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Subject: Mammoth has an alt-fire.  
Posted by [Anonymous](#) on Sun, 24 Mar 2002 16:02:00 GMT  
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I keep seeing people using the main cannons agenst close targets. When someone is close, HIT YOUR RIGHT MOUSE BUTTON. It does like double damage, but less ranage and less speed.

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Subject: Mammoth has an alt-fire.  
Posted by [Anonymous](#) on Sun, 24 Mar 2002 16:41:00 GMT  
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actually that aint 100\% true, i find it that if i face a vechile i go with the tank's shells but if there is a person around the rockets r much easier to kill them with, try it the rockets dont damage armord cars much, like the harvester, it will barley scratch it with missils, there really effective against ppl, remember:shells = tanksrockets = infantry

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Subject: Mammoth has an alt-fire.  
Posted by [Anonymous](#) on Sun, 24 Mar 2002 16:56:00 GMT  
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quote:actually that aint 100\% true, i find it that if i face a vechile i go with the tank's shells but if there is a person around the rockets r much easier to kill them with, try it the rockets dont damage armord cars much, like the harvester, it will barley scratch it with missils, there really effective against ppl, remember:shells = tanksrockets = infantry one other thing. the rockets are better vs. buildings than the main gun. i tested that and it takes less shots with the missiles..

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Subject: Mammoth has an alt-fire.  
Posted by [Anonymous](#) on Sun, 24 Mar 2002 18:21:00 GMT  
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The rockets are stronger, in all instances.

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Subject: Mammoth has an alt-fire.  
Posted by [Anonymous](#) on Sun, 24 Mar 2002 20:05:00 GMT  
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Wrong, if people are really close, use the cannons because the rockets curve over and don't hit the infantry while the cannons can hit the ground directly in front of you

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Subject: Mammoth has an alt-fire.

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Posted by [Anonymous](#) on Sun, 24 Mar 2002 20:20:00 GMT

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quote:Originally posted by Every Silent Victim:Wrong, if people are really close, use the cannons because the rockets curve over and don't hit the infantry while the cannons can hit the ground directly in front of youlf someone is that close, run them over they may run back then all you do is hit reverse and blow the \*\*\*\* out of them.

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Subject: Mammoth has an alt-fire.

Posted by [Anonymous](#) on Sun, 24 Mar 2002 20:24:00 GMT

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I hate to say it. But you're all wrong. The Mammoth has 2 120mm cannons. And has these(I forgot the name) Tusks Anti-Infantry rockets. The rockets are for killing infantry, for everything else(there's mastercard) there's the main cannons.

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Subject: Mammoth has an alt-fire.

Posted by [Anonymous](#) on Sun, 24 Mar 2002 20:30:00 GMT

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That's funny, you can kill infantry in one or two shots at most with the rockets, and they home. Shells don't do that, and they don't do as much damage either.

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Subject: Mammoth has an alt-fire.

Posted by [Anonymous](#) on Sun, 24 Mar 2002 20:33:00 GMT

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quote: hate to say it. But you're all wrong. The Mammoth has 2 120mm cannons. And has these(I forgot the name) Tusks Anti-Infantry rockets. The rockets are for killing infantry, for everything else(there's mastercard) there's the main cannons dude, i tested with another player. the rockets will kill a building before the guns. it's do\*\*\*ented. lol..

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Subject: Mammoth has an alt-fire.

Posted by [Anonymous](#) on Sun, 24 Mar 2002 20:37:00 GMT

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quote:Originally posted by MoronicMe:I hate to say it. But you're all wrong. The Mammoth has 2 120mm cannons. And has these(I forgot the name) Tusks Anti-Infantry rockets. The rockets are for killing infantry, for everything else(there's mastercard) there's the main cannons.If you ever tell anyone we are all wrong again, I am going to beat the living pi\$\$ outta you. I agree with the majority. Rockets are good for taking out infantry and structures. Normal shells are good for vehicles i think.

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Subject: Mammoth has an alt-fire.  
Posted by [Anonymous](#) on Sun, 24 Mar 2002 20:39:00 GMT  
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quote:Originally posted by jmcdavel2:The rockets are stronger, in all instances.Sorry to make so many posts...But, if rockets were stronger in all instances, why do they even have the normal fire?

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Subject: Mammoth has an alt-fire.  
Posted by [Anonymous](#) on Sun, 24 Mar 2002 20:43:00 GMT  
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idiotsi have to laugh when i see people in mammys hitting my light tank with the secondary fire.The rockets are for INFANTRY and the main cannons are for vehiclesNEWS!!!!!!!!!!!!!!#%\%^\@!\^#\\$&!&\%&

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Subject: Mammoth has an alt-fire.  
Posted by [Anonymous](#) on Sun, 24 Mar 2002 20:49:00 GMT  
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Rockets rule against harvesters (and other vehciles I think) each one takes like a block of life down, try it, and yes, they are much better at killing infantry too, I'm guessing the shells are for long range bombardment.

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Subject: Mammoth has an alt-fire.  
Posted by [Anonymous](#) on Sun, 24 Mar 2002 20:50:00 GMT  
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In the imortal words of general O :You sir are a boob!

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Subject: Mammoth has an alt-fire.  
Posted by [Anonymous](#) on Sun, 24 Mar 2002 20:57:00 GMT  
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Shells do have a much longer range than the rockets I have noticed. Question-- Rocket soldiers have infinite range, right?

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Subject: Mammoth has an alt-fire.  
Posted by [Anonymous](#) on Mon, 25 Mar 2002 01:59:00 GMT  
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It's all very simple: rockets do about double the damage of the normal cannons against

everything. They also have much larger splash. However, their range is about as short as the stealth tank missiles which means they are useless at long or even medium range. They are also very slow, which makes it hard to hit vehicles properly. That's why the tank has cannons. It's very easy to test: fire one cannon shell on a harvester, then fire one rocket. Repeat against a building. You will see the difference.

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Subject: Mammoth has an alt-fire.  
Posted by [Anonymous](#) on Mon, 25 Mar 2002 05:53:00 GMT  
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quote:Originally posted by Mmmm\_cheese:I keep seeing people using the main cannons agensst close targets. When someone is close, HIT YOUR RIGHT MOUSE BUTTON. It does like double damage, but less ranage and less speed.No kidding

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Subject: Mammoth has an alt-fire.  
Posted by [Anonymous](#) on Mon, 25 Mar 2002 15:33:00 GMT  
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Yep, I think the impact of the rocket and the splash damage is what makes the super-damage hits. Since you are hitting a vehicle then the vehicle takes all of the damage including all of the splash damage.But hey, feel free to just use the cannon, it helps us Noddies out.

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