
Subject: Best Weapon

Posted by [Anonymous](#) on Thu, 26 Dec 2002 18:28:00 GMT

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Unsure if this has been covered already sorry if it has in my opinion the best weapon is the rocket launcher, because if you're a SBH, you can headshot havocs, if not that do massive damage, as a Gunner/Officer, I know people would say Ramjet but Rockets do massive damage, and you're guaranteed to hit the enemy unlike the Ramjet what about everyone else, hope this topic stays flamefree =)

Subject: Best Weapon

Posted by [Anonymous](#) on Thu, 26 Dec 2002 18:45:00 GMT

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I THINK THE BEST WEAPON IS THE SUPERIOR 'FART GUN' IT RULES!

Subject: Best Weapon

Posted by [Anonymous](#) on Thu, 26 Dec 2002 18:46:00 GMT

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quote:Originally posted by Dark Flow: Unsure if this has been covered already sorry if it has in my opinion the best weapon is the rocket launcher, because if you're a SBH, you can headshot havocs, if not that do massive damage, as a Gunner/Officer, I know people would say Ramjet but Rockets do massive damage, and you're guaranteed to hit the enemy unlike the Ramjet what about everyone else, hope this topic stays flamefree =) Your kinda hard to understand..... I'm not getting what you say incept for the part that you like rockets..... I've got an awfully large rocket in my pocket..... do you like that too?

Subject: Best Weapon

Posted by [Anonymous](#) on Fri, 27 Dec 2002 05:58:00 GMT

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My favorite cheap character/weapon is Sydney with the Tiberium Auto Rifle. She only costs 150 credits, and the TAR does moderate damage to tanks, as well as infantry. Also the tiberium has an "after effect" of poison (victim continues to lose health for ~2 seconds after being hit).

Subject: Best Weapon

Posted by [Anonymous](#) on Fri, 27 Dec 2002 07:50:00 GMT

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Nod: The "Scorpion". GDI: The "Merlin".

Subject: Best Weapon
Posted by [Anonymous](#) on Fri, 27 Dec 2002 07:52:00 GMT
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raptor

Subject: Best Weapon
Posted by [Anonymous](#) on Fri, 27 Dec 2002 09:14:00 GMT
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quote:Originally posted by wt676:I THINK THE BEST WEAPON IS THE SUPERIOR 'FART GUN'IT RULES! fart

Subject: Best Weapon
Posted by [Anonymous](#) on Fri, 27 Dec 2002 13:47:00 GMT
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I have to vote for two best weapons because no weapon on the game is without a disadvantage. I feel that the best long range weapon is Sakura/Havoc sniper rifle. When you get an OPFOR (opposing force)soldier out in open field he/she is pretty much dead if there is no cover. They also have the greatest effect against the the 2 most damage inflicting seige vehicles (MRL and Mobile Artillery) . I don't use them, but have been effected by them before. Mobius/Mendoza I think have the best medium/short range weapon because the weapon inflicts damage in a constant stream. You can just swing it around and score a kill most times. Plus it doesn't have the 1 shot recharge issue of Raveshaw's weapon.

Subject: Best Weapon
Posted by [Anonymous](#) on Fri, 27 Dec 2002 14:00:00 GMT
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Raveshaws Recharging after every shot is a disadvantage when surrounded by enemys on a non defense map, but extremly effective against tanks

Subject: Best Weapon
Posted by [Anonymous](#) on Sat, 28 Dec 2002 00:34:00 GMT
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Yeah try to keep on topic please, only like demo man and blazer were actually on topic, and whats with the stupid SPAM urls, it is infact a Renegade topic it aint spamthanks

Subject: Best Weapon

Posted by [Anonymous](#) on Sat, 28 Dec 2002 22:24:00 GMT

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Laser Chain Gun. Only drawback is the limited ammo amount. I guess that's why they have this thing called "balance"

Subject: Best Weapon

Posted by [Anonymous](#) on Sun, 29 Dec 2002 03:25:00 GMT

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for sniping i would have to say the standard sniper rifle is better than the ramjet, yes the ramjet does more damage, but with a regular sniper rifle you do not "advertise" your position every time you shoot it, unlike the ramjet. For tank killing, definitely the volt auto rifle. The rocket launcher is a great weapon, but the speed of the projectile is WAY too slow. The 2 most effective weapons ive found for interior building assault would have to be the chem sprayer and the volt auto rifle. And for just tearing infantry up, the chaingun does wonders when you are low on funds. Just my 2 cents.
