

Grenade Damage

Grenade damage in Borderlands 2 and The Pre-Sequel is a type of damage, similar to gun damage, melee damage, shield damage etc. Aside from grenades themselves, several other attacks deal grenade damage and are boosted by grenade damage buffs as a result. In this document is a list of all known sources of grenade damage.

Certain enemies also have a resistance to grenade damage. A work in progress list of all known enemies with these resistances in BL2 and TPS can be found at the bottom.

Grenades

All kinds of grenades deal grenade damage on every hit, with one exception. When a Singularity grenade pulls enemies in, it deals a small amount of damage which is not affected by grenade damage. The grenade's explosion (as well as the shock beams of the **Quasar**) still deals grenade damage though.

Guns with Grenade Splash Damage

Some guns deal additional, unlisted area of effect damage in the form of splash. There are 3 types of splash damage, one of which is grenade splash (the most common type for non-launcher guns). Grenade damage boosts will increase the damage dealt with this splash type. Note that gun damage boosts increase it as well and get multiplied by grenade damage boosts.

For complete lists of all weapons with grenade splash damage, see these documents: [BL2](#) and [TPS](#)

Tediore Reloads

Most Tediore throw-reloads deal grenade damage. The only exceptions are **Tediore rocket launchers**, the shock arcs of **Tediore lasers**, the **Party Line's** fireworks and the child grenades of Tediore **Splatguns**.

Rocket launchers deal launcher splash damage on their reloads, but they also have one exception, being the **Bunny**, which again deals grenade damage.

Lasers emit a constant shock arc that damages nearby enemies, similar to **Tesla** grenades, which is unaffected by grenade damage.

The **Party Line** spawns fireworks once the thrown weapon explodes, which behave just like the fireworks spawned by the gun's shots.

Splatguns (with the exception of the Omen) spawn 2 additional child grenades when they explode, which deal gun splash damage.

For complete guides on Tediore reloads, see these documents: [BL2](#) and TPS (wip)

Skills

A few character skills deal grenade damage as well. Here is a complete list, not counting skills that simply throw additional grenades for you like Krieg's **Pull the Pin** or Claptrap's **Torgue Fiesta**.

- Krieg:**
- **Buzz Axe Bombardier** (both the explosion and the axe itself)
 - **Bloodsplosion**
 - **Light the Fuse** (both the dynamite throw and the suicide explosion)
 - **Silence the Voices** (the self attack)
 - **Raving Retribution**
- Athena:**
- **Kinetic Aspis**
 - **Prismatic Aegis**
 - **You've Got Red on You**
 - **Hades' Shackles** (only the novas, not the shock tethers)
- Wilhelm:**
- **Vengeance Cannon**
 - **Termination Protocols** (only the explosion, not the shock beams)
 - **Kinetic Armor**

Items & Other Sources

A list of items and other things that deal grenade damage.

- **Love Thumper** (explosive nova)
 - **Black Hole** (only the singularity effect, not the nova)
 - **The Shooting Star** (explosive meteor)
 - **Ack Ack** (explosive flak)
 - **Excalibastard** (only the singularity effect, not the nova)
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- Elemental Barrels
 - Gas Tanks/Canisters
 - Necrophages
 - Firemelons
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- Bandit Technical Barrel Catapult
 - Fan Boat Corrosive Launcher
 - Fan Boat Shock Launcher
 - Stingray Flak Cannon
 - Moon Buggy Missile Pod Cryo Rocket
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- Destroying Dexiduous Pimples

Grenade and Splash Resistance

Certain enemies have an innate grenade and/or splash damage resistance. Grenade damage resistance simply reduces all damage taken from grenade damage. Splash damage resistance does the same thing, but it also reduces the damage of launcher splash damage (gun splash damage is unaffected by it). These resistances only ever apply to **health bars**, not to shields enemies may have.

Enemies can have one or both of these resistances at the same time and even multiple instances of one type. As an example, a Constructor has **75%** grenade resistance and an additional **20%** splash resistance when it puts up its bullet reflecting eye shield. If you throw a grenade that deals 100 damage at it, the calculation would be:

(100 - **75%**) - **20%** = 20 damage

Below is a (work in progress) list of enemies with such resistances. Grenade damage resistance is marked in **green** and splash damage resistance in **blue**. All values were tested in UVHM.

Borderlands 2

Bosses	
Terramorphous, the Invincible	75%
Ancient Dragons of Destruction	75%
Pyro Pete, the Invincible	66.67%
Jacques O'Lantern	25% (both phases)
Handsome Jack	
The Warrior	55% (replaces its innate 60-75% damage reduction)
Captain Flynt	50% or 50% and

Unique Enemies	
Saturn	90%
Uranus	90%
Rouge	~14.29%
Assassin Oney	~28.57%
Foreman Rusty	10%

Common Enemies	
Constructor	75% or 75% and 20% (with eye shield up)
Badass Constructor	95% or 95% and 16.67% (with eye shield up)
PWR Loader	16.67% or 37.5% (while its hands spin)
BUL Loader	~14.29%
RPG Loader	25%
Volatile Crystalisk	20% and 50% or 20% and 60% (when 1 leg is broken) or 20% and 75% (when 2 legs are broken) or 100% (when all legs are broken)
Cave Crystalisk	None or 20% (when 1 leg is broken) or 50% (when 2 legs are broken) or 100% (when all legs are broken)
Mini Crystalisk (Rouge & Blue)	90% (also resists gun splash by 90%)
Lunatic Bomber	
Witch Doctor	
Spiderling	40%
Slagged Spiderant	40%
Spiderant Slugger	~43.5%
Spiderant Brawler	~43.5%
Skeleton Gladiator	37.5%
Skeleton Mage	(while wearing a helmet)
Skeleton Archer	
Eternal Skeletaur	50%

The Pre-Sequel

Bosses	
Eclipse	90%
EOS	90%
Felicity	50% and 20% or 50% and 33.33% (with eye shield up) (her legs only have the grenade resistance)

Common Enemies	
Unstable Boil Worker	(with mask)
Tainted Hyperion Guard	(with mask)
Inferno.exe	(with helmet)
Ultimate Badass Defender.SubRoutine	(with helmet)
Ultimate Badass WH33L-TP	(with helmet)