
Subject: Re: Vehicles vs Infantry

Posted by [Dover](#) on Sun, 26 Mar 2006 02:53:09 GMT

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To settle this once and for all:

- The chem Trooper, with his big, crimson head, is NOT the greatest asset to play with. The advantages of tiberium shielding are meaningless when everything that has a tiberium weapon also has a pistol to hit that nice, big head of his.
- The chem Sprayer is a great weapon, dealing massive damage up close.

If the tank is preoccupied with something else (And tanks almost always are), a chem trooper (Or better yet, another soldier using a chem sprayer) should have NO TROUBLE taking a medium tank down to about half it's life. By Dr. Lithius's calculation, that's a little over a chem tank's worth of damage. That's easily attainable for anybody with a reasonable amount of experience with Renegade and the chem sprayer.

Destroying the tank is another matter. It's pathetically easy to kill infantry at short ranges using a tank.

It's exponentially harder if the tank driver knows the chem trooper is coming (I'm sure this is what MrPirate was thinking). For example, if MrPirate positions himself in the middle of C&C_Field and waits for Dr. Lithus to come around, he can just use the tank's vastly superior range to take down Lithus before he gets anywhere near the tank. Even if Lithus does manage to somehow approach the med, tanks are faster (Except the mammy), and he can easily back away while taking potshots are poor Lithus.

My point being that the chem sprayer is a fantastic weapon, assuming you can get close enough to use it. If you can't, you're better off with a laser chain gun and a good rock to hide behind.
