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Subject: Medium Tank VS. Mammoth Tank

Posted by [Sniper\\_De7](#) on Mon, 30 May 2005 13:03:15 GMT

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The mammoth tank would primarily be useful in non base defence maps (ie volcano) That is because it's a rush tank and there is a minimal distance between each base. Other than that take a med tank or any tank against a mammy and it would kill the mammoth simply because of the fact you can manuever easily enough to repair for a bit and go back and shooting at the mammy. While if the mammoth tank was low health it can't exactly "hide from view" from an arty or med. As for taking an engineer with a mammoth tank, that just proves its uselessness on base defence maps. It's pretty obvious you would rather have 2 meds than 1 mammy and one repair. For my personal opinion I would only buy a mammoth tank if I thought my team was in their base (like on complex). Only sometimes, by the time my med dies, and I saw some med tanks in their base. I'll buy my mammy and drive it in but find that the med tanks that were in their base are now dead - So I just wasted my 1500 dollars on a unit that's going to get raped by everyone on Nod. Whilst if i was a med tank I can at least get some more points/money and at least keep a side from being overrun by enemies...

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