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Subject: Re: Flame soldier VS Grenadier

Posted by [Nukelt15](#) on Sat, 27 Jun 2009 21:18:37 GMT

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Both weapons can be used against vehicles- the grenade launcher is slightly better at this simply because it isn't limited to face-fucking range and the poor schmuck using it is less likely to get turned into fender ketchup. Grenades also have an edge against structures, as the guy with the launcher doesn't actually need to be in or next to the building to attack it (Refinery overlook on Volcano, for example). I'm not sure which weapon kills the MCT faster, but as they're both free infantry classes you need more than one to do the job effectively anyway. The flamethrower is somewhat better against infantry in close-quarters, as the grenade launcher is not terribly accurate against bunny-hopping Noddies... if you can't score hits with a flamethrower, on the other hand, you shouldn't be playing shooters.

Both are primarily used to kill the harvester (the grenadier is slightly better at doing so because he doesn't have to stand in the tiberium to be effective) or rush before anybody can really afford the classes they want to buy... or as a stand-in for the antivehicle classes if the Barracks/HoN is down. The two soldiers are generally used to fill the same role even though they really aren't meant to do so, and which one is better is therefore entirely situational.

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