
Subject: The Mammy's big weak point

Posted by [Anonymous](#) on Tue, 07 May 2002 22:32:00 GMT

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We have posted about this before, but just feel like finding out what people think that they have played a bit more. The light tank can kick the ass of a mammy any day of the week. Put a light up against a medium and as long as neither of the driver is rubbish, bye bye light tank. But the mammy is different. My strat is to just rush it. You get your light right up to it and just keep on firing. We think that the mammy is just too tall to be able to shoot that low down, that close to it. We would check this out except that no-one else seems to use this tactic. Has anyone else noticed this? If you have TONS of money then the GDI will always fill up on mammy tanks. A few lights will destroy them quite easily if they don't have engi support. Obviously, the best thing that GDI can do in defense is to have each mammy firing at the light tank under another mammy, then clearance doesn't matter. But it is funny when only that one mammy notices you. We were on walls and there were about 4 mammys right outside of the Nod base. We got a light tank and shot over the little ramp to the side. We could then get right around the back of the mammys without them noticing. We only took down 1 mammy because there was engi support and a mobius was pounding on me.

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Posted by [Anonymous](#) on Tue, 07 May 2002 22:41:00 GMT

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My strat is to rush it, even if it has engi support. I generally try to run over the engis in my first "strafing run". Unless they stand still while repairing. In that case, try nailing headshots with tank shells. FUN! And just running up and own past it can confuse most tank drivers, except people who do that themselves. I can often take out two (sequential) meds with my wonderful light. Best vehicle in the game! PS. You should cut down that sig. And is a ban stick like a boom stick?

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Posted by [Anonymous](#) on Wed, 08 May 2002 13:12:00 GMT

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1 Mammoth alone = Dead Meat
Mammoth with eng or med support = Tough
More than 1 Mammoth together = Very Scary

Subject: The Mammy's big weak point

Posted by [Anonymous](#) on Thu, 09 May 2002 00:18:00 GMT

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If i want to take out a mammoth i use the stealth tank, sneak behind them and fire! Because a lot of players still got there camera not on the turret!

Subject: The Mammy's big weak point
Posted by [Anonymous](#) on Thu, 09 May 2002 00:53:00 GMT
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quote:Originally posted by Tha_Dark:If i want to take out a mammoth i use the stealth tank, sneak behind them and fire! Because a lot of players still got there camera not on the turret!
Btw, if they have camera not on turret you can destroy them with anything.

Subject: The Mammy's big weak point
Posted by [Anonymous](#) on Thu, 09 May 2002 22:40:00 GMT
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quote:Originally posted by Tha_Dark:If i want to take out a mammoth i use the stealth tank, sneak behind them and fire! Because a lot of players still got there camera not on the turret! We think that the pathetic little rockets of the stealth would give a good mammy driver time to use the tusks and turn you into scrap metal. We have done this before and it is much easier to defeat a stealth that is next to you than a light tank. But it is actually possible to take down the light tank. It comes down to some skillful driving but we won't reveal everything-we still want to use our light tank tac!
