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Subject: Hi, im new

Posted by [Anonymous](#) on Sat, 13 Apr 2002 16:10:00 GMT

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Hi all, im new on this forum and i hope to have a verry nice time here.Let me tell something about myself.Im a cop and i live in The Netherlands, im ranked 1300 with renegade and i love playing the game.If you want to take me on just mail me and we will fight well thats it for now,

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Subject: Hi, im new

Posted by [Anonymous](#) on Sat, 13 Apr 2002 16:45:00 GMT

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Do any of u think that a mammoth tank shoud have extra modifications? If so, how?

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Subject: Hi, im new

Posted by [Anonymous](#) on Sat, 13 Apr 2002 17:15:00 GMT

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actually i do. for the most part i believe the game is balanced. but i do think the mammy comes out a little short for the money. look at it this way. the It costs 600 and has 300 armor, 300 health.  $300+300=600$ . the medium costs 800 and has 400/400. but the mammy only has 600/600 yet costs 1500. yes it has the missiles as an extra weapon, but it is also much slower than any other vehicle in the game. it is also a much bigger target, making it the easiest thing to hit other than buildings. my suggestion would be to up the armor/health to 750 each and make the mammy the formidable monster that it should be....

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Subject: Hi, im new

Posted by [Anonymous](#) on Sat, 13 Apr 2002 17:35:00 GMT

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welcome to the boards! you picked the right one to post on. the tac and strat is for gamers, the public forum is for everybody else. lol...

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Subject: Hi, im new

Posted by [Anonymous](#) on Sat, 13 Apr 2002 17:53:00 GMT

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you mean the nod light tank has 300/300 and costs \$600. I agree the mamoth is just a little under the mark...

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Subject: Hi, im new

Posted by [Anonymous](#) on Sat, 13 Apr 2002 17:54:00 GMT

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btw, read the "Three examples of idiotic or n00b behavior" post and comment (u might not believe it, but the examples are true)

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Subject: Hi, im new

Posted by [Anonymous](#) on Sat, 13 Apr 2002 18:12:00 GMT

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The mammoth AND the stealth are both a little under the mark no matter what people say. Mammoth needs 700-750 armor/health instead of 600. They are slow and can't escape when things get ugly, and then their puny 600/600 armor does them no good even with their self heal which itself could also be better, maybe healing 5 points at a time instead of 2. It takes 5 minutes to self heal back to 600 which is way to long in 30 minute games to EVER make a difference. And the stealth needs 250/250. Even when I surprise attack mediums, if its a good medium driver my stealth will loose everytime, can't attack bases with stealths, extremely open to infantry attacks such as sydney PIC, and sneaking up and crushing infantry is overrated because they can spot you a long ways away and its easy to dodge stealths trying to crush you, and then the missiles are hard to control sometimes.

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Subject: Hi, im new

Posted by [Anonymous](#) on Sat, 13 Apr 2002 18:17:00 GMT

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welcome to the forums

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Subject: Hi, im new

Posted by [Anonymous](#) on Sat, 13 Apr 2002 19:10:00 GMT

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I'm pretty new here myself too, but welcome. As zukkov said, this board is one for the real players

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Subject: Hi, im new

Posted by [Anonymous](#) on Sat, 13 Apr 2002 19:35:00 GMT

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Good evening and welcome to the forum....

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Subject: Hi, im new

Posted by [Anonymous](#) on Sat, 13 Apr 2002 20:05:00 GMT

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Thank you for the warm welcome

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Subject: Hi, im new

Posted by [Anonymous](#) on Sat, 13 Apr 2002 20:32:00 GMT

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Hey there! good to see you! Just to let u know something! If you want people to like you on this forum, dont ask anything about aircraft... all hase been said in old post, just read them... Couple of people could get mad... Dont worry about AircraftKiller2001, he's a little weird, but his tactics are quite impressive... that's quite it!!! see ya!

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Subject: Hi, im new

Posted by [Anonymous](#) on Sat, 13 Apr 2002 20:36:00 GMT

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Will i already know everything about them so....

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Subject: Hi, im new

Posted by [Anonymous](#) on Sat, 13 Apr 2002 21:16:00 GMT

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Good!!! I guess you read a little befor posting!people will like you!

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Subject: Hi, im new

Posted by [Anonymous](#) on Sat, 13 Apr 2002 22:40:00 GMT

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hey M16, have you ever played delta force land warrior? Want to know if your the same person i know

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Subject: Hi, im new

Posted by [Anonymous](#) on Sat, 13 Apr 2002 22:50:00 GMT

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Welcome, lots of good tips in the tactics area.The line about being a cop sure is working here, your getting a lot of respect, I'll have to try that line one time, .Just kidding, maybe you can bring some law and order around here! ha

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Subject: Hi, im new

Posted by [Anonymous](#) on Sat, 13 Apr 2002 23:14:00 GMT

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Ways to make it better? Give it FOUR barrels and make the tusk missiles shoot as far as the mrls  
But seriously though, I agree with this: quote:Originally posted by Every Silent Victim:The  
mammoth AND the stealth are both a little under the mark no matter what people say.Mammoth  
needs 700-750 armor/health instead of 600They are slow and can't escape when things get ugly,  
and then their puny 600/600 armor does them no good even with their self heal which itself could  
also be better, maybe healing 5 points at a time instead of 2. It takes 5 minutes to self heal back  
to 600 which is way to long in 30 minute games to EVER make a difference.

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Subject: Hi, im new

Posted by [Anonymous](#) on Sun, 14 Apr 2002 02:54:00 GMT

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I dont thing the mammoth is good... is to slow!!! the extra extra modifications shuld be faster  
mammoth[ April 14, 2002: Message edited by: Ghost1988 ]

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Subject: Hi, im new

Posted by [Anonymous](#) on Sun, 14 Apr 2002 03:57:00 GMT

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it needs a bigger bite with the mrls and 120mm cannon. it has trouble frying a light tank ffs...

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Subject: Hi, im new

Posted by [Anonymous](#) on Sun, 14 Apr 2002 04:13:00 GMT

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Buildings are scared of mammoths. There must be a reason its price was increased to \$1500, in  
TD wasn't the price only \$1200? I forget.The stealth tank can't stand up to armor, but with good  
aim it can take out infantry, or squish them from behind. Its missiles are great against buildings  
too.

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Subject: Hi, im new

Posted by [Anonymous](#) on Sun, 14 Apr 2002 04:53:00 GMT

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thank you, the post above me finally pointed it out. The prices really don't reflect anything, except  
that all the prices in the game are the exact same as the original C&C. They had to do it that  
way.But.....I do think the mammoth needs improvements. Without saying anything stupid, the  
TUsk missles need to be more powerful and need at least twice the range they do now. I'm not

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saying MRLS range, just a better range. The cannon should also be more powerful, but the mammoth's speed is fine. It's a gigantic tank with the most armor of anything in the game, so it should have slow speed. Plus, how is a tank carrying twin rocket launchers and twin 120mm cannons going to move fast?

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Subject: Hi, im new

Posted by [Anonymous](#) on Sun, 14 Apr 2002 05:26:00 GMT

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IMO the only thing the mammoth needs is a faster regeneration rate. 5 per second, like mentioned by "Every Silent Victim" Sounds very good to me. Else it gets overpowered, especially on no defense maps. And the tank could definitely use an armor upgrade to 250/250 for battles with multiple tanks... it's a good tank for lone tanks (even the mammoth). Just get behind one and have the first 4 shots for free (ofcourse you have to drive around it to avoid targeting) but against 2 or more tanks it does poorly. (but personally I already like it more than the flametanks). Oh and has anyone of you tried a stealth rush? I wonder how that would work out... [April 14, 2002: Message edited by: Emerge ]

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Subject: Hi, im new

Posted by [Anonymous](#) on Sun, 14 Apr 2002 11:25:00 GMT

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stealth rush doesn't work, because stealths suck at taking out bases, just 1 Sydney PIC or a 2 gunners can take out stealths faster than you can snap a finger, same if there is a medium around. Now add that in with flames having twice as much armor and costing 100 less.... stealths are definitely not worth it for taking out bases over flame tanks. Everyone overrates the getting behind the mammoth tactic, if the mammoth simply tries to turn sideways you aren't able to stay behind them (for some reason half the time the hitbox messes up and you end up DIRECTLY IN FRONT OF THE MAMMOTH) and then those tusk missiles come and your stealth dies in about 3 seconds. Hitting infantry? Only snipers because they are the only ones that stand still and there isn't many snipers around usually. Last thing you want also is to not kill them and have them shooting you causing your tank to de-stealth and end up getting you killed. Currently the stealth is good for nothing really, MLRS missiles track stealths especially, so if they are shooting while you try to sneak in or paranoid you're not gonna get too close before you're discovered. They can't take any GDI heavy tanks 1 vs 1 or in groups vs groups. They aren't good against infantry because once they are spotted you're in big trouble. A skilled Humvee driver can kill a stealth 1 vs 1 every time because the stealth has extreme problems shooting stuff that's directly in front of it and directly on its side (I've done it about 20 times and really gotten a lot of people angry). And lastly stealths are not good vs buildings because they are more expensive than flame tanks yet worse against bases because they have less armor and on defence maps it's hopeless. It's funny how you can get a stealth into a predicament by placing C4 on it because it will die if it doesn't get it off, so if there are other tanks or soldiers around it's doomed. Not the same story with mediums or lights as they can survive a C4.

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Subject: Hi, im new

Posted by [Anonymous](#) on Sun, 14 Apr 2002 11:30:00 GMT

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Just making the mammoths self-heal better would do nothing. As it is the self heal right now is worthless, I was just recommending something that would make it slightly noticable. Most people repair their own tanks anyway as long as you bring it back near the base a little, too many times have I seen someone loose their mammoth to a stealth, ugh. It requires 750/750 health because it is already slower then the medium, much slower. A regular soldier I believe can catch up and outrun it.

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Subject: Hi, im new

Posted by [Anonymous](#) on Sun, 14 Apr 2002 11:51:00 GMT

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i do agree that with its slow speed it can be ganged up on rather easily. the cannons and missils should do more damage ive shot flame tanks 3 times dead center and not even knock off a block of health without them even having an engy. and yes the TUSK missiles should fire alot farther because with air units coming out and it slow speed the mammoth needs something that can take them out easier. i mean when infantry can do more average dmg to a flame or stealth than the mammoth which is supposed to be a war machine there is seriously something wrong. i believe that the mammoth need to be upgraded all around in power so it can be used more effectively in offense. i myself noticing its uselessness in soloing just use it for defense so i dont waste 5 minutes getting to their base. in terms of how good it is its a really good road block thas it.

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Subject: Hi, im new

Posted by [Anonymous](#) on Sun, 14 Apr 2002 11:54:00 GMT

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Stop whinning about the mammoth sucking. It is perfectly balanced. Its major downfall is \*\*\*\*\*s that don't use it to its full potential. Ok first off, the cost of mammoth is fine. You dont pay for health people. It costs the same as it does in Tiberian Dawn and this game is basically that but on the ground right? ANother thing. The mammie has a grand total of 4 weapons, 2 gun turrets and 2 rockets. YOu fire at a sligtly faster rate than the med tank because it switches turrets every shot. It may be slow but it has 400 more Health than the 2nd highest health units flame and medtank. It carries more firepower than any other unit on the battle feild. I think it can also out run infantry. Last but not least. mammie drivers have to be smart about what they are doing. They gotta watch their backs, they gotta see wat is shooting at them and from where. If a mammie can locate its target, that unit is screwed over. Mammies work well when they got differnt tanks other than other mammies supporting them. I posted yesterday about how a mammie and med tank took out the obalisk by themselves. It should be on page 2. But its quite enlightening, on how the 2 of us did it.

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Subject: Hi, im new

Posted by [Anonymous](#) on Sun, 14 Apr 2002 13:14:00 GMT

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Mammoth is slow but strong and destructive but great if you move around a lot (for missile attacks) and the stealth tank is weak and has med range missiles but has stealth tech en speed. BTW i dont know how i do it but every time i encounter a stealth tank witm my mammoth tank i beat the crap out of the stealth but when I am in the stealth and i encounter a mammoth i beat the \*\*\*\* out of the mammoth. know how?with stealth VS mammoth the key is move around a lot, most aim of players is slow with the mammoth, stealth is invisible so circle around him b4 attacking and the missiles on the stealth are med range and slower then shells so avoid them when i a mammoth and stay out of range.

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Subject: Hi, im new

Posted by [Anonymous](#) on Sun, 14 Apr 2002 15:06:00 GMT

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A few things to improve Mammies/Stealth tanks. Mammy: Needs to be able to crush smaller vehicles (It could do that in TD) Needs the ability of "alpha strike" If you've ever played MechWarrior, you know what I'm talking about. Longer range rockets. Faster turn time. Stealth: Needs to be invisible to Base defenses (to a certain distance, and distance of other units, like in TD) Needs slightly more h/a. Maybe +50 ea. Again, faster turn speed. Almost useless to take out infantry as is. If you miss the squish, you're screwed, esp. if there's other men around. That's all I can remember, but I know I had more suggestions.

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Subject: Hi, im new

Posted by [Anonymous](#) on Sun, 14 Apr 2002 15:38:00 GMT

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i disagree with those that think the mammy should be speeded up. it's slow and should be. but i still believe it needs more armor to be effective. i say this because if it has to travel any distance to get where it's going, it requires a battlegroup to support it. a lone medium or light tank can go out and look for trouble and have a fair chance of making it back to base once it's damaged. but the slow mammy is committed, once it leaves the base, to an assault role and is just too easy to knock out. even 2 or 3 mammies can be taken out because the enemy has so long to react. oh, and nuke-um, i'm not whining. just stating my opinion. lol... your points are well taken though...

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Subject: Hi, im new

Posted by [Anonymous](#) on Sun, 14 Apr 2002 18:11:00 GMT

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the missiles should have more range and the main gun should do more damage

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Subject: Hi, im new

Posted by [Anonymous](#) on Sun, 14 Apr 2002 20:49:00 GMT

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mammoth needs 1. 750/750 - 800/800 in the health and armor department 2. better main guns, it has horrible anti armor capabilities 3. faster regen rate. 4. faster turning speed not speed in general 5. better cost like 1200-1300 or so, maby 1500 still if it had all modifications i talked about.

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Subject: Hi, im new

Posted by [Anonymous](#) on Sun, 14 Apr 2002 21:34:00 GMT

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m16 with all of those the mammoth would be a god. You would be surprised how much better it would be with just 750/750, thats an additional 300 armor on its existing 600/600.

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Subject: Hi, im new

Posted by [Anonymous](#) on Mon, 15 Apr 2002 03:22:00 GMT

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The problem of the mammoth is his lack of speed. He has no chance of escaping a dangerous situation. If you fight against a tank you have a good chance to survive but you have no chance

much against a laser chain gun soldier (mendoza, rocketeer) if its out of range of my missiles. Outrun him? hahahaha. Hit him? Not if hes strafing since the shells do not enough splash damage (Direct hits are rare since he can see the incoming shell). He can gun me down from distance and im defensless. Wow the mighty superuber1500 buckstank fragged by an tiny 450 Credit soldier. So i prefer a med over a mammoth every time. The mammoth simply needs to much attention. He needs constant engie support and some anti infantry support. I think the mammoth is only good in clanwars where people support each other but its useless on public games where everyone goes for himself.

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Subject: Hi, im new

Posted by [Anonymous](#) on Mon, 15 Apr 2002 03:41:00 GMT

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quote:Originally posted by Jaml: The problem of the mammoth is his lack of speed. He has no chance of escaping a dangerous situation. If you fight against a tank you have a good chance to survive but you have no chance against infantry. If im in a mammoth i fear infantry more than

out of range of my missiles. Outrun him? hahahaha. Hit him? Not if hes strafing since the shells do not enough splash damage (Direct hits are rare since he can see the incoming shell). He can gun me down from distance and im defensless. Wow the mighty superuber1500 buckstank fragged by an tiny 450 Credit soldier. So i prefer a med over a mammoth every time. The mammoth simply needs to much attention. He needs constant engie support and some anti

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infantry support. I think the mammoth is only good in clanwars where people support each other but its useless on public games where everyone goes for himself. You are so right, that's why I only get a Mammoth when I'm building killing, nothing kills a building faster then a Mammy.

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Subject: Hi, im new  
Posted by [Anonymous](#) on Mon, 15 Apr 2002 05:12:00 GMT  
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Mammoths SHOULD NOT be used in offensive situations! To me, the point of a mammoth is, BASE DEFENSE! Its super strong, and because your in your base, there are usually some engys around which will reapir you.And the exact same thing to the stealth, I use it for BASE DEFENSE or hit-and-run, it weakens enemy forces heading to base. If you think the Sstealth tank (my fav unit after the Stealth blackhand and Flamethrower) is too weak, you just suck at it. I am so good at it on Hourglass and Field! Its a great tank!

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Subject: Hi, im new  
Posted by [Anonymous](#) on Mon, 15 Apr 2002 05:21:00 GMT  
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The only good Mammoth tank is a dead one

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Subject: Hi, im new  
Posted by [Anonymous](#) on Mon, 15 Apr 2002 05:58:00 GMT  
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quote:Originally posted by C4kitty:The only good Mammoth tank is a dead one but what if you were on GDI? would you want a mammy destroyed?? (under the control of your own team, and that person IS NOT so stupid as to get out of it until it is destroyed

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Subject: Hi, im new  
Posted by [Anonymous](#) on Mon, 15 Apr 2002 16:54:00 GMT  
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How is it possible to call the Mammoth Tank "Under the mark"? I'd gladly pay a little extra cash for that kind of power. And it already is "A formidable monster". It is nearly unstoppable with a group of engineers behind it repairing all the way. And in a group...

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Subject: Hi, im new  
Posted by [Anonymous](#) on Tue, 16 Apr 2002 06:13:00 GMT  
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the only thing what the mammoth needs is less damage from it's barrels, BUT should fire 2 shots at a time lik in TD

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Subject: Hi, im new

Posted by [Anonymous](#) on Tue, 16 Apr 2002 09:33:00 GMT

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quote:Originally posted by Every Silent Victim:The mammoth AND the stealth are both a little under the mark no matter what people say.Mammoth needs 700-750 armor/health instead of 600They are slow and can't escape when things get ugly, and then their puny 600/600 armor does them no good even with their self heal which itself could also be better, maybe healing 5 points at a time instead of 2. It takes 5 minutes to self heal back to 600 which is way to long in 30 minute games to EVER make a differenceAnd the stealth needs 250/250Even when I surprise attack mediums, if its a good medium driver my stealth will loose everytime, can't attack bases with stealths, extremely open to infantry attacks such as sydney PIC, and sneaking up and crushing infantry is overrated because they can spot you a long ways away and its easy to dodge stealths trying to crush you, and then the missiles are hard to control sometimes.Agreed, and stealth tank doesn't need more armor and stuff.. it's perfect.. What it needs is a bit mroe range on the missles, homing, and slightly more damage, but it's ROF should be toned down some, with faster sleath regen... my opinion on the stealth..

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Subject: Hi, im new

Posted by [Anonymous](#) on Tue, 16 Apr 2002 09:58:00 GMT

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trouble frying a light tank ffs...Trouble? It doesn't even.FFS mobile artillery utterly R'APES mammoth tanks, it's freaking stupid.. a \$450 vehicle.. It needs more armor(like one said.. 700/750), or have explosives do alot less damage against it, and give it "smart aiming" that makes the artillery from the double cannons shot inward so it goes to the center of the rectical(range of the target would change the ammount that the artillery shots inward)..Also, against flame tanks.. the tusk missles are less effective than the artillery guns against flame tanks, they cna't turn sharp enough to hit the falme tank so they explode behind it, so the 800 flame tank owns the 1500 mammoth tank, so does 450 mobile artillery, and 600 light tank(although the light tank needs some range).But for stealth tank I think it should turn at the speed it goes forward... for more squishing power! This this little button by c called v that lets you shot people that are bheind you idiots.. omg.. stupidest thing I've heard.I find stealths semi effective against orcas in air mods.. and they will kill a humvee.. They are best at squishing and placing beacons... but against a base with deffence it wont work.. they may be sleathed, but they are big making them very easy to see.I'd like to see an APC-like chaingun on the back of the mammoth tank that the second person that enters could use more than anything.. this would protect against apaches, play airmods you'll see they \*\*\*\* all vehicles acept MRLS and a good apc.. More armor and health would still be best.. 5 self-heal would still suck.But I've suggested befor.. that if a hotwire gets in a mammoth she should sort of be able to repair it inside at half the normal repair rate.. More health/armor would still be the easiest to add.. and not overrcomplecate things.. For 1500 it

sucks.Also, mammoth never squishes.. no one except maybe a person whos keyboard got unplugged will be run over by a mammoth.

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Subject: Hi, im new

Posted by [Anonymous](#) on Tue, 16 Apr 2002 10:29:00 GMT

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quote:Originally posted by Mmmm\_cheese: Trouble? It doesn't even. FFS mobile artillery utterly R'APES mammoth tanks, it's freaking stupid.. a \$450 vehicle.. True enough - but a sniper (1000) can take out a MA with a few shots -- so you need to have a balanced force out on the front line...(heck - even a foot guy with a c4/MG can take one out -) Every unit in the game has a counter -- you just have to find it - and use it....

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Subject: Hi, im new

Posted by [Anonymous](#) on Tue, 16 Apr 2002 10:59:00 GMT

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the mammy's cannons should do more damage vs vehicles, but less against infantry...and yes, it should be faster, but ALL vehicles should go a little faster

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Subject: Hi, im new

Posted by [Anonymous](#) on Tue, 16 Apr 2002 17:30:00 GMT

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quote:Originally posted by C4kitty: The only good Mammoth tank is a dead one Ha ha ha, yeah I've seen this Mammyfobia before! Most of my mates play NOD just because they can fight against these infamous machines! Ha ha..lol! I can almost imagine a Voodoo altar with the black roster and stuff... and in the middle the picture of a Mammoth Tank

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Subject: Hi, im new

Posted by [Anonymous](#) on Wed, 17 Apr 2002 03:22:00 GMT

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I think mammoth is good as it is. Just a bit expensive. I think it worth 1200-1300...An other point, the secondary fire could be a bit more "homing"... The range is so short for this secondary fire...

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Subject: Hi, im new

Posted by [Anonymous](#) on Wed, 17 Apr 2002 11:32:00 GMT

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The mammoth is slow and it should stay that way... end of story. Just look at the huge hunk of steal waltzing through the battlefield! You want it to be as fast as a light tank?!?! I don't think so... REALISM PEOPLE... THINK REALISTICALLY

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Subject: Hi, im new

Posted by [Anonymous](#) on Wed, 17 Apr 2002 19:43:00 GMT

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When saying that certain units suck, think for a moment... If the mammoths were upgraded, then GDI would have more power/player ratio than they do at the moment. If all of GDI had 8 mummies, Nod could not stop the rush. This brings me to my real point... Mammoth tanks are there only for people who have too much money and want that little upgrade from a medium tank for a lot more than a straight price increase. If you have lots of \$ stick with the mammy, but if you are low then get mediums... It is that simple.

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Subject: Hi, im new

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

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My only complaint with the mummy is that it doesn't self heal enough or fast enough. There's nothing better, than sitting at the edge of the Nod base in Field, blasting away non-stop with your cannons. Anything that ventures out can't see you because of the smoke and are wasted, especially special infantry like Raveshaws. What it lacks in speed and elegance it makes up for in volume of fire.

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