
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 accumulate PER shot, instead of having someone burn for a number of hit points after the last shot. [March 06, 2002: Message edited by: Hado]
