

---

Subject: Grenadiers, always dying?

Posted by [Anonymous](#) on Sat, 02 Mar 2002 18:29:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The M79 grenade launcher (Vietnam era, single-shot 40mm) had a maximum effective range of 380 yards. It became inaccurate beyond 175yd. Although the GL used in Ren isn't a M79, the maximum range isn't my problem. It's the damage. If I send a HE grenade to give you a lap dance, you should be dead. It would be understandable for elite characters to not die (they're elite), but the HE grenades should at least do significant damage to a enemy target even if a direct hit, or a inaccurate one. At close ranges pinpoint accuracy is almost impossible. One ends up relying on splash damage which is nobody's best friend.[I'm saving up for a TAR-Sydney. ]

---