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Subject: Patch, and why he's not as bad as some may think

Posted by [Anonymous](#) on Sat, 09 Mar 2002 01:07:00 GMT

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patch can be effective vs vehicles too

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Subject: Patch, and why he's not as bad as some may think

Posted by [Anonymous](#) on Sat, 09 Mar 2002 01:44:00 GMT

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Every character is only as good as the player using them.

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Subject: Patch, and why he's not as bad as some may think

Posted by [Anonymous](#) on Sat, 09 Mar 2002 05:51:00 GMT

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I use Patch alot, once the base defense are down. If your good enough you can sneak right into the enemys base, plant a beacon and be watching from afar b4 they know it.

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Subject: Patch, and why he's not as bad as some may think

Posted by [Anonymous](#) on Sat, 09 Mar 2002 10:28:00 GMT

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Patch wastes too much ammo on vehicles to be effective, if your sitting there emptying a whole 100 clip on a tank your playing on a newbie server. Second, Try the MUCH cheaper officer and aim for the head, its the same thing. With the regular rifleman Ive seen good players down other regular classes in about 3 seconds. Now take the officer which is an upgrade of that. Patch isn't a bad charater, but for his price he is a ripoff.

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Subject: Patch, and why he's not as bad as some may think

Posted by [Anonymous](#) on Sat, 09 Mar 2002 10:54:00 GMT

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I'd agree that he is overpriced. Why would I want him when I can have a Hotwire? He's cool and all, just that other characters can kick ass like he does and are a lot cheaper, like the Officer or Hotwire.

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Subject: Patch, and why he's not as bad as some may think

Posted by [Anonymous](#) on Sat, 09 Mar 2002 12:14:00 GMT

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Two words: Headshot Machine. His tiberium flechette gun is like designed to do it. Just aim at the upper part of the body, and if you're close enough, it's a guaranteed kill, no matter what character it is. The spread on that gun makes it so that if you aim for the torso, you will hit the head (and god knows how big the NOD have their heads... Just look at those soldiers!). Be it mobius, gunner, mendoza, raveshaw, havoc, none of them can whoop your ass if you have good reflexes (by this, I mean that you start firing before, or at the same time as they do), considering of course that you are within effective range (which is quite small... a little bit further than a volt gun). It takes 3-4 seconds to kill a person with him (if you have good aim of course), even if you don't kill the target it still takes damage from tiberium, and he has enough armor to take 2 shots from the most powerful weapons. It's an anti-infantry unit though, so don't expect anything spectacular with buildings and armor. I don't see why people qualify it as a useless or newbie character. In the right hands, it can be devastating. Like a rapid-fire shotgun with longer effective range.

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Subject: Patch, and why he's not as bad as some may think

Posted by [Anonymous](#) on Sat, 09 Mar 2002 14:42:00 GMT

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Patch and Sydney are the two best defenders that GDI has against stealth soldiers. For every shot they fire, there is a chance that they tiberium gas their target. (Similar to the Chem effect from Chemwarriors, but a little shorter in duration). When a stealth soldier is 'gassed' (or on fire), they take damage continuously keeping them visible longer.

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Subject: Patch, and why he's not as bad as some may think

Posted by [Anonymous](#) on Sat, 09 Mar 2002 15:18:00 GMT

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I like mobius myself, he is great against Flame Tank attacks, and in low FPS I can hit things a lot easier with him. Patch though is my second choice for GDI.

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Subject: Patch, and why he's not as bad as some may think

Posted by [Anonymous](#) on Sat, 09 Mar 2002 21:24:00 GMT

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Patch is great against infantry, but not against tanks etc. Sydney is pritty good, considering the price, she is fair against both tanks and infantry. But my favorite is the black hand elite stealth soldier, (he kicks ass).

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Subject: Patch, and why he's not as bad as some may think

Posted by [Anonymous](#) on Sat, 09 Mar 2002 23:22:00 GMT

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i like killing peeps with my trusty pistol

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Subject: Patch, and why he's not as bad as some may think

Posted by [Anonymous](#) on Sat, 09 Mar 2002 23:33:00 GMT

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I think're getting off the subject, this is supposed to be about patch, not mobius. But while i'm messaging, patch is probably real good if you know how to use his gun. I myself can't manage with his gun.

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Subject: Patch, and why he's not as bad as some may think

Posted by [Anonymous](#) on Sun, 10 Mar 2002 01:04:00 GMT

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I think the Nod HW Black Hand is much better than Patch, he can fire so much farther. If I'm stuck as GDI, however, I prefer the officer.

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Subject: Patch, and why he's not as bad as some may think

Posted by [Anonymous](#) on Sun, 10 Mar 2002 07:41:00 GMT

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gunner can be an effective all pourpose unit too

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Subject: Patch, and why he's not as bad as some may think

Posted by [Anonymous](#) on Sun, 10 Mar 2002 11:08:00 GMT

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Gunner is better then patch, he does a lot of damage to infantry, and he scraps tanks. There's just no point in being patch when he costs MORE then gunner. 350 would make patch worth it. Otherwise you get a better deal with officers

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Subject: Patch, and why he's not as bad as some may think

Posted by [Anonymous](#) on Sun, 10 Mar 2002 12:10:00 GMT

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Not too sure exactly which map (think it was complex). Used patch like the stealth blackhand to sneak up to enemy hand of nod to place beacon. Was so easy i actually managed to run bak home and do another one. BTW, its SOOO stupid renegade doesnt count it as a win when beacon placed just SLIGHTLY off the middle of beacon pot.

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Subject: Patch, and why he's not as bad as some may think

Posted by [Anonymous](#) on Sun, 10 Mar 2002 13:37:00 GMT

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Indeed, patch is overpriced. But he is an excellent sneaking unit for GDI. You can see black hands, so you won't get surprised, and the high rof gives you the advantage in close up fights (which is what you'll be doing most if you're sneaking in). He's also great for protecting techies. As for officers, well, first, they can't see stealth soldiers, and also, it seems that the rof is a little slower than patch's. And it doesn't have the added tiberium damage.

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Subject: Patch, and why he's not as bad as some may think

Posted by [Anonymous](#) on Sun, 10 Mar 2002 15:03:00 GMT

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well after all the bad rap poor patch has been getting i didn't use him much after that. but i said what the heck and bought him in one game. it was on the city map and the nod was bringing in stealth tank after stealth tank. with patch's increased ability to see them i was wracking up tons of points. so he does have a purpose, but i'll bow to the majority opinion here and agree that maybe he's a bit overpriced.

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