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Subject: Why use a Mammoth?

Posted by [Anonymous](#) on Thu, 21 Mar 2002 11:18:00 GMT

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quote:Originally posted by Godlick:The one place I like a mammy or two is hourglass. I buy one and park sideways in front of the AGT. Any flame or buggy that comes by I move forward/back to block it while I and the AGT pound them into oblivion. Even if the AGT is dead the strategy works because stealth units can't bet by without being seen. Fire randomly up the hill and to either side to make 'em flicker or whatever. Block, fire, BOOM. Don't get huge points but somebody's gotta to play D, right? I agree the Mammoth is good defense tanks on Hourglass, but then the Mobile Art has good position on both right and left flanks that prevents the Mammoth from attacking the Mobile Art. I tried to tell people this, that for every Mammoth used, it must have support of following: 2 Medium Tanks, 4-5 Hotwires, 2 Havoc Gunners, 1 MLRS and 2-5 Chaingunners/Machine gunners/Sydneys. Mammoths are good for Medium to Long Range Combat. 4-5 Mammoths in a line are good base defenders. Put 5 Mammoths with support units in middle of tiberium field or entrance of NOD base, NODDIE troops have two choices. DIE or if host is NOD use the Shut Down the Server Option. (had this happened to me once, had 4 mammoths, 3 mlrs, 3 mediums, 3 havoc gunners and 2 sdneys blocking a nod base and host who was nod used the shut down the server option)

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