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Subject: chem warriors

Posted by [Veyrdite](#) on Fri, 29 Sep 2006 08:17:34 GMT

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does anyone (but me) use chems? they are great for when the other team has stealth crates but are they any use?

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Subject: Re: chem warriors

Posted by [Spoony](#) on Fri, 29 Sep 2006 08:32:14 GMT

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They're OK for killing harvesters on certain maps... eg, one chem trooper on Volcano is useful to keep killing the GDI harv every time it comes out (only in big games though)

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Subject: Re: chem warriors

Posted by [Tzar469](#) on Sun, 01 Oct 2006 00:52:15 GMT

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Well, chem warroirs are extreemly usefull if you know when and how to use them. Like on Hourglass: Using a chemwarrior is the onlt way to harvy walk, and it works! They're also good for taking out structures on maps without base defences... eg, Complex when you can just run out the tunnel, get to wf, plant your c4 and blast away with your gun.

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Subject: Re: chem warriors

Posted by [Deathgod](#) on Sat, 07 Oct 2006 11:46:28 GMT

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Chemwarriors are excellent at melting light armor or camping harvesters or killing buildings. They absolutely pwn if you get them indoors. They also take less damage from C4 than everyone else does so they can jump on more mines before they die.

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Subject: Re: chem warriors

Posted by [Goztow](#) on Sat, 07 Oct 2006 14:23:07 GMT

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Chem warriors = big head. That's a pity . Otherwise they can be pretty useful as they're so cheap.

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Subject: Re: chem warriors

Posted by [Deathgod](#) on Sat, 07 Oct 2006 18:46:23 GMT

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They had to nerf them somehow, otherwise the chemwarriors would take over the world.

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Subject: Re: chem warriors

Posted by [Veyrdite](#) on Sat, 07 Oct 2006 22:26:47 GMT

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i know that they shred through a mct in a building, but are they the best (non modded) handheld weapon to take out mcts apart from c4?

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Subject: Re: chem warriors

Posted by [Deathgod](#) on Sat, 07 Oct 2006 23:05:38 GMT

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They do 22% per clip at the MCT, Mobius/Mendoza only do 20%. They would be the only ones who come close, besides Hotties or Techs of course.

For more info on why they rule:

<http://www.fudonline.com/chemwarrior.asp>

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Subject: Re: chem warriors

Posted by [thrash300](#) on Sun, 08 Oct 2006 01:55:37 GMT

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Deathgod wrote on Sat, 07 October 2006 06:46Chemwarriors are excellent at melting light armor or camping harvesters or killing buildings. They absolutely pwn if you get them indoors. They also take less damage from C4 than everyone else does so they can jump on more mines before they die.

REALLY?

EDIT:

Deathgod wrote on Sat, 07 October 2006 19:05They do 22% per clip at the MCT, Mobius/Mendoza only do 20%. They would be the only ones who come close, besides Hotties or Techs of course.

For more info on why they rule:

<http://www.fudonline.com/chemwarrior.asp>

GREAT WEBSITE, THANKS!

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Subject: Re: chem warriors  
Posted by [Quackpunk](#) on Mon, 09 Oct 2006 02:37:15 GMT  
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Chem warriors = good headshot targets

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Subject: Re: chem warriors  
Posted by [Veyrdite](#) on Mon, 09 Oct 2006 08:40:59 GMT  
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that was pretty useless as we have already said that

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Subject: Re: chem warriors  
Posted by [puddle\\_splasher](#) on Mon, 23 Oct 2006 10:00:27 GMT  
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Deathgod wrote on Sat, 07 October 2006 18:05

For more info on why they rule:

<http://www.fudonline.com/chemwarrior.asp>

Nice site

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