

Recovery Effects — Bad Comrade

- [Manual PDF](#)
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[Bad Comrade V3 Manual \(PDF\)](#)

Using Bad Comrade V3 for Densely Rhythmic & Hyper- Complex Percussion

The **Bad Comrade V3** from Recovery Effects is a glitch/delay/distortion module perfect for creating fractured, wild, and punchy percussion textures within complex rhythmic structures such as polyrhythms and polymeters.

Core Functions (from Manual Recap)

- **Mix:** Blend between clean input and effect
 - **Glitch:** Noise gate/clipping threshold
 - **Time:** Delay time
 - **Freeze:** Momentary glitch/slice/freezer; tied to delay time
 - **CV Control:** Mix and Delay Time can be externally modulated
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Creative Application for Complex Percussion

1. Percussive Glitch Articulation

- Use the module as an insert on drum hits or percussive synth sounds.

- *Unique Tip:* Feed a basic rhythm and manually/with CV punch the **Freeze** for micro-chops, slices, or granular bursts locked to odd time intervals.
- *Glitch for Percussion:* Lower **Glitch** threshold to introduce harsh transient "cuts" for tight, aggressive, pseudo-granular percussion.

2. Polyrhythmic Delays & Time Mangling

- **Modulate Delay Time** with a sequencer or an LFO locked to a different clock division or time signature than your main rhythm (e.g., modulate with a 5-step sequence over a 4/4 base).
- Results in swirling, shifting rhythmic feels as repeats fall off-grid and re-align in interesting polyrhythmic cycles.

3. Freeze as a Rhythmic Chopper

- **Trigger Freeze** with random or Euclidean rhythm sources. Rapid, on-beat or off-beat triggering "locks" audio into stuttering states that can serve as rhythmic punctuation or entire groove backbones.
- *Tip:* Vary delay time while freeze is active for evolving textures that can turn simple percussion hits into torrents of microbeats or stutters.

4. Hyper-Punchy Distorted Drums

- **Drive Glitch to taste** for hard-clipped, almost bitcrushed distortion on percussion.
 - Use extreme settings to "limiter" drum sounds, making them punch through dense mixes and complicated sequences.
 - Can be dialed in for a sharp, ultra-present attack especially when the Mix is set to favor the effect.
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Example Patching for Complex Rhythmic Results

Pattern Chopper

1. **Source:** Send a drum bus or single percussion voice into the Bad Comrade V3.
2. **Freeze Triggering:** Use a voltage-controlled gate sequencer with patterns in 7/8 or 5/4 to CV trigger the Freeze at unexpected intervals.
3. **Delay Modulation:** Modulate Delay Time with a slow LFO or random stepped CV to keep the slices morphing.

Polyrhythmic Beat Shifter

1. **Parallel Channels:** Split one percussion track: send one to the mix, one to Bad Comrade.
2. **CV Control:** Modulate Mix with an out-of-phase LFO or stepped random for shifting between dry/wet states, creating unpredictable accent patterns.

Callback Looper & Glitcher

1. **Single Snare Hit Input + Fast, irregularly-triggered Freeze:** Capture and repeat microbursts at tuple divisions (e.g., 13/16, 11/8).
2. **Use Glitch threshold** to tailor the burst's attack and decay, trading between clean and aggressive chopped slices.

Tips for Percussive Uniqueness & Aggression

- Change **Mix** dynamically (via CV or by hand) to momentarily “duck” effects for tension and release.
- Modulate **Glitch** threshold on-the-fly for evolving gating—use envelopes or sequencers to time the threshold shift with pattern changes.

- Push everything to extremes for hyperdigital, in-your-face percussion, or back it off for subtle ghostly echoes amid complexity.

The **Bad Comrade V3** is an effects module, but with creative routing and modulation, it becomes a vital voice for complex, aggressive, and ever-evolving percussion in any modular rig focused on advanced rhythms.

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