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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!

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