

---

Subject: Re: The Best Weapon

Posted by [Dover](#) on Mon, 31 Dec 2007 15:25:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

If you're going to include killing structures as well, and you're limiting us to infantry only weapons (No vechs), then the clear-cut answer is the Gunner Rockets.

They do decent splash damage to infantry, and kill in one hit with headshots and do massive damage with bodyshots.

In addition, they are useful against vechs, and remain the only infantry weapon to do respectable damage to buildings (6 rockets = 10% building HP, 42 rockets total = 70% building HP with one gunner, not even using his C4).

It even outstrips the Volt Auto Rifle, since the VAR is only effective if you get inside the building (Which isn't common in a match, and if it is, it's a rarity you'll be able to empty even 1 clip into the MCT), whereas Gunner strikes can occur from almost any distance, at any point in the map that has line of sight to the structure thanks to massive range (dwarfed only by the ramjet and the sniper, I believe).

And let's not forget that you get all this for 400, making it cheaper than anything that won't get you laughed at.

Edit: Actually, now that I think about it, I believe grenades to equal damage to buildings and similar damage to infantry if they actually hit, but they're quite bad because of their short range, difficulty to aim over distances, lower HP, and laughable splash radius.

---