
Subject: Grenadier vs. everyone else

Posted by [Crime8768](#) on Mon, 27 Mar 2006 18:20:12 GMT

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Grenadiers may be a basic class, not have much health, and are only for gdi, but dont look at it that way, the grenadier is way more powerful than you can imagine, and im not lying when i tell you i was playing the complex map, had a grendier,was in the tunnels, with 2 sakuras and an SBH shooting at me, i almost killed the sbh (he had about 30 hp left id say),and killed one sak, and slightly damaged the last one, then i got badely hurt and ran off.

The greandier has 3 things going for it.

1: its the most damaging (to tanks and infantry) first class you can get.

2: Its grenades arch and bounce off walls, so if somone is in a crows nest above you, you can still hit them, and if theyre behind a wall and so are you, you can bounce it off the ground or theyre wall to kill/hurt them.

3: They have area damage, which most weapons dont, and no basic class has (except the flamethrower but its not really area damage).

Somtimes i pass up on higher class characters even when i got money to use then grenadier because they have alot of pwer in them, ive killed people in 1 hit before , 1 hit to the head = instant death for everyone except 3rd class characters.

Subject: Re: Grenadier vs. everyone else

Posted by [terminator 101](#) on Mon, 27 Mar 2006 19:21:39 GMT

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Yes, grenadiers are pretty good, however:

1. For a grenade, the splash damage is poor(compared to RenAlert)
 2. The reloading takes a bit too long.
 3. Sometimes the grenades don't bounce the way they should.
-

Subject: Re: Grenadier vs. everyone else

Posted by [Dover](#) on Mon, 27 Mar 2006 20:15:04 GMT

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My main beef with grenades is that they lob. I like my weapons to go where I aim.

For example, I can't deal with those homing rockets, simply because they don't go where I aim. I'm too used to the regular rockets.

Similarly, after mostly using projectile weapons that go STRAIGHT, I can't get used to Renegade's

grenades. The only prior experiance I have with grenades and FPSs is Counter-Strike, and the grenades are completely differant there...

Subject: Re: Grenadier vs. everyone else
Posted by [Crime8768](#) on Tue, 28 Mar 2006 00:20:19 GMT
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The grenadier has a purpose even above those of 2nd third and 4th class characters, which is that its the only weapon that archs. I was playing GDI on the complex map yewsterday, there are crows nests above it, 2 sakuras where up there sniping off my team mates, i told 2 of my freinds and to etgrenadiers, and on 3 we would shoot to the top where they were, i was a gren as well, i said...1...2...3....SHOOT! and we launched about 6 grenades in 2 secounds and killed one sakura, heavily damaging another.

Grenadiers are not the most powerful class by any volume, but unlike any other 1st (basic) class character,they have a purpose which cannot be rivaled by a higher class character.

Subject: Re: Grenadier vs. everyone else
Posted by [Dover](#) on Fri, 31 Mar 2006 17:45:35 GMT
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Gunner > Grenadier.

Subject: Re: Grenadier vs. everyone else
Posted by [Lijitsu](#) on Fri, 31 Mar 2006 19:12:27 GMT
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Sniper > Grenadier. Soldier > Grenadier. Chem Trooper > Grenadier. Sedan > Grenadier.

Subject: Re: Grenadier vs. everyone else
Posted by [Dover](#) on Fri, 31 Mar 2006 19:29:39 GMT
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Sedan > All.

The grenedier is useful for some things, like an early rush on the Nod ref on C&C canyon. A full load of ammo will get you 250 points or so, and you can shoot from the comfort of that sniper spot.

Subject: Re: Grenadier vs. everyone else

Posted by [Sniper_De7](#) on Fri, 31 Mar 2006 20:40:41 GMT

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...and pickup truck > sedan

Subject: Re: Grenadier vs. everyone else

Posted by [Lijitsu](#) on Fri, 31 Mar 2006 20:43:51 GMT

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Sniper_De7 wrote on Fri, 31 March 2006 15:40...and pickup truck > sedan

I was about to say that... THOUGHT STEALER!

Subject: Re: Grenadier vs. everyone else

Posted by [DaN#GW](#) on Sat, 01 Apr 2006 00:13:41 GMT

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Crime8768 wrote on Mon, 27 March 2006 19:20then i got badely hurt and ran off.

haha

Subject: Re: Grenadier vs. everyone else

Posted by [mision08](#) on Sat, 01 Apr 2006 05:02:17 GMT

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The grenadier has its uses. It's hell on a harvester, the airstrip at field, power plant at Siege.

Whatever happened to Gobi, Sands, and Siege?

Nevertheless, I wish I could be a tech or engineer 100% of the time.

Subject: Re: Grenadier vs. everyone else

Posted by [ghost](#) on Sat, 01 Apr 2006 06:03:14 GMT

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Just modify them and shhh

Subject: Re: Grenadier vs. everyone else

Posted by [Spoony_old](#) on Sat, 01 Apr 2006 07:59:35 GMT

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Crime8768 wrote on Mon, 27 March 2006 13:20Grenadiers may be a basic class, not have much health, and are only for gdi, but dont look at it that way, the grenadier is way more powerful than you can imagine, and im not lying when i tell you i was playing the complex map, had a

grenadier, was in the tunnels, with 2 sakuras and an SBH shooting at me, i almost killed the sbh (he had about 30 hp left id say), and killed one sak, and slightly damaged the last one, then i got badly hurt and ran off.

So your opponents were completely abysmal at the game. That doesn't mean the grenadier is good at anti-infantry.

Crime8768 wrote on Mon, 27 March 2006 13:201: its the most damaging (to tanks and infantry) first class you can get.

no, it isn't. Most damaging to tanks: engineer. Engineers can rape a vehicle if you can get close, or failing that you can at least delay their rush for moment while they reverse to avoid getting C4'd, giving those on your team who actually have weaponry more time to destroy them. Most damaging to infantry: overall GDI soldier.

Crime8768 wrote on Mon, 27 March 2006 13:202: Its grenades arch and bounce off walls, so if someone is in a crows nest above you, you can still hit them, and if theyre behind a wall and so are you, you can bounce it off the ground or theyre wall to kill/hurt them. big deal, they still don't do much damage

Grenadiers are good on Field for getting money quick, and for killing harvesters on field and cityfly. Other than that if you have no money or the barr is dead, you're much better off with a GDI soldier or engineer.

Subject: Re: Grenadier vs. everyone else
Posted by [Dover](#) on Sun, 02 Apr 2006 19:24:36 GMT
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...Or the Uber 1337 S3d4n.

I prefer Gunner, since he's pretty cheap and actually useful...

Subject: Re: Grenadier vs. everyone else
Posted by [mision08](#) on Mon, 03 Apr 2006 02:55:18 GMT
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Gunner has it's uses. Take out the ref at mesa in a 12+ player game. Although, I never buy one. The rate of fire is not to my liking.

Subject: Re: Grenadier vs. everyone else
Posted by [Dover](#) on Mon, 03 Apr 2006 17:35:42 GMT
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Beats the rocket officer.

The rate of damage is fine for the damage it deals. Headshot + rocket = pwnt. Bodyslot + 2

rockets = pwnt. Splashshot + 6 rockets = pwnt.

10 gunners can kill a building in about 6 seconds. Is that great or what?

I did the whole gunner rush on mesa, and it worked reasonably well, but Nod held the middle, and got in a good APC rush, taking out our PP. Then my mouse gave out so I quit.

Subject: Re: Grenadier vs. everyone else
Posted by [mision08](#) on Mon, 03 Apr 2006 22:56:34 GMT
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Whatever floats your boat, it's just not in my game plan. All I want is to be a tech 100% of the time.

Subject: Re: Grenadier vs. everyone else
Posted by [Dover](#) on Tue, 04 Apr 2006 00:53:16 GMT
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Techs are nice, but I can't think of a more thankless job...

I prefer to be a sniper, or a pic if I'm need, or a tank/orca driver. Other than that, gunner all teh way.

Subject: Re: Grenadier vs. everyone else
Posted by [Dave Mason](#) on Tue, 04 Apr 2006 07:38:31 GMT
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Tech + tank.

Subject: Re: Grenadier vs. everyone else
Posted by [Dover](#) on Tue, 04 Apr 2006 15:23:34 GMT
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DJM wrote on Tue, 04 April 2006 02:38Tech + tank.

Still not any less thankless. In fact it's more thankless since you often get blamed if the tank dies, as opposed to the driver being a shitty driver.

Subject: Re: Grenadier vs. everyone else
Posted by [Phazon87](#) on Tue, 04 Apr 2006 15:31:14 GMT
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Being a Tech or Hotty usually is thankless, but you get plenty of kills from Proximity Mines, and the likelihood is that you're going to have a lot of points by the end of the game, which should get you noticed at least.

Subject: Re: Grenadier vs. everyone else
Posted by [PlastoJoe](#) on Tue, 04 Apr 2006 16:00:35 GMT
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Very true, very true. Engineering has kind of become my specialty since I'm often the only one on my team who recognizes its importance until a beacon is planted. A lot of the time I'm in the top 10 players with no kills from repairing buildings and such.

Subject: Re: Grenadier vs. everyone else
Posted by [Ma1kel](#) on Wed, 05 Apr 2006 10:31:34 GMT
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Well, the Grenadier can destroy a Harvester alone, while Nod needs to use a Chem Trooper (cost=150) to destroy a Harvester with 1 person.

Subject: Re: Grenadier vs. everyone else
Posted by [Phazon87](#) on Wed, 05 Apr 2006 13:52:28 GMT
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SpyGuy246 wrote on Tue, 04 April 2006 11:00Very true, very true. Engineering has kind of become my specialty since I'm often the only one on my team who recognizes its importance until a beacon is planted. A lot of the time I'm in the top 10 players with no kills from repairing buildings and such.

For some reason most people on my team don't recognise their importance even when a beacon is planted. -_-;;;

Subject: Re: Grenadier vs. everyone else
Posted by [ripped999](#) on Fri, 19 May 2006 17:12:13 GMT
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GRANADERS ARE AWESOME!!!! EVEN TRY TO ORGANISE GRANADER RUSHES BUT IT DOESNT WORK

- 1)BOUNCE OFF WALLS
 - 2)LOTS OF DAMAGE
 - 3)GO OVER THINGS
-

Subject: Re: Grenadier vs. everyone else
Posted by [ripred999](#) on Fri, 19 May 2006 17:13:47 GMT
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I WISH PPL WOULD DO GRANEDER RUSHES BUT THEY DONT

Subject: Re: Grenadier vs. everyone else
Posted by [ripred999](#) on Fri, 19 May 2006 17:14:47 GMT
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and yes engis are more important than most ppl think

Subject: Re: Grenadier vs. everyone else
Posted by [PlastoJoe](#) on Fri, 19 May 2006 18:13:43 GMT
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- 1) Use the EDIT BUTTON
 - 2) Turn off your CAPS LOCK
-

Subject: Re: Grenadier vs. everyone else
Posted by [ripred999](#) on Fri, 19 May 2006 21:34:09 GMT
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srry

Subject: Re: Grenadier vs. everyone else
Posted by [mision08](#) on Sat, 20 May 2006 03:23:19 GMT
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Hey Rip,
Never fear, several people here have a much bigger bark than bite. Actually, this is a great place to learn and grow. It can put a skin of leather on the softest, lily white tree hugger.

Subject: Re: Grenadier vs. everyone else
Posted by [candc5297](#) on Wed, 31 May 2006 18:24:22 GMT
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grenadiers rules
i've get my team to do a gren rush on island
we powned the hon and badly hurted the strip

it was awesome, the saks coming to us were killed immediately as they are death with 3 hitters on the body and 1 on the head.
they couldn't do anything about it as we were with 10-15 grenadiers the hon was down after a few secs

Subject: Re: Grenadier vs. everyone else
Posted by [JohnDoe](#) on Wed, 31 May 2006 18:30:16 GMT
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Ma1kel wrote on Wed, 05 April 2006 03:31 Well, the Grenadier can destroy a Harvester alone, while Nod needs to use a Chem Trooper (cost=150) to destroy a Harvester with 1 person.

Flamethrower can kill a Harvester alone..

Subject: Re: Grenadier vs. everyone else
Posted by [Sponny](#) on Wed, 31 May 2006 18:30:27 GMT
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ripped999 wrote on Fri, 19 May 2006 12:12 GRANADERS ARE AWESOME!!!! EVEN TRY TO ORGANISE GRANADER RUSHES BUT IT DOESNT WORK

1)BOUNCE OFF WALLS
2)LOTS OF DAMAGE
3)GO OVER THINGS
christ almighty

Subject: Re: Grenadier vs. everyone else
Posted by [Mortus Est](#) on Wed, 31 May 2006 23:27:18 GMT
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Anyone who stands still long enough for a grenadier to get one on their head deserves it...

Buildings and anti-sbh stuff yes, anything else no.

The fact that you can't look at the target you're shooting at if its at any reasonable distance is what really puts me off it though...

...oh and the delayed arming of the grenade so if you hit something at point-blank range it'll bounce off, which is exactly what you want in a fight...

Subject: Re: Grenadier vs. everyone else

Posted by [Lijitsu](#) on Wed, 31 May 2006 23:37:51 GMT

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Mortus Est wrote on Wed, 31 May 2006 19:27...oh and the delayed arming of the grenade so if you hit something at point-blank range it'll bounce off, which is exactly what you want in a fight... Somebody killed me like that. He was running away and I was chasing him, and he ran up against a rock and fired at it, and it hit me and killed me. I never chased him again.

Subject: Re: Grenadier vs. everyone else

Posted by [Mortus Est](#) on Wed, 31 May 2006 23:48:18 GMT

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Thats a really crap way to die.

Subject: Re: Grenadier vs. everyone else

Posted by [Lijitsu](#) on Thu, 01 Jun 2006 00:41:30 GMT

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Especially since I think I might've been a stealth Black Hand.

Subject: Re: Grenadier vs. everyone else

Posted by [bisen11](#) on Sun, 04 Jun 2006 02:05:22 GMT

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I'm pretty sure I was able to kill a ref with a grenade dude. It was one of the times when the enemy was going all out on my base s othey didn't worry about defending. We still lost lol.

Subject: Re: Grenadier vs. everyone else

Posted by [agent_CDE](#) on Sun, 11 Jun 2006 02:33:46 GMT

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I happen to like the grenadier, even if he's outclassed in damage by the rifleman and engi. He does the most damage to vehicles without having to bumrush them, and can try and bounce shots as said.

I want one of those uniforms, too, but that's beside the point.
