
Subject: Patch sucks, and thats final
Posted by [Anonymous](#) on Thu, 14 Mar 2002 19:18:00 GMT
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He costs the same as the blackhand version, yet get this, he does about 20\% as much damage against vehicles as the 450 blackhand does. Shoot at a medium with both, after 200 rounds, patch will take 2 blocks of health off a medium tank, while a blackhand will leave it with 2 blocks LEFT.

Subject: Patch sucks, and thats final
Posted by [Anonymous](#) on Thu, 14 Mar 2002 19:23:00 GMT
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You, my friend, are a n00b. Patch isn't good for vehicles, but he will wipe the floor with infantry. I've taken out 3 black hands with 1 patch in a single firefight, granted I survived on 001 health, but Patch will massacre infantry.

Subject: Patch sucks, and thats final
Posted by [Anonymous](#) on Thu, 14 Mar 2002 19:34:00 GMT
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I wonder why people always try to use Patch to take on tanks.

Subject: Patch sucks, and thats final
Posted by [Anonymous](#) on Thu, 14 Mar 2002 20:05:00 GMT
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i agree. patch is not bad at all. and he will help in killing the light vehicles, which include the buggy, mobile arty and stealth tank. remember, nod's vehicles aren't as strong as gdi's so patch doesn't need the same effect as the nod's more powerful counterpart. plus he can see the stealth stuff better than most gdi inf so he can be a valuable scout too...

Subject: Patch sucks, and thats final
Posted by [Anonymous](#) on Thu, 14 Mar 2002 20:30:00 GMT
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Patch is the only character I trust in tunnels. I know that w/ him, I will kill at least 3 of Nodies. Quit whining, and learn how to use the characters correctly.

Subject: Patch sucks, and thats final
Posted by [Anonymous](#) on Thu, 14 Mar 2002 20:56:00 GMT

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The only thing against patch might actually be the price. 450 is a bit too high... I mean, you can have gunner for 50 less, and he's an all around guy capable of dishing out some serious damage...

Subject: Patch sucks, and thats final
Posted by [Anonymous](#) on Thu, 14 Mar 2002 21:15:00 GMT
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Dude, patch ROX! I take on all those Noddie infantry with him! It's one of my favorite GDI characters, other than Sydney, Havoc, and Dr. Mobius. Oh, and Hotwire, and the Officer...

Subject: Patch sucks, and thats final
Posted by [Anonymous](#) on Thu, 14 Mar 2002 22:10:00 GMT
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Ok you people are idiots, GDSLAV, ill forgive you for now.... I will try and explain this best I can since im amazed your not smart enough to have realised this. Whatever patch does against infantry, the blackhand does THE EXACT SAME, they are the same cost, same characters with different skins. They both fire fast, and if you hit headshots they both kill infantry EXTREMELY fast. In fact there is no difference in how both are effective vs infantry. NONE. In fact there is little difference between the damage an officer does compared to patch/blackhand, ive downed people in 3 seconds with an officer many times, its easy. BUT patch does 20\% as much damage against vehicles then the blackhand. Its an ERROR, you shoot tanks with the officer and its the same effect you get shooting them with patch. NOW take a blackhand, and you will be pleasantly surprised (if your a nod fan) at how much faster that tanks health goes down, THAT is what patch is supposed to be like, otherwise right now he is NO BETTER THAN A REGULAR OFFICER FOR SUCH A HIGHER PRICE. And you guys call ME a noob? I know games INSIDE AND OUT, I don't just play them, I test them, I compare things, I don't run along and gun someone in the head and then say, well that means this character is great. Patch is INFERIOR to blackhand AND the mighty gunner. As a matter of fact, I can down people 2x faster with gunner in the open then with patch, and in tunnels, 10x. Factor in gunners awesomeness against vehicles. Patch sucks, and thats @#*!\$ FINAL YOU NOOBS!!

Subject: Patch sucks, and thats final
Posted by [Anonymous](#) on Thu, 14 Mar 2002 22:12:00 GMT
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"which include the buggy, mobile arty and stealth tank." STEALTH TANK? patch good vs.... STEALTH TANK?!! bahahano further comments

Subject: Patch sucks, and thats final

Posted by [Anonymous](#) on Thu, 14 Mar 2002 22:14:00 GMT

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And to wrap things up, patch good in tunnels?LOL try a GUNNER my friend, left of patch, 50 cheaper, better vs vehicles, yeah that guy, click on him now, yeah thats right, NOW go into those tunnels.Enjoy.

Subject: Patch sucks, and thats final

Posted by [Anonymous](#) on Fri, 15 Mar 2002 02:28:00 GMT

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Ever Silent, Patch uses tiberium weapons, this has a small lasting effect on Black Hand Cloakers, keeping them decloaked for slightly longer. On the whole, Nod infantry are better than GDI infantry, but GDI get some fairly hard vehicles in compensation... Every infantry unit has it's advantage and disadvantages, whether it be cost, ROF, ammo limit, damage etc..
