
Subject: Re: Vehicles vs Infantry

Posted by [Dr. Lithius](#) on Thu, 16 Feb 2006 17:38:24 GMT

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edits out his stupidity, seeing as this post turned into a serious discussion again

MrWiggles wrote on Thu, 16 February 2006 10:37Lithius, if you could get 100 armour off pirates med without him shooting you in your face, I would also pay you \$100. In fact, if you could take off 100 armour on mine, spoonys, or de_7's med with your chem warrior I'd pay you \$100.

Could I get that in writing? 'cause firing for three seconds straight while avoiding being run over or shot at really isn't that big of an issue for me. You did say "Armour," did you not? Don't write a check your ass can't cash, mate. :3

Now, if you meant to say "Health Points" instead, that would prove an admirable challenge. I'd have to last through 18 seconds of darting and dodging shell splash, gunfire, and being run over, and go through one reload before I wittled down the 500 total health.(Do the math yourself! Chem Spray does about 334 damage per tank of Chemical mix.) So if you meant "Health Points," I'm pretty sure you'd win that bet. "Armour Points"? Not even a challenge.

Edit: And for the record, it takes about 29 seconds(and two reloads) for a lone Chem Sprayer to take down a Medium Tank. It takes about 44.5 seconds(and three reloads) for a lone Chem Sprayer to take down a Mammoth Tank. Also, as mentioned before, one tank of Chem Spray does 334 damage to a Heavy Armor vehicle while one Laser Chaingun..."clip"? While one Laser Chaingun "clip" does 320. Just thought I'd throw those stats out there.

Second Edit: Keep in mind, as a Chem Warrior, I am right on top of the tank. Rather, right next to it. Close as I can get without being street pizza. Chem Spray has a dispursal to it as it's a spray, not a solid. Thanks to mrrpirate for bringing this to my attention.
