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Subject: how are patch chaingunlaser better then officer and stealth

Posted by [Anonymous](#) on Wed, 06 Mar 2002 21:57:00 GMT

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Stupid fn forum crap telling me one of my topic words are 30 char. long when THEY ARE NOT, STUPID ASS FORUMOk,Ive shot vehicles so many times with patch and the black hand.Oddly, the black hand seems to do a little more damage to tanks, but it still sucks.Patch, I have found is just crap against heavily armored vehicles, and is no better then officers at shooting light armored vehicles. Pretty much the same for the respective nod 450 character.Whats the point?Why pick patch over the awesome cheaper gunner, who can chew through tanks and infantry alike of all types?Why pick the chainlaser blackhand when you can be the cheaper stealth black hand who does more damage per shot against tanks so your wasting less ammo and running back to base less? Where you can take out snipers by sneaking up on them, or be able to walk across an area and fire at a tank and then leave without getting sniped either; before, during, or after your trip there?I just see no point in those characters and heres the basic points:1. 175 Officers are almost the same thing except with -50 health2. The 400 classes are better as a whole against both tanks and infantry in their own ways (gunners pure fast fireing firepower, blackhands stealth so less problems with snipers and sneak tactics)I have taken out one of the regular classes as gunner with 1 direct hit, and its easy to aim at where they are going or aim towards the ground and jump for a better angle for the rocket to travel.Really, whats the point of patch/chain-blackhand?Please explain IN DETAIL if there really is a suitable reason, because im stumped.

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