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Subject: Mining the Barracks

Posted by [flyingfox](#) on Mon, 28 Mar 2005 00:41:56 GMT

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chemthrower is the most useless? He takes out buildings in the same time as a tech, and can bypass loads of mines making him very useful indeed. I think he can take 6 mines and be left with around 50 health, whereas a tech will be very lucky to survive that many. If you go with people you are also very good at sacrifice-mine-clearing, for example the tunnel on canyon, to let your teammates through (and you'll probably survive yourself)

also he and the flamethrower have a unique armor shield type making them more shell and explosive sustainable than any other character in the game. Try a chem rush sometime, you'll see

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