
Subject: Flame soldier VS Grenadier
Posted by [Veyrdite](#) on Sat, 27 Jun 2009 11:50:17 GMT
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Which do you think is superior when pitted against the other and why?

Subject: Re: Flame soldier VS Grenadier
Posted by [ErroR](#) on Sat, 27 Jun 2009 12:00:00 GMT
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Not sure, since rxd had edited splash, and was the only server i played (Aow), but if the grenade hits the body it's additional warhead damage + explosion. Flamer kills very effectively, if you can take cover and wait for the enemy to burn that is. But it would pick a grenadier tho.

Subject: Re: Flame soldier VS Grenadier
Posted by [_SSnipe_](#) on Sat, 27 Jun 2009 20:51:15 GMT
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Flamer.

Subject: Re: Flame soldier VS Grenadier
Posted by [-Xv-](#) on Sat, 27 Jun 2009 21:18:22 GMT
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If one knows hwo to use the 'nade launcher than it should win 99% of the time as it out-ranges and out-damages the flamethrower by miles.

Subject: Re: Flame soldier VS Grenadier
Posted by [Nukelt15](#) on Sat, 27 Jun 2009 21:18:37 GMT
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Both weapons can be used against vehicles- the grenade launcher is slightly better at this simply because it isn't limited to face-fucking range and the poor schmuck using it is less likely to get turned into fender ketchup. Grenades also have an edge against structures, as the guy with the launcher doesn't actually need to be in or next to the building to attack it (Refinery overlook on Volcano, for example). I'm not sure which weapon kills the MCT faster, but as they're both free infantry classes you need more than one to do the job effectively anyway. The flamethrower is somewhat better against infantry in close-quarters, as the grenade launcher is not terribly accurate against bunny-hopping Noddies... if you can't score hits with a flamethrower, on the other hand, you shouldn't be playing shooters.

Both are primarily used to kill the harvester (the grenadier is slightly better at doing so because he

doesn't have to stand in the tiberium to be effective) or rush before anybody can really afford the classes they want to buy... or as a stand-in for the antivehicle classes if the Barracks/HoN is down. The two soldiers are generally used to fill the same role even though they really aren't meant to do so, and which one is better is therefore entirely situational.

Subject: Re: Flame soldier VS Grenadier
Posted by [liquidv2](#) on Sun, 28 Jun 2009 07:50:03 GMT
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if i ran into a grenadier with a flame soldier i'd pistol him to death; the flamethrower is just to look cool

Subject: Re: Flame soldier VS Grenadier
Posted by [ErroR](#) on Sun, 28 Jun 2009 09:31:51 GMT
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liquidv2 wrote on Sun, 28 June 2009 10:50if i ran into a grenadier with a flame soldier i'd pistol him to death; the flamethrower is just to look cool
you could shoot him once or two with the flamer and while he burns pistol him, then again.... i do this with the chem, surprisingly easy to kill havocs on ctfs

Subject: Re: Flame soldier VS Grenadier
Posted by [rockstar256](#) on Sun, 28 Jun 2009 10:01:55 GMT
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Nade launcher ofc, even nde rush is kinda epic when 6 players go in.

Subject: Re: Flame soldier VS Grenadier
Posted by [Goztow](#) on Sun, 28 Jun 2009 10:20:34 GMT
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The grenade launcher is just far superior to the flame thrower for all uses it can have... Well, in my opinion at least .

Subject: Re: Flame soldier VS Grenadier
Posted by [Omar007](#) on Sun, 28 Jun 2009 11:32:21 GMT
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Goztow wrote on Sun, 28 June 2009 12:20The grenade launcher is just far superior to the flame thrower for all uses it can have... Well, in my opinion at least .

Subject: Re: Flame soldier VS Grenadier
Posted by [liquidv2](#) on Mon, 29 Jun 2009 05:26:01 GMT
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one thing the flamethrower can do that the grenade launcher cannot do is blind the living fuck out of the enemy
same goes for the chem sprayer

Subject: Re: Flame soldier VS Grenadier
Posted by [Starbuzz](#) on Mon, 29 Jun 2009 05:34:25 GMT
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liquidv2 wrote on Mon, 29 June 2009 00:26one thing the flamethrower can do that the grenade launcher cannot do is blind the living fuck out of the enemy
same goes for the chem sprayer

Imfao yes true.

Subject: Re: Flame soldier VS Grenadier
Posted by [Herr Surth](#) on Mon, 29 Jun 2009 10:38:56 GMT
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What, are you guys being serious?

Subject: Re: Flame soldier VS Grenadier
Posted by [rockstar256](#) on Mon, 29 Jun 2009 21:54:26 GMT
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liquidv2 wrote on Mon, 29 June 2009 00:26one thing the flamethrower can do that the grenade launcher cannot do is blind the living fuck out of the enemy
same goes for the chem sprayer

I sense retard.

You can always track with mouse and see character when aimed.

Subject: Re: Flame soldier VS Grenadier
Posted by [liquidv2](#) on Tue, 30 Jun 2009 01:44:33 GMT
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rockstar256 wrote on Mon, 29 June 2009 16:54I sense retard.

rockstar256 wrote on Sun, 14 June 2009 15:09 Shots should travel a bit faster. Also some more basic weapons expect rockets and grenades should get damage reduction against vehicles buildings by little.

?

it's harder to follow an enemy soldier through the fire even with the little hitbox around them

i'm not serious, i'm on the internet

Subject: Re: Flame soldier VS Grenadier
Posted by [rockstar256](#) on Thu, 02 Jul 2009 10:54:55 GMT
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liquidv2 wrote on Mon, 29 June 2009 20:44 rockstar256 wrote on Mon, 29 June 2009 16:54 I sense retard.

rockstar256 wrote on Sun, 14 June 2009 15:09 Shots should travel a bit faster. Also some more basic weapons expect rockets and grenades should get damage reduction against vehicles buildings by little.

?

it's harder to follow an enemy soldier through the fire even with the little hitbox around them

i'm not serious, i'm on the internet

Yes it is harder, but not that hard.

On the other side grenade launcher can be artillery weapon ^^ Flamers can't be

Subject: Re: Flame soldier VS Grenadier
Posted by [anant](#) on Thu, 02 Jul 2009 19:49:55 GMT
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I sense retard.

You can always track with mouse and see character when aimed.
are you telling me that you can someone manange to dodge the fire from a chem/flamer when they are spraying everywhere, in which you can see the enemy and kill him???

Subject: Re: Flame soldier VS Grenadier
Posted by [rockstar256](#) on Thu, 02 Jul 2009 21:45:38 GMT
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anant wrote on Thu, 02 July 2009 14:49rockstar256 wrote on Mon, 29 June 2009 16:54liquidv2 wrote on Mon, 29 June 2009 00:26one thing the flamethrower can do that the grenade launcher cannot do is blind the living fuck out of the enemy
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You can always track with mouse and see character when aimed.
are you telling me that you can someone manange to dodge the fire from a chem/flamer when they are spraying everywhere, in which you can see the enemy and kill him???

You're from canada and you wrote these words like it was your first english lesson.

Read again my last post, little use of brain wont hurt you.

Subject: Re: Flame soldier VS Grenadier
Posted by [LeeumDee](#) on Thu, 02 Jul 2009 23:17:31 GMT
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rockstar256 wrote on Thu, 02 July 2009 16:45
You're from canada and you wrote these words like it was your first english lesson.

Read again my last post, little use of brain wont hurt you.

Just because he's from Canada does not mean his first language is English. For example, French-Canadian and of course just people that have immigrated.

Should i rip you for your poor English skills?

Subject: Re: Flame soldier VS Grenadier
Posted by [-Xv-](#) on Thu, 02 Jul 2009 23:21:44 GMT
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I really don't think that a player who believes the Light Tank is shit, should have any opinion in any Game balance/tactic related discussion. At least not one expected to be acknowledged and agreed with. /polite flame

The "blinding flamethrower" works great on some players. Many people who still play Renegade do so, because their PC is shit, and the Flamethrower is actually a wonderful lagtastic weapon. But, it is also true, that even though it can be annoying that you have a face full of flames, its not much harder to kill that spraying nub. ^_^

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I don't believe that being an immigrant is an excuse to have poor grammar in the primary language of the country you chose to immigrate to, but of course it takes time to learn it. I actually think it is great when people native to the language try and help out the person that made the mistake, and the person who made the mistake should not take offense from it. (I certainly didn't, I appreciated it)

but yeah back on topic, 'Nade launcher > your mom XD

Subject: Re: Flame soldier VS Grenadier
Posted by [rockstar256](#) on Fri, 03 Jul 2009 09:09:30 GMT
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LeeumDee wrote on Thu, 02 July 2009 18:17rockstar256 wrote on Thu, 02 July 2009 16:45
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Read again my last post, little use of brain wont hurt you.

Just because he's from Canada does not mean his first language is English. For example, French-Canadian and of course just people that have immigrated.

Should i rip you for your poor English skills?

My english skills are semi ,sir. Stop trolling.

Subject: Re: Flame soldier VS Grenadier

Posted by [rockstar256](#) on Fri, 03 Jul 2009 09:13:33 GMT

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-Xv- wrote on Thu, 02 July 2009 18:21 I really don't think that a player who believes the Light Tank is shit, should have any opinion in any Game balance/tactic related discussion. At least not one expected to be acknowledged and agreed with. /polite flame

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but yeah back on topic, 'Nade launcher > your mom XD

Actually LT only works pr0 in open terrain. In closer fights most of time you'll hit lt. It suck against buildings, you need 6 shots to take whole one block, while 4 block with med and 2,5 with stank/arty.

Subject: Re: Flame soldier VS Grenadier

Posted by [cnc95fan](#) on Fri, 03 Jul 2009 09:47:05 GMT

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Yes, he's the one trolling.

Subject: Re: Flame soldier VS Grenadier
Posted by [Gen_Blacky](#) on Tue, 07 Jul 2009 02:04:14 GMT

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Grenadier , but mostly likely if i was a grenadier vs a flamer i would just use the pistol.

Subject: Re: Flame soldier VS Grenadier
Posted by [archerman](#) on Tue, 07 Jul 2009 13:20:29 GMT

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grenade launcher is the only weapon capable of indirect attack, according to westwood.

Subject: Re: Flame soldier VS Grenadier
Posted by [JsxKeule](#) on Wed, 22 Jul 2009 14:55:22 GMT

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and its cooler in field to hit the nod strip with a gren rush
then hit the bar with a flame rush ^^

Subject: Re: Flame soldier VS Grenadier
Posted by [slosha](#) on Wed, 22 Jul 2009 21:36:19 GMT

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liquidv2 wrote on Mon, 29 June 2009 00:26one thing the flamethrower can do that the grenade launcher cannot do is blind the living fuck out of the enemy
same goes for the chem sprayer
not to mention lag if you don't have a good computer

Subject: Re: Flame soldier VS Grenadier
Posted by [Iran](#) on Tue, 06 Oct 2009 00:52:16 GMT

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Grenadier, keep long distance and hit him with the grenade launcher. If he's in range, use the pistol. But try keeping long distance, that way you won't risk damage and you're as free to do as a western company dumping toxic waste in Somalia.

Subject: Re: Flame soldier VS Grenadier
Posted by [blitzkey](#) on Tue, 06 Oct 2009 01:22:51 GMT
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-Xv- wrote on Thu, 02 July 2009 19:21

The "blinding flamethrower" works great on some players. Many people who still play Renegade do so, because their PC is shit, and the Flamethrower is actually a wonderful lagtastic weapon. But, it is also true, that even though it can be annoying that you have a face full of flames, its not much harder to kill that spraying nub. ^_^

very true, flamers, chems, and tib sydney fuck me over

Iran wrote on Mon, 05 October 2009 19:52 Grenadier, keep long distance and hit him with the grenade launcher. If he's in range, use the pistol. But try keeping long distance, that way you won't risk damage and you're as free to do as a western company dumping toxic waste in Somalia.

or just grab the pistol and rape the shit out of the flamer who has a noticeable bigger head. WHO WOULD WIN TIB SYDNEY OR CHEM TROOPER?

Subject: Re: Flame soldier VS Grenadier
Posted by [RTsa](#) on Tue, 06 Oct 2009 10:36:25 GMT
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archerman wrote on Tue, 07 July 2009 16:20 grenade launcher is the only weapon capable of indirect attack, according to westwood.

Then there's of course the MRLS (and stank, to a degree) though those are vehicles, so I guess they don't count.

But yeah, basically in the right circumstances, you can kill someone without the enemy ever getting a glimpse of you when you use indirect attack. Of course, highly unlikely in Renegade.

Anyway, the only + sides I see with flamethrower are these:

- blocking enemy view with flames (5-6 flame throwers can block it pretty well, tbh)

- having increased armor against splash damage (can run into proxies without getting killed as easily, tanks have a bit harder time killing them)

I'd still pick the grenadier any day. Grenades pwn buildings that much faster & from distance.

Subject: Re: Flame soldier VS Grenadier
Posted by [Goztow](#) on Tue, 06 Oct 2009 10:48:36 GMT
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The flamethrower can also imitate a flame tank (if it's out of view) !!!

Subject: Re: Flame soldier VS Grenadier

Posted by [RTsa](#) on Tue, 06 Oct 2009 23:01:13 GMT

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One's not very effective at that, but two work wonders.

Subject: Re: Flame soldier VS Grenadier

Posted by [GEORGE ZIMMER](#) on Mon, 12 Oct 2009 12:08:00 GMT

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I prefer the Grenadier almost any day of the week as they kick shittons more ass. Hell, I prefer them to the rocket soldiers because they're free, do about as much damage, and tend to be more effective to me.

Not to say they're OMG BETTER THAN HAVOC LOL but compared to a flamethrower, they're usually more effective.

Although, flamethrower rushes can be fun early game on canyon or other tightly cramped tunnel maps.
