
Subject: Why use a Mammoth?

Posted by [Anonymous](#) on Wed, 20 Mar 2002 03:39:00 GMT

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I had a revelation today. I was in a 32 player game on Mesa and Nod managed to blow our refinery with a buggyrush from the "wrong" direction. We were pretty much doomed but we won on points. Anyway, there was a lot of fighting in the "vehicle lane" so I put all my hard earned cash into a medium tank. With the help of engineers and infantry that medium tank made sure nothing got past the lane - Raveshaws, APC's, Flametanks, Light Tanks - everything got blown to bits. Eventually though (after like 20 minutes) I made a mistake and Nod managed to blow up my tank. So I bought a Mammoth (since I now had loads of cash). Three minutes later that Mammoth was scrap metal, because I could no longer dodge missiles. The point is - don't buy Mammoths because they are bigger. Buy Medtanks because they are faster.

Subject: Why use a Mammoth?

Posted by [Anonymous](#) on Wed, 20 Mar 2002 03:53:00 GMT

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Hmm... FirePower And Armor means a lot to me..

Subject: Why use a Mammoth?

Posted by [Anonymous](#) on Wed, 20 Mar 2002 04:01:00 GMT

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It depends really if your using a mammoth to keep enemies at bay in a wide open zone or a closed zone. I ac**ulated 4500 cash so I spent it 3 mammoths for my team. We already had two at their door and 3 more made it even better . After using the battering ram technique we stormed the base, lost 3 mammoths but took out their hand, Power plant, Obelisk and air Strip.

Subject: Why use a Mammoth?

Posted by [Anonymous](#) on Wed, 20 Mar 2002 04:56:00 GMT

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remirol, was kind enough to give me some advice, and i thank him for that.unforunately, i seemd forever doomed to my feudal reload attempts for this darn mission.I have come to the conclusion , that the doctor simply cannot be saved, or "i" can't save himany way to move beyond this mission to at least experience the rest of the game ???gaming is supposed to fun and challenging, not so frustrating and impossiblethanks,luke

Subject: Why use a Mammoth?

Posted by [Anonymous](#) on Wed, 20 Mar 2002 06:05:00 GMT

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Well, you can also try to restart the mission and try to get the doctor to that sore spot absolutely unharmed. He can take a little punishment, and the healthier he arrives there, the more time you have to kill all the enemies. Oh, and one more thing: concentrate on the ceiling guns first.

Subject: Why use a Mammoth?

Posted by [Anonymous](#) on Wed, 20 Mar 2002 06:17:00 GMT

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quote:Originally posted by NetDanzr:Well, you can also try to restart the mission and try to get the doctor to that sore spot absolutely unharmed. He can take a little punishment, and the healthier he arrives there, the more time you have to kill all the enemies. Oh, and one more thing: concentrate on the ceiling guns first.thanks netdanzeri guess that's the only alternative ugh !!!have a great dayluke

Subject: Why use a Mammoth?

Posted by [Anonymous](#) on Wed, 20 Mar 2002 06:49:00 GMT

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Mammoth need at least 2 ingi to keep it alive, but since it's big, the mammoth is a good cover for them, they dont have to fear snipers as much as ingi repairing mlrs or med do. Also, a mammoth alone worths nothing. When NOD sees a mammoth, it's the same reaction as when GDI sees a flame tank. They put all they got to destroy it. they don't do that with med since they are less dangerous than mammoth. But a well coordinated attack of 3 mammoth and 4 ingi backing is almos unstoppable by any non coordinated team. Try it! you'll see!

Subject: Why use a Mammoth?

Posted by [Anonymous](#) on Wed, 20 Mar 2002 06:50:00 GMT

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I know how to skip it.... mwahaha...1.Select "load game".2. Load "M00_Tutorial" or whatever; usually at the bottom.3.play the tutorial. 4. when you finish, you move on to the next mission.I don't know why, you just do. That's what i did by mistake cause i was bored, and i went to the next mission! Odd...(As Brian Fellows): It's CRAZY!

Subject: Why use a Mammoth?

Posted by [Anonymous](#) on Wed, 20 Mar 2002 07:35:00 GMT

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quote:Originally posted by Gyrapage:I know how to skip it.... mwahaha...1.Select "load game".2. Load "M00_Tutorial" or whatever; usually at the bottom.3.play the tutorial. 4. when you finish, you move on to the next mission.I don't know why, you just do. That's what i did by mistake cause i was bored, and i went to the next mission! Odd...(As Brian Fellows): It's CRAZY! THANK YOU

Gyrapage,God bless you !i will give it a whirl !!!!yipee ! yipee !LUKE

Subject: Why use a Mammoth?

Posted by [Anonymous](#) on Wed, 20 Mar 2002 07:56:00 GMT

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And as Nod, not too many people take the light tank cause its small. I`ll tell ya. Its easy to take out a Medium tank, or even a Mamy if you got time. But the gunner, or driver/gunner can`t be incredible at aiming. Just make sure your far away, and never, ever stand still (and that`s not just for tanks, everybody, move your ass!). Now, just find a good row to move back and forth on, and do so, but not in exact and same times, vary your comming and going!In no time flat you`ll have this mastered and be able to take out anything due you your able vehicle and speed! Also, try and make the enemy turn a lot. This really slows them down, easier targets for a little while!Peace

Subject: Why use a Mammoth?

Posted by [Anonymous](#) on Wed, 20 Mar 2002 11:14:00 GMT

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You know, I keep rediscovering that light tank. In maps like field, it can more than hold it's own. We had three light tanks camped at the GDI entrance on Fields last night, with some engineers, and we kept even the mammy's at bay for a good 15 minutes. As for the Mammy, I agree that it is both useless and very very usefull. It really depends on the map and the situation. They are the best "camping" vehicles. Line up three outside of the Nod base, with engi support, and there isn't much to be done about it.

Subject: Why use a Mammoth?

Posted by [Anonymous](#) on Wed, 20 Mar 2002 15:39:00 GMT

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A stolen Mammoth is a godsend for Nod base defense. But a medium tank stolen is much more useful in battle.Personally I don't like mammoths, and when I play GDI I never buy them. I don't like being a gigantic target that can't escape if I'm being shot at.

Subject: Why use a Mammoth?

Posted by [Anonymous](#) on Wed, 20 Mar 2002 15:53:00 GMT

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The one place I like a mammy or two is hourglass. I buy one and park sideways in front of the AGT. Any flame or buggy that comes by I move forward/back to block it while I and the AGT pound them into oblivion.Even if the AGT is dead the strategy works because stealth units can't bet by without being seen. Fire randomly up the hill and to either side to make 'em flicker or

whatever.Block, fire, BOOM.Don't get huge points but somebody's gotta to play D, right?

Subject: Why use a Mammoth?

Posted by [Anonymous](#) on Wed, 20 Mar 2002 16:14:00 GMT

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mammoths are only good if theres like 2 med tanks there..

Subject: Why use a Mammoth?

Posted by [Anonymous](#) on Wed, 20 Mar 2002 16:33:00 GMT

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Mammoths are basically a diversion from your other troops/vehicles. They become a damage sponge so don't tend to last too long, as most enemies will concentrate on blowing the mammoth. But this gives the supporting players freedom to move and attack. Mammoths have their place, but you have to know when and where to use them.

Subject: Why use a Mammoth?

Posted by [Anonymous](#) on Wed, 20 Mar 2002 17:39:00 GMT

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I usually use a mammoth tank for defendin my base unless its mesa then i go with a hum-vee, or a sniper, Mammoth is only good against full flame tank assault, always use a mammoth ot block they entrance to the base and then have ur sniper take out infantry while sneekin up on the flame tanks with 2 medium and another mammoth...

Subject: Why use a Mammoth?

Posted by [Anonymous](#) on Thu, 21 Mar 2002 03:08:00 GMT

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Gyrapage,i did as you said ,played the tutorial, unfortunately, it simply took me back to main menu, did not skip to next mission, What did i do wrong, thanks,luke

Subject: Why use a Mammoth?

Posted by [Anonymous](#) on Thu, 21 Mar 2002 09:08:00 GMT

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From what I know that Mobius can take a lot of hits from Nod but not from you. Use Laser Rifle or flame thrower to shoot against the mutants to stunt them, rockets on ceiling guns, chain gun on normal infantry. When there is a large group of them such as after you got the green and yellow

key then the door. Use rocket on the ceiling gun first then switch to grenades, it should finish them without any damage to you or Mobius. Make sure you do not turn the corner or go past certain point or Mobius will just run to the next place to wait you there. Rockets and laser rifle are very important in this stage. Before the stairs you will find laser chain gun use it to mow down the stealth and the templar.

Subject: Why use a Mammoth?

Posted by [Anonymous](#) on Thu, 21 Mar 2002 11:18:00 GMT

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quote:Originally posted by Godlick:The one place I like a mammy or two is hourglass. I buy one and park sideways in front of the AGT. Any flame or buggy that comes by I move forward/back to block it while I and the AGT pound them into oblivion. Even if the AGT is dead the strategy works because stealth units can't bet by without being seen. Fire randomly up the hill and to either side to make 'em flicker or whatever. Block, fire, BOOM. Don't get huge points but somebody's gotta to play D, right? I agree the Mammoth is good defense tanks on Hourglass, but then the Mobile Art has good position on both right and left flanks that prevents the Mammoth from attacking the Mobile Art. I tried to tell people this, that for every Mammoth used, it must have support of following: 2 Medium Tanks, 4-5 Hotwires, 2 Havoc Gunners, 1 MLRS and 2-5 Chaingunners/Machine gunners/Sydneys. Mammoths are good for Medium to Long Range Combat. 4-5 Mammoths in a line are good base defenders. Put 5 Mammoths with support units in middle of tiberium field or entrance of NOD base, NODDIE troops have two choices. DIE or if host is NOD use the Shut Down the Server Option. (had this happened to me once, had 4 mammoths, 3 mlrs, 3 mediums, 3 havoc gunners and 2 sdneys blocking a nod base and host who was nod used the shut down the server option)

Subject: Why use a Mammoth?

Posted by [Anonymous](#) on Thu, 21 Mar 2002 17:18:00 GMT

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Like every unit in the game, it has pros and cons. That's what makes this game awesome. I like to camp with it 'cause it has infinite ammo and it can heal itself to 600 HP which is enough to kill pretty much anything when added to an AGT.

Subject: Why use a Mammoth?

Posted by [Anonymous](#) on Thu, 21 Mar 2002 17:21:00 GMT

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The laser chaingun is your best friend, It kills ceiling guns, mutants, and enemies. Your best bet is probably to rush in front of him and blast everything before he catches up. Worked for me in Soldier.

Subject: Why use a Mammoth?

Posted by [Anonymous](#) on Thu, 21 Mar 2002 17:57:00 GMT

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quote: I tried to tell people this, that for every Mammoth used, it must have support of following: 2 Medium Tanks, 4-5 Hotwires, 2 Havoc Gunners, 1 MLRS and 2-5 Chaingunners/Machine gunners/Sydneys. Ummmm... Mammys do NOT need backup besides 1-2 hotwires... It is better to have 3 mammoths than 1 and 2 med tanks... You also do not need ANY gunners or infantry... The mammy works wonders against infantry with its missles... The Mammoth ends up as a sponge, but it is also a sponge with the biggest stick in the game... In other words, do not have just a single mammoth unless there are a lot of active engies/hotwires repairing it because you will be the sole target... If you have 2+ mammys then feel free to go as a group as the enemies do not usually concentrate fire...

Subject: Why use a Mammoth?

Posted by [Anonymous](#) on Fri, 22 Mar 2002 02:52:00 GMT

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To everone who helped,I DID IT I DID IT Thank you all very very much,and now the legend lives to fight another dayluke

Subject: Why use a Mammoth?

Posted by [Anonymous](#) on Fri, 22 Mar 2002 05:25:00 GMT

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quote:Originally posted by ArthurK3McTnUSA:. (had this happened to me once, had 4 mammoths, 3 mlrs, 3 mediums, 3 havoc gunners and 2 sdneys blocking a nod base and host who was nod used the shut down the server option) 4 mammoths + 3 mrls + 3 mediums =-----10 VehiclesYoure a *uck*ng liar. Theres a 8 vehicle limit.

Subject: Why use a Mammoth?

Posted by [Anonymous](#) on Fri, 22 Mar 2002 05:37:00 GMT

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oooooooooops hehe

Subject: Why use a Mammoth?

Posted by [Anonymous](#) on Fri, 22 Mar 2002 07:53:00 GMT

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and i thought i was stupid

Subject: Why use a Mammoth?

Posted by [Anonymous](#) on Fri, 22 Mar 2002 13:03:00 GMT

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quote:Originally posted by Jaml: 4 mammoths + 3 mrls + 3 mediums =-----10 Vehicles Youre a *uck*ng liar. Theres a 8 vehicle limit. That what I get for not proofreading before posting. 3 Mammoths2 MLRS3 Mediums-----3+3 = 6 +2 = 8Thanks for pointing that out but do not call me a liar.

Subject: Why use a Mammoth?

Posted by [Anonymous](#) on Fri, 22 Mar 2002 17:57:00 GMT

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Buy ion chick. Only problem is very limited ammo... and she can get run over, but shes good. And extremely good with a tank gaurding.

Subject: Why use a Mammoth?

Posted by [Anonymous](#) on Sat, 23 Mar 2002 11:22:00 GMT

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one thing about a mammoth. they can't be ignored! nothing much more to be said that hasn't already been posted here, except i agree that they have their place, just as every unit in the game does. wouldn't be the same game without em!

Subject: Why use a Mammoth?

Posted by [Anonymous](#) on Sat, 23 Mar 2002 11:55:00 GMT

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lol, true storythe other day i was on Nod and I stole a mammoth (it was on Under)I had the mammoth the WHOLE round and i ac***ulated 15,000 credits because no one could get by my Mammoth, not even their own mammoths, it was great.We massacred their teamI'm sure thats the last time that guy will get outta a mammoth

Subject: Why use a Mammoth?

Posted by [Anonymous](#) on Sat, 23 Mar 2002 17:32:00 GMT

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Can't you run over Sydney/Raveshaw?I've never tested but it got me wondering.

Subject: Why use a Mammoth?

Posted by [Anonymous](#) on Sat, 23 Mar 2002 17:38:00 GMT

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You are wondering wheter or not a tank can run over infantry???

Subject: Why use a Mammoth?

Posted by [Anonymous](#) on Sat, 23 Mar 2002 18:10:00 GMT

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quote:Can't you run over Sydney/Raveshaw?!'ve never tested but it got me wondering well wonder no more! yes even a lowly buggy can run over those mighty soldiers! actually though, if i was in a buggy and saw sidney, i'd stop and ask her if she needed a ride. maybe take her back to the HON, turn on some music, pour a little wine.... ahem! anyway, yes they can be run over. hope this helps..
