
Subject: Patch/Black hand Chain-laser = more firepower vs tanks

Posted by [Anonymous](#) on Wed, 20 Feb 2002 20:20:00 GMT

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Im just gonna come out and say it, I think these 2 characters suck.I can either for 50 bucks more be a sniper able to take out infantry from afar, and the good snipers can even unzoom and blast you when your close.OR, for 50 bucks less I can either be a gunner, who does more damage against tanks much quicker and isn't too shabby against infantry.OR, as nod for 50 bucks less I can be the awesome stealth trooper who im darn sure does more damage vs tanks and has stealth.I've played the game and patch/blackhand-chainlaser are only good against infantry as they take too long and too much ammo to kill heavily armored tanks.Whats the big difference between them and the 175 credit chaingun officers? The pricetag? They seem to be the same thing with different graphics.

Subject: Patch/Black hand Chain-laser = more firepower vs tanks

Posted by [Anonymous](#) on Wed, 20 Feb 2002 20:43:00 GMT

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I kind of agree, they are kind of useless... but however, for the people out there who cant aim (me). Black Hand and Patch are good for taking out infantry, as they can usually kill a guy in just a couple shots at a fast rate(could someone tell me how many shots to the torso it takes to kill a soldier with a minigun?)... PLUS, they each get more health, which is always a plus on the battlefield. These units are not meant to take out tanks, so dont try it. In command and conquer, do you ever send out a minigunner, or chem warrior to take out some tanks? Not usually... Tanks are meant to take out tanks.And by the way, 50 bucks more or less... 175 less... who cares? not like a big waste of money for someone who takes out infantry more quickly and efficiently.

Subject: Patch/Black hand Chain-laser = more firepower vs tanks

Posted by [Anonymous](#) on Wed, 20 Feb 2002 20:58:00 GMT

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Man, you are morons. The Laser Chain-Gun Black Hand and Patch are some of the best anti-tank\anti-infantry around.The LCG Black Hands are deadly versus Mammoth Tanks. If you weren't facing n00bies, you'd see them attacking your tanks, taking them down bit by bit... Until they're finished.

Subject: Patch/Black hand Chain-laser = more firepower vs tanks

Posted by [Anonymous](#) on Wed, 20 Feb 2002 22:19:00 GMT

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bit by bit indeed, until they are sniped.Thus weak

Subject: Patch/Black hand Chain-laser = more firepower vs tanks

Posted by [Anonymous](#) on Wed, 20 Feb 2002 23:31:00 GMT

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LOL. These two units definitely own. You don't know what you're talking about. Have you ever tried shooting up a harvester with one of these two? It goes down in less than a minute...

Subject: Patch/Black hand Chain-laser = more firepower vs tanks

Posted by [Anonymous](#) on Thu, 21 Feb 2002 04:44:00 GMT

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if the infantry keeps strafing, moving etc. it won't get sniped

Subject: Patch/Black hand Chain-laser = more firepower vs tanks

Posted by [Anonymous](#) on Thu, 21 Feb 2002 04:54:00 GMT

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LOL, first of all you get crap points for sniping infantry compared to blowing tanks so your really missing out. Second of all, a laser chain BH costs somewhere under \$500...maybe \$450. A medium tank costs \$800. Now, why should a \$450 character be able to own an \$800 tank? That's why you need two \$450's or 1 \$1000 character. You can do it with 1 \$450 if you're good. Have you noticed how easily a Laser chain takes out a hummer? Maybe that's because they're close to equal value. Just a thought. heh.

Subject: Patch/Black hand Chain-laser = more firepower vs tanks

Posted by [Anonymous](#) on Thu, 21 Feb 2002 05:41:00 GMT

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Laser-Chain and Patch can both take out the weak vehicles easy. The MRL, Hummer, MOb Art, and Buggy will go down fast to one of these characters, and with the high rate of fire it's easy to pour a steady stream of damage into them. In fights versus infantry anyone playing LCG or Patch can kill another character fast with a steady stream to the head. Lesser characters will die in under 5 seconds from full health if you land all your shots to their head. Snipers are the easiest to kill because you can come at them from the side or back and unload a whole clip into them in seconds. All too easy. Play whatever class makes you happy, but there's no need to rag on the classes you don't like because I guarantee someone can own you with them. Heck, a basic soldier can own any class if the player is better.

Subject: Patch/Black hand Chain-laser = more firepower vs tanks

Posted by [Anonymous](#) on Thu, 21 Feb 2002 07:32:00 GMT

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that chain laser can also take out a harvester... plant the c4 back up and unload. you get the harvester everytime.. the only problem is ya gotta go back and reload.

Subject: Patch/Black hand Chain-laser = more firepower vs tanks

Posted by [Anonymous](#) on Thu, 21 Feb 2002 07:38:00 GMT

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quote:Originally posted by RageMachine:Play whatever class makes you happy, but there's no need to rag on the classes you don't like because I guarantee someone can own you with them. Heck, a basic soldier can own any class if the player is better.I disagreed with your post except that statement, which sums up life in general. Thanks, Rage

Subject: Patch/Black hand Chain-laser = more firepower vs tanks

Posted by [Anonymous](#) on Thu, 21 Feb 2002 07:53:00 GMT

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I find the GDI/NOD officier to be quite lethal, especially again light vehicules and infantry.It's funny to out and destroy jeeps, buggies, rocket lauchers and the likes with a 125\$ cost, that chaingun is quite good.As well the basic rocket soldier is deadly versus vehicules.In matches, I don't see much use for the higher costing class apart from the Technician, he rocks! Still cheap though.Good players won't need expensive classes to be successfull at this game.Although walking around with an ION cannon on your shoulder is fun.

Subject: Patch/Black hand Chain-laser = more firepower vs tanks

Posted by [Anonymous](#) on Thu, 21 Feb 2002 08:01:00 GMT

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personally, I only use the \$1k classes for base assaults, or if I'm the lone man defending the base

Subject: Patch/Black hand Chain-laser = more firepower vs tanks

Posted by [Anonymous](#) on Thu, 21 Feb 2002 08:03:00 GMT

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i like Dead Eye. I actually prefer him to havoc. Havoc's rail gun shot is visible, dead eyes (which is slightly less powerful) is not a visible shot. And you land a header... then wham. Plus, taking out a havoc, mobius and an ion striker witha \$500 sniper vs. \$3000 is just too darn fun.

Subject: Patch/Black hand Chain-laser = more firepower vs tanks

Posted by [Anonymous](#) on Fri, 22 Mar 2002 03:24:00 GMT

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Patch is good vs. infantry, but I find the Laser Chaingun BH to be great. Whenever I go out of the base with him I usually destroy at least 2 medium tanks, or something equivalent. Infantry also go down pretty fast. I find that it's worth the 275 or whatever for the higher quality of Laser Chaingun BH.

Subject: Patch/Black hand Chain-laser = more firepower vs tanks
Posted by [Anonymous](#) on Fri, 22 Mar 2002 06:42:00 GMT

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I like them both, but I prefer Gunner. He has more kick than the Black hand guy if you can hit him with the missiles, which just happen to move about as fast as the plasma rifle from Tribes 2. I can hit birds with those rockets. And, for people like me, it's fun to pretend to be taller than everybody else

Subject: Patch/Black hand Chain-laser = more firepower vs tanks
Posted by [Anonymous](#) on Fri, 22 Mar 2002 08:00:00 GMT

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Laser Chain Gun BH is great with used as tank support with high fire rate and do lots of damage to tanks. They are the main assault infantry for Nod. Stealth BH is for sneaky tactics such as planting nukes or C4 in enemy base or sneak into the back of enemy tank line and kill their Eng without been notice easily. I found that both Stealth and Laser Chain Gun BH are quite useful.

Subject: Patch/Black hand Chain-laser = more firepower vs tanks
Posted by [Anonymous](#) on Fri, 22 Mar 2002 13:29:00 GMT

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The Laser chain gun eats through Hum Vee's and Medium Tanks, doesn't do a bad job at Mammy's either.

Subject: Patch/Black hand Chain-laser = more firepower vs tanks
Posted by [Anonymous](#) on Fri, 22 Mar 2002 15:30:00 GMT

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Today I used a laser chain gun BH to kill a harvester all by myself with 100 rounds of ammo left. You call that not powerful

Subject: Patch/Black hand Chain-laser = more firepower vs tanks

Posted by [Anonymous](#) on Fri, 22 Mar 2002 17:54:00 GMT

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I only see idiots use them.. And they always get torn up by my ions. For twice as much.... get the ion chick and tear everything but buildings up, from close or short range, she'll never let ya down(although the ammo sucks ass...)

Subject: Patch/Black hand Chain-laser = more firepower vs tanks

Posted by [Anonymous](#) on Fri, 22 Mar 2002 18:42:00 GMT

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Next time ure in a mammoth u noobs shelling a NOD base just watch your health go down VERY quickly with my Black Hand LCG!!!The LCG Black Hand is an awesome infantry unit. Good for killing high end infantry since the laser paralyzes your enemy as well!!Its good at killing tanks but only lightly armed ones (Buggys, Humvees, MRLS, Arty) but if you keep reloading it they can easily take a mammoth down. HMMMM 1500 creds for a big slow mammoth vs 450 for a quick and hard hitting Black Hand that if used correctly is better than any tank, do the math!!

Subject: Patch/Black hand Chain-laser = more firepower vs tanks

Posted by [Anonymous](#) on Sat, 23 Mar 2002 08:22:00 GMT

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Whoa how did this get back up here, since I made this post about 3 weeks ago I had done some testing and found that patch does about 30\% as much damage as the blackhand chainlaser against tanks.Yes, the Chainlaser is good, he doesn't rule against tanks, but hes pretty dang good, problem is I just tried patch and in my stupidity thought they were both the same without paying much attention.So I was wrong, chainlasers are pretty good and worth the price.PATCH on the otherhand, is a complete waste, he sucks against tanks and is not worth that extra money for the slight edge he has over officers against infantry.Patch is the only one that needs help

Subject: Patch/Black hand Chain-laser = more firepower vs tanks

Posted by [Anonymous](#) on Sat, 23 Mar 2002 09:15:00 GMT

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patch isnt so hot against tanks, but against infantry i find him to be great. He has lots of ammo and it does awsome damage, also since its tiberuim it poisons your target so when you duck for a reload your enemy is still taking damage. I love it when I almost kill a person and they start running away only to die from the poison. The laserchaingun black hand is great against tanks but not so great against foot soldiers when compared to patch and patch is terrible against tanks, so its a tradeoff.

Subject: Patch/Black hand Chain-laser = more firepower vs tanks

Posted by [Anonymous](#) on Sat, 23 Mar 2002 17:07:00 GMT

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Subject: Patch/Black hand Chain-laser = more firepower vs tanks

Posted by [Anonymous](#) on Sat, 23 Mar 2002 17:19:00 GMT

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Chain laser BH is my favorite unit, why:It's a tank killer, and if you know how to move they can do nothing about it. I do think he's a bit low on the ammo side. He's only really affective when near a PT. BTW; CL BH isn't the counterpart of Patch, he's the counterpart for gunner. So comparing Patch and CL BH is a bit strange IMO.

Subject: Patch/Black hand Chain-laser = more firepower vs tanks

Posted by [Anonymous](#) on Sun, 24 Mar 2002 03:41:00 GMT

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quote:Originally posted by Every Silent VictimI can either for 50 bucks more be a sniper able to take out infantry from afar, and the good snipers can even unzoom and blast you when your close.Snipers are also (surprisingly) effective against a Buggy/Humvee/MRLS/Mobile Arty...

Subject: Patch/Black hand Chain-laser = more firepower vs tanks

Posted by [Anonymous](#) on Sun, 24 Mar 2002 18:42:00 GMT

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I think Patch can see Stealth, that ability can't be ignored, epecially on map with no base defense.
