
Subject: Re: Vehicles vs Infantry

Posted by [Sniper_De7](#) on Thu, 16 Feb 2006 22:51:38 GMT

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Christ, no one is saying you suck or any other bullshit you're talking about. All we're saying is that chemical warriors, are *not* better than tanks - and not even close.

Let me put it into an example to make it more obvious. Say, the best player who ever played this game decided to buy a chemical warrior. There isn't anything he could do that anyone else couldn't do with it to make a person who was in a med tank (and was at least average) to be able to AT LEAST kill him by splash, even if he couldn't get a body/headshot on him. What I'm saying is that what a chemical warrior can do is limited. There is no above and beyond where someone who was so great could outperform anyone else in it. You just *can't* beat the fact that a med is faster and could easily run away from it. You just *can't* beat the fact that it has longer range. and you just *can't* beat the fact that it takes a whole few seconds to even shoot at the ground and kill him with splash if you didn't even want to kill him. That is the point I've been trying to get acrossed. The point is not saying that a group of people suck, i was just saying that anyone who would lose to a chemical warrior does. THAT was my point. If you want to go ahead and interpret whichever way you want, then go ahead. But I've laid it out countless times, over and over.

I mean if you seriously can explain to me how a person in a med tank couldn't run away even if they were dying from a chemical warrior? Maybe - just maybe - if you can explain such things I'd give some credit. But take for instance Under, it takes 29 seconds to kill a med? By that time I'd make it from the front of Nod's base to the front of GDIs. Hence why you can be infinity good with a chemical warrior, but you just can't beat someone who is smart enough to be able to utilize what the game gives him.

If you want to go ahead and use chemical warriors, then so be it. I know there are people out there who can't use tanks. If I had to give them advice I'd say for them to actually keep using them so they'd get better. Enough so that instead of being limited to infantry only, they have a variety. And pretty much *all* infantry is limited. Why? Because a tank driver can out-tech (if they have tech/hotwire) than the damage given by the infantry. That is why it's *much* more effective to use tanks.

So if you don't want to utilize any of this, then fine. I don't honestly give a flying fuck if you didn't. So don't come in here crying as if we're trying to change your gameplay because I can only hope you can make your own choices just as much as anyone else.
