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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 maneuverability 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 circumstances based on what the enemy team is doing, of course. [ May 03, 2002: Message edited by: kubi0461 ]

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