
Subject: Mammoth Tank improvements - "Making that thing worth it

Posted by [Aircraftkiller](#) on Tue, 27 Apr 2004 00:28:13 GMT

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sigh

I said that months ago. You think it's not possible that my opinion can change in the span of five months, or are you just gullible enough to believe that I'm an inanimate object that cannot grow or become anything else?

What I said THEN has little bearing on what I'm saying right NOW... Why? Because I'm not a politician and I'm not supposed to give you "opinion updates" so you know that my stance on certain subjects has changed.

Quote:Aircraft really need to be within the mammoths short missile range to be able to missile the mammoth. Their missile ranges are short too, and it evens out.

No, it doesn't, because the Tusk missile packs can't aim up or down, thus making it impossible to hit any aircraft that flies directly overhead.

Quote:The tusk missiles fire faster than any vehicle, effectively making it the best vehicle in 1 on 1 combat. The only vehicle that does more damage in a single shot than a mammoth is an artillery, and at that, the mammoth fires at a faster rate, roughly 2 shots for an artillery's one. It also has more armour. It can hit the battlefield safely with engineer support and own everything. It can make the difference and greatly help the team take the field again.

...Not really. The Mammoth Tank is still outclassed by a lot of other units, when it should be the strongest of them all. That's why it costs \$1,500. Otherwise we should tone it down to \$1,000 because it's useless at its current price in almost any situation.

It can't make much of a difference because of the enormous amount of points it gives off, in addition to all of its weaknesses.

Quote:People say "But Nod vehicles can plunk away at it from a distance while it can't do much in return!". Well, that happens to every vehicle. And of course the mammoth'll take the worst of it: it's a slow moving vehicle that can be hit a lot more easily. No change to it except size and speed will deter from that fact. And artillery happen to be built for the purpose of plunking away at a distance. That's the only vehicle you can argue that "plunks away from a distance" because every other vehicle is within range of it's standard cannon shots.

That isn't the point here.

Quote:Also: When people argue to change the mammoth, or any other unit for that matter, they always seem to argue from the victims stance. I've never seen "I damage that unit too quickly and I don't think I should be able to. I think this unit needs to be changed."

That's probably because IT DOESN'T DAMAGE WELL ENOUGH. Ever think of that, champ?
