
Subject: Mammoth needs an APC gun on the back
Posted by [Anonymous](#) on Wed, 17 Apr 2002 14:43:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Mammoth needs an APC chaingun on the back that only the passanger can control to protect against aircraft, maybe on some other vehicles too.. cause now aircraft **** all vehciles except APC and MRLS.

Subject: Mammoth needs an APC gun on the back
Posted by [Anonymous](#) on Wed, 17 Apr 2002 15:36:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

It is a ground-pounder, not anti-air, smart one.

Subject: Mammoth needs an APC gun on the back
Posted by [Anonymous](#) on Wed, 17 Apr 2002 15:53:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by Ultimate End Traits Ofifficer:It is a ground-pounder, not anti-air, smart one.mammoth tusks were originally classed as an anti-air weapon in the RTS game, so maybe they will work better?

Subject: Mammoth needs an APC gun on the back
Posted by [Anonymous](#) on Wed, 17 Apr 2002 16:11:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by Whowhere:mammoth tusks were originally classed as an anti-air weapon in the RTS game, so maybe they will work better?yes they were

Subject: Mammoth needs an APC gun on the back
Posted by [Anonymous](#) on Wed, 17 Apr 2002 23:19:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

hmmm....how exactly would you fire it?120mm cannons=Primary fireTusk Missles=Secondary FireAPC Gun=.....Thirday fire...?

Subject: Mammoth needs an APC gun on the back
Posted by [Anonymous](#) on Thu, 18 Apr 2002 03:33:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by celica330:hmmm....how exactly would you fire it?120mm cannons=Primary fireTusk Missles=Secondary FireAPC Gun=.....Thirdary fire...?He said the passenger controls it, not the driver... but i dont know if you need that, granted i didnt play a lot of matches with the choopers patch but in the few that i did i found that the medium tank can take on 1 or 2 apaches so i guess the mammoth will be ok.

Subject: Mammoth needs an APC gun on the back
Posted by [Anonymous](#) on Thu, 18 Apr 2002 08:22:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Imagine a Mod that brings in the Battle fortress (right name?) from RA2 (YR). The driver controls a single weapon and the passengers, 4 max each control a weapon of their own. Be neat for Teamplay

Subject: Mammoth needs an APC gun on the back
Posted by [Anonymous](#) on Thu, 18 Apr 2002 08:26:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

that would suck to not allow the driver to use it if there is no passenger. who wants to just sit in the back and wait for a chopper jk

Subject: Mammoth needs an APC gun on the back
Posted by [Anonymous](#) on Thu, 18 Apr 2002 08:38:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by celica330:hmmm....how exactly would you fire it?120mm cannons=Primary fireTusk Missles=Secondary FireAPC Gun=.....Thirdary fire...?I mean this only in an informative matter: It's Tertiary (instead of thirdary), but now that you mention it.. it would be nice to have a 3rd weapon fire option. While I don't think the mammoth needs an APC gun. A mammoth shouldn't be running off without support. If there are a lot of tanks heading out, I'll often buy an APC to help defend them against enemy infantry. That said, it might be more interesting if they had an APC gun. It's be nearly impossible for the driver to control it though, since it would have a different rotation speed than the main turret (or at least I sure hope it would).
