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Subject: Useful tip

Posted by [Anonymous](#) on Tue, 18 Jun 2002 22:30:00 GMT

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If you're playing on certain maps where you get lots of money and your in tank combat, don't buy the most expensive tank you can buy just because it costs more than anything else, it probably won't make you any better. For example, in my opinion, mammoth tanks completely suck, but they cost 1500 credits. They are the biggest tanks in the game (making the biggest targets) and they are also extremely slow moving. So when you're a mammoth tank, your going to probably be the first target picked over all the other tanks in the battlefield. When I play, my favorite tank on Nod/NOD/NoD/NOD/nOD/etc. is almost always the mobile artillery. They have an extremely long range, and their tank shells are very strong. They work very well especially on Field. I almost always take out any mammoth tank that runs out into the Field before it can get more than a few shots off of me. On GDI, my tanks of choice are either MRLS or Medium tanks. My tip to you is NEVER USE MAMMOTH TANKS. They're big, slow, and they get in the way of other tanks that are trying to attack the enemy.

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Subject: Useful tip

Posted by [Anonymous](#) on Tue, 18 Jun 2002 23:04:00 GMT

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I agree the mammoth tank could be beaten in a race by my 99 year old grandmother, even if she was not using her walking frame. However it can be a valuable asset in the right cir\*\*stances (however few there are). If you have, say, 2 mammoth tanks and 2 or more engies/Hotwires they can be an almost unstoppable force.

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Subject: Useful tip

Posted by [Anonymous](#) on Tue, 18 Jun 2002 23:10:00 GMT

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MA's r good but cant take shots to well, a sniper can kill you with it easy. My best choice on Nod is the Light Tank nice armor and health, fast, and can take a hit very nicly. GDI is the Mediun Tank - duh.

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Subject: Useful tip

Posted by [Anonymous](#) on Tue, 18 Jun 2002 23:12:00 GMT

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Oh yeah, MRI's r RAW they do alot of damage but need to be able to take a hit more tho i wish they could.

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Subject: Useful tip

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Posted by [Anonymous](#) on Tue, 18 Jun 2002 23:21:00 GMT

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WTF!!? c\*\*\*\*\*u\*\*\*\*\*m can't appear in any word?thats HARDCORE censoring.

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Subject: Useful tip

Posted by [Anonymous](#) on Tue, 18 Jun 2002 23:35:00 GMT

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a mammo is really good if you have a good hotwire repairing your ass

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Subject: Useful tip

Posted by [Anonymous](#) on Wed, 19 Jun 2002 02:48:00 GMT

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a mammoth is also good when youre going to rush the nod base defenses ... for example i see ppl using this tactic a lot more... they have 4 medium tanks and 4 mammoth tanks and those 8 tanks can quickly take out a laser because all the shells hit the laser and they guys repairing in side the laser get damage from them to so with enough shells at the same time on the laser could kill the guys repairing inside also block the entrance... this works good on Hourglass and Field but probally also on other maps

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Subject: Useful tip

Posted by [Anonymous](#) on Wed, 19 Jun 2002 05:00:00 GMT

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quote:they guys repairing in side the laser get damage from them to No, only if you use the rockets, they do splash damage, the shells don't. Unless you shoot directly into the entrance and hit the egies in their heads.I think a Mammy is hardly ever a good choice simply because of the fact that the enemy gets A LOT more points/credits for shooting at a mammy and destroying it! Mammys are only good for base camping or camping in front of the enemy's base, as long as there are some mediums/MRLs/Hotties.So my choice: Medium/Light. If you move smart enough, you can kill a mammy and you can get back to base very fast. On the way there you can just get out of the tank for a amximum of 2 secs to repair it (move!) and then continue your way. I won a lot of battles by doing so and my tank has never been stolen...

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Subject: Useful tip

Posted by [Anonymous](#) on Wed, 19 Jun 2002 05:32:00 GMT

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that was going to be my point, too, eggmac. the other team gets so many points for not only destroying but just for shooting at your mammoth tank, that it's hardly worth it.it seems like, i too

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often get in games where we've got the Nod's pinned in their base, but their killin' us in points because they keep killing our mammoths. then what happens when one gets killed?well, of course they go back and get another one. it's a vicious cycle.

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Subject: Useful tip

Posted by [Anonymous](#) on Wed, 19 Jun 2002 13:15:00 GMT

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A mammy is only useful when it has Mediums on it's wing. Mammys are useless in a group.

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Subject: Useful tip

Posted by [Anonymous](#) on Wed, 19 Jun 2002 13:27:00 GMT

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Great for base defense after losing your agt on hourglass, that's about it.

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Subject: Useful tip

Posted by [Anonymous](#) on Wed, 19 Jun 2002 16:35:00 GMT

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Mammy is great for stealing! Yesterday I was playing Hourglass as Nod, the AGT was down thanks to my teammates. So I got a stealth black hand and plant my little nuke in the WF. I was planning to run back for a quick refill then I saw a beautiful mammy parked on the slope, the eng is repairing it, I took it, run the eng over and manager to destroy half of the inf before they realize what happened. So I love mammys, especially when someone else bought and is repairing it....muhahaha....

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Subject: Useful tip

Posted by [Anonymous](#) on Wed, 19 Jun 2002 17:18:00 GMT

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What's the deal with everyone trashing mammaries? I don't understand. I LOVE them. Gives you a warm feeling...Oh wait...my bad...I'm SO embarrassed. We're talking about Mammoth Tanks, AKA mammys, not mammaries.OOPS. I'll shut up now.

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Subject: Useful tip

Posted by [Anonymous](#) on Wed, 19 Jun 2002 17:32:00 GMT

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Oh no, not this argument again over the mammoth tank. The mammoth is a good tank, however

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using only mammoths is a bad idea. Having Meds back it up is important. Meds are only important until tanks lay seige to the base, then mammoths can take over. The mammoths can then charge in and prolyl take the base.

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Subject: Useful tip

Posted by [Anonymous](#) on Thu, 20 Jun 2002 02:14:00 GMT

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Yes.. censoring is hardcore with WW. You can't use the word a-n-a-l either.. like in a-nalyze, or ca-nal. There are many others too which are legit words that appear in bigger words.

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Subject: Useful tip

Posted by [Anonymous](#) on Thu, 20 Jun 2002 11:36:00 GMT

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Stealth Tanks own j00s. Cloaked to make the perfect sneak attack, fast enough to run away should problems arise Its all about skill, knowing what your tank can, and cannot do.

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Subject: Useful tip

Posted by [Anonymous](#) on Thu, 20 Jun 2002 14:39:00 GMT

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even the best stealth tank driver can't win vs. a nice medium

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Subject: Useful tip

Posted by [Anonymous](#) on Fri, 21 Jun 2002 01:52:00 GMT

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ZTankMuncha thats why i killed hundereds of stealth tanks with a medium tank because proably they thought they could win or they could sneak up behind your tank and start attacking , simple rotate your turret with V and keep driving to the right and left or whatever and keep shooting on the stealth tank and if you do it right you destroyed it in no time , i killed that way more than hundred of them

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Subject: Useful tip

Posted by [Anonymous](#) on Fri, 21 Jun 2002 07:05:00 GMT

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Didn't know that about the "V" command for tanks, Thanks.

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Subject: Useful tip

Posted by [Anonymous](#) on Fri, 21 Jun 2002 11:57:00 GMT

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wtf is V for ?? For a 180 degree rotation? Well, how about using your mouse? You have to switch the free look on so that you can drive and aim seperately! Otherwise it is hardly possible to receive any battle skill

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Subject: Useful tip

Posted by [Anonymous](#) on Sun, 23 Jun 2002 06:11:00 GMT

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V is the button for free-look. Although as you said (or at least I think it's what you said), it's much easier to choose Lock view to turret so you don't have to hold the key down all the time.

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Subject: Useful tip

Posted by [Anonymous](#) on Sun, 23 Jun 2002 17:06:00 GMT

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Mammoth tanks are slow and they need meduim tank cover because Nod tanks rush into the minimum range of the mammoth, even with the missiles, and kill them with almost no damage. But if they're behind mediums, then the rush up to buildings and missile them, or just sit back behind the bunch, still having more than twice the Medium tank's punch, they're very nice. Just have 1 mammoth and 3 mediums covering it instead of running around like dummies and watch the enemies get squished.

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Subject: Useful tip

Posted by [C4miner](#) on Mon, 07 Apr 2003 00:20:22 GMT

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bump

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Subject: Useful tip

Posted by [XKMonkey](#) on Mon, 07 Apr 2003 00:27:22 GMT

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Mammoth tank is great, especially on City and City\_Flying. Everytime I've bought one I've destroyed at least two buildings with it. You just have to hope that your team doesn't finish off the base before you get there, because it's long journey.

Mammy racing on City is fun too.

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Subject: Useful tip

Posted by [Gizbotvas](#) on Mon, 07 Apr 2003 22:43:38 GMT

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C4- of course you are correct, sir.

But one or two exceptions I must note. Though I am an "apc-rush" player, I think there is no better way to take out the Nod Airstrip than with a mammy. Tusk missiles on the strip as you approach forces the nod techs into the building. When you are close enough, Tusk missile the Airstrip building, and it is too small- the splash damage kills everyone inside.

For the most part, Mammys simply give off points to Nod.

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