
Subject: glaring weakness in mammoth tank
Posted by [Anonymous](#) on Sun, 21 Apr 2002 18:48:00 GMT
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If you get within a certain radius of the mammoth it can't hit you directly and can only damage you a wee bit from splash damage, believe me once I was NOD and was in a flame tank and saw a mammy coming for our harvester- I just rammed him and kept flaming him yet still touching him so he couldn't hit me, well I blew it up and got a nice flaming from its driver lol

Subject: glaring weakness in mammoth tank
Posted by [Anonymous](#) on Sun, 21 Apr 2002 18:57:00 GMT
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i found that out the hard way. a chem warrior managed to get on my side. i couldn't hit him at all and couldn't get away. the smart play would have been to hop out and fight him as an inf, but i didn't think of it at the time. if he hopped in, then i could've done the same thing to him as he was doing me. oh well, die and learn i say. lol..

Subject: glaring weakness in mammoth tank
Posted by [Anonymous](#) on Sun, 21 Apr 2002 19:08:00 GMT
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Lock the vech camera to turret, and try mammoth tusks once you acquire a target lock.

Subject: glaring weakness in mammoth tank
Posted by [Anonymous](#) on Sun, 21 Apr 2002 19:14:00 GMT
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why were you using mammoth tanks anyway? they are so slow that it takes forever to cross the map. I would rather use a med. tank.

Subject: glaring weakness in mammoth tank
Posted by [Anonymous](#) on Sun, 21 Apr 2002 20:07:00 GMT
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i didn't venture out alone. originally, there were 2 of us hammering the airstrip from the side on mesa. the other mammy was destroyed and i was then alone. i was trying to retreat, but as i said, they're just too slow to get out of trouble. lesson learned. lol..oh yah, and i do have my camera locked to turret. but the kemmy was just too close for me to do any damage to it.[April 21, 2002: Message edited by: zukkov]

Subject: glaring weakness in mammoth tank
Posted by [Anonymous](#) on Sun, 21 Apr 2002 20:26:00 GMT
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quote:Originally posted by cheezyman:If you get within a certain radius of the mammoth it can't hit you directly and can only damage you a wee bit from splash damage, believe me once I was NOD and was in a flame tank and saw a mammy coming for our harvester- I just rammed him and kept flaming him yet still touching him so he couldn't hit me, well I blew it up and got a nice flaming from its driver lolRemember, it's Nod, not NOD.

Subject: glaring weakness in mammoth tank
Posted by [Anonymous](#) on Sun, 21 Apr 2002 20:55:00 GMT
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NOOOOOOOOOOOOOOOO!!!! It's not Nod!!!! IT'S FASCIST!!!!!!!!!!!!!!

Subject: glaring weakness in mammoth tank
Posted by [Anonymous](#) on Sun, 21 Apr 2002 21:00:00 GMT
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lol who ever read a certain post of mine I told you ACK would post here

Subject: glaring weakness in mammoth tank
Posted by [Anonymous](#) on Sun, 21 Apr 2002 22:36:00 GMT
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Also with the Mammoth, its hard to get a Strike force into position. I remember on Under 5 GDI Mammoths were at the opening of the Nod base. They had to wait to get into position.About 6 Nod Raveshaws came up behind and nailed em one by one.Thats why I prefer the Med, usually I had the same one for an entire level. Its firepower maybe less, but it can get out of trouble. Plus the med is good for hit and run attacks to create a diversion.Just to prove my point. On city I bought a Med, I took out several vehicles including two flames. Someone swiped it from outside the AGT. So I bought a mammoth and battled a Flame tank, I was slaughtered...used 'I' way to much there... [April 21, 2002: Message edited by: The Argon Array]

Subject: glaring weakness in mammoth tank
Posted by [Anonymous](#) on Sun, 21 Apr 2002 22:38:00 GMT
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Ive taken out a mammoth with a technician, and thats pretty sad.....

Subject: glaring weakness in mammoth tank
Posted by [Anonymous](#) on Sun, 21 Apr 2002 22:48:00 GMT
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I remember seeing a group of nod engineers once charge a mammoth from the sides, most were taken out by the Tusks But they covered it in C4....Mammoths need support more than any other units I think. However I still thing, 'oh God' when Im playing as Nod and see a GDI Mammoth force incomming. [April 21, 2002: Message edited by: The Argon Array]

Subject: glaring weakness in mammoth tank
Posted by [Anonymous](#) on Mon, 22 Apr 2002 03:58:00 GMT
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quote:Originally posted by Leadmecca:NOOOOOOOOOOOOOOOO!!!! It's not Nod!!!! IT's FASCIST!!!!!!!!!!!!!! roflmao

Subject: glaring weakness in mammoth tank
Posted by [Anonymous](#) on Mon, 22 Apr 2002 12:29:00 GMT
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quote:Originally posted by The Argon Array:However I still thing, 'oh God' when Im playing as Nod and see a GDI Mammoth force incomming. I don't - I think "Easy Points" and "1/2 to 3/4 of the team will be supporting that force - BEACON TIME!"

Subject: glaring weakness in mammoth tank
Posted by [Anonymous](#) on Mon, 22 Apr 2002 13:56:00 GMT
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The Mammoth is just a giant, heavily gunned and armored cardboard box. If you're smart enough, almost anything can destroy it, since you can run/ride circles around it and the turrent couldn't catch up with you. It should never be ridden around alone (of course, since it's been said many times) and only should be ridden at all if you think it can reach the enemy base in one piece, which is it's only use, really.Besides, if you're looking for field superiority, would you rather run out with a giant box that moves slower than a 4 year old on a tricycle that you could shoot with a pistol from across the continent, or a small cardboard that moves fast and is hard to hit?"Take care of your cardboard box, and it will take care of you." -Solid Snake

Subject: glaring weakness in mammoth tank
Posted by [Anonymous](#) on Mon, 22 Apr 2002 14:03:00 GMT
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quote:Originally posted by NightAces:The Mammoth is just a giant, heavily gunned and armored

cardboard box. If you're smart enough, almost anything can destroy it, since you can run/ride circles around it and the turrent couldn't catch up with you. It should never be ridden around alone (of course, since it's been said many times) and only should be ridden at all if you think it can reach the enemy base in one piece, which is it's only use, really. Besides, if you're looking for field superiority, would you rather run out with a giant box that moves slower than a 4 year old on a tricycle that you could shoot with a pistol from across the continent, or a small cardboard that moves fast and is hard to hit?"Take care of your cardboard box, and it will take care of you." -Solid SnakeTry me in a Mammoth. Everything you said you'll throw out the window.

Subject: glaring weakness in mammoth tank
Posted by [Anonymous](#) on Mon, 22 Apr 2002 14:26:00 GMT
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I'll take that bet Put me in a stealth tank or flame tank and i'll scrap that piece of metal you call GDI's most dangerous weapon. Put me and a light tank and i'll probally beat you . Mammoths aren't known for their accuracy.

Subject: glaring weakness in mammoth tank
Posted by [Anonymous](#) on Mon, 22 Apr 2002 15:35:00 GMT
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I'll call that bet, too. My record is three dead mammoths in one light tank. I LOVE how most of you guys haven't figured out how to lead a target yet!

Subject: glaring weakness in mammoth tank
Posted by [Anonymous](#) on Tue, 23 Apr 2002 10:17:00 GMT
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quote:Originally posted by aircraftkiller2001:Remember, it's Nod, not NOD.Remember, it's "Brotherhood of Nod", not Nod.
