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Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Dreganius](#) on Wed, 19 Dec 2007 23:48:08 GMT

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WNxBoMbZU wrote on Thu, 20 December 2007 10:16buff grenadier and flamethrower

Yeah, if it was me, I'd like the grenade explosion to be a bit larger in radius, and the damage to be greater to infantry, but maybe lesser to vehicles and/or buildings. Same with the flamethrower, but X2 on each end. It really sucks against what you'd think it's used for!

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