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Subject: Re: n00bjet-no

Posted by [m1a1\\_abrams](#) on Thu, 15 Jun 2006 15:18:01 GMT

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The Tusks home very well at close range. The time to use them is when aircraft are hiding from snipers by putting themselves between a piece of terrain. They can't always fly higher to make the missiles start missing. At medium to long range you use the cannons. That's what I mean about knowing the range of the Tusk missiles, because there is an effective range as well as a maximum range, after which point they tend to fly off in random directions. The twin cannons are better than the Medium Tank because they have a faster rate of fire, although they don't do as much damage... plus the twin reticle is easy to aim if you use it regularly.

No vehicle can do anything against an aircraft hovering over them. It's only so much more obvious with the Mammoth because you don't have the speed to react to the pilots mistakes, when he's trying to stay directly above.

I use Mammoth Tanks regularly in Renegade and I'm under no illusion that they are good anti-air, but no ground vehicles are. If you kill an aircraft with any vehicle, you got lucky. I still think Mammoths are better anti-air than most vehicles though. Besides what I've already said, the large amount of hitpoints is a great boon vs aircraft, because you can survive long enough for help to arrive, then stick around to shoot them as they retreat.

Also, there's no need to be arrogant because while you're a good player, it's unlikely that you know everything there is to know about Renegade. Perhaps you rarely use Mammoth Tanks because of their more obvious shortcomings, so you haven't practiced enough to use them to their full potential? Rather like an average player won't be able to consistently hit bodyshots and considers tanks to be very weak against infantry.

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