
Subject: Grenadiers, always dying?

Posted by [Anonymous](#) on Fri, 22 Feb 2002 08:42:00 GMT

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Grenadiers have a short range, and their only use is as indirect fire support. This means their only use is lobbing grenades from hills to ground, or ground to hills. The problem is, at ground to ground grenadiers are always shot to pieces. I'd rather get a soldier instead.

Subject: Grenadiers, always dying?

Posted by [Anonymous](#) on Fri, 22 Feb 2002 08:58:00 GMT

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That is a problem. WW should fix that. but until the game comes out we will just have to use them tactfully.-----"Ahh, there it is!"

Subject: Grenadiers, always dying?

Posted by [Anonymous](#) on Fri, 22 Feb 2002 09:25:00 GMT

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If they changed the secondary option into a medium range grenade launcher with bounce I'd be happy. For now I'm using GDI soldier...I think secondary fire has underslung. I cannot be sure.

Subject: Grenadiers, always dying?

Posted by [Anonymous](#) on Fri, 22 Feb 2002 10:15:00 GMT

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OK, Everyone says you can make a rush to the back of the GDI barracks if you've got full health and armor. OK, sounds feasible. But what do you do from there? If your shot to hell, you can't make the weapons factory or the refinery. The barracks has no back entrance, is it possible to make it to plant with out being seen?

Subject: Grenadiers, always dying?

Posted by [Anonymous](#) on Fri, 22 Feb 2002 10:37:00 GMT

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go to the powerplant.

Subject: Grenadiers, always dying?

Posted by [Anonymous](#) on Fri, 22 Feb 2002 10:43:00 GMT

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just do what i do and plant a beacon inbetween the rfiner and the silo on the refinery, no one ever looks there.

Subject: Grenadiers, always dying?
Posted by [Anonymous](#) on Fri, 22 Feb 2002 11:01:00 GMT
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quote:just do what i do and plant a beacon inbetween the rfiner and the silo on the refinery, no one ever looks there.They will now...DOH!!

Subject: Grenadiers, always dying?
Posted by [Anonymous](#) on Fri, 22 Feb 2002 11:49:00 GMT
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Bah, lying fansites...*bump*

Subject: Grenadiers, always dying?
Posted by [Anonymous](#) on Fri, 22 Feb 2002 14:49:00 GMT
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When talking about the grenadier you must compare it to NODs 3rd unit, the flamethrower. They are both good at dealing a lot of damage to vchicles compared to assault rifle and shotgun. The flamethrower is better against infantry but has a very very short range. The grenadier is prety useless against infantry that can easily dodge the slow grenades. But the grenades have a longer range and can be lobbed over obstacles.

Subject: Grenadiers, always dying?
Posted by [Anonymous](#) on Fri, 22 Feb 2002 15:46:00 GMT
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the best thing about being GDI during the first minutes, is being a grenader. you can go around that mountain on that circling stair thingy. From there you could destroy the harvester before it even gets to the base for the first time.

Subject: Grenadiers, always dying?
Posted by [Anonymous](#) on Sat, 23 Feb 2002 00:27:00 GMT
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eh? its a free unit! its cannon fodder!Darren KormanLevel Designer, CNC Renegade

Subject: Grenadiers, always dying?
Posted by [Anonymous](#) on Sat, 23 Feb 2002 00:30:00 GMT
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grenaders are great fro tunnel battles

Subject: Grenadiers, always dying?
Posted by [Anonymous](#) on Sat, 23 Feb 2002 00:54:00 GMT
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Grenadiers have great range if you know what your doing. They work good on light armor too. If you tilt back up to around 70 degrees the grenade flies farther.

Subject: Grenadiers, always dying?
Posted by [Anonymous](#) on Sat, 23 Feb 2002 08:50:00 GMT
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quote:Originally posted by Ziggydisturbed:the best thing about being GDI during the first minutes, is being a grenader. you can go around that mountain on that circling stair thingy. From there you could destroy the harvestor before it even gets to the base for the first time.If you have support from soldiers or are lucky to not get shot at.

Subject: Grenadiers, always dying?
Posted by [Anonymous](#) on Sat, 23 Feb 2002 14:24:00 GMT
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quote:Originally posted by Falconxl:Grenadiers have great range if you know what your doing. They work good on light armor too. If you tilt back up to around 70 degrees the grenade flies farther.Bah, stupid game engines defying the laws of physics A 45* angle will always give maximum range, provided that the initial speed of the projectile is always the same.

Subject: Grenadiers, always dying?
Posted by [Anonymous](#) on Sat, 23 Feb 2002 17:02:00 GMT
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I'm curious...does anyone think the grenadiers need a longer "indirect fire" range?

Subject: Grenadiers, always dying?
Posted by [Anonymous](#) on Sat, 23 Feb 2002 17:53:00 GMT
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do the grenades explode on impact and have some sort of splash damage. Because most first person shooter games grenade launchers usually suck when it comes to killing people unless you are really skilled, in TFC I never used reg. grenades with demoman, I always used pipes because I could actually hit people with them (I used shot at them and detonated them when it got near them).

Subject: Grenadiers, always dying?

Posted by [Anonymous](#) on Sat, 23 Feb 2002 18:03:00 GMT

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use that side path going up the hill, it provides protection.

Subject: Grenadiers, always dying?

Posted by [Anonymous](#) on Sat, 23 Feb 2002 22:04:00 GMT

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quote:Originally posted by Nasarius: Bah, stupid game engines defying the laws of physics. A 45° angle will always give maximum range, provided that the initial speed of the projectile is always the same. No, that is incorrect. The angle also depends upon the initial height of the projectile compared to the height at which it lands. In this case, an angle of roughly 39 degrees should give you maximum distance...

Subject: Grenadiers, always dying?

Posted by [Anonymous](#) on Sat, 23 Feb 2002 22:45:00 GMT

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i like getting the grenadier and terrorizing the tunnels.. i stand at the top of the nod tunnel and just lob grenades down the chute and they are very effective vs infantry in close spaces

Subject: Grenadiers, always dying?

Posted by [Anonymous](#) on Wed, 27 Feb 2002 20:20:00 GMT

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I haven't killed anything with grenades yet...I do better with the pistol.

Subject: Grenadiers, always dying?

Posted by [Anonymous](#) on Fri, 01 Mar 2002 05:13:00 GMT

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That's because Grenades take skill. Pistols take luck and half-way good aim.

Subject: Grenadiers, always dying?

Posted by [Anonymous](#) on Fri, 01 Mar 2002 14:33:00 GMT

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I take the grenadier always as first class it is very good against the harvester ... u get al lot of fast points and money u can even kill it

Subject: Grenadiers, always dying?

Posted by [Anonymous](#) on Fri, 01 Mar 2002 18:44:00 GMT

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Well I went back and played it, and decided the best, gah, the ONLY way to play grenadier is in third person mode. Otherwise it's much harder to "calculate" your landed shots. I made one kill as grenadier. Someone rushed me and I planted a grenade in his head. Then someone else rushed me, I brought him to almost dead, but his assault rifle fired faster, and I died. Moral: Play in third person. Aim high, fly far. Hide behind rocks. Switch to pistol when at closer ranges.

Subject: Grenadiers, always dying?

Posted by [Anonymous](#) on Sat, 02 Mar 2002 15:00:00 GMT

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Now, isn't that odd that with a Garnade lancer you will still have a VERY SHORT range? I mean a Garnade launcher should give a 80 meters range in regular holding!

Subject: Grenadiers, always dying?

Posted by [Anonymous](#) on Sat, 02 Mar 2002 18:29:00 GMT

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The M79 grenade launcher (Vietnam era, single-shot 40mm) had a maximum effective range of 380 yards. It became inaccurate beyond 175yd. Although the GL used in Ren isn't a M79, the maximum range isn't my problem. It's the damage. If I send a HE grenade to give you a lap dance, you should be dead. It would be understandable for elite characters to not die (they're elite), but the HE grenades should at least do significant damage to a enemy target even if a direct hit, or a inaccurate one. At close ranges pinpoint accuracy is almost impossible. One ends up relying on splash damage which is nobody's best friend. [I'm saving up for a TAR-Sydney.]

Subject: Grenadiers, always dying?

Posted by [Anonymous](#) on Sat, 02 Mar 2002 23:02:00 GMT

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quote:Originally posted by Dead Glory: The flamethrower is better against infantry but has a very very short range. Uuh, no. The flamethrower, for some strange reason, dishes out a lot more

damage to vehicles than it does to infantry units.

Subject: Grenadiers, always dying?

Posted by [Anonymous](#) on Mon, 04 Mar 2002 18:34:00 GMT

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Flamethrower's performance is almost as bad as grenadier, without the range and indirect fire capability. Get a flame tank. Much better.

Subject: Grenadiers, always dying?

Posted by [Anonymous](#) on Mon, 04 Mar 2002 19:38:00 GMT

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I would be happy if more splash damage was implemented to the grenade. Its hard to be accurate when your running around lobing grenades and trying not to get hit at the same time. Cheers

Subject: Grenadiers, always dying?

Posted by [Anonymous](#) on Mon, 04 Mar 2002 20:03:00 GMT

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the grenade launcher has almost no splash damage what so ever, i took it in the tunnels in under and started pumpin shells down at a chain gun officer and well it did jack to him and the grunt next to him the nades do more to light armour than people its pathetic and the range is even more pathetic. flamethrower infantry have better luck with light armour than even the basic grunt ive held a steady flame on a guy for 5 seconds and his hp barely moved he wasnt even a 3rd row guy!

Subject: Grenadiers, always dying?

Posted by [Anonymous](#) on Tue, 05 Mar 2002 06:47:00 GMT

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Is there a forum that the devs actually go to? I feel like addressing my greivances somewhere...I'm just glad to see at least you guys here agree with me.

Subject: Grenadiers, always dying?

Posted by [Anonymous](#) on Tue, 05 Mar 2002 16:59:00 GMT

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1: Make the grenadier and flamethrower more like C&C! I mean come on. C&C grenadiers absolutely r0x0r against infantry, and so do flamethrowers. From a game balance point of view, it wouldn't be that bad either if you could one-hit or two-hit someone with these weapons, because

they've got ****e range. I wanna have to run in fear from flamethrowers, d4mnit!Anyway, right now grenadiers are a good option if you're under attack from Nod tanks on a map like City, because at that stage your harv's probably killed, your refinery might well be down and/or the barracks. With a grenadier you've got a free, reasonably effective anti-vehicle unit.2: quote:Originally posted by generalfox:do the gernades explod on impact and have some sort of splash damage. Because most first person shooter games gernade lauchers usually suck when it comes to killing people unless you are really skilled, in TFC I never used reg. gernades with demoman, I always used pipes because I could actually hit people with them (I used shot at them and detted them when it got near them).Yay! Another TFC fan!*ahem*They seem to explode on impact, but the impact fuse only becomes active after about a second or two. You can usually get one bounce out of your grenade before it goes off.

Subject: Grenadiers, always dying?

Posted by [Anonymous](#) on Tue, 05 Mar 2002 18:38:00 GMT

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quote:Originally posted by Falconxl:Grenadiers have great range if you know what your doing. They work good on light armor too. If you tilt back up to around 70 degrees the grenade flies farther.No, grenades fly farthest at 45 degrees on a flat piece of land... 46 degrees or more just lands you the same distance as 44 or less... except takes longer to hit the floor (you can fire one at 70 degrees then another at 20 and both almost land at same time)...I dunno what you guys are talking about... I think the grenadier has splash damage... And for the TFC playing person... this grenade comes from a launcher, flies and explodes on impact... probably a 2-3 feet blast? Cause I am **** good with the nade launcher... hit still targets 9 out of 10 times and moving times probably around 3 out of 4 times...Naders are good if you're ambushing or fighting around rocks... Also good for fighting aorund vehicles... You just run round and round the rocks/tank and lob nades over and bombard the enemy...Increasing range of the laucher by a little is good... Gives the nader some range (if this happens, add a bit more damage to the flamethrower)... But the nade should only go like 5 feet more... Anything more and it'll become an artillery piece (not the "mobile artillery".. I mean like realistic artilleries... Long range rain of death)...

Subject: Grenadiers, always dying?

Posted by [Anonymous](#) on Tue, 05 Mar 2002 19:34:00 GMT

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Well, I've been playing grenadier a lot lately, and it's hard as hell to hit people (not enough splash damage so you have to hit dead on). Weird thing though, a dead on shot takes away a lot of health... MORE SPLASH D-AMNIT!On the other hand, it's awfully effective against vehicles, and if you are used to aiming "lobbing" weapons (thank you Tribes!) I can assure you that you will not miss. The range is not too much of an issue. After all, it's a free unit If you want to improve your aim, practice on the enemy harvester. Big and slow. Then you'll be able to hit buggies from the ledges like me

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?
