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Subject: Re: mammoth tanks...

Posted by [MexPirate](#) on Fri, 14 Jul 2006 14:35:01 GMT

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Like any unit they need to be bought at the appropriate time, retards in large public games will see they have 1500 credits and think that they will be invincible in their big tank - the result is a huge slow target that will get destroyed almost instantly.

Get a Mammoth tank sat on the Nod airstrip though and you successfully stop vehicle production whilst blasting a building/racking up kills with your tusks up close and personal.

Basically, mammoths are good when base defense are down - and much easier to use on open spacious maps with multiple entry points in to the enemy base.

Important to remember that cannons have a longer range but do less damage, tusks home and do more damage but should only be used at close range.

Also, I never get out of a mammoth to repair once I have bought it (unless I am in a very safe location), you can't see around the thing well enough to spot thieves and it will make you an instant target for snipers/your tank a target for sbh tank stealing nubs.

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