

# Red Faction II Weapons Guide

by Octarine Skye

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**This walkthrough was originally written for Red Faction II on the GC, but the walkthrough is still applicable to the PS2 version of the game.**

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Red Faction 2  
Complete Weapons Guide  
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I. Introduction

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Red Faction 2 is one of the better First Person Shooters available at the moment. It's available on all three leading consoles, and features an entertaining story mode as well as an extensive multiplayer mode. In this Guide I will explain all the weapons useable in the game.

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II. Legal Stuff

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III. Version History

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Version 1.0.1- Original guide uploaded.

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IV. Guide Explanation

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Some terms I will use explained for ease of use:

PF- Primary Function  
SF- Secondary Function  
OHK- One Hit Kill

The weapons will each be detailed in the following manner. An explanation of each weapon will follow its specifications.

Weapon Name (Full Weapon Name- If different to first name)

Max Clip: Maximum Carryable Ammo

Dual Weapons: Yes/No

Classification: Primary Function

Secondary Classification: Secondary Function/NA

Weapon review:

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V. Weapons Guide

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==Pistol==

16: 256

Dual Weapons: Yes

Classification: Pistol

Secondary Function: Bludgeon.

The pistol is the most basic weapon in the game. The primary function fires one shot for each time you pull the trigger. Fairly weak shot, but quite accurate as well. If you have one pistol, the secondary function is a pistol whip, which is very weak and only works at very close range. Dual pistols eliminates the secondary function, as with all dual weapons.

==MP (Machine Pistol)==

32: 256

Dual Weapons: Yes

Classification: Machine Gun

The MP is a fairly good machine gun, especially when you've got two of them. Fairly accurate, and the clip size is suitable for the speed of the machine fire. Single MPs do not have a secondary function.

==SMG (Silenced Machine Gun)==

64: 256

Dual Weapons: No

Classification: Machine Gun

Not the greatest weapon. The silenced feature is useless as the game requires little or no stealth skills. Not massively powerful, but the clip size makes up for that. No dual weapons or secondary function though.

==Shotgun==

8: 96: (16 Phosphor shells)

Dual Weapons: No

Classification: Shotgun

Secondary Function: Incendiary Shotgun

A pretty powerful weapon. The power of both the PF and the SF get weaker the further away from the enemy you are. Close to, a shotgun shot can OHK an in-game enemy, but it may take several to knock them out. When used from close range it's deadly, but don't try using it as a sniper rifle. The SF can set an enemy on fire, but only when they're fairly close. Reloads take a little time, and the gap between shots is fairly large. A fairly good gun despite that.

==Assault Rifle==

48: 192

Dual Weapons: No

Classification: Machine Gun  
Secondary Function: Constant Fire

A fairly good machine gun. The rate of fire is slower than that of the MPs, but the bullets hit harder to make up for it. The PF only fires three shots per squeeze of the trigger, but as the bullets aren't strong enough to be deadly like that, I find that you may as well use it as a regular machine gun by using the secondary function.

==Sniper Rifle==

6: 192  
Dual Weapons: No  
Classification: Sniper Rifle  
Secondary Function: Fixed Zoom

The sniper rifle. If you've ever played any first person shooter game ever, I needn't explain this one to you. Slow reload and fire rates. Secondary function takes you to a one-distance zoom lens. On the plus side, it is a OHK weapon. Difficult to use in multiplayer, but can be used quite effectively in some scenarios.

==Nano GL (Nano Grenade Launcher)==

6: 30  
Dual Weapons: No  
Classification: Grenade Launcher  
Secondary Function: Delayed Grenade

The games basic grenade launcher. Fairly slow rate of fire and reload, but can kill several enemies at once. As with grenade launchers in most games, it's wise to aim them at a target a long way away from you. Worth noting that gravity does affect the grenades path, so you may need to change the trajectory you fire at with long-range shots. SF fires a grenade that will not explode straight away, unless it happens to hit someone. If it doesn't hit someone first time, it'll wait a few seconds before going up.

==NICW (Nano Individual Combat Weapon)==

48: 192 (5: 30 for Grenades)  
Dual Weapons: No  
Classification: Machine Gun  
Secondary Function: Grenade Launcher

The best all-round weapon. PF has an excellent rate of fire (though it is a little weak) and good reload times. Secondary function works identically to the Nano GL's PF, so it's like having two guns in one. Unfortunately, each ammo type has to be reloaded seperately. While you can reload one at a time, reloading both takes far too long. But it's still an excellent multipurpose gun.

==Precision Rifle==

32: 192  
Dual Weapons: No  
Classification: Sniper Rifle  
Secondary Function: Zoom

An alternative to the sniper rifle. This version has an adjustable zoom (hold down the SF button until you get your preferred sight), but it doesn't have a OHK ability. That said, the bullet it fires is very powerful, and the firing rate is very good (although it is only one shot per trigger pull). OK reload times make this a good gun whether you're using it to snipe or not. The zoom function also features a neat little arrow that twitches to point in the direction of the enemy closest to your sight.

==HMG (Heavy Machine Gun)==

99: 297

Dual Weapons: No

Classification: Machine Gun

The daddy of all machine guns. The bullets are extremely high-powered, and the clip is enormous. The rate of fire isn't the most amazing, but the power of the shot makes up for it. No SF though. Shot is also a little inaccurate, but not to the point of frustration.

==Nano MP (Nano Machine Pistol)==

64: 192

Dual Weapons: Yes

Classification: Machine Gun

Basically the upgrade of the MP. Faster rate of fire, more powerful bullets, and generally better. Use in place of the MP wherever possible. Probably second only to the HMG in terms of best rapid fire weapon.

==Rail Gun==

6: 36

Dual Weapons: No

Classification: Laser

Secondary Function: X-Ray View

This weapon is cheap. It's clearly based entirely on the Farsight from Perfect Dark. It does basically the same thing. Primary function fires a OHK laser (although in rare situations it seems survivable- not sure what they are exactly though) that can pass through walls. The secondary function pulls up a scope that allows you to see enemies through walls via a yellow pulsating target. The weapon has slow reload and firing rates, but it also allows you to get the coveted "double rail" in multiplayer. Note the beam always travels through walls and enemies to the edge of the level, whether scoped or not.

==WASP==

6: 6

Dual Weapons: No

Classification: Rocket Launcher

Secondary Function: Vehicle-Homing Rocket

The big gun. The rockets are affected by gravity, but nowhere near the point of the grenades. Generally speaking a rocket will stay directly on target so long as its flight path is clear. Fire it straight up into the sky and see how long it takes to come down. Half of that is how long it will stay accurate. That's long enough to cross most levels. The secondary function is worthless in multiplayer, but good for getting rid of battle suits in the main game. It locks onto vehicles/mechanicals and enables you to fire rockets around corners. Like I said, worthless in multiplayer. But the big accurate bang it makes in multiplayer is still good.

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VI. Grenades

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The grenades are a fairly vital part of the main game, and good fun in multiplayer. You can only carry a maximum of ten of each type, however. Here's a run-down of what they do.

==Fragmentation Grenade==

The basic grenade. You throw, it explodes a few seconds later.

==Incendiary Grenade==

Something like the military equivalent of a molotov cocktail. You throw it, and when

it lands it explodes in a pool of fire. Anything caught too close will be set alight (including you, so watch out).

#### ==Stun Grenade==

Nasty things to say the least. They don't cause any damage, but when they go off they engulf all in the area with the "stunned" status. This affects human players and the AI differently. A human player will have his controls reversed (down is up and up is down, for example) and will be put into a slo-mo state for about 20-30 seconds. A computer-controlled character will be frozen completely, but for less time than a human character would suffer.

#### ==Satchel==

The equivalent of a timed mine. When thrown, it'll stick to whatever it hits first, be it a person, a wall, or a jump pad. It'll then sit there for several seconds before exploding.

Good for dispatching anyone stupid enough to stand still long enough for you to stick one on. Also good for disposing of collapsible walls.

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VII. Thanks

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Not many thanks to give. Thanks to the guys who developed it, for making one of the better FPS on the GameCube, and thanks to you, for reading this guide. If you have any suggestions, bits I've missed, or anything of the like, feel free to email them to me at noit88@gmail.com.

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