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Subject: Mammoth Tanks and How To Use Them.

Posted by [m1a1\\_abrams](#) on Wed, 07 Sep 2005 02:57:06 GMT

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My favourite vehicle in Renegade has to be the Mammoth Tank, because, let's admit it, it's pretty cool to drive the biggest tank around. I find it very frustrating when I get the same old "omg don't use mammoth n00b, it gives too many points"... because in the right hands, a Mammoth is by far the best tank in the game. Anyway, I thought I would write something of a guide to using Mammoth Tanks in Renegade, with the hope that more people will come to realise the potential of this awesome weapon.

Firstly, however, I would like to dispel some misconceptions about the Mammoth Tank. The most obvious misconception is the widespread idea that Mammoths do more harm than good because of the amount of points they give to the enemy. While it's true that they do give lots of points when shot at, they are more than capable of generating a net points gain for their own team via damaging/killing enemy units and attacking enemy structures. Mammoths are good at killing anything, but they excel at destroying buildings. Concerns over points become moot if you can win by base destruction... get three or more Mammoth Tanks inside the enemy base and you're likely to be heading in that direction pretty quickly.

Another popular misconception is that buying a Mammoth Tank is an invitation for the enemy to quickly destroy it with a Flame Tank. The only circumstance in which a full health Mammoth should lose to a full health Flame Tank is if the latter can somehow get to point blank range before it's detected. In any other circumstance the Mammoth's vastly superior range should allow it to deal enough damage to the Flame Tank before it can close the distance. A Flame Tank at point blank range can make it difficult to fire the twin cannons, since they tend to get stuck inside the enemy tank, however the Tusk Missile launchers are positioned further back so they will always be able to hit the target. You must swing the turret hard in the opposite direction to the missile launcher that is about to fire, otherwise you may overshoot the enemy tank, but once you get the hang of it you shouldn't have any trouble with Flame Tanks.

The Tusk Missiles do more damage to everything than the twin cannons, although they have a shorter range, so you should always switch to missiles whenever you have the opportunity. The missiles are also homing to a great degree, which makes hitting moving targets easier. Against very fast targets, like Nod Buggies, you may want to use the twin cannons even at close range, since the shells travel faster... but if you think you can hit with the missiles then you should use them to the full extent of their range. Also, when facing infantry, don't wait until you're in range of the missiles to start firing. The twin cannons do almost as much damage to infantry providing you hit the target, so are very good for softening up the enemy, if not killing them outright. I find it comes as a shock to Raveshaws when they find themselves smoking on the ground after a few accurate volleys at maximum range. Infantry tend to feel safe from the Mammoth at long range, but this is not the case with a good driver.

Engineers and Hotwires are great for keeping any vehicle alive in the field, but they take on special significance with the Mammoth Tank. Mammoths already have a lot of health, so with Hotwire support they can be nigh on invincible... particularly considering they have the firepower to methodically dispatch enemy units one by one, thus robbing them of their combined firepower. Also, Mammoth Tanks slowly regenerate when under half strength, which combines with any

external repairs, making them even harder to destroy the closer they are to destruction!

Mammoths are great at rushing enemy structures in groups, due to the combination of firepower and armour. For example, three Mammoths attacking a structure is comparable to three Flame Tanks, but the more heavily armoured Mammoths will last longer, giving them more time in which all three vehicles are firing. Also, providing they are using their Mammoth Tusk Missiles (which they should be), they also do a great deal of splash damage which will hurt any infantry inside the building. This makes it very difficult to repair internally. Two or more Mammoths firing at the area of a building closest to the MCT will make it practically impossible to prevent the building's destruction. In fact, I find that quite often a single Mammoth is enough.

I've taken a couple of screenshots which show where to fire the missiles at the Airstrip and the Hand of Nod. If you can get into one of these two positions you have a good chance of taking out the structure single handed, although teamplay is preferable. In the case of the Hand of Nod, the missiles are fired through the middle window directly at the large computer screen. This will cause damage to everyone in repair range of the MCT. You can also fire down the aisles at the far spawn points if necessary.

<http://www.renegadewiki.com/images/7/79/Wheretoshootstrip.jpg>

<http://www.renegadewiki.com/images/7/7e/Wheretoshoothand.jpg>

Well there you go. Most of this is going to be common knowledge to a lot of you guys, but there are still more people who don't understand how effective Mammoth Tanks can be. The only instance in which they probably are more of a hindrance than anything else is in very large servers, where the number of anti-vehicle infantry will tend to be far in excess of the vehicle limit. Of course, in that situation all vehicles are going to be facing the same problem.

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Subject: Re: Mammoth Tanks and How To Use Them.  
Posted by [Jecht](#) on Wed, 07 Sep 2005 09:18:35 GMT  
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More people like you need to post in this section. Nice explanation!

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Subject: Re: Mammoth Tanks and How To Use Them.  
Posted by [gufu](#) on Wed, 07 Sep 2005 21:06:19 GMT  
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I like your photos!  
Mammy's team is rushing hell!

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Subject: Re: Mammoth Tanks and How To Use Them.  
Posted by [Renerage](#) on Sat, 17 Sep 2005 17:15:58 GMT

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gufu wrote on Wed, 07 September 2005 17:06 I like your photos!  
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Hes right, mammals rock if there enough team work.  
Although a question to someone, do their main guns do any more damage then the med tanks?

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Subject: Re: Mammoth Tanks and How To Use Them.  
Posted by [BHmath](#) on Sat, 17 Sep 2005 19:15:09 GMT

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cheekay77 wrote on Sat, 17 September 2005 13:15 gufu wrote on Wed, 07 September 2005 17:06 I like your photos!  
Mammy's team is rushing hell!

Hes right, mammals rock if there enough team work.  
Although a question to someone, do their main guns do any more damage then the med tanks?

Concerning teamwork.....

Unfortunately, I play on servers that have little or no teamwork happening!!!  
No one listens to me when I say 'FLAME RUSH BUY FLAMERS AND MEET AT OB'

I don't know how to get people to do stuff. Some people will buy flamers (or other vehicles [substituting FLAMES for another vehicle]) and meet at the agt or ob or another structure, but it's not very many....only like 2 people other than me.

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Subject: Re: Mammoth Tanks and How To Use Them.  
Posted by [RyuKishen](#) on Sat, 17 Sep 2005 19:23:45 GMT

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How will you buy flamers and meet at the AGT?

Maybe that's why they won't listen to you

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Subject: Re: Mammoth Tanks and How To Use Them.  
Posted by [BHmath](#) on Sat, 17 Sep 2005 19:27:56 GMT

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I mean that when I say that to buy flamers or something to meet at a structure. Then we'd rush.

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Subject: Re: Mammoth Tanks and How To Use Them.

Posted by [Spetz5](#) on Sat, 08 Oct 2005 17:14:26 GMT

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yes, mammys are a very useful unit, the only thing i find to be a weakness is the artillery gun. the only artillery guns that some how "do better" against mammys, are the team of 4's artys, in a1games server. but other than that, mammoth tank is a good vehicle

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Subject: Re: Mammoth Tanks and How To Use Them.

Posted by [Dave Mason](#) on Sat, 08 Oct 2005 17:26:58 GMT

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Hearing somebody call it a "mammy" makes me want to shove a cactus soaked in bleach down their throat.

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Subject: Re: Mammoth Tanks and How To Use Them.

Posted by [Ma1kel](#) on Sun, 09 Oct 2005 21:19:44 GMT

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Yes, I prefer to just call it a "Mammoth". But the Mammoth is really underpowered. In almost every situation you need to have a Hotwire to cover the Mammoth up, or else it will be destroyed too fast.

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Subject: Re: Mammoth Tanks and How To Use Them.

Posted by [karmai](#) on Tue, 11 Oct 2005 01:45:25 GMT

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What difference does it make.. one of the only situations that a mammoth tank is good on is like a 3v3 on complex... Rush that shit down the middle and nod is straight fucked, mesa can be nice for a mammy too.. All other maps take too damn long, by the time you get a mammy into nods base your base yours is owned.. ANd on a defence map like field, under, city fly.. Yeah they give nod too many points plus you'd get owned with it

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Subject: Re: Mammoth Tanks and How To Use Them.

Posted by [Spoony\\_old](#) on Tue, 11 Oct 2005 02:45:46 GMT

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Mammies are great if GDI's already dominating. Getting a mammy if you aren't already winning is just stupid, except on mesa.

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Subject: Re: Mammoth Tanks and How To Use Them.  
Posted by [mision08](#) on Thu, 13 Oct 2005 02:39:55 GMT  
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Why buy a mammy at Mesa? The damn opening is a bitch to get through as it were. I think however, that an apc and a medium can pass through simultaneously, while an overgrown mammy makes it a 1 way street. I prefer a medium myself. Half the price, faster on a long run, quicker and more maneuverable in tight situations, and probably quicker to repair. I do like to repair during these uncommon mammy rushes though. It's cool following one crouched down, walking real slow as the obelisk shoots away. sports boobs!!!

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Subject: Re: Mammoth Tanks and How To Use Them.  
Posted by [Spooky\\_old](#) on Thu, 13 Oct 2005 02:46:15 GMT  
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Mammies are good on Mesa because Nod's best weapon on Mesa is the teched arty. Medium tanks need to be grouped up to kill a teched arty, a mammy can do the job on his own.

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Subject: Re: Mammoth Tanks and How To Use Them.  
Posted by [mision08](#) on Thu, 13 Oct 2005 03:03:08 GMT  
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I see, I like to take my little medium to the left side of the opening and shoot across the nod entrance, splashing shells against the wall. It doesn't do much for scoring points, but it's very good at killing infantry and keeping the arty's beat down.

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Subject: Re: Mammoth Tanks and How To Use Them.  
Posted by [karmai](#) on Thu, 13 Oct 2005 13:50:23 GMT  
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Well in a 3v3 or so.. You cant go around with a med or the artys will kill your wepons and agt before you can get any of nods buildings down to half health :/

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Subject: Re: Mammoth Tanks and How To Use Them.  
Posted by [Sniper\\_De7](#) on Fri, 14 Oct 2005 12:25:36 GMT  
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He's talking about going to the left side of the pillar once you enter the cave. (GDI's case)

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Subject: Re: Mammoth Tanks and How To Use Them.

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Posted by [sterps](#) on Sun, 16 Oct 2005 23:49:21 GMT

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m1a1\_abrams wrote on Tue, 06 September 2005 22:57My favourite vehicle in Renegade has to be the Mammoth Tank, because, let's admit it, it's pretty cool to drive the biggest tank around. I find it very frustrating when I get the same old "omg don't use mammoth n00b, it gives too many points"... because in the right hands, a Mammoth is by far the best tank in the game. Anyway, I thought I would write something of a guide to using Mammoth Tanks in Renegade, with the hope that more people will come to realise the potential of this awesome weapon.

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[http://photobucket.com/albums/v219/sleepy\\_boy/?action=view&current=wheretoshootstrip.jpg](http://photobucket.com/albums/v219/sleepy_boy/?action=view&current=wheretoshootstrip.jpg)

[http://photobucket.com/albums/v219/sleepy\\_boy/?action=view&current=wheretoshoothand.jpg](http://photobucket.com/albums/v219/sleepy_boy/?action=view&current=wheretoshoothand.jpg)

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I Completely, 100% agree with this guy. In proper hands Mammoths are a force to be reckoned with. In a large group with hotwire support they are unstoppable. Every Mammoth rush i have been in has been effective in some way, if not blowing up the base, killing a structure or two. They are the most powerful unit, owning everything, if they were made like they were in tiberian Dawn, then Nod would not stand a chance. I really hate it when people start complaining when i or someone gets a Mammoth, saying they give off to many points. Well that is true because of there health, but remember STEALTH TANKS give off the most points per hit, and Mammoths pawn stealth tanks. Anyway when there is a Mammoth rush, and it ends up winning the game for the team, i like to give crap to those that complain about them.

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Subject: Re: Mammoth Tanks and How To Use Them.  
Posted by [Sniper\\_De7](#) on Mon, 17 Oct 2005 00:53:44 GMT  
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I think that's the point, you need a hotwire for a mammoth to be good on a map like field. An arty who knew how to aim at large slow objects would rape it. So the question is: Which is better, two med tanks or one mammoth with a hotwire? Answer: two med tanks. the biggest upset comes in the mammoths size. often you can shooting a mammoth before he can return fire, because you'd be able to shoot at the outside of his vehicle where his turrets aren't able to target you. Meaning: you lose. Now of course when you're fighting against people who have no idea what they're doing this is no problem. the same people who would run out into the field with an arty front first. The

biggest way to learn about how to play the game well comes from playing clanwars and using the best methods to winning them. You will not see mammoths in these methods because they are not good. Same with SBH's. You aren't doing your team a favour when you aren't utilizing the teams vehicle limit to its max.

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Subject: Re: Mammoth Tanks and How To Use Them.  
Posted by [=HT=T-Bird](#) on Mon, 17 Oct 2005 02:02:13 GMT  
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Sniper\_De7 wrote on Sun, 16 October 2005 19:53I think that's the point, you need a hotwire for a mammoth to be good on a map like field. An arty who knew how to aim at large slow objects would rape it. So the question is: Which is better, two med tanks or one mammoth with a hotwire? Answer: two med tanks. the biggest upset comes in the mammoths size. often you can shooting a mammoth before he can return fire, because you'd be able to shoot at the outside of his vehicle where his turrets aren't able to target you. Meaning: you lose. Now of course when you're fighting against people who have no idea what they're doing this is no problem. the same people who would run out into the field with an arty front first. The biggest way to learn about how to play the game well comes from playing clanwars and using the best methods to winning them. You will not see mammoths in these methods because they are not good. Same with SBH's. You aren't doing your team a favour when you aren't utilizing the teams vehicle limit to its max.

Unless, you are an awesome SBH veh thief!

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Subject: Re: Mammoth Tanks and How To Use Them.  
Posted by [Sniper\\_De7](#) on Mon, 17 Oct 2005 02:14:38 GMT  
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Trust me on this. You are helping the team a lot more effectively with buying a tank. Also, how does one go about being an "awesome" tank stealer? one that takes 5 minutes in a pub to take one? How effective. Tell me, how would you go about stealing my tank if I went onto the tiberium and repaired it while going in and out of it every 2 seconds, whilst my clanmates watched with me.

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Subject: Re: Mammoth Tanks and How To Use Them.  
Posted by [Spoony\\_old](#) on Mon, 17 Oct 2005 18:57:17 GMT  
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Sniper\_De7 wrote on Sun, 16 October 2005 22:14Also, how does one go about being an "awesome" tank stealer? one that takes 5 minutes in a pub to take one? How effective. or, even more effective, going 20 minutes, stealing a med and driving it back to Nod base thinking GDI hasn't noticed, getting blown to shreds, contributing a grand total of one vehicle kill to the WRONG TEAM the entire game, and thinking they're a hero for doing so.

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Subject: Re: Mammoth Tanks and How To Use Them.

Posted by [Lijitsu](#) on Mon, 17 Oct 2005 19:15:39 GMT

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That's why the only time I buy an SBH is to do a Nuke run on an undefended base. Like on Mars that last time. We overran them. Four differant SBH Nukers. Plus a Flame Tank and Stealth Tank. Then some Sakuras. They didn't have their Weapons Factory or Barracks, so it was game over.

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Subject: Re: Mammoth Tanks and How To Use Them.

Posted by [runewood](#) on Sun, 30 Oct 2005 14:39:16 GMT

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I love Mammys. I love on complex when mammys go down Nod's left side. I sit there with a flame tank and when hey come around the corner boom! The fact is if the driver of a mammy is skilled good for them, if the person fighting the mammy is skilled, mammy is dead. I admit 5 mammys comming at you is kinda scary but I have never seen 5 skilled people driving a mammy.

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