
Subject: Patch, Underrated?

Posted by [Renegade](#) on Thu, 23 Jun 2005 15:54:06 GMT

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Patch...probably the most forgotton GDI character, one of my favourites. In your eyes, whuts his best function to the team?

Subject: Re: Patch, Underrated?

Posted by [bandie63](#) on Fri, 24 Jun 2005 10:26:04 GMT

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Patch pwns if you know what you're doing. Especially in tunnels like on field. All it talkes is 3 bullets to the head of pretty much any character, and bye bye...

Subject: Re: Patch, Underrated?

Posted by [BumishBk](#) on Sat, 25 Jun 2005 03:33:33 GMT

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he is a great character, in my opinion, to kill other characters especially in tunnels, but in AOW patch is usually worthless to the team, which is why he is so rarely used, and so often forgotten.

Subject: Re: Patch, Underrated?

Posted by [YSLMuffins](#) on Wed, 13 Jul 2005 16:30:44 GMT

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They do surprising damage against buildings, but nothing compared to Gunner.

Subject: Re: Patch, Underrated?

Posted by [=HT=T-Bird](#) on Wed, 13 Jul 2005 18:01:57 GMT

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Patch, however, is good for beacon rushes...

Subject: Re: Patch, Underrated?

Posted by [zgunner12](#) on Thu, 14 Jul 2005 02:41:26 GMT

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YSLMuffins wrote on Wed, 13 July 2005 11:30They do surprising damage against buildings, but nothing compared to Gunner.

Amen

Subject: Re: Patch, Underrated?

Posted by [Dr. Lithius](#) on Thu, 14 Jul 2005 03:43:14 GMT

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"Underrated" my ass.

I thought I was being creative when I started using Patch in online games. Of course, I was wrong. I noticed that a lot of other players were using Patch, Gunner, and Sydney to their leisure as well. Going on the other side, however, I see a lot of Laser Black Hands on that side. The closest thing to a Sydney they have is actually a Stealth Black Hand in terms of firing rate and damage, but the Rocket Officer can't even compare to Gunner. (Which is odd, considering Rocket Officers in Single Player mode had the same firing rate and damage as Gunner, but Rocket Soliders were the same as GDI Rocket Soldiers. Where did the Rocket Soldiers go?)

Subject: Re: Patch, Underrated?

Posted by [Deathgod](#) on Sat, 23 Jul 2005 18:15:24 GMT

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bandie63 wrote on Fri, 24 June 2005 06:26 Patch pwns if you know what you're doing. Especially in tunnels like on field. All it takes is 3 bullets to the head of pretty much any character, and bye...

<http://fudonline.brinkster.net/patch.asp>
Takes at least 4 even for basic infantry.

Subject: Re: Patch, Underrated?

Posted by [flyingfox](#) on Sat, 23 Jul 2005 22:28:19 GMT

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The rocket soldiers carry shotguns in multiplayer so it calls them shotgun troops. They carry shotguns because they're only base level soldiers. Higher levels are armed with a rocket launcher and that head equipment you see on some.

Subject: Re: Patch, Underrated?

Posted by [Dr. Lithius](#) on Sun, 24 Jul 2005 05:26:07 GMT

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flyingfox wrote on Sat, 23 July 2005 15:28 The rocket soldiers carry shotguns in multiplayer so it calls them shotgun troops. They carry shotguns because they're only base level soldiers. Higher

levels are armed with a rocket launcher and that head equipment you see on some.
What the Hell are you talking about?

Subject: Re: Patch, Underrated?

Posted by [Sniper_De7](#) on Thu, 28 Jul 2005 17:35:48 GMT

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Well Patch's are pretty good for their money against infantry but i'd rather get an officer to do the job just as well. I think the difference between the two is the firing rate and the tiberium poisoning. Any unit is good if you're able to use it however. I don't think it's much underrated. I use it when/if I get bored of using an officer and decide to be a little different. I use a tib sydney too just because i find it funny when i get kills with it against, say, a sakura

Subject: Re: Patch, Underrated?

Posted by [Renerage](#) on Mon, 01 Aug 2005 22:21:24 GMT

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I dont like them any more lmao they only work for me when they arent alot of people on teh server.

Subject: Re: Patch, Underrated?

Posted by [Deathgod](#) on Sat, 13 Aug 2005 07:31:06 GMT

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The only difference between Patch and a chaingun officer is the tiberium burn, and the fact that Patch gets more health/armor. They do the same damage otherwise and have the same rate of fire.

Subject: Re: Patch, Underrated?

Posted by [terminator 101](#) on Thu, 08 Dec 2005 17:15:39 GMT

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You forgot to add that Pach costs twice as much as chaingun officer.

I think that Sydney does more damage to vehicles than Patch.

Overall, think patch is pretty useless. If the tiberum poisoning caused by his weapon lasted a bit longer, he would be much better;)

When you Compare Patch to Chem soldier, the only thing better about patch is that he has longer range.

I think that patch needs to be improved a bit.

Subject: Re: Patch, Underrated?
Posted by [Jecht](#) on Thu, 08 Dec 2005 17:25:21 GMT
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Patch is an anti-sniper character. I have the hardest time killing patches and laser chaingunners when I have a sniper rifle than any other infantry.

Subject: Re: Patch, Underrated?
Posted by [karmai](#) on Fri, 09 Dec 2005 14:59:45 GMT
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You're better off with a gdi solider, TBH. They do a shitload of damage against infantry if you know how to use them.. and you don't waste money

Subject: Re: Patch, Underrated?
Posted by [Jecht](#) on Fri, 09 Dec 2005 15:45:32 GMT
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that's true. A series of hs's with a GDI soldier can do as much if you know what you're doing. However, most lack the skill. I just find that patch is a tough character to combat when i'm a sniper because all most people are able to do is body shots.

Subject: Re: Patch, Underrated?
Posted by [MrWiggles](#) on Fri, 09 Dec 2005 20:49:48 GMT
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gbull wrote on Thu, 08 December 2005 11:25Patch is an anti-sniper character. I have the hardest time killing patches and laser chaingunners when I have a sniper rifle than any other infantry.

thats one of the most retarded things ive ever heard.

Subject: Re: Patch, Underrated?
Posted by [Jecht](#) on Fri, 09 Dec 2005 21:10:08 GMT
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Why is that? Their fire make snipers panic. And because they do pretty good damage against infantry, it means you have less time to kill them. I speak from experience in infantry battles like in CTF servers.

Subject: Re: Patch, Underrated?

Posted by [karmai](#) on Sun, 11 Dec 2005 00:27:35 GMT

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well he didn't say "capture the flag servers", he is talking about renegade. And considering this game runs around money, wasting 450 on a patch to kill a sniper is pretty retarded. Considering you have a very good chance of just getting shot in the face as soon as you start shooting at him.. soldiers dont give the sniper any money, and soldiers dont get the other team any points.. thats why you should use a soldier against a sniper instead of a patch.

Subject: Re: Patch, Underrated?

Posted by [Lijitsu](#) on Sun, 11 Dec 2005 01:27:55 GMT

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Uh, they actually make me panic when they get in closer aswell. There's something about those two units that makes me want to back away from my sniping position.

Subject: Re: Patch, Underrated?

Posted by [Jecht](#) on Sun, 11 Dec 2005 19:54:15 GMT

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karmai wrote on Sat, 10 December 2005 18:27well he didn't say "capture the flag servers", he is talking about renegade. And considering this game runs around money, wasting 450 on a patch to kill a sniper is pretty retarded. Considering you have a very good chance of just getting shot in the face as soon as you start shooting at him.. soldiers dont give the sniper any money, and soldiers dont get the other team any points.. thats why you should use a soldier against a sniper instead of a patch.

I never said you shouldn't use a soldier against a sniper. I'm just saying it always makes a sniper panic. And considering you can have a 500 sniper and a patch in AOW as well as in a CTF server with the same stats, I think it applies.

Subject: Re: Patch, Underrated?

Posted by [karmai](#) on Mon, 12 Dec 2005 02:11:36 GMT

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yeah but you also dont have to worry about a stank raping your base..

Subject: Re: Patch, Underrated?

Posted by [Lijitsu](#) on Mon, 12 Dec 2005 02:16:56 GMT

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What's your point? A Shotgunner does more damage to a Stealth Tank than a normal soldier

does.

Subject: Re: Patch, Underrated?

Posted by [Sniper_De7](#) on Mon, 12 Dec 2005 03:09:05 GMT

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point being: that instead of using 450 dollars to kill a sniper; only to now have a completely useless unit for shooting a tank. Use a soldier and that way you won't lose any money and you can only gain money - then use the money to buy a tank. However I don't know why you're talking about a shotgunner and i wouldn't rely on them going against stanks. I would rather just shoot him for over a hundred points/credits with a soldier.

Subject: Re: Patch, Underrated?

Posted by [Lijitsu](#) on Mon, 12 Dec 2005 04:10:53 GMT

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I've taken out a Stealth Tank with a Shotgunner by myself before. I got killed as I went back to my base, but still. The shotgun does decent damage to light and light-medium armored vehicles, and the Stealth Tank is a light-medium armored vehicle. Medium armor is like the Light Tank and APC. I see what you're saying about the wasting of 450 Creds, but he didn't mention anything about snipers, just that in CTF servers you don't have to worry about a Stealth Tank attacking your base.

Besides, a Shotgunner is a good soldier to eliminate snipers with. There's almost always a back way into the sniper's point.

Subject: Re: Patch, Underrated?

Posted by [Sniper_De7](#) on Mon, 12 Dec 2005 06:09:29 GMT

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your definition of "by myself" must differ from mine, because you do about a fourth of a stanks health with all of a shotguns ammo. So unless you're talking about c4 (Which, granted, every character has...) You really didn't take him out by yourself.

So as far as saying it's good against light-medium armour (by the way i think it's the same armour as any other tank, but just with lower hp. I don't really know); i really don't think so. Not to mention it would take about 130 shotgun shots to kill one stealth tank. So i shudder to think how many it would take against a light tank.

By the way from what i believe he was just saying that in a real aow game of renegade the patch wouldn't apply because of said reason of "stank rushing your base" and not being able to get enough money to stop it. Aside from that, the most common (i believe) "scare factor" for killing a sniper without one yourself is the gunner. For good reason, as well, since you only need a single headshot or the fact that you need only some few good placed shot at their feet. (which is only relevant in tunnels, but is going to be the case with fighting snipers without being one yourself

since the fact they can shoot at the other end of the map where you can't do anything.) not only that but at least the gunner can do some well good damage to a vehicle if you couldn't buy a tank.

Subject: Re: Patch, Underrated?

Posted by [Lijitsu](#) on Mon, 12 Dec 2005 06:43:50 GMT

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Y'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.

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.

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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 engine 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 army. On the other hand.. At least the gunner can kill it even if it's being repaired by an engine. 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."

Subject: Re: Patch, Underrated?
Posted by [MrWiggles](#) on Mon, 12 Dec 2005 18:41:55 GMT
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gbull wrote on Fri, 09 December 2005 15:10 Why is that? Their fire make snipers panic. And because they do pretty good damage against infantry, it means you have less time to kill them. I speak from experience in infantry battles like in CTF servers.

instead of panicking, id shoot you in your face.

Subject: Re: Patch, Underrated?
Posted by [Jecht](#) on Mon, 12 Dec 2005 21:40:40 GMT
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sure you would.

Subject: Re: Patch, Underrated?
Posted by [karmai](#) on Tue, 13 Dec 2005 02:11:04 GMT
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BETCHA WOULDNT

Subject: Re: Patch, Underrated?
Posted by [Lijitsu](#) on Tue, 13 Dec 2005 05:31:25 GMT
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Sniper_De7 wrote on Mon, 12 December 2005 10:26By 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."

Well, sometimes on the way to a rush you get damaged and don't think to get repaired. Some of the people who use technicians or other high-priced units will be a little more frightened of leaving the APC if they see a Patch headed their way. It doesn't stop them, just make them a little more jumpy, which can still be good.

Subject: Re: Patch, Underrated?
Posted by [karmai](#) on Wed, 14 Dec 2005 17:51:11 GMT
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or buy a humvee for less money and you can dominate all infantry and make an apc think twice before rushing you. (if you have engi's near you that is)

Subject: Re: Patch, Underrated?
Posted by [MrWiggles](#) on Wed, 14 Dec 2005 20:34:37 GMT
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karmai, could you use a buggy as well? or only humvee?

Subject: Re: Patch, Underrated?
Posted by [karmai](#) on Thu, 15 Dec 2005 03:43:14 GMT
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We're talking about why NOT to waste your money on a patch..
patch is a gdi character.

But hey l0ne, if you find a way to buy a gdi buggy.. then yes it will work

Subject: Re: Patch, Underrated?
Posted by [MrWiggles](#) on Fri, 16 Dec 2005 20:44:45 GMT
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ok i will try your tactic in a clan war. thank you karmai.

Subject: Re: Patch, Underrated?
Posted by [Jecht](#) on Fri, 16 Dec 2005 21:22:45 GMT
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tactic? More like common knowledge.

Subject: Re: Patch, Underrated?

Posted by [SCOTT9](#) on Sun, 18 Dec 2005 16:43:15 GMT

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do not speak evil of the great patch i pwned a sakura with a hs with patch long live the patch
