
Subject: Re: So...Advantages, disadvantages..?
Posted by [Starbuzz](#) on Sun, 06 Jan 2008 03:53:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

MWright967 wrote on Fri, 04 January 2008 16:21 Well actually I meant...Are the damages actually DIFFERINT? As in, like...Is one longer, but one more damaging?

Yes, Chemsprayers cause more damage when compared to Flamethrowers.

The Chemsprayer's "poison" burns right through light vehicles. Also, it can penetrate through infantry (like sniper rifle) making them deadly in tunnels.

They are great on buildings even if attacking from outside.

Just aim for the head of your enemy. And yes, they cause damage even after you stopped spraying.

Other Tiberium weapons like the TAR and TFG cause incredible amounts of damage to infantry even after you stop firing since the Tiberium is physically lodged in their bodies for a while. Aim for their head for really quick kills.
