

Soldier of Fortune Weapons/Items FAQ

by LiMpBiZkitFaN

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This walkthrough was originally written for Soldier of Fortune on the DC, but the walkthrough is still applicable to the PC version of the game.

S O L D I E R O F F O R T U N E

-Weapons and Items Guide-

For the Sega Dreamcast

Version FINAL

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I N T R O D U C T I O N

Hello, and welcome to my Soldier of Fortune Weapons and Items Guide. In here, you will learn all of the essentials needed to become a superior Mercenary. Weapons are Evaluated in the following groups: Primary Attack, Alternate Attack, Ammunition Used, Magazine Capacity, Maximum Ammunition, PADD Spike, and Dreamcast Keyboard Key. Most of the weapons in Soldier of Fortune are real, except for the Microwave Pulse Emitter.

W E A P O N S

As you should know if you have a Dreamcast Keyboard, and Mouse, Primary Fire is used by clicking the left mouse button; the Alternate Fire is used by clicking the right mouse button. Switching weapons is done by using the mouse wheel, or pressing the < or > keys, or pressing the corresponding key on the keyboard to equip that weapon, if you have it.

Pig Sticker Combat Knife /

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Primary Attack: Thrust/Slash
Alternate Attack: Throw Knife
Ammunition Used: N/A
Magazine Capacity: N/A
Maximum Ammunition: 6 Knives
PADD Spike: NONE
Dreamcast Keyboard: Press the 1 Key

Notes- The Pig Sticker Combat Knife is like all other Melee weapons in other First-Person-Shooters; Short-Ranged, but powerful. The Pig Sticker Combat Knife's Primary Attack lets you slash with lightning fast speed, while it's Alternate Attack lets you throw the Knives, but it doesn't have very good throwing range. Even though the Pig Sticker Combat Knife is powerful, I wouldn't recommend rushing an enemy if you only have this weapon.

Black Panther 9mm Handgun /

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Primary Attack: Semi-Auto Fire
Alternate Attack: N/A
Ammunition Used: 9mm
Magazine Capacity: 18 Rounds
Maximum Ammunition: 200 Rounds
PADD Spike: Low
Dreamcast Keyboard: Press the 2 Key

Notes- Your initial lightweight weapon. The Black Panther 9mm Handgun is like all other Handguns in all other First-Person-Shooters; fast-firing, but does moderate damage. The Black Panther 9mm is best used at close to medium range, and against unarmored enemies. If you want to save ammo, you can shoot an enemy in the head, or in the "Nether Region", to take him out in one shot. The Black Panther 9mm Handgun is an overall good weapon.

Silver Talon .44 Handgun /

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Primary Attack: Semi-Auto Fire
Alternate Attack: N/A
Ammunition Used: .44 Caliber
Magazine Capacity: 9 Rounds
Maximum Ammunition: 90 Rounds
PADD Spike: Medium
Dreamcast Keyboard: Press the 3 Key

Notes- The Silver Talon .44 Handgun is the most powerful Handgun in the game. It has a slower fire rate, than the fire rate of the Black Panther, but it has more power. The Silver Talon .44 pierces armor...to an extent, but it can kill a medium armored enemy with two or three shots. The ammo for the Silver Talon is very common during the Kosovo and Iraq missions. The Silver Talon .44 is a very nice weapon overall.

B-42 "Berserker" Combat Shotgun /

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Primary Attack: Semi-Auto Fire  
Alternate Attack: N/A  
Ammunition Used: 12 Gauge Shells  
Magazine Capacity: 8 Shells  
Maximum Ammunition: 50 Shells  
PADD Spike: Medium  
Dreamcast Keyboard: Press the 4 Key

Notes- The B-42 "Berserker" Combat Shotgun is unlike any other Shotgun in a First-Person-Shooter; It fires Semi-Automatic, which lets you fire faster. The main problem affecting the B-42 "Berserker" Combat Shotgun is its low Magazine Capacity, which the B-42 only holds 8 Shells, but it reloads extremely fast. Ammunition for the B-42 "Berserker" Combat Shotgun is common, except for a few missions. An excellent weapon overall.

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Eagle Eye Sniper Rifle /

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Primary Attack: Semi-Auto Fire
Alternate Attack: Toggle Scope On/Off
Ammunition Used: 5.56
Magazine Capacity: 6 Rounds
Maximum Ammunition: 300 Rounds
PADD Spike: Very Low
Dreamcast Keyboard: Press the 5 Key

Notes- The Eagle Eye Sniper Rifle is your basic Sniper Rifle; With a few extras. It has a Silencer, Armor-Piercing rounds, and a very cool scope. The Eagle Eye uses 5.56 ammo, which is the most common ammunition in Soldier of Fortune. The Eagle Eye also reloads fast, but I don't recommend using this at close range, because, oddly, its accuracy without the scope on, is horrible. The Eagle Eye is a nice weapon.

T-31 Bulldog Suppressed Submachine Gun /

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Primary Attack: Automatic Fire  
Alternate Attack: N/A  
Ammunition Used: 9mm  
Magazine Capacity: 32 Rounds  
Maximum Ammunition: 200 Rounds  
PADD Spike: Very Low  
Dreamcast Keyboard: Press the 6 Key

Notes- The T-31 Bulldog, in my opinion, is the worst weapon in the game. Its recoil makes it impossible to get anything short of a chest shot. But one good thing it has, is a suppressor, which makes it a stealth weapon, but it is not particularly potent since it fires 9mm ammunition. If you have to decide between the Black Panther or the T-31 Bulldog, go with the Black Panther, because it is way more accurate.

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Raptor Submachine Gun /

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Primary Attack: Automatic Fire
Alternate Attack: N/A
Ammunition Used: 5.56
Magazine Capacity: 40 Rounds
Maximum Ammunition: 300 Rounds
PADD Spike: Medium
Dreamcast Keyboard: Press the 7 Key

Notes- The Raptor Submachine Gun is the most common weapon in the game. It has moderate damage, a fast fire rate, and its ammunition is very common. When you get the M-75 Guardian Heavy Machine Gun, you will probably stop using the Raptor Submachine Gun, because, it the Raptor does moderate damage, while the M-75 does fairly high damage. Overall the Raptor Submachine Gun is useful for the first few missions, but loses its usefulness later on.

M-75 Guardian Heavy Machine Gun /

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Primary Attack: Automatic Fire  
Alternate Attack: Launches White Phosphorus Grenade  
Ammunition Used: 5.56  
Magazine Capacity: 40 Rounds  
Maximum Ammunition: 300 Rounds  
PADD Spike: Medium-High  
Dreamcast Keyboard: Press the 8 Key

Notes- The M-75 Guardian is, in my opinion, the best weapon in Soldier of Fortune. It uses the same ammunition as the Eagle Eye Sniper Rifle, and the Raptor Submachine Gun, so you shouldn't have a problem running out of ammunition, or anything like that. The M-75's Primary Attack fires Armor-Piercing bullets at a fire rate a little slower than the Raptor Submachine Gun. The M-75's Alternate Attack Launches White Phosphorus Grenade.

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"Heavy Hitter" H-24 Slugthrower /

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Primary Attack: Automatic Fire
Alternate Attack: Launches Flash Pak Grenade
Ammunition Used: Gyro-Jet Slugs
Magazine Capacity: 10 Rounds
Maximum Ammunition: 100 Rounds
PADD Spike: Medium
Dreamcast Keyboard: Press the 9 Key

Notes- The Slugthrower is a weapon you could have used on your second trip to Iraq, but unfortunately, you don't get it until the very last mission. The Slugthrower is useless In the Germany Missions, because all of the enemies are armored, and the Slugthrower doesn't pierce armor very good. The only time you should use the H-24 Slugthrower, is when you are out of ammo for all your other weapons, but one plus is that ammo is very common.

M202A2 "FLASH" Rocket Launcher /

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Primary Attack: Single Shot Fire  
Alternate Attack: Fires Multiple Rockets  
Ammunition Used: 66mm Rockets  
Magazine Capacity: 4 Rounds  
Maximum Ammunition: 20 Rounds  
PADD Spike: High  
Dreamcast Keyboard: Press the 0 (Zero) Key

Notes- The Rocket Launcher is a nice weapon to use against Helicopters, Tanks, and the armored guards armed with Rocket Launchers, but the Rocket Launcher does have some drawbacks, I.E. if you fire at close range, you will be shredded into tiny bits and pieces, from shrapnel. Enemies with Rocket Launchers are a big threat, because a single Rocket that hits you will take off all of your armor, another, and you will be turned into a pile of gibs.

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M343D Flamegun /

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Primary Attack: Continuous Spray of Liquid Fire
Alternate Attack: Fires a Mortar-Like Globule
Ammunition Used: Gas Canisters
Magazine Capacity: 60 Rounds
Maximum Ammunition: 60 Rounds
PADD Spike: Low
Dreamcast Keyboard: Press the - Key

Notes- The Flamegun is a good, but not great weapon. It would be better if it had more range, and the ammunition for it was more common. While the Flamegun does have a couple disadvantages, it has some advantages, like being able to burn straight through armor, and having an excellent Alternate Fire, which shoots a big ball of fire that explodes with good splash damage. The Primary Fire isn't very useful unless your at close range.

R-22 Microwave Pulse Emitter /

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Primary Attack: Fires a Continuous Beam of Energy  
Alternate Attack: Fires a Ball of Energy  
Ammunition Used: Batteries  
Magazine Capacity: 30 Rounds  
Maximum Ammunition: 150 Rounds  
PADD Spike: Low  
Dreamcast Keyboard: Press the = Key

Notes- The Microwave Pulse Gun is available after you get into the SUNI Corp building. The Microwave Pulse Emitter is a nice weapon, but has limited range, where as the best range to use it is medium range, because the beam of the Primary Attack only goes so far. The Microwave Pulse Emitter's Primary Attack fires a narrow beam of purple energy, which you have to keep on the enemy to kill them. The Alternate Attack sends out a ball of energy.

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On the Dreamcast Keyboard, Items are selected by pressing the ; or ' keys, and are used by pressing the ENTER key.

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C4 Plastic Explosive /  
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Notes- C4 has been portrayed as the plastic explosive of terrorists for many years in the mass media. As it stands, plastique is a highly stable, highly explosive charge that can be used nearly anywhere. With the addition on an electronic timer, C4 is a great way of circumventing locked doors and the occasional curious guard.

HE-36 Fragmentation Grenade /
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Notes- A staple of infantry units across the globe, the HE-36 is a standard issue fragmentation hand grenade. The grenade has a throwing range of about 30 meters and the explosion and fragment delivery carry a casualty radius of about 15 meters. The HE-36 explodes 3-5 seconds after removal of the pin and safety clip.

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Flash Pak /  
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Notes- The Flash Pak (or stun grenade) is a small grenade that emits a loud stunning explosion followed by a large blast of concussive energy blinds and disorients anyone the blast radius for a limited duration.

Ballistic Armor /
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Notes- Originally worn by police and SWAT units, Ballistic Armor is more flexible and lightweight than normal body armor while still retaining a high amount of stopping power. Because of this, combat forces now use it across the globe.

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Angel R-43 Light Amplification Goggles /

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Notes- Light amplification and starlight scopes have been in use for a decade. Unfortunately, any sort of bright light or flash could damage the units, and the optic nerves of those that are using them. The development of the R-43 solved these problems. The unit automatically adjusts to overly bright lights, sparing the user any uncomfortable situations.

Field Medical Kit /

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Notes- Standard issue equipment for US Army regulars, the field medical kit is the perfect accessory for administering medical treatment in field operations. The kit consists of bandages, painkillers and surgical tools, and can mean the difference between life and death for a soldier without access to the medical corps.

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T I P S & T R I C K S

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VARIOUS TIPS:

- If you're stuck somewhere, try looking for cracked pipes, and vents.
- If you're out of ammo, don't underestimate the Combat Knife, or 9mm.
- If you encounter an enemy with a fuel tank on his back, shoot the tank.
- If at all possible, try not to get your PADD past the green.
- Be aware of your surroundings, enemies can ambush you.
- Instead of wasting ammo on a room of enemies, throw in some C4 Plastique.
- Circle Strafe enemies with powerful weapons.
- If you can, always go for head shots.
- The training course is the best to practice headshots.
- Stealth is always the best approach.
- Don't be an idiot.
- Hostages are expendable, just don't kill more than two.
- If a hostage is being used as a human shield, shoot through the hostage.

HOW TO ENJOY THE GAME MUCH MORE:

- DO NOT USE CHEAT CODES.
- Put the difficulty setting on Challenging, It makes the A LOT more fun.
- Try to be patient with the load times. Just be glad Crave was nice enough to release the game.

WEAPON TIPS:

- The Combat Knife is great for stealth kills.
- The Black Panther 9mm is great for head shots.
- The Silver Talon .44 is great for armor-piercing.
- The B-42 Shotgun is nice for CQB (Close Quarters Battle).
- The Sniper Rifle is a good for taking out far away enemies.
- The Bulldog SMG is only good for when you NEED stealth.
- The Raptor SMG ammo is the most common in the game, use this to your advantage.
- The Heavy MG is very versatile, so use it any time you want.

- The H-24 Slugthrower is a good defensive weapon.
- Rocket Launcher is great for killing groups of enemies.
- The M343D Flamegun is good for close range attacks.
- The Microwave Pulse Gun is good for killing Dekker at the end.

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H O W   T O   C O N T A C T   M E

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E-Mail: -REMOVED-

- I no longer have a Dreamcast....as of 6/12/03, it will have been two years I have had my PS2, and I don't really remember anything from the game, so refer to this link for help: [www.planetsoldier.com](http://www.planetsoldier.com)

AIM: -REMOVED- (Due to Mass Spam)

- All Guidelines for E-Mail, apply to AIM.
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C R E D I T S

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Poll Participants-

- Frank "anavriN" Kool
- Ryan Hemphill
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- Tyler "FLEABttn" Ash
- jedi777

Other Credits-

- Crave Entertainment, And Raven Games, For Releasing This Game
  - Me, for making the FAQ
  - CjayC, for posting this FAQ
  - And most of all, the reader of this FAQ
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