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Subject: Re: Vehicles vs Infantry

Posted by [Renegade](#) on Thu, 16 Feb 2006 06:26:13 GMT

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Terminator 101 wrote on Thu, 16 February 2006 00:59l am sorry people, but I don't find Chem Warrior very useful, unless you are fighting in small tunnels, or if you want to play with harvester like cat with mouse.

Chem warrior is sort of step up from flame trooper, because it much better in every way, and the only advantages that flame trooper has is that it is free and can survive a bit more hits from explosive weapons, but this advantage is not that useful anyway.

It is almost like rocket officer and gunner on GDI. There really is no reason to get Rocket Officer, because gunner is much better. But there is one difference here, while flame trooper has at least some advantages, GDI rocket officer has none.

Anyway, I think that at least the free infantry should have infinite ammo, to make it more useful.

Infinite ammo with infantry would make it unbalanced. Think about it. Raveshaw with infinite ammo. Thats insane that they never have to reload, they could minch any tank. Blah, not worth it.

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