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Subject: Shooting airstrip with grenadier on mesa does no damage

Posted by [flyingfox](#) on Thu, 01 Jul 2004 19:18:12 GMT

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Fixable? Just today I fired about 3 clips of grenade ammo at the airstrip from the infantry side and it did no damage, and of course, gave me no points. This also happens in the same area with gunner and attacking the far side turret.

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Subject: Shooting airstrip with grenadier on mesa does no damage

Posted by [spoonyrat](#) on Thu, 01 Jul 2004 22:00:07 GMT

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Yeah, if you're on the vehicle side path hitting the airstrip with a med/mammy/mrls, same problem.

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Subject: Shooting airstrip with grenadier on mesa does no damage

Posted by [m1a1\\_abrams](#) on Thu, 01 Jul 2004 22:15:07 GMT

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I think there's a similar thing on Hourglass. When the AGT has been destroyed, if you try to drive over the hill and shoot the Weapons Factory with an Artillery, it does no damage until you get to the bottom of the hill. I've never understood why.

Edit: I just hosted single player games on both Mesa and Hourglass, and I had no problem damaging both the Airstrip and the Weapons Factory from the positions mentioned. I don't think I've ever been able to damage the Weapons Factory from that position when I'm not host, and I had the problem with not being able to damage the Airstrip on Mesa the other day.

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Subject: Shooting airstrip with grenadier on mesa does no damage

Posted by [spoonyrat](#) on Fri, 02 Jul 2004 00:06:42 GMT

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Arty up top can hit every building except the barracks. MRLS can hit everything if you're the host, dedi MRLS can only hit refinery. Med tank up top can hit hand and ob.

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Subject: Shooting airstrip with grenadier on mesa does no damage

Posted by [Blazer](#) on Fri, 02 Jul 2004 02:15:19 GMT

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Odd...I routinely destroy both turrets with a gunner from there

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Subject: Shooting airstrip with grenadier on mesa does no damage

Posted by [Renx](#) on Fri, 02 Jul 2004 03:04:38 GMT

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Yes you can do that, but he means hiding behind the wall lobbing grenades over the wall trying to damage the strip. It doesn't work. You can however damage anything with a gunner from around there.

Same thing on the other side, tanks have a hard time damaging the strip as well.

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Subject: Shooting airstrip with grenadier on mesa does no damage

Posted by [Deathgod](#) on Fri, 02 Jul 2004 03:32:00 GMT

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No, grenadiers can damage from both sides. You need to angle very high and be right at the wall almost to hit it from the infantry side, but it can be done.

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Subject: Shooting airstrip with grenadier on mesa does no damage

Posted by [flyingfox](#) on Fri, 02 Jul 2004 03:33:56 GMT

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True, I watched you do it the other day. But if the grenade hits, it should do damage anyway so it's probably something that should be addressed in any upcoming patches.

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Subject: Shooting airstrip with grenadier on mesa does no damage

Posted by [Deathgod](#) on Fri, 02 Jul 2004 03:53:31 GMT

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Yeah, it seems like there's a dead zone at the front of the strip runway where you can't hit it, you have to angle your 'nades over it to have any effect.

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Subject: Shooting airstrip with grenadier on mesa does no damage

Posted by [Renx](#) on Fri, 02 Jul 2004 12:46:11 GMT

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DeathgodNo, grenadiers can damage from both sides. You need to angle very high and be right at the wall almost to hit it from the infantry side, but it can be done.

Yea, i've done it before, but sometimes by the time you get it right, a Nod soldier is standing on the wall shooting your head in.

Same with on the vehicle side, you have to get your tank just in the right place in order to damage

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the strip. Easier than with a nader, but still doesn't damage it from a lot of angles.

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