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Subject: Grenadiers, always dying?

Posted by [Anonymous](#) on Wed, 06 Mar 2002 03:33:00 GMT

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As everyone else has said, the flamethrower and grenadier need to be tweaked a bit. The grenadier, while powerful enough, simply doesn't shoot far enough and the splash damage is too small. The flamethrower probably needs a little more "burn" time along with more power as well. I see both classes as infantry killers, yet they are hardly effective at all against them. Is this going to be changed, Dev?

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