

---

Subject: The Mammy's big weak point

Posted by [Anonymous](#) on Tue, 07 May 2002 22:32:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

We have posted about this before, but just feel like finding out what people think that they have played a bit more. The light tank can kick the ass of a mammy any day of the week. Put a light up against a medium and as long as neither of the driver is rubbish, bye bye light tank. But the mammy is different. My strat is to just rush it. You get your light right up to it and just keep on firing. We think that the mammy is just too tall to be able to shoot that low down, that close to it. We would check this out except that no-one else seems to use this tactic. Has anyone else noticed this? If you have TONS of money then the GDI will always fill up on mammy tanks. A few lights will destroy them quite easily if they don't have engi support. Obviously, the best thing that GDI can do in defense is to have each mammy firing at the light tank under another mammy, then clearance doesn't matter. But it is funny when only that one mammy notices you. We were on walls and there were about 4 mammys right outside of the Nod base. We got a light tank and shot over the little ramp to the side. We could then get right around the back of the mammys without them noticing. We only took down 1 mammy because there was engi support and a mobius was pounding on me.

---