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Subject: Re: Vehicles vs Infantry

Posted by [flyingfox](#) on Fri, 17 Feb 2006 20:33:12 GMT

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Despite everything that has been said, chem warriors are still useful for other purposes...for example...few people know about the flamethrower/chem thrower's armour shield against explosives. Chem throwers can take about double the hurt than any other soldier against c4, meaning they can run through a bitch of a mining job and survive...much to the happiness of their teammates for getting rid of a minefield faster than a technician. it also means they can survive longer in a building where enemy engineers are tossing remotes (or proxies) at all the enemies present. Do you realise what this means? In an APC rush, a chem warrior is really useful as he'll eliminate practically any mining job and STILL live to plant his C4.

They're also useful on occasion early on - for example on Canyon. An early chem rush sometimes succeeds in taking out the ref...

I wouldn't go so far as to say they were cream of the crop in eliminating med tanks. They ARE a guaranteed killing machine when e.g. they sneak up on MRLS. I've used the chemical warrior a lot before, just for the sake of posing myself a challenge and trying to take the skill I have and turn the chem into a useful unit. It doesn't always work...but then again, what does?

Edit: And if you guys are going ahead with this match with chem warrior vs a med, you'll be paying big bucks. It's really easy to take 100 armour pts off of a surprised med regardless of how good the med driver is -- does being good in a med mean you can move it away quicker? Nope. To avoid 100 damage you'll have to get a lucky HS, or body shot and finish them off with splash damage. There might not even be time enough for 2 shells...my money will be on lithius.

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