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.

Subject: how are patch chaingunlaser better then officer and stealth
Posted by Anonymous on Wed, 06 Mar 2002 22:00:00 GMT
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You know, I feel the same way. The lower classes in my opinion are much more effective against vehicles and infantry, and I will purchase them if I cannot purchase rave/psyd or mend/mob. The middle classes just aren't worth playing/paying when I can buy cheaper chars that do just as well or better.

Subject: how are patch chaingunlaser better then officer and stealth
Posted by Anonymous on Wed, 06 Mar 2002 22:01:00 GMT
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I just cant see it, I started a game just a while ago, fired up some gunners, and just kept decking tanks and making them retreat or killing them.Infantry would run towards me and if they were regular assault class I would just blast them. The officers were a bit harder to deal with but I could usually win 3/4 of the time.How can people possibly, POSSIBLY not be utterly DISGUSTED by patch? He isn't special in ANY WAY.Heck, sydney (regular) is better, that tiberium autorifle chews through tanks for its cheap 150 price.Nothing freaks out snipers better then shooting them with autorifle sydney (lol they run like turkeys)

Subject: how are patch chaingunlaser better then officer and stealth
Posted by Anonymous on Wed, 06 Mar 2002 22:07:00 GMT
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Yeah, I very much enjoy the 175 officers, they just kill infantry so \%$#&* fast.And the rocket soldiers at 225 are VERY cheap anti tank. Its not like being a 450 patch, doing no damage to the tank, and then getting sniper pegged and losing 450 bucks when you could have done more and lost less with officer/rocket.Raveshaw/sydney(suit) really rule, some $@#&! peeps are so good with them they run around and kill infantry, *!!!*, infantry left and right. And then they blast through those poor tanks.Mobius/Mendoza are cool and good, yes, but $@&!# is it hard not to get pegged when there are good snipers all around, its like you have a big blinking light above your head that says "HEY ITS ME, WORTH A LOTTA POINTS, SHOOT ME, AIM FOR MY HEAD!!".I find myself lurking the tunnels like an outcast creature of the abyss when I choose those characters.

Subject: how are patch chaingunlaser better then officer and stealth
Posted by Anonymous on Wed, 06 Mar 2002 23:02:00 GMT
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quote:Originally posted by Every Silent Victim:...its like you have a big blinking light above your head that says "HEY ITS ME, WORTH A LOTTA POINTS, SHOOT ME, AIM FOR MY HEAD!!".I find myself lurking the tunnels like an outcast creature of the abyss when I choose those characters.ROFLYeah 1000 Cr are great to snipe. I wish I could see their faces when they have to respawn after taking 3 steps outta their base and get their heads blown off.

Subject: how are patch chaingunlaser better then officer and stealth
Posted by Anonymous on Wed, 06 Mar 2002 23:07:00 GMT
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Gunner would probably be my only exception to the one hit missile kill, and Stealth black hand for just beacon planting/camping.I'd still do about the same with a normal rocket soldier though, and in the beta I would constantly play whole hours just as a machine gunner as Nod or GDI and get like 20+ kills in tunnels and maps alone. I don't gatling machine gun anymore unless I'm low on cash and I'm going on a beacon run with somone else. The gatling is far too precise where as I thought it should have a more wider cone of fire. It's basically the auto rifle but with more powerful/precise sniping capability.

Subject: how are patch chaingunlaser better then officer and stealth
Posted by Anonymous on Wed, 06 Mar 2002 23:15:00 GMT
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I've been thinking the same thing all along.There really is no point in buying Patch or chaingun Blackhand unless you want a bigger bag of hitpoints for making a nuke/ion run.Then again, even $150 Sydney is more useful than Patch for that. Her splash damage kills infantry AND tanks quickly.Nothing really makes Patch or C.Blackhand worth spending the $450. Their

burning/tiberium damage is minimal..so little that it doesn't even make a difference in a firefight. If I wanted to take out infantry, I could just buy a regular Sydney or chaingun officer. If I wanted to take out armor, I'd just get a rocket soldier.How could this be balanced?Recalculate how much tiberium or burning damage does.Burning damage would accu.mulate PER shot, instead of having someone burn for a number of hit points after the last shot.[March 06, 2002: Message edited by: Hado]

Subject: how are patch chaingunlaser better then officer and stealth
Posted by Anonymous on Wed, 06 Mar 2002 23:54:00 GMT
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Patch and Sydney can see stealths better than the other units (from what I notice).Also it seems Patch has more range than Sydney, but less splash damage?Hard for me to test any of this on my own though.

Subject: how are patch chaingunlaser better then officer and stealth
Posted by Anonymous on Thu, 07 Mar 2002 01:39:00 GMT
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The difference is that Patch has more health and can take out stuff faster. Try shooting at the head with patch and you'll know what I mean, ppl can drop really fast to that. Not to mention the shots from the 150 Sydney are easy to dodge and splash damage wont do it. Patch is only usefull against infantry and light tanks, other then that it takes a full clip to do like one square of damage. I dont agree the machinegun guy is better then the patch, first off he has less health, second his range is shorter. IMO patch is worth the money.

Subject: how are patch chaingunlaser better then officer and stealth
Posted by Anonymous on Thu, 07 Mar 2002 05:09:00 GMT
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Sydney's shots are impossible to dodge if the other player know's what he's doing. Try using it like the BFG or Rocket launcher in Q3 and you'll know what I mean.Patch's shots aren't hitscan, unlike the chaingun officer's. Therefore he's not really useful unless you're up at close range.Patch and C.Blackhand's clip sizes are puny for the rate they fire at, while the damage per shot is relatively weak against vehicles. A rocket soldier will do more damage to vehicles at a cheaper price.Patch/C.Blackhand really don't have anything special going for them to justify the $450 cost.

Subject: how are patch chaingunlaser better then officer and stealth
Posted by Anonymous on Thu, 07 Mar 2002 05:54:00 GMT
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the patch is realy good ... in the hands of a skilled player u can take out every infantery ... even the 1000 classes ... just aim for the headi think the patch is de best close/medium range infantery killer

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Subject: how are patch chaingunlaser better then officer and stealth
Posted by Anonymous on Thu, 07 Mar 2002 08:04:00 GMT
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Patch ownz, as dude said... I have iced many peeps.. get tunnel defense against high $$ rushes.. rate of fire.. aim for head.. quickly dispatches anything coming down..on under he is brutal, on other maps he tends to be a little less effective, but I think what you are all missing is that EVERY class has good strats, sometimes the Chain Blackhand is exactly what you need in a squad for example, not for effect, but for fear, 2 or 3 backing up a vehicle assualt scares the crap out of GDI, good for mowing down engies 2.

Subject: how are patch chaingunlaser better then officer and stealth
Posted by Anonymous on Thu, 07 Mar 2002 11:22:00 GMT
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Patch owns j00! Today i took out 4 $1000 peeps with one Patch, and a dozen other infantry. Dont use him on heavy armor, and light armor only takes little damage. Only use him on armor when its a buggy or artillery in the red health.

Subject: how are patch chaingunlaser better then officer and stealth
Posted by Anonymous on Thu, 07 Mar 2002 13:47:00 GMT
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Uhm, if as patch your killing medozas left and right then those mendozas are crap.the 1000 characters either kick the crap outta patch/blackhand (mendoza/mobius), or are a lot better against vehicles (raveshaw/syndey).Ive had rifle soldiers kill me in 3 seconds by aiming at my head, how is patch anyway significantly better?And when its an officer that does more damage?He costs too much for a measly 50 strength more over the officer.I would buy patch/chainlaser if the price was 300-350Otherwise you aren't playing against good enough people because officers have an easy chance to kill you, and a mendoza will burn you every time.

Subject: how are patch chaingunlaser better then officer and stealth
Posted by Anonymous on Thu, 07 Mar 2002 17:43:00 GMT
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Every character as it Pro's and Con's just find out what they are.

Subject: how are patch chaingunlaser better then officer and stealth
Posted by Anonymous on Thu, 07 Mar 2002 18:48:00 GMT
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All it takes is a good PIC or Rave to give the lesser class a body/headshot and your dead. If you can't learn to snipe with them your not a good player at all and if your killing tons of them with a asspants character your in a noob game and are probably a noob yourself. Go find a better server or join a real mans game and clan battle.

Subject: how are patch chaingunlaser better then officer and stealth
Posted by Anonymous on Thu, 07 Mar 2002 18:59:00 GMT
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quote:Originally posted by Leadmecca:All it takes is a good PIC or Rave to give the lesser class a body/headshot and your dead. If you can't learn to snipe with them your not a good player at all and if your killing tons of them with a asspants character your in a noob game and are probably a noob yourself. Go find a better server or join a real mans game and clan battle.So according to you, if we get kills, we're newbies?Did I mention that only llamas say "n00b"?

Subject: how are patch chaingunlaser better then officer and stealth
Posted by Anonymous on Thu, 07 Mar 2002 19:21:00 GMT
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IMO, if Patch had another function (plant mines etc) he might be useful. Then maybe I would be using him other than Deadeye or the humvee (just love fast cars).The chain-laser guy, I don't really use him. Officer would be slightly better. If I really do use, it would be I'm really bored and there would be lots of humvees around.And it doesnt' matter how powerful the class is if you are playing against players vastly superior though (useless you have tons of luck & bloody good team-mates. quote:Originally posted by PyroTeknik:Did I mention that only llamas say "n00b"?Only juveniles use leet. Thinking that they are so "privileged". Come on, they played too much cs.

Subject: how are patch chaingunlaser better then officer and stealth
Posted by Anonymous on Thu, 07 Mar 2002 20:56:00 GMT
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"So according to you, if we get kills, we're newbies?"I read what leadmecca wrote, and its not that hard to understand.So Ill try and dumb it down for you since your reply was just really stupid:IF YOU KILL GOOD CHARACTER(mendoza) WITH BAD CHARACTER(patch)MANY TIME THEN YOU NOT PLAYING GOOD SERVER. FIND DIFFERENT SERVER, IT HELP YOU SEE THE LIGHT.Patch/chainlaser are PANTS characters, they are good, but not nearly good enough for their cost.Your other choices are: 2 officers with 100 left over, Gunner/Stealth with 50 left over, buggy with 150 leftover, humvee with 50 leftover.

Subject: how are patch chaingunlaser better then officer and stealth
Posted by Anonymous on Thu, 07 Mar 2002 21:14:00 GMT
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If your playing a team that sucks or playing against a team that sucks...1. You are a good player on one big noob serveror2. You are a noob playing with noobs on one big noob serverIn which pub servers in my opinion are mainly gigantic noob serversAnd officer owns vehicles, pants chars suck. Go get Gunner if you have cash, or Stealth if you can make nuke run. One missile to head = death!Anyways...   Many players thought Patch ought to have a secondary fire, and use dual Tiberium guns, and use his ammo twice as fast when using both guns and conserve ammo on regular fire. But...   it seems the overwelming world is against such cool things.

Subject: how are patch chaingunlaser better then officer and stealth
Posted by Anonymous on Thu, 07 Mar 2002 21:52:00 GMT
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quote:Originally posted by Every Silent Victim:I just cant see it, I started a game just a while ago, fired up some gunners, and just kept decking tanks and making them retreat or killing them.Infantry would run towards me and if they were regular assault class I would just blast them. The officers were a bit harder to deal with but I could usually win 3/4 of the time.How can people possibly, POSSIBLY not be utterly DISGUSTED by patch? He isn't special in ANY WAY.Heck, sydney (regular) is better, that tiberium autorifle chews through tanks for its cheap 150 price.Nothing freaks out snipers better then shooting them with autorifle sydney (lol they run like turkeys)course we do, we cant hit ya through all that green glop

Subject: how are patch chaingunlaser better then officer and stealth
Posted by Anonymous on Fri, 08 Mar 2002 00:20:00 GMT
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I don't think that you have noticed this but....Tiberium Flechette gun and laser chaingun do damage after you stop shooting. once yoiu get shot, you have been either "burned" or "embedded with tiberium" and it takes away from your health for a bit. The normal cheap chaingun guy doesn't do that. When ur facing a Mendoza or Mobius you'll need every advantage that you can get.