

Weapons

Blaster

The standard laser blaster is your default weapon--you'll always have it and you'll never need to find ammo for it. It's really nothing to write home about but it'll do just fine in a pinch. Besides using it on the unfriendly Strogg you'll run into, also consider the laser blaster when you need to aim at something like an explosive container or secret button. It's accurate at far distances as well. Happy hunting!

Shotgun

A standard shotgun uses shells for ammunition, and is a good close-range weapon to have. It's also handy for the novice marksman since your aim doesn't need to be right on. However, the shotgun is not practical outside of close range due to the spread of its projectiles. Get in close to guarantee a kill with this one. Also remember, there's a small delay between pressing the trigger and the actual firing so don't use this if you need a really quick release that a hyper blaster could give you.

Super Shotgun

Great to get up close and personal, but as with the standard shotgun, this puppy takes a while to re-load between shots. Use this when you want to let a guard or Enforcer to know you mean business. Be forewarned it eats twice as many shells than its little brother.

Machine Gun

A handy piece of machinery to keep close at hand. This automatic weapon is light, so watch for the kick-back - it may push your aim up. Because of this, try to shoot lower than usual when you're taking out the enemy. (Many of the aliens are adept at ducking to avoid your fire, so you'll want to aim at their legs anyway.)

The machine gun is probably the best weapon to get for the first couple of units because it's fast, accurate, and is great for both far distances and "in yer face" action. The "bullets" ammo is needed to feed the machine gun on a regular basis.

Chain Gun

Very effective in giving the Strogg some lead freckles. The chain gun eats more shells than you can imagine, so use this baby sparingly. Also, keep in mind it takes some time to get it going and it may take a few seconds to chill out after use. Remember this when you go to switch weapons after firing a burst from the chain gun because you'll have to wait until it stops spinning before you can change to the other weapon.

The chain gun is perfect to use on Enforcers, Gunners, and Berserkers.

Hand Grenade

After you twist it, lob the grenade at unsuspecting aliens. The longer you hold it after the fuse has been activated, the farther it'll go. One advantage to throwing hand grenades opposed to the grenade launcher is that the Strogg won't be able to hear you toss it, therefore not tracing where it came from. Tossing hand grenades is perfect when you're on an elevated platform and you've got a bunch of aliens below you.

Grenade Launcher

This handy weapon is perfect for launching grenades in large rooms, but not to be used in enclosed areas or the grenades may hit a wall and bounce right back on your lap. Ouch! A good technique to master is bouncing them off walls so they reflect into hard-to-reach areas. For instance, if an Iron Maiden sees you, lure her into a hallway, and turn the corner so they can't see you. Quickly fire off a few grenades against the opposite wall of the hallway so they lands in her lap.

In addition, you'll get more distance when using the launcher opposed to throwing hand grenades, so firing them up to higher platforms littered with Strogg is easier to perform.

Rocket Launcher

Owning a rocket launcher is certainly an asset, so keep a look out for one. These are vital in taking out the tougher aliens, but make sure you don't shoot anything at close range or you'll damage yourself as well.

The rocket launcher requires the "rocket packs" lying around so collect as many as you can carry.

One handy trick to learn is known as the "rocket jump". If you have enough health, and you need to get to a higher platform in a hurry, point your rocket launcher at your feet and press the fire and jump buttons at the same time. You will be blown high into the air and then use the arrow keys to arrange your landing. It may take some getting used to but it's an extremely good trick to have up your sleeve in those tight spots. (Don't try this without armor!)

Also practice your side-to-side strafing with the rocket launcher which proves to be an important skill against Tanks and Gladiators.

Hyper Blaster

An energy chain gun that uses cells as ammo. Expect a high rate of fire and virtually no spin time to worry about.

This is a personal favorite of mine because it's fast 'n furious. There's nothing like entering a room full of scumbag Strogg and spraying your fire side-to-side.

From Units 4 and up, try to use this as your default weapon. The hyper blaster uses energy packs for ammo.

Rail Gun

If you can lift this sucker - use it. The rail gun shoots fatal depleted uranium slugs, but make sure your aim is dead-on since it fires them at supersonic speed. Note the blue corkscrew trail from your projectile. Cool, huh?

If you're close enough, your rail gun may be able to penetrate two or even three Strogg at once! Talk about efficiency! Look for packs of uranium rods to fuel this baby.

BFG

Doom players may remember this favorite. When in need, fire the BFG10K into a room full of Strogg to silence the bunch.

This is the most powerful weapon in the game, so be sure to not get caught into the path of destruction - it first shoots forward about ten feet, then splits right and left to take care of any

leftovers. Keep in mind that your target needs to be in your sight when the BFG's plasma balls explode. I like the cut of your *gib*!