
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 around vehicles... You just run round and round the rocks/tank and lob nades over and bombard the enemy... Increasing range of the launcher 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)...
