
Subject: Re: Vehicles vs Infantry

Posted by [Renegade](#) on Thu, 16 Feb 2006 16:32:40 GMT

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Dr. Lithius wrote on Thu, 16 February 2006 07:21: Well, if you wanna get downright technical, all Infantry Units should have infinite ammo. That's how it worked in Tiberian Dawn, after all. I guess there was a shortage of ammo between Tiberian Dawn and Tiberian Sun or something.

And I still stand by what I said. I find the Chem Sprayer more useful than the Laser Chaingun unless I'm dealing with Orcas or vehicles some good distance away. I also find Sydney to be useful in a lot of situations, thanks to her decent range and splash damage. (Except against, of course, Tiberium Mutants and Chem Sprayers. But thanks to Clan Fanatics like you, I generally don't have to worry about such things! ^_^) Don't call me a "n00b" just because of my preferences. What works for some people may not work for all people, after all. I'm just telling you that despite what you might say, these Infantry units work for me.

That aside, I never said I don't roll out on to the field with a Mobile Artillery/MRLS Truck or Light Tank/Medium Tank from time to time. Hell, I always cruise around in Humm-Vees/Buggies on n00bstories, since it can't be demolished in two seconds by three Soldiers and a Shotgunner anymore. (Nine times out of ten, I'm usually the first person out there with an off-road vehicle, opening fire on infantry, bothering the Harvester (mostly just to freak the other team out), etc.) We were just talking about Infantry more than anything, is all.

Well said. I agree with you 100%
