Subject: Re: C&C Renegade

Posted by R3N3G1DE on Sat, 07 Jul 2007 03:52:56 GMT

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Shotgun ("Vulture")*

Ideal for close combat with single foes, the pump shotgun is the weapon of choice for seasoned military types. This Vervack SDT-B Vulture model boasts a black synthetic stock and a rust resistant finish to compliment the overall appearance.

Personal Ion Cannon ("Merlin")

This highly destructive portable weapon is as powerful as it is accurate, which makes is a good choice in every situation. Its only drawback is the long recharge time.

Proximity C4 ("Feather")

The Feather C4 Proximity mine is good against a variety of mobile targets.

Ramjet Rifle ("Hawkeye")*

This rifle fires jet propelled shells. The equipped scope makes it perfect for sniping. With a single head shot, you can kill any infantry unit in the game.

Repair Gun ("Gizmo")*

The Gizmo Repair Gun is used for quick repairs in the battlefield. It can repair infantry units, vehicles, and base defenses quickly and effectively. It also disarms C4 and beacons.

Remote C4 ("Hair-Trigger")

The Remote C4 can have all sorts of uses. From distractions to ambushes, it's always useful to have one of these.

Rocket Launcher ("Locust")

Formerly shunned for being unwieldy and high-maintenance, the Locust hasn't been the same since a single addition: a permanent clip mechanism that quick loads standard anti-tank rounds. Easy assembly and disassembly further increase this powerful weapon's appeal. In a nutshell, portable chaos.

Silenced Pistol ("Falcon")

This 9mm handgun is a primary weapon of the most GDI and Nod soldiers. It has infinite ammo, and if fired accurately, can be very deadly. Five direct hits to the head should take out any infantry unit.

Sniper Rifle ("Pierce")

Optimized zoom capability make this rifle perfect for "softening up" base perimeters crawling with guards. A "high listen" mic attachment allows snipers not only to see remote targets, but to hear them too, making this weapon a valuable intel gathering device as well.

Tiberium Auto Rifle ("Mantis")

Tiberium Auto Rifle fires Tiberium cartridges which can do a fair chunk of damage to both infantry and vehicles.

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