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Subject: Re: n00bjet-no

Posted by [JohnDoe](#) on Thu, 15 Jun 2006 18:40:30 GMT

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Quote:The Tusks home very well at close range. The time to use them is when aircraft are hiding from snipers by putting themselves between a piece of terrain. They can't always fly higher to make the missiles start missing. At medium to long range you use the cannons. That's what I mean about knowing the range of the Tusk missiles, because there is an effective range as well as a maximum range, after which point they tend to fly off in random directions. The twin cannons are better than the Medium Tank because they have a faster rate of fire, although they don't do as much damage... plus the twin reticle is easy to aim if you use it regularly.

No they don't...that's just completely untrue. Since you refuse to trust my words I've made a couple of screenshots:

If you'll keep up using rockets against Aircraft after looking at those, then all hope is lost. BTW: Mammoth Tusks don't fly off in random directions, they simply explode.

There's not a chance in hell that the twin cannons are better than a Medium Tank...although you can learn how to aim with the twin reticle, it will never be as accurate as the single reticle. Add the manouverability and it's quite clear which tank stands more of a chance.

Quote:No vehicle can do anything against an aircraft hovering over them. It's only so much more obvious with the Mammoth because you don't have the speed to react to the pilots mistakes, when he's trying to stay directly above.

That's true, but like you've said the Mammoth Tank is by far the most affected, thus deeming him almost useless against aircraft.

Quote:I use Mammoth Tanks regularly in Renegade and I'm under no illusion that they are good anti-air, but no ground vehicles are. If you kill an aircraft with any vehicle, you got lucky. I still think Mammoths are better anti-air than most vehicles though. Besides what I've already said, the large amount of hitpoints is a great boon vs aircraft, because you can survive long enough for help to arrive, then stick around to shoot them as they retreat.

What makes you think so? They're the slowest and have a bad turret restriction...their heavy armor will just result in the enemy gaining massive points. It's not like they'll score a hit over time...their destruction is just delayed.

Quote:Also, there's no need to be arrogant because while you're a good player, it's unlikely that you know everything there is to know about Renegade. Perhaps you rarely use Mammoth Tanks because of their more obvious shortcomings, so you haven't practiced enough to use them to their full potential? Rather like an average player won't be able to consistently hit bodyshots and considers tanks to be very weak against infantry.

The only things I don't know involve the server side mods...with pure Renegade I'm pretty sure that I've come across everything while being in the top clans over the last 3 years...I only use Mammoths when either the base defence is down or after a vital building got destroyed on a rushmap. They're completely useless on flying maps and that's a fact.

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