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Subject: Whats you favorite?

Posted by [Anonymous](#) on Wed, 01 May 2002 12:14:00 GMT

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dual pistols would be nice, though it'd have to cost significantly more than say a character. We are talking about infinite ammo here. Secondary fire would be awesome. Any ideas for it? Well, I do: Pistol: pistol whip (like MOHAA) Flame-thrower: napalm launcher, uses 5-10 but is slightly further and does more damage when it hits...flies in arc Chem-sprayer: further globs of Tiberium, like in Unreal Tournament grenade launcher: reg grenades and instant explode grenades

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