
Subject: The Best Weapon

Posted by [Chimp](#) on Mon, 31 Dec 2007 15:15:38 GMT

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Okay, I want your opinion...What IS the best weapon? What is great for destroying buildings, and killing enemies, and killing tanks? What has a purpose for everything? What is the coolest? So pretty much, which is just...The best?

In my opinion, its the volt rifle. It can knock someones block off if you aim it at the head right, it'll rip tanks to pieces, and if you get inside to the terminal, you can destroy a building with it pretty easily. What do you guys think?

Subject: Re: The Best Weapon

Posted by [Spoony](#) on Mon, 31 Dec 2007 15:23:16 GMT

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volt rifle doesn't have a enough range to be a truly good anti-tank weapon

if you're allowing vehicles, then the best overall would have to be the med, light or arty, depending on the map. if it's only vehicles.... probably PIC/Rave

Subject: Re: The Best Weapon

Posted by [Starbuzz](#) on Mon, 31 Dec 2007 15:24:16 GMT

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MWright967 wrote on Mon, 31 December 2007 09:15What IS the best weapon? What is great for destroying buildings, and killing enemies, and killing tanks? What has a purpose for everything?

You are looking for all-purpose weapons: Volts, PIC's, and RG's.

MWright967 wrote on Mon, 31 December 2007 09:15What is the coolest? So pretty much, which is just...The best?

Nothing is the best weapon. All have disadvantages. Powerful weapons mentioned above have limited range to be fair.

MWright967 wrote on Mon, 31 December 2007 09:15In my opinion, its the volt rifle. It can knock someones block off if you aim it at the head right, it'll rip tanks to pieces, and if you get inside to the terminal, you can destroy a building with it pretty easily. What do you guys think?

Yes. They can kill buildings quickly. But don't underestimate the Chem Sprayer.

Subject: Re: The Best Weapon

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

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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 lets 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.

Subject: Re: The Best Weapon

Posted by [Herr Surth](#) on Mon, 31 Dec 2007 15:28:05 GMT

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Hotwire.

Subject: Re: The Best Weapon

Posted by [Starbuzz](#) on Mon, 31 Dec 2007 15:28:49 GMT

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Surth wrote on Mon, 31 December 2007 09:28Hotwire.

Killing tanks?

Subject: Re: The Best Weapon

Posted by [Dover](#) on Mon, 31 Dec 2007 15:31:33 GMT

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Starbuzz wrote on Mon, 31 December 2007 07:28 Surth wrote on Mon, 31 December 2007 09:28 Hotwire.

Killing tanks?

He means C4, although I have to disagree with Surth because:

-He's Surth, and

-Hotwire has to get REAL close to use C4. By that time she's got an arty shell where her face used to be, or she's eaten a shotgun blast.

Subject: Re: The Best Weapon

Posted by [Spoony](#) on Mon, 31 Dec 2007 15:54:16 GMT

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hotwire's only true if vehicles are allowed as well, in which case it would actually be a vehicle

Subject: Re: The Best Weapon

Posted by [Lone0001](#) on Mon, 31 Dec 2007 17:31:04 GMT

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I would say pic/rail sure you can only fire one round at a time but it kicks ass just as much and sure it does not do to much to buildings it still hurts em tho.

Subject: Re: The Best Weapon

Posted by [troopr02](#) on Mon, 31 Dec 2007 20:57:02 GMT

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I'd say chain gunner

Or the Pickup <3

Subject: Re: The Best Weapon

Posted by [Chimp](#) on Mon, 31 Dec 2007 22:52:08 GMT

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Eh, the PIC/RG are both far too slow to make themselves effective, in my opinion. From one shot to the next, a volt or laser chain will do way more damage.

Subject: Re: The Best Weapon

Posted by [Wiener](#) on Tue, 01 Jan 2008 01:53:30 GMT

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c4

art+tech

Subject: Re: The Best Weapon
Posted by [sadukar09](#) on Tue, 01 Jan 2008 02:01:18 GMT
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Repair Gun...

Subject: Re: The Best Weapon
Posted by [bisen11](#) on Tue, 01 Jan 2008 12:04:08 GMT
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PIC/Rail gun

Subject: Re: The Best Weapon
Posted by [SSADMVR](#) on Tue, 01 Jan 2008 15:42:41 GMT
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My pistol.

Subject: Re: The Best Weapon
Posted by [Starbuzz](#) on Tue, 01 Jan 2008 17:37:41 GMT
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Beacons!

Subject: Re: The Best Weapon
Posted by [CarrierII](#) on Tue, 01 Jan 2008 18:04:09 GMT
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Best weapon is dependant on circumstance.

Subject: Re: The Best Weapon
Posted by [BlueThen](#) on Tue, 01 Jan 2008 23:41:35 GMT

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pistol

Subject: Re: The Best Weapon
Posted by [Goztow](#) on Wed, 02 Jan 2008 08:39:43 GMT

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The best overall weapon would be a tank for sure. Art if teched, med if not teched.

C4 is overall 1337 but so are beacons . The pistol should be the most useful overall weapon as you always have one with unlimited ammo.

Subject: Re: The Best Weapon
Posted by [w0dka](#) on Wed, 02 Jan 2008 09:11:01 GMT

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Mhm for fighting purpose and i wouldn't know what awaits me...

Chemthrower... can kill everything if not repaired but range sucks

Laser machinegun Instahit, good range, can damage everything, even buildings from inside

PIC/RAIL good Hit&Run weapon... perfect for taking out other targets from cover. but melee with this is... stupid

Subject: Re: The Best Weapon
Posted by [topcap](#) on Sat, 12 Jan 2008 22:18:32 GMT

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FOR DESTROYING BUILDINGS: with a volt rifle firing at the mct

FOR DESTROYING VECHILES: the pic or railgun

FOR KILLING INFANTRY: ramjet rifle one shot to the head of any class of infantry and your dead

BUT THE BEST IS THE REPAIR GUN BECAUSE IF WE DID NOT HAVE IT RENEGADE
WOULD BE EASY

Subject: Re: The Best Weapon
Posted by [CaffeineComa](#) on Sat, 12 Jan 2008 22:43:00 GMT

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Ok:
Cool looking: Ion beacon
Cool for infantry: Var / Lcg / Chem or Flame
Cool for buildings: Gunner or tanks
Cool for tanks: Pic / Rail / Other tank

Subject: Re: The Best Weapon
Posted by [dutchduc](#) on Sun, 13 Jan 2008 00:27:37 GMT
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Goztow wrote on Wed, 02 January 2008 03:39The best overall weapon would be a tank for sure.
Art if teched, med if not teched.

Very true

Subject: Re: The Best Weapon
Posted by [The Elite Officer](#) on Mon, 14 Jan 2008 16:49:53 GMT
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Your penis is bar far the best weapon

Subject: Re: The Best Weapon
Posted by [Chimp](#) on Mon, 14 Jan 2008 18:08:17 GMT
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The Elite Officer wrote on Mon, 14 January 2008 10:49Your penis is bar far the best weapon

Mine shoots blanks
