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Subject: Re: Vehicles vs Infantry

Posted by [Sniper\\_De7](#) on Wed, 15 Feb 2006 15:29:18 GMT

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Just because you play against morons doesn't mean you're right. Anyone with a brain, even if they were getting killed by a chem warrior and they were a med tank, could easily just run in one direction and get away. that's not to say that the med tank wouldn't have headshotted you anyways. If it was true that chem warriors were better than tanks, then a barrage of chem warriors vs tanks would be better.

My point in the last post was that in a scenario where people don't suck (ie clanwars, or just up against anyone who at least knows how to play the game), you won't stand a single chance against them. Albeit you could maybe lose a mammoth tank to one if he didn't really know you were coming, i guess, but still any decent person would check every now and then to be able to see it in the first place. most any unit \*can\* kill a tank; it doesn't necessarily mean that if you can kill random idiots with it and not good people that they're better than tanks themselves.

There's a reason why people who are actually good at this game and if they wanted to win a game, they don't buy chem warriors - they buy med tanks or artys and when a team that follows suit and buys tanks themselves, or even helps in repairing an artillery, they normally win. The only thing Chem warriors would even be effective is close range, and in any situation a med tank can easily back off and shoot the chem warrior from farther away. Can't really do anything about that, can you?

and by the way, in almost any situation any unit is particularly good against mammys since they're so pathetically big and slow. all you need is a corner or something to keep going back if the mammoth decides to try and follow and kill you, only, his big ass sticks out so you can hit him while he can't hit you. and you can do this while effectively killing other tanks as well! Not be dependent that it's going to be a lone mammoth, who sucks(well it's pretty much given if it's going to be a lone mammoth, since med tanks are much more adaptable to any situation), and that the mammoth tank driver is not smart enough to look behind him every now and then. only then when he meets the said requirements, then you can go and run out into the field with a chem warrior. Instead I'll buy the tank so that we can actually hold the field and have a useful unit there.

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