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Subject: The Mammoth Tank

Posted by [ArtyWh0re](#) on Sun, 30 Nov 2008 17:00:58 GMT

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Has anyone ever thought that the Mammoth tanks in this game are not what alot of people would expect them to be.

They are too easily destroyed in my opinion, stealth tanks basically pwn mammys when in tight spots.

And since they SO big and slow they dont have the ability to dodge like medium tanks.

Since Mammys are thought to be the last standing tank in battle maybe someone could consider making EITHER of the following changes...

Slightly more faster

More armour

More firepower

More range

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Subject: Re: The Mammoth Tank

Posted by [LiL KiLLa](#) on Sun, 30 Nov 2008 17:03:58 GMT

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you are clever

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Subject: Re: The Mammoth Tank

Posted by [GEORGE ZIMMER](#) on Sun, 30 Nov 2008 17:17:25 GMT

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Honestly, about the only reason why they suck so much is because of the huge amount of points they get off from pointwhores, which is why pointsfix is pretty much necessary. Otherwise, they can be great in groups. Get them in front of a Nod base with some MLRS support and a bit of hotwire support, and Nod is screwed.

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Subject: Re: The Mammoth Tank

Posted by [ErroR](#) on Sun, 30 Nov 2008 17:24:34 GMT

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Cabal8616 wrote on Sun, 30 November 2008 19:17  
Honestly, about the only reason why they suck so much is because of the huge amount of points they get off from pointwhores, which is why pointsfix is pretty much necessary. Otherwise, they can be great in groups. Get them in front of a Nod base with some MLRS support and a bit of hotwire support, and Nod is screwed.  
hour glass, gdi rushes with mammys and nodn finds out and when gdi rushes with mammys over hill nod gets stanks from sides and gdi is screwed. I know TT doesn't do much balance but it needs more speed and maybe range (rockets/shells)

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Subject: Re: The Mammoth Tank  
Posted by [cmatt42](#) on Sun, 30 Nov 2008 17:28:49 GMT  
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I don't understand why this is in the TT forum.

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Subject: Re: The Mammoth Tank  
Posted by [\\_SSnipe\\_](#) on Mon, 01 Dec 2008 04:30:11 GMT  
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every team has its ups and downs but the game seems pretty evne to me iv seen nod and gdi win all maps and not in groups its always random depends on the team play and such ether way dont chance the mammy

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Subject: Re: The Mammoth Tank  
Posted by [Lone0001](#) on Mon, 01 Dec 2008 07:27:59 GMT  
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The Mammoth Tank is fine how it is...  
Everything needs a weakness to balance things out(keep in mind the Mammoth Tank also heals itself a bit every few seconds).

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Subject: Re: The Mammoth Tank  
Posted by [Reaver11](#) on Mon, 01 Dec 2008 11:28:59 GMT  
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Lone0001 wrote on Mon, 01 December 2008 01:27The Mammoth Tank is fine how it is...  
Everything needs a weakness to balance things out(keep in mind the Mammoth Tank also heals itself a bit every few seconds).

True but that heal is on a slow basis that is useless in combat. The most gain you will get in a combat is about 30 hp. Which is already over the top.

But I have to agree the mammoth tank is fine as it is.

@Error: if the enemy team knows with what you are comming then you are mostly screwed.

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Subject: Re: The Mammoth Tank  
Posted by [Goztow](#) on Mon, 01 Dec 2008 11:53:26 GMT  
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At least the mammy obliges the stanks to show themselves. Stanks are pretty much useless

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uncloaked in the field.

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Subject: Re: The Mammoth Tank  
Posted by [ArtyWh0re](#) on Mon, 01 Dec 2008 13:29:28 GMT  
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I know that this isnt a real Time Stratedgy 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 install more fear into the arty driver. Most good players in Ren dont fear mammys that much becuse they are easily destroyed unlike a Teched arty which is feared.

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Subject: Re: The Mammoth Tank  
Posted by [Goztow](#) on Mon, 01 Dec 2008 13:36:57 GMT  
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Ermm in RA2, for example, no only player would ever buy mammies, they just massed rhino's who were simply better value for the money.

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Subject: Re: The Mammoth Tank  
Posted by [GEORGE ZIMMER](#) on Mon, 01 Dec 2008 13:41:07 GMT  
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Yeah, I rarely would see apoc tanks massed much, unless you were both playing on a map with a TON of money, lol...

Like I said though, they're not as terrible as people make them out to be. They just take more skill to use is all.

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Subject: Re: The Mammoth Tank  
Posted by [ChewML](#) on Mon, 01 Dec 2008 14:44:30 GMT  
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Replace the Ren mammy with the Tiberium Sun mammy and limit one at a time, that would be awesome.

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Subject: Re: The Mammoth Tank

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Posted by [ArtyWh0re](#) on Mon, 01 Dec 2008 16:14:25 GMT

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Cabal8616 wrote on Mon, 01 December 2008 07:41 Yeah, I rarely would see apoc tanks massed much, unless you were both playing on a map with a TON of money, lol...

Like I said though, they're not as terrible as people make them out to be. They just take more skill to use is all.

I agree with the skill bit and I like to think that im pretty good with a Mammy. How ever new to Ren players will spend 1500 in tight situations and hardly be able to do anything.

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Subject: Re: The Mammoth Tank

Posted by [Hitman](#) on Mon, 01 Dec 2008 16:28:06 GMT

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a well timed mammy on rush map > all

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Subject: Re: The Mammoth Tank

Posted by [Jamie or NuneGa](#) on Tue, 02 Dec 2008 10:06:19 GMT

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Hitman wrote on Mon, 01 December 2008 16:28a well timed mammy on rush map > all

time it badly though and not even halfway there b4 flamer is caining up ur base.

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Subject: Re: The Mammoth Tank

Posted by [Starbuzz](#) on Tue, 02 Dec 2008 10:22:59 GMT

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Good points Orca but I think the Mammoth is pretty good tank and like all good things, it must have a weakness too...(like Lone says)

Tanks/vehicles are my favorite in Renegade and I really am in love with the Mammoth past 2 days...(after breaking up with Flamer )

I just avoid driving in the open...unless I have a Hotwire onboard. Otherwise, in any tight spot, Mammoth's rule.

The hill on Under is my favorite spot in that entire map...you simply cover Nod entrance for example...plus you got rockets to kill any SBH...

I shoot behind myself a couple times eveyr 30-40 secs...and keep firing those guns/rockets away to find any sneaking stanks and keep them wary and scared of being found out (it's a

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psychological war lol).

Infact, sometimes I keep on firing so much other players have complained about it (LOL)

If any improvements, I say increase Mammoth gun range a bit more but lesser than Arty gun range. I can see armor/firepower would help too!

edits: typos.

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Subject: Re: The Mammoth Tank  
Posted by [Spoony](#) on Tue, 02 Dec 2008 10:31:15 GMT  
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Mammoth is absolutely fine as it is as long as the pointsfix is there. They're devastating if you use them in the right situation; it's just that most people don't, including the topic starter, I suspect. The driver's the problem, not the vehicle.

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Subject: Re: The Mammoth Tank  
Posted by [ArtyWh0re](#) on Tue, 02 Dec 2008 11:56:00 GMT  
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wow thanks for the reply, i guess i will just shut up then

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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 isnt 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 install more fear into the arty driver. Most good players in Ren dont fear mammys that much becuse 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 then 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, your hitting something at least.

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Subject: Re: The Mammoth Tank

Posted by [Starbuzz](#) on Tue, 02 Dec 2008 20:15:45 GMT

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Jerad Gray wrote on Tue, 02 December 2008 12:44And for people that say it is hard to tell if you are hitting the person watch your points, if your points are increasing, your hitting something at least.

Yeah, that's one of the key ways to see if you are hitting buildings...

but it's a lot more funnier with people...you shoot them and if you are causing damage, they start running backwards and jumping and dancing LOL...

And nothing better than hearing the boink sound 2 seconds later...

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