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Subject: Re: Patch, Underrated?

Posted by [Sniper\\_De7](#) on Mon, 12 Dec 2005 15:26:54 GMT

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Lijitsu wrote on Mon, 12 December 2005 01:43Y'know I didn't say I killed it. It flipped over a hill by accident when I threw my C4 on it and started shooting it. I killed the driver by myself, though. So technically, I did manage to take it out by making the driver lose concentration on where he was going and flip over a hill.

It could be that it just has less health, I don't really know offhand. I'll have to test my theory, I guess.

The real scare factor from the Gunner soldier comes from if you're close to the sniper. Otherwise they can just stand still and snipe you off, only dodging when you shoot. And yeah, they do a good deal of damage to vehicles, but the Patch soldier also has a tiberium weapon, which will make more damaged players leery of leaving their APCs. And don't think that Patch does bad damage to vehicles, he does a semi-decent amount, which is great if you only intending to use him as an anti-infantry soldier and got caught up defending a rush.

Yeah, but any character can put c4 on it and make the driver "lose concentration". So i don't see why this ties in any advantage for when you're a shotgunner. Not to mention every level doesn't have something it could flip off a ledge, either.. and also the fact that the c4 can do it by itself.

I did mention the fact that the gunner is mainly a threat for "in the tunnel" situation (up closer) Just that it's the same for the patch because any good sniper would be able to kill him before he got close to you.

As for the patch against vehicles - I measure how good a unit is by the ability to kill it when it's being repaired. So if, say, you were a patch shooting an artillery and he had an engee inside. He can get outside of his artillery and repair it enough for the patch to not do enough damage... meaning he'd have to come close... meaning he'd be torn apart if it was a decent person in the arty. On the other hand.. At least the gunner can kill it even if it's being repaired by an engee. Like I said though; I wouldn't rely on using a gunner all the time; just when you don't have enough for a tank and you need to stop them

By the way, what does this part mean? "...but the Patch soldier also has a tiberium weapon, which will make more damaged players leery of leaving their APCs."

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