

Subject: A med tank and a mammy tank!?
Posted by [DrasticDR](#) on Thu, 07 Aug 2003 16:18:36 GMT
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kawolskylf a med and a mammy had a fight the winner would be the mammy as it has a faster fire rate and more health and armour.

A Light Tank can beat a Mammoth Tank. So there is a fair chance a Medium could.

Subject: A med tank and a mammy tank!?
Posted by [Aircraftkiller](#) on Thu, 07 Aug 2003 18:47:20 GMT
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Any tank can beat any other tank in any sort of circumstance, dumbass. The Mammoth Tank is the superior tank regardless of what anyone says.

A good driver with a good tank is better than a good driver with a bad tank.

Subject: A med tank and a mammy tank!?
Posted by [Wild1](#) on Thu, 07 Aug 2003 22:35:55 GMT
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True but I think the Medium Tank is a good compromise between speed and firepower, It is always my tank of choice.

Subject: A med tank and a mammy tank!?
Posted by [Homey](#) on Fri, 08 Aug 2003 01:11:47 GMT
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Med, mammys are too slow.

Subject: A med tank and a mammy tank!?
Posted by [Deathgod](#) on Fri, 08 Aug 2003 01:41:11 GMT
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DeathgodAccording to Blazer's stat sheet, the mammy's guns actually do 5 less damage than the med tank's does, but the mammoth has two. Obviously the rockets are the weapon of choice if available, though.

Which tank is better? I think it depends on the range... if the med tank is pretty far away, it's a lot easier for it to dodge the mammy shots, and the rockets are negated. The mammy is at a disadvantage because it's not going to be dodging a damn thing so unless the mammy driver is good at leading targets and reading people, the med tank wins at a distance. Up close, however, the mammoth takes no prisoners and no shit.

Apparently some people didn't read this the first time, so I am quoting myself.

Subject: A med tank and a mammy tank!?
Posted by [yahoo](#) on Fri, 08 Aug 2003 02:55:38 GMT
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HomeyMed, mammys are too slow.

so.....wich tank did ya pick?

Subject: A med tank and a mammy tank!?
Posted by [Homey](#) on Sat, 09 Aug 2003 05:51:06 GMT
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Mediun by far. Meds are easy to headshot infantry while mammys are alot harder.

Subject: A med tank and a mammy tank!?
Posted by [Infinint](#) on Sat, 09 Aug 2003 09:08:53 GMT
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MAMMOTHS RULE! that is all...

what you mean you cant hit infantry in the head with a mammy thats easy

Subject: A med tank and a mammy tank!?
Posted by [yahoo](#) on Sat, 09 Aug 2003 15:20:00 GMT
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yea the mammy is harder cuz the dot reticle in front chages cuz theres 2 barrels its like this

(.) then after that one it chages to the other barrel (.) and that fire fast so it even hard cuz theres recoil

Subject: A med tank and a mammy tank!?
Posted by [Infinint](#) on Sun, 10 Aug 2003 03:20:49 GMT
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so you just move your mouse over a milimeter and fire agean, not that hard

Subject: A med tank and a mammy tank!?
Posted by [yahoo](#) on Sun, 10 Aug 2003 15:15:55 GMT
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well not for me i have a bad laser mouse

Subject: A med tank and a mammy tank!?
Posted by [Delta Xvii](#) on Sun, 10 Aug 2003 19:10:27 GMT
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I like anti-armor infantry myself but if it came down to using one of the two, I would pick the Medium Tank. Its not like I don't like the mammoth tank or anything, its just that I'm too impatient with that slow son of a bitch .I think you should only use the Mammoth tank in certain situations too. Like supporting meds in field control or the like.

A major morale downer is Nod stealing a mammy. for some reason, GDI either acts frantically to take it back/destroy it, or they're just screwed altogether.

Subject: A med tank and a mammy tank!?
Posted by [Homey](#) on Mon, 11 Aug 2003 17:40:24 GMT
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Meds are alot easier to headshot with. Not many people headshot infantry with them anyways.

Subject: A med tank and a mammy tank!?
Posted by [-Tech-](#) on Mon, 11 Aug 2003 22:08:38 GMT
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A Mammy DOES have it's uses - I once watched a Mammy drive over a cliff and SMASH two Artys right underneath it in a perfect landing, not to mention scaring the crap out of the Flame and Light tank immediately behind them... FUNNIEST damned thing I ever saw!

What do I prefer? Well of couse it depends on the situation, but generally I prefer the Medium for unsupported combat. I once headshotted a Sakura on a cliff who later sid he saw the shell coming in the scope - very lucky shot. :twisted:
But whener we've taken the field and I just died blasting away at the Nod base then I'll come back in a Mammy. No subsitute for pure firepower!

Subject: A med tank and a mammy tank!?
Posted by [yahoo](#) on Tue, 12 Aug 2003 01:42:28 GMT
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med tank is good for feild control and mammy is good for a rush its really important for the mammy to have hotties or engeneer support

Subject: A med tank and a mammy tank!?
Posted by [Homey](#) on Tue, 12 Aug 2003 02:03:56 GMT
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BTW, mams own mesa. Very good map for them.

Subject: A med tank and a mammy tank!?
Posted by [-Tech-](#) on Tue, 12 Aug 2003 04:18:38 GMT
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I think Mesa is a GDI map, period. They can sit in the field and blast away at Nod structures, but the AGT hits anything when Nod tries it, including the harvie.

I prefer Nod overall, but I'll take an AGT over the Obelisk any day!

Subject: A med tank and a mammy tank!?
Posted by [John Shaft Jr.](#) on Tue, 12 Aug 2003 05:10:18 GMT
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yahoomed tank is good for feild control and mammy is good for a rush its really important for the mammy to have hotties or engeneer support

Ummmm.... I think its the other way around. Meduims are good for rushing. Mammies are good for field control.

Subject: A med tank and a mammy tank!?
Posted by [Delta Xvii](#) on Fri, 15 Aug 2003 18:16:05 GMT
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Actually, both are good for rushes. The mammy draws alot of fire from the meds so they can start the rush. Once the mammies get through they can lend a hand with their explosive firepower.

Subject: A med tank and a mammy tank!?
Posted by [Homey](#) on Mon, 18 Aug 2003 16:38:08 GMT
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Mesa=owns with nod...if you have techs.

Subject: A med tank and a mammy tank!?
Posted by [Delta Xvii](#) on Mon, 18 Aug 2003 18:20:42 GMT
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I've noticed that its eaiser to win on mesa with GDI than Nod. When it comes to the numbers game, GDI will own anybody. Although Nod can strike pretty hard on mesa as well. Its anybodies game!

Subject: A med tank and a mammy tank!?
Posted by [asdfg195](#) on Sun, 24 Aug 2003 20:00:10 GMT
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There is only one time I like using mammies. That is when I'm an sbh and a hottie got out of their mammy to disarm the nuclear beacon.

Subject: A med tank and a mammy tank!?
Posted by [Nuttavud1](#) on Mon, 25 Aug 2003 11:16:38 GMT
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Yes,me too

Subject: A med tank and a mammy tank!?
Posted by [Renegade1](#) on Wed, 27 Aug 2003 05:17:26 GMT
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mammys are stronger. they are for n00bs who want 2 lose there team ladder games thought, were only good ir ur playing a small clanner and u want 2 comp on like under or field.

Subject: A med tank and a mammy tank!?
Posted by [t1000n1](#) on Wed, 24 Sep 2003 07:56:27 GMT
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???Mammy shitty?? well i can take on 2 stanks or 2 light tanks or a combination of both pretty easy in my mammys. Ya just have to be smart about stuff.
