
Subject: Re: n00bjet-no

Posted by [JohnDoe](#) on Thu, 15 Jun 2006 14:37:59 GMT

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

m1a1_abrams wrote on Thu, 15 June 2006 08:48 Why not? As long as you know the range of the missiles, it's easier to hit aircraft with them and they do more damage.

You can't expect to kill an aircraft on your own with a Mammoth Tank, like I said, but that stands for all ground vehicles under normal circumstances. The only vehicles that I would consider to be better than the Mammoth at damaging aircraft would be Light Tanks and APCs. Medium Tanks are in much the same situation as a Mammoth vs aircraft, but they don't have the homing missiles for closer ranges. MRLS have an enormous blind spot around the back and sides.

Buggies/Humvees die too fast to be a serious threat. Stealth Tanks also die very quickly to aircraft, plus their missiles don't home as well as Tusks. The Artillery turret tracks too slowly. Flame Tanks aren't worth mentioning vs aircraft.

All of the aforementioned vehicles are not as good as Mammoths vs aircraft, in my opinion. That doesn't make Mammoths good at anti-air, but you're really exaggerating their uselessness in that area.

Geez...now I really have to write a longer reply to this nonsense.

When was the last time you used the tusks against aircraft? They fly in a completely different style than in Renalert...it's practically impossible to hit any aircraft that's not hovering right in front of you at ground level. You're 10 times better off using the shells.

Light Tanks, APC's...those will probably be the 2 best units, that's true.

Stealth Tanks missiles don't home as well as tusks? Are you kidding me? Mammoth Tusks hardly home at all. Stanks are pretty kickass at bringing down aircraft...one hit (which isn't that hard given the Stank's range combined with the rocket's tracking abilities) followed by 3 or 4 sniper shots from the Sakura inside and the Orca is history (and you've got the element of surprise). They're comparable with the Lights and APCs at AA combat.

A MLRS sitting at the Powerplant on City/fly can do some nice damage to an Apache hitting the Barracks without getting hit...I'm not saying they're good, but they're better than the Mammoth.

Buggies/Humvees may die fast, but they're quite good at hitting them, therefore can take care of Chinooks...something the Mammoth can't.

Med Tanks have the same problem as the Mammoth with their turret not aiming up high enough, BUT they're faster and therefore can use that to land shots at aircraft especially underneath the bridge. Apart from that, aiming with 1 barrel is more accurate.

Flame Tanks shouldn't be underestimated. Their range isn't bad at all, their turret can aim very high and their damage to aircraft is insane. For example, if a Flametank rushes your PP and he's standing at the entrance waiting for you to kill him with your Orca so he can run inside and remote it, there's not much you can do to stop him from entering the building. With any other unit you

could just fly near him and then try to run him over or kill him from close range after he blows up. Aircraft need to keep their range, something they don't have to do against Mammoths.

Artilleries tie with the Mammoth...if they had serious armor, they would be rather good considering how high their turret can aim and the damage it does.

Bottom line is: The Mammoth can't do anything against Aircraft hovering on top of him, he can't outmanouver them at all and he is the most ineffective unit at hitting them over range.

Renegade lesson is over...if you doubt any of this we can try it out, I bet I can damage your Orca/Apache more with any of the units I've mentioned here than you can damage my Apache with a Mammoth.
