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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

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