
Subject: Re: Little "trial" on n00bstories servers - might be of general interest
Posted by [m1a1_abrams](#) on Sat, 04 Mar 2006 14:39:44 GMT

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I don't think Grenadiers need a damage boost so much, but they could do with a larger splash radius. They do as much damage as you would expect if you can actually hit the enemy, but the area of effect is so small that it becomes really difficult to hit dodging enemies with any kind of regularity.

If you gave them say, 1.75 times the area of splash they have right now, I don't think it would unbalance them as long as the damage stayed the same... it would just make them somewhat useful. I have in the back of my mind the old RenAlert Grenadiers, which owned everything, but if I remember correctly they did so much damage as to kill free guys with one hit on the ground beside them!
