
Subject: Do Not Underestimate the Humble Chem-warriors

Posted by [Anonymous](#) on Tue, 02 Apr 2002 06:19:00 GMT

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We all know a tech and a hotwire alone and finish a building but they cost 350. BUT, do you know the the Chem-Warriors can do the same thing.... ANd they only cost 150. Do this...., If you are in a map with no defenses, grab a chem warrior and infiltrate the GDI base and go to any structure that you do not see much people. And if most of them are grabbing some vehicles and rushing ur base, wait for some time so that when you are attacking their structure, no idiot will come and repair the structure. First put a Timed C4, and then start attacking at their MCT. Each magazine of the Chem-warrior gun contains 100 Ammo. 100 Ammo can take out 2 life bars of the structure. A timed C4, can take out half. So you need like 250 ammo of the chem warrior gun and ur timed c4 to take out a building of your own. If the game is non-laddered, it makes things even better. use the extras character and get a character that has the same weapon as the chem-warrior. the one advantage u have now is that you can heal urself in tiberium.You can combine your own strategies together with this and create new ones. Well, I have found different combinations but i shall leave it on your own to find out more. This is one of my most prized tactics and I am sharing it since my friends asked me to. My success rate of this tactic is 90\%. And I always aim the power plant first.I have even faced situations in which i kill 2 guys and with the remaining ammo and the timed c4, i finish off the building. very powerful tactic.i have not found anyone else in the GDI except the hotwire who can finish their building on their own. One who costs very cheap anyway. Like when you use chem-warriors and you get killed or what, you won't get much of a heartpain compared to buying a 1000 unit and getting killed.
