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Subject: Re: The Mammoth Tank

Posted by [Jerad2142](#) on Tue, 02 Dec 2008 18:44:52 GMT

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Orca234 wrote on Mon, 01 December 2008 06:29 I know that this isn't a real Time Strategy but in every C&C game (apart from Ren) the Mammoth Tank (or Apocalypse) was the King on the field. To be so easily destroyed by an arty at range which cost less than a third of the Mammy almost takes away the pride of the Mammoth tank and this is another thing which I have thought about, but if Mammys had more speed then it might instill more fear into the arty driver. Most good players in Ren don't fear mammys that much because they are easily destroyed unlike a Teched arty which is feared.

You mean an arty is feared into your mindless team finally remembers to just buy a couple snipers and then they are reduced to rubble.

Also, the mammoth is an excellent tank, I just find most drivers with it are idiots. The shells have more range than the rockets, I thought everyone knew that, well until I played three or four on-line matches and watched mammoth tanks shoot rockets that blew up like half a mile in front of me for 5 minutes, at the end of which I had had enough time to take them out with my rail gun... I mean, all they had to do with switch to shells and they could have killed me easy enough. And for people that say it is hard to tell if you are hitting the person watch your points, if your points are increasing, you're hitting something at least.

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