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Subject: Re: Does anyone actually use Patch?

Posted by [Deathgod](#) on Sat, 07 Oct 2006 19:03:25 GMT

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Patch's shots only travel about 30% slower than regular infantry, and they do a lot more damage. This is a good tradeoff. He does not have any better sight range than anyone else, all characters can see stealth infantry from 15 feet and stealth tanks from 50. It's coded on the tank's or the SBH's side, not each unit's side.

He's an excellent anti-infantry character, but the problem is that that is all he does well. He can't kill a building by himself, he can't kill vehicles fast enough to make a difference on defense, and he can't hurt Chemwarriors without using his pistol. All in all, at the same price range Gunner is better in every respect, or if you want a better all around character save up for a Mobius. Even the regular GDI Chaingun Officer is better at killing infantry than Patch is and he only costs 175, so if all you want to do is slaughter infantry just save yourself the trouble and get one of those. Or stick with your regular soldier, he does 35 per headshot to the officer's 50 and Patch's 50 plus burn and the rifle soldier is free.

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