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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.

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