

---

Subject: What Gun Would You Get?

Posted by [thrash300](#) on Thu, 26 Oct 2006 23:28:40 GMT

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---

If you can recieve any gun from Renegade, which gun would it be???????????????

---

---

Subject: Re: What Gun Would You Get?

Posted by [danpaul88](#) on Thu, 26 Oct 2006 23:34:30 GMT

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---

the one aimed at your head

---

---

Subject: Re: What Gun Would You Get?

Posted by [Oblivion165](#) on Thu, 26 Oct 2006 23:37:43 GMT

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---

Ion Cannon, it would likely have the best resale value.

---

---

Subject: Re: What Gun Would You Get?

Posted by [Aprime](#) on Thu, 26 Oct 2006 23:56:43 GMT

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---

A strike beacon is not a gun, fool.

(unless you're talking about the PIC)

---

---

Subject: Re: What Gun Would You Get?

Posted by [bandie63](#) on Fri, 27 Oct 2006 01:12:54 GMT

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---

Tiberium Flechette gun.

---

---

Subject: Re: What Gun Would You Get?

Posted by [Spice](#) on Fri, 27 Oct 2006 01:27:33 GMT

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---

Laser Rifle

---

---

Subject: Re: What Gun Would You Get?  
Posted by [Ryu](#) on Fri, 27 Oct 2006 01:30:19 GMT  
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---

Omfg, Pick Counter Strike Source!! I want the AK-47 It's better than any gun on Renegade  
Non of the guns in Renegade move me, I would just take the explosives , bai to your house.

---

Subject: Re: What Gun Would You Get?  
Posted by [Viking](#) on Fri, 27 Oct 2006 01:31:34 GMT  
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---

Laser chain gun!

---

Subject: Re: What Gun Would You Get?  
Posted by [Nukelt15](#) on Fri, 27 Oct 2006 02:32:55 GMT  
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---

PIC, no contest. It'd be like my own little divine finger to reach out and smite assholes with...

---

Subject: Re: What Gun Would You Get?  
Posted by [z310](#) on Fri, 27 Oct 2006 02:35:05 GMT  
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---

Alex wrote on Thu, 26 October 2006 21:30...bai to your house.

CommandoA little C4 knockin' at your door...

I would choose the repair gun. Just imagine...

---

Subject: Re: What Gun Would You Get?  
Posted by [Dave Anderson](#) on Fri, 27 Oct 2006 02:38:31 GMT  
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---

I would choose the 500 class Sniper Rifle.

---

Subject: Re: What Gun Would You Get?  
Posted by [jnz](#) on Fri, 27 Oct 2006 03:11:04 GMT  
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---

CommandoA little C4 knockin' at your door...

---

I would choose the repair gun. Just imagine... [/quote]

Crazy Ivan

Here hold this...

Crazy Ivan

Happy Birthday!!!

i too would choose the repair gun.

---

Subject: Re: What Gun Would You Get?  
Posted by [Cat998](#) on Fri, 27 Oct 2006 03:28:23 GMT  
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---

help-linux wrote on Fri, 27 October 2006 05:11CommandoA little C4 knockin' at your door...

I would choose the repair gun. Just imagine...

Crazy Ivan

Here hold this...

Crazy Ivan

Happy Birthday!!!

i too would choose the repair gun.

ROFL

I think I would choose the repair gun too...

---

---

Subject: Re: What Gun Would You Get?  
Posted by [jnz](#) on Fri, 27 Oct 2006 03:34:21 GMT  
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---

although...the pic, if had unlimited ammo, would be no match to anything except a railgun. it would sell for millions. just imagine, your in the army fighting a war against crazy ivan-type tererists. one shot would take out 100's of them at a time. (remeber if close enough they take out each other as well)

---

Subject: Re: What Gun Would You Get?  
Posted by [Ryu](#) on Fri, 27 Oct 2006 03:49:59 GMT  
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---

Okay, Get me a PIC with Unlimited ammo and a Fire rate of 10000, Yea, MY fav gun.

---

Subject: Re: What Gun Would You Get?  
Posted by [IronWarrior](#) on Fri, 27 Oct 2006 04:09:54 GMT  
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---

Volt Rifle, best all around weapon, able to take out tanks aswell as troops without any problems and in this world, that weapon would rock.

---

Subject: Re: What Gun Would You Get?  
Posted by [mrpirate](#) on Fri, 27 Oct 2006 04:57:32 GMT  
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---

if I had a repair gun I could repair my motherfuckin toilet

---

Subject: Re: What Gun Would You Get?  
Posted by [reborn](#) on Fri, 27 Oct 2006 06:24:27 GMT  
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---

oby gun

---

Subject: Re: What Gun Would You Get?  
Posted by [light](#) on Fri, 27 Oct 2006 08:41:44 GMT  
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Depends on who I wanted to use it against.

---

Subject: Re: What Gun Would You Get?  
Posted by [Doitle](#) on Fri, 27 Oct 2006 10:19:31 GMT  
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---

I would choose the laser rifle as I could use it in industrial cutting applications.

---

Subject: Re: What Gun Would You Get?  
Posted by [futura83](#) on Fri, 27 Oct 2006 10:48:24 GMT  
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id get an SP repair gun; while being able to repair anything, they can kill things as well

---

Subject: Re: What Gun Would You Get?  
Posted by [Zion](#) on Fri, 27 Oct 2006 11:09:49 GMT  
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---

It has to be.....

The Rail gun for me, just seeing that red beam cut through peoples heads like a hot knife through butter.

---

Subject: Re: What Gun Would You Get?  
Posted by [CarrierII](#) on Fri, 27 Oct 2006 11:34:19 GMT  
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---

PIC or railgun, <3

---

Subject: Re: What Gun Would You Get?  
Posted by [RTsa](#) on Fri, 27 Oct 2006 12:20:53 GMT  
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---

Oblivion165 wrote on Fri, 27 October 2006 02:37lon Cannon, it would likely have the best resale value.You mean the one in space? I'd probably get that, too.

Then again, the repair gun would also be awesome. I would guess it'd sell with quite a high price as well.

As for the PIC, its range is TERRIBLE when compared to anything we have now. It wouldn't be good in this world.

---

---

Subject: Re: What Gun Would You Get?  
Posted by [trooprm02](#) on Fri, 27 Oct 2006 13:56:36 GMT  
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---

Dave Anderson wrote on Thu, 26 October 2006 21:38I would choose the 500 class Sniper Rifle.

Agreed

---

Subject: Re: What Gun Would You Get?  
Posted by [Sniper\\_De7](#) on Fri, 27 Oct 2006 16:46:09 GMT  
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---

Tib Sydney's tiberium rifle.

---

Subject: Re: What Gun Would You Get?  
Posted by [Canadacdn](#) on Fri, 27 Oct 2006 18:06:06 GMT  
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---

It's a hard choice between the SP repair gun, and the volt auto rifle.

---

Subject: Re: What Gun Would You Get?  
Posted by [Viking](#) on Fri, 27 Oct 2006 18:39:22 GMT  
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---

Single playr repair gun! I changed my mind!

LOL fix cars for 100 dollars nomatter what the problem is!

make a fortune!

---

Subject: Re: What Gun Would You Get?  
Posted by [Tunaman](#) on Fri, 27 Oct 2006 18:42:40 GMT  
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---

I would get a repair gun too.

---

Subject: Re: What Gun Would You Get?  
Posted by [futura83](#) on Fri, 27 Oct 2006 20:16:01 GMT  
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---

the sp repair gun is a god's tool; it can repair/heal anything/anyone, and it can damage/kill

---

anything/anyone, what more could you want(?)

---

---

Subject: Re: What Gun Would You Get?

Posted by [idebo](#) on Fri, 27 Oct 2006 20:17:07 GMT

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---

Shotgun.

---

---

Subject: Re: What Gun Would You Get?

Posted by [Oblivion165](#) on Fri, 27 Oct 2006 21:20:52 GMT

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---

Comrade wrote on Thu, 26 October 2006 19:56A strike beacon is not a gun, fool.

(unless you're talking about the PIC)

I was thinking more of a weapon than a gun and I would go for the satellite, not the beacon.

---

---

Subject: Re: What Gun Would You Get?

Posted by [DaN#GW](#) on Fri, 27 Oct 2006 21:27:25 GMT

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---

Ramjet, so I could just sit on a bridge all day sniping aircraft..

---

---

Subject: Re: What Gun Would You Get?

Posted by [IronWarrior](#) on Fri, 27 Oct 2006 22:55:22 GMT

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---

the17doctor wrote on Fri, 27 October 2006 15:16the sp repair gun is a god's tool; it can repair/heal anything/anyone, and it can damage/kill anything/anyone, what more could you want(?)

How would the repair gun heal someone and also kill as its only got one type of fire`?

---

---

Subject: Re: What Gun Would You Get?

Posted by [Dave Anderson](#) on Fri, 27 Oct 2006 23:13:58 GMT

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---

The Repair Gun in the single-player mode can repair things as well as do damage to things. There is a part in the single-player missions where you are confronted by a Nod Engineer with a repair gun that does damage to you.

---

---

Subject: Re: What Gun Would You Get?  
Posted by [DyingCell](#) on Fri, 27 Oct 2006 23:55:50 GMT  
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---

Railgun...End Off

---

Subject: Re: What Gun Would You Get?  
Posted by [Canadacd](#) on Fri, 27 Oct 2006 23:57:52 GMT  
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---

Dave Anderson wrote on Fri, 27 October 2006 18:13The Repair Gun in the single-player mode can repair things as well as do damage to things. There is a part in the single-player missions where you are confronted by a Nod Engineer with a repair gun that does damage to you.

It's range is terrible, though.

---

Subject: Re: What Gun Would You Get?  
Posted by [Dave Anderson](#) on Sat, 28 Oct 2006 00:07:09 GMT  
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---

Yeah, it is. Though, a gun cannot have everything.

---

Subject: Re: What Gun Would You Get?  
Posted by [IronWarrior](#) on Sat, 28 Oct 2006 00:18:43 GMT  
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---

Dave Anderson wrote on Fri, 27 October 2006 19:13The Repair Gun in the single-player mode can repair things as well as do damage to things. There is a part in the single-player missions where you are confronted by a Nod Engineer with a repair gun that does damage to you.

IWarriors wrote on Fri, 27 October 2006 17:55the17doctor wrote on Fri, 27 October 2006 15:16the sp repair gun is a god's tool; it can repair/heal anything/anyone, and it can damage/kill anything/anyone, what more could you want(?)

How would the repair gun heal someone and also kill as its only got one type of fire`?

---

Subject: Re: What Gun Would You Get?  
Posted by [Dave Anderson](#) on Sat, 28 Oct 2006 01:42:54 GMT  
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Do you not understand my response?

---

---

Subject: Re: What Gun Would You Get?

Posted by [thrash300](#) on Sat, 28 Oct 2006 01:44:13 GMT

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---

I just wanted to see how many of you would choose the repair gun.

Viking wrote on Fri, 27 October 2006 13:39Single playr repair gun! I changed my mind!

LOL fix cars for 100 dollars nomatter what the problem is!

make a fortune!

HUH, screw insurance, you get into an accident, step out, whip out your repair gun and beam away!

---

---

Subject: Re: What Gun Would You Get?

Posted by [thrash300](#) on Sat, 28 Oct 2006 01:53:24 GMT

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---

IWarriors wrote on Fri, 27 October 2006 17:55the17doctor wrote on Fri, 27 October 2006 15:16the sp repair gun is a god's tool; it can repair/heal anything/anyone, and it can damage/kill anything/anyone, what more could you want(?)

How would the repair gun heal someone and also kill as its only got one type of fire`?

You set it to ultra high power, aim it at the person, and WALLAH! They have cancer.

LOL the repair gun can be a medical break-through!

---

---

Subject: Re: What Gun Would You Get?

Posted by [IronWarrior](#) on Sat, 28 Oct 2006 03:31:44 GMT

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---

Dave Anderson wrote on Sat, 28 October 2006 09:42Do you not understand my response?

I do, but its idiotaic, you dont understand my point.

---

---

Subject: Re: What Gun Would You Get?

Posted by [Dave Anderson](#) on Sat, 28 Oct 2006 05:34:10 GMT

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---

How was my response idiotic? It was simple, and to the point. And, it is FACT.

---

---

Subject: Re: What Gun Would You Get?

Posted by [Tunaman](#) on Sat, 28 Oct 2006 08:57:02 GMT

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---

IWarriors wrote on Fri, 27 October 2006 23:31 Dave Anderson wrote on Sat, 28 October 2006 09:42 Do you not understand my response?

I do, but its idiotoic, you dont understand my point.

The SP repair gun has two types of fire tho. It doesn't have to be just like the one in MP..

---

---

Subject: Re: What Gun Would You Get?

Posted by [futura83](#) on Sat, 28 Oct 2006 09:36:19 GMT

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---

IWarriors wrote on Fri, 27 October 2006 17:55 the17doctor wrote on Fri, 27 October 2006 15:16 the sp repair gun is a god's tool; it can repair/heal anything/anyone, and it can damage/kill anything/anyone, what more could you want(?)

How would the repair gun heal someone and also kill as its only got one type of fire`?

Dave Anderson wrote on Fri, 27 October 2006 19:13 The Repair Gun in the single-player mode can repair things as well as do damage to things. There is a part in the single-player missions where you are confronted by a Nod Engineer with a repair gun that does damage to you.

---

---

Subject: Re: What Gun Would You Get?

Posted by [Toroxus](#) on Sat, 28 Oct 2006 14:58:05 GMT

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---

I would get the tiberium auto rifle, but what would I reload it with? The volt auto rifle would be my pick.

---

---

Subject: Re: What Gun Would You Get?  
Posted by [IronWarrior](#) on Sat, 28 Oct 2006 19:54:11 GMT  
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---

Again, you are all missing the point, it aint hard to relise.

---

Subject: Re: What Gun Would You Get?  
Posted by [icedog90](#) on Sat, 28 Oct 2006 19:59:33 GMT  
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---

You're the one who is lost. God, people like you make me sick. HE IS ONLY TALKING ABOUT SINGLEPLAYER AND HE IS ONLY TALKING ABOUT A FACT. A FACT.

FAAAAAACT.

The repair gun in singleplayer that is used BY THE BOTS can repair allies and harm enemies.

---

Subject: Re: What Gun Would You Get?  
Posted by [CarrierII](#) on Sat, 28 Oct 2006 20:56:24 GMT  
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---

I think his point is "How do you know if the gun is going to hurt or repair its target?"

Did I get it?

---

Subject: Re: What Gun Would You Get?  
Posted by [Tunaman](#) on Sat, 28 Oct 2006 21:04:11 GMT  
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IWarriors wrote on Sat, 28 October 2006 15:54 Again, you are all missing the point, it aint hard to relise.

It has TWO types of fire.. Check it in LE if you don't believe me. o.O

---

Subject: Re: What Gun Would You Get?  
Posted by [RTsa](#) on Sat, 28 Oct 2006 21:07:00 GMT  
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---

CarrierII wrote on Sat, 28 October 2006 23:56 I think his point is "How do you know if the gun is going to hurt or repair its target?"

Did I get it?

---

Simple, when you shoot at enemies, it hurts them and when you want something fixed, it repairs.

---

---

Subject: Re: What Gun Would You Get?

Posted by [havoc9826](#) on Sat, 28 Oct 2006 21:49:38 GMT

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---

The repair gun might have 2 types of fire, but you really can't tell from singleplayer as the engineer repairs the power plant just by staying alive (he doesn't even have to be repairing at the MCT for it to not take damage). He does attack you with the negative energy repair gun though (notice the color): video

The Renegade: Sole Survivor mod actually got this two-fire-mode repair gun into their game, but it doesn't do all that much damage. Here's what it looks like: video

---

---

Subject: Re: What Gun Would You Get?

Posted by [xptek](#) on Sat, 28 Oct 2006 22:39:20 GMT

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---

Something with blamokiller.

---

---

Subject: Re: What Gun Would You Get?

Posted by [Kamuix](#) on Sat, 28 Oct 2006 22:43:39 GMT

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i think the grenade would be a good weapon...i get to blow stuff up! that would be kool moah ha ha ha would u mess with me?...wouldnt think so dumb heads moah ha ha

---

---

Subject: Re: What Gun Would You Get?

Posted by [Dave Anderson](#) on Sat, 28 Oct 2006 23:10:49 GMT

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---

I'm pretty sure a sniper rifle, laser rifle, tiberium flachette and some of the other weapons would easily overcome you if all you had was a grenade launcher. ^^

---

---

Subject: Re: What Gun Would You Get?

Posted by [Kamuix](#) on Sat, 28 Oct 2006 23:16:23 GMT

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---

Dave Anderson wrote on Sat, 28 October 2006 19:10 I'm pretty sure a sniper rifle, laser rifle, tiberium flachette and some of the other weapons would easily overcome you if all you had was a

---

grenade launcher. ^^

Ummmm....Yah, are you questioning the Gernade launcher? Let's go 3:00

---

---

Subject: Re: What Gun Would You Get?

Posted by [Canadacdn](#) on Sat, 28 Oct 2006 23:53:55 GMT

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Kamuix, are you okay?

---

---

Subject: Re: What Gun Would You Get?

Posted by [Dave Anderson](#) on Sun, 29 Oct 2006 00:05:51 GMT

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---

Kamuix wrote on Sat, 28 October 2006 17:16Dave Anderson wrote on Sat, 28 October 2006 19:10I'm pretty sure a sniper rifle, laser rifle, tiberium flachette and some of the other weapons would easily overcome you if all you had was a grenade launcher. ^^

Ummmm....Yah, are you questioning the Gernade launcher? Let's go 3:00

Unfortunately, I do not play games anymore. Sorry.

---

---

Subject: Re: What Gun Would You Get?

Posted by [Kamuix](#) on Sun, 29 Oct 2006 00:17:13 GMT

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---

I'm ok!

Would you call hunting the most dangerous creature, MAN! A game?

---

---

Subject: Re: What Gun Would You Get?

Posted by [Dave Anderson](#) on Sun, 29 Oct 2006 00:23:14 GMT

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---

Hunting..? From the context of your sentence, it made it sound like you were challenging me to a match of Renegade. Even if, I still stand by what I said, even in reality. :)

---

---

Subject: Re: What Gun Would You Get?

Posted by [IronWarrior](#) on Sun, 29 Oct 2006 03:43:54 GMT

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---

CarrierII wrote on Sat, 28 October 2006 15:56I think his point is "How do you know if the gun is going to hurt or repair its target?"

Did I get it?

Yes, you did, you win a cookie and my respect.

Its the same thing in star trek, with the hand held Phaser and its modes of fire, one type, it can disintegrate an object its fired at, but how does the weapon know the object its being fired at, is differet from whatever the object is touching or sitting on.

---

---

Subject: Re: What Gun Would You Get?

Posted by [Tunaman](#) on Sun, 29 Oct 2006 05:51:13 GMT

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Maybe there's a switch that we don't know about.. lol

---

---

Subject: Re: What Gun Would You Get?

Posted by [jnz](#) on Sun, 29 Oct 2006 08:41:09 GMT

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maybe it doesn't exist.

---

---

Subject: Re: What Gun Would You Get?

Posted by [matty3k10](#) on Mon, 30 Oct 2006 08:52:03 GMT

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Chem Sprayer ownz you.

---

---

Subject: Re: What Gun Would You Get?

Posted by [Dave Anderson](#) on Mon, 30 Oct 2006 13:15:33 GMT

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The chem sprayer would be pretty cool in reality, just think. You could be running around mutating people into Veceroids.

---

---

Subject: Re: What Gun Would You Get?

Posted by [StealthEye](#) on Mon, 30 Oct 2006 16:26:13 GMT

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Any tiberium based weapon would be rather interesting for scientific research

I don't want any gun really, with the exception of the repair gun, as it heals people/tanks instead of killing them...

---

Subject: Re: What Gun Would You Get?

Posted by [Renerage](#) on Mon, 30 Oct 2006 18:41:11 GMT

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Who cares about healing them. Honestly.

Alright, heres the best gun ever made. The god gun.

I know its technically a mod, but seriously, its better then ANY gun in that game.

---

Subject: Re: What Gun Would You Get?

Posted by [thrash300](#) on Tue, 31 Oct 2006 03:10:26 GMT

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---

Kamuix wrote on Sat, 28 October 2006 17:17I'm ok!

Would you call hunting the most dangerous creature, MAN! A game?

Not really, you would have to think about this before you would do such a thing.

---

Subject: Re: What Gun Would You Get?

Posted by [thrash300](#) on Tue, 31 Oct 2006 03:12:33 GMT

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---

Dave Anderson wrote on Mon, 30 October 2006 07:15The chem sprayer would be pretty cool in reality, just think. You could be running around mutating people into Veceroids.

My New Pet: Veceroid, I call it Scruppy.

EDIT: MAN WHO WOULD A VECEROID AS A PET?!

---

Subject: Re: What Gun Would You Get?

Posted by [Berkut](#) on Tue, 31 Oct 2006 03:57:30 GMT

---

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I'd want the OB Gun from StormServ. The sound alone would scare the hell out of my neighbors.

---

---

Subject: Re: What Gun Would You Get?

Posted by [Kamuix](#) on Tue, 31 Oct 2006 04:20:50 GMT

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I would choose the Bolt killer masher from AwannabeServ, I would use the scary lightning effects to zap my friends when they make me angry HeeHeeHee.

---

---

Subject: Re: What Gun Would You Get?

Posted by [Ryu](#) on Tue, 31 Oct 2006 06:45:51 GMT

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---

Berkut wrote on Mon, 30 October 2006 21:57 I'd want the OB Gun from StormServ. The sound alone would scare the hell out of my neighbors.

Rofl !

---

---

Subject: Re: What Gun Would You Get?

Posted by [z310](#) on Tue, 31 Oct 2006 14:13:21 GMT

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Does Sydney count as a gun?

---

---

Subject: Re: What Gun Would You Get?

Posted by [z310](#) on Tue, 31 Oct 2006 23:42:11 GMT

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Imagine being hungover one morning, and having the repair gun sitting right next to your bed. Would seriously be great.

---

---

Subject: Re: What Gun Would You Get?

Posted by [sharra](#) on Wed, 31 Jan 2007 00:30:52 GMT

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I wold have the obelisk gun

---

---



Subject: Re: What Gun Would You Get?  
Posted by [Cpo64](#) on Wed, 31 Jan 2007 00:59:55 GMT  
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---

Automatic pistol on the shear fact it has unlimited ammo.  
Repair "Gun" would be a close second, would make my job much easier thats for sure.

---

Subject: Re: What Gun Would You Get?  
Posted by [OWA](#) on Wed, 31 Jan 2007 19:00:04 GMT  
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---

Mobile Artillery Cannon.

Not much can stand up to that at range.

---

Subject: Re: What Gun Would You Get?  
Posted by [OWA](#) on Wed, 31 Jan 2007 19:04:06 GMT  
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---

Edit: Sorry for the double post. My internet lagged. Delete this post please.

---

Subject: Re: What Gun Would You Get?  
Posted by [sharra](#) on Tue, 13 Feb 2007 05:06:43 GMT  
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---

or the pistole changed into i nuck lucher by the kazaman hacc

---

Subject: Re: What Gun Would You Get?  
Posted by [Jerad2142](#) on Thu, 15 Feb 2007 20:28:25 GMT  
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---

Chem Sprayer, then I could have an army of visceroids. But seriously now probably the Rail Gun.

---

Subject: Re: What Gun Would You Get?  
Posted by [sharra](#) on Mon, 05 Mar 2007 22:40:10 GMT  
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me i would have the sbh stealth suite run around scary everyone to kingdom come

---

Subject: Re: What Gun Would You Get?  
Posted by [Nameme99](#) on Mon, 05 Mar 2007 23:11:18 GMT  
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---

Weapon\_UltimateWeapon

^ it's an actual weapon in rene AND I WANT IT!

---

---

Subject: Re: What Gun Would You Get?  
Posted by [SeargentSarg](#) on Tue, 06 Mar 2007 00:18:19 GMT  
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Its only "Ultimate Weapon" if you play Crazy CTF with NoFear scripts.. But yeah, kill ANYTHING within 1 shot = 1337.

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Subject: Re: What Gun Would You Get?  
Posted by [trooprm02](#) on Wed, 07 Mar 2007 17:34:57 GMT  
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ROFL @ NoFear. Is that why you chnaged your mind about a 1vs1?

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Subject: Re: What Gun Would You Get?  
Posted by [Jonty](#) on Wed, 07 Mar 2007 21:58:58 GMT  
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trooprm02 wrote on Wed, 07 March 2007 17:34ROFL @ NoFear. Is that why you chnaged your mind about a 1vs1?

Will you stop challenging every single person who mentions multiplayer to a 1vs1? It's really starting to get on my nerves.

On-topic, I'd probably choose the odd rocket-thing that Mendoza has in the missions, just to see what it actually is.

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Subject: Re: What Gun Would You Get?  
Posted by [Zion](#) on Wed, 07 Mar 2007 22:00:32 GMT  
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Lmao, nice expression

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Subject: Re: What Gun Would You Get?

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Posted by [trooprm02](#) on Fri, 09 Mar 2007 00:52:21 GMT

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So basically your criticizing me for criticizing a player for using No Fear? If you don't know, its a cheat. You just endorsed cheating/a cheater

Let me guess, you use it too?

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Subject: Re: What Gun Would You Get?

Posted by [Zion](#) on Fri, 09 Mar 2007 08:49:54 GMT

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Right, i'll believe that it's a cheat if you can prove it's a cheat. Yes i do use it, what's it to you?

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Subject: Re: What Gun Would You Get?

Posted by [Ryu](#) on Fri, 09 Mar 2007 08:53:50 GMT

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troopOMG SEEING WHO KILLED YOU WITH WHAT GUN IS HACKING! OMG OMG OMG YOU ALL HACK!

^ That's what you sound like in my mind. Funny eh?

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Subject: Re: What Gun Would You Get?

Posted by [trooprm02](#) on Fri, 09 Mar 2007 17:26:45 GMT

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Merovingian wrote on Fri, 09 March 2007 02:49Right, i'll believe that it's a cheat if you can prove it's a cheat. Yes i do use it, what's it to you?

ROFL, just as I thought, ban +1

got any other WOL nicks apart from Merovingian?

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Subject: Re: What Gun Would You Get?

Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 10 Mar 2007 01:57:43 GMT

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Flamethrower.

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Subject: Re: What Gun Would You Get?  
Posted by [Jonty](#) on Sat, 10 Mar 2007 07:40:20 GMT  
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trooprm02 wrote on Fri, 09 March 2007 17:26ROFL, just as I thought, ban +1

got any other WOL nicks apart from Merovingian?

OMG OMG OMG U SHUD BAN EVRY1 WHO ISNT ON RG COS THEY MIGHT B CHEATING

Alex wrote on Fri, 09 March 2007 08:53troopOMG SEEING WHO KILLED YOU WITH WHAT GUN IS HACKING! OMG OMG OMG YOU ALL HACK!

^ That's what you sound like in my mind. Funny eh?  
The really puts the icing on the cake.

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Subject: Re: What Gun Would You Get?  
Posted by [Ryu](#) on Sat, 10 Mar 2007 09:06:41 GMT  
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Ask yourself this; Would troop put the emoticon in the right place?

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Subject: Re: What Gun Would You Get?  
Posted by [trooprm02](#) on Sat, 10 Mar 2007 23:57:21 GMT  
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You pwn'd yourself by admitting you use NoFear, I just rubbed it in because thats exactly what cheaters deserve, btw you can run renguard and NoFear so I obviously didn't refer to anyone who doesn't use renguard AT ALL, g?G

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Subject: Re: What Gun Would You Get?  
Posted by [jnz](#) on Sun, 11 Mar 2007 00:12:24 GMT  
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rofl, i don't run it because of the pointlessness of it. you just think its a cheat because a cheater made it. although it seems a little ironic.

Most Server OwnersZOMGZORS LETS B4NZ0R EVERYONE BECAUSE THEY MIGHT BE USING NOFEAR AND/OR CHEATING

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Subject: Re: What Gun Would You Get?  
Posted by [trooprm02](#) on Sun, 11 Mar 2007 00:20:04 GMT

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if you are trying to say NoFear is not a cheat, im a little reassured you don't have/use it. OR if you are trying to defend NoFear (i defended dead6re too, but only up to the point before he released this), then you must not know how it is to run a server and should disconnect your internet

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Subject: Re: What Gun Would You Get?  
Posted by [Zion](#) on Sun, 11 Mar 2007 03:26:12 GMT  
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Ok troop, instead of flaming the appliation why not tell us WHY do you think it's a cheat?

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Subject: Re: What Gun Would You Get?  
Posted by [Ryu](#) on Sun, 11 Mar 2007 04:29:58 GMT  
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What Mero Said.

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