

Star Wars Battlefront: Renegade Squadron Weapon Guide

by OboeDude

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1231

The line is provided to see where the 79th character is.

STAR WARS BATTLEFRONT: RENEGADE SQUADRON

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1. Introduction

Welcome fellow gamers to my first ever guide. This guide will teach you how to use different weapons. It will attempt to give strategies of how to use and avoid certain weapons. With no further ado, let us begin!

~ OboeDude

2. Version History

Version 0.1 (1.27.08): Started the guide. Made the Table of Contents and Intro. Added the List of Weapons and Cost.

Version 0.3 (1.28.08): Started the primary weapon section.

Version 0.5 (2.1.08): Almost completed the primary weapon section. Entered a few special guides written. Took away a Special Item/Explosive spot.

Version 0.6 (2.7.08): Completed primary weapon section. Changed format of each weapon. Added the How to read this guide section.

Version 0.9 (2.8.08): Finished the Secondary Weapon guide. Gave credit in places I forgot to.

Version 1.0 (2.10.08): Done! Submitted to gamefaqs. Fixed some rough spots and spelling errors.

3. How to read this guide

Here is an example of the format of this guide.

a) The Blaster Rifle

Control Scheme: (Tells what control scheme (alt/default) is recommended with this gun (note: many weapons can be used on either))

Description: (A short introduction to the gun/weapon)

Strategy: (Tells you how to use this gun)

Combo: (Explains the different types of weapons that can be used in combination with this weapon)

-- The Good Combo --

(Gives a suggested loadout that can be used with this weapon).

How to avoid: (Gives help to those that have a problem avoiding this weapon.)

Overall Rating: (Gives what I think this gun deserves on a basis of 10)

NOTE: In some sections, I have excerpts from players who use weapons like the incinerator, that I have never used. In these cases, I will just quote their mini-guide and the above format is neglected.

4. List of weapons and Cost [44abc]

Below are the weapons in the game and their credit value.

Primary weapons - Blaster Rifle (25), Arc Caster (30),

Carbonite Freeze Gun (15), Incinerator(20), Shotgun (30), Sniper Rifle (25),

Chaingun (40), Bowcaster(30), and Rocket Launcher(25).

Secondary wepons - Blaster Pistol(0), Fusion cutter(0), Tri-shot(15),

Emp Launcher(25), Explosive Blaster Pistol(20), Grenade Launcher(20),

Guided Rocket* (25), and Orbital Strike* (20).

Explosives - Thermal detonator(10), Detpacks(10), Cluster Grenades(15),
and Wrist Rocket(20).

Power-ups - Rage(15), Stamina(5), Rally(10), and Regeneration(15).

Special Items - Health & Ammo packs(10), Auto Turrets(5), Recon Droids(10),
Stealth Suit(20), Jet pack(30), Jump Pack(20), and Personal Shield(25).

* = Guided Rockets are commonly referred to as GR and Orbital Strike is called OS.

4. Primary Weapons [57abc]

a) Foreword [5a]

The Primary Weapon is the most important weapon in one's loadout. For the majority of your time playing this game, you will be using it to defeat opponents. And now, to the actual guide.

b) The Blaster Rifle [5b]

Control Scheme: This gun can be used on either alt or default.

Description: One of the basic weapons of the game. Easy to use. The gun rapidly shoots low-damage shots. The gun has ammo and does not overheat.

Strategy: The blaster rifle may seem very weak but it can be used effectively. First, you should not be fighting anyone close range. A shotgun user or Incinerator user will easily kill you. Instead, rely on long range to attack them.

Combo: The blaster rifle is good with cluster grenade. When facing a bunch of enemies, first throw the cluster grenade to the ground near them. It will take away quite a bit of their health and you should start hammering away with the blaster rifle (watch out - you are in close range to them).

Rage is also effective with blaster rifle. It can easily kill a person from - like I said, long distance. The only problem is, you have to make sure the shot hits - many a times the enemy will roll and attack. In this case, remain calm and steadily follow them and fire.

The blaster rifle is also good with the Jetpack. Using it to get high into the battlefield, you can then launch an assault against enemies. Pretty self-explanatory.

-- The Good Combo --

Blaster Rifle (25 credits)
Fusion Cutter (0 credits)
None
Jet Pack (30 credits)
Rage (15 credits)
30 health
0 speed
0 capture

OR

Blaster Rifle (25 credits)
Fusion Cutter (0 credits)
Cluster Grenade (15 credits)
None
None
30 health
0 speed
25 capture rate (or get 30 speed)

Avoiding it: To avoid the blaster rifle, simply reverse what I said above. Try to get close range if you use shotgun, bowcaster, or inci. You shouldn't be concerned about them doing a lot of damage unless they have rage. If they do, then try to either wait out the rage or use the element of surprise.

A weapon like the carbonite freeze gun works against enemies like this - just stay either medium range or point blank. Once frozen, just use a tri-shot or wrist rockets.

OVERALL RATING: 5/10

c) The Arc Caster [5c]

Control Scheme: This gun is best used with the alt scheme because locking on to an enemy, will not allow your charge to hit all the enemies.

Description: Taken from the dark trooper in Battlefront 2, this weapon is a hard one to master. It also can attack people under stealth.

Strategy: The arc caster's advantage is that it can hit multiple enemies. Obviously, the more it is charged, the more damage done. This weapon neither overheats nor has ammo - after each shot, it waits 3 secs to be able to shoot again.

The arc Caster is close range and has no effect on vehicles. The main idea of the arc caster is to chain up to multiple enemies.

Say we have 3 people fighting you.

They are A, B, and C. We are I

B

A C

I

If we were to release the shot here, person A and C are most likely to be hit. However, person B might be missed.

As you can see from this, you have to be very close to them to be effective.

A good way to do effectively use this is to capture command posts with them. When the enemies spawn in, you should be ready to unleash a fully charged shot. It should hit all of them and you and your teammates can finish them off.

As you tell, the arc caster is kinda like a support weapon - it is hard to kill even AI with it, but it can deal a fair amount of damage.

However, there is one way to get a good amount of damage. Stand by a confined area like those in Mustafar. Release it when a bunch of enemies appear through it. Choke points like these help greatly in effectiveness.

Combo: The arc caster is good with a secondary weapon like a tri-shot or grenade launcher. Both of which are effective against low health enemies.

The jet pack is vital to this too. You must be able to get near an opponent quickly to do enough damage.

-- The Good Combo --

Arc Caster (30 credits)

Grenade Launcher (20 credits) (Can be replaced by tri-shot or OS - you may be wondering why OS. Its because sometimes, when the OS misses - it instead does like 3 bars of damage. This can kill weakened enemies)

None

Jet Pack (30 credits) (This can be replaced by jump pack if you feel more comfortable using that)

20 health

0 speed

0 capture

OR

Arc Caster (30 credits)

None

Proximity Mines (10 credits)

None

30 health

0 speed

25 capture

How to avoid: So what are you going to do if a person uses it ,you ask? First of all, if you use stealth and they uncover you, don't try to go back into stealth. This is because the arc caster can uncover you (it zaps you automatically sorta).

The strategy is to attempt to run off long distance. Use a jet or jump pack and then use a long range weapon to kill them - even a blaster rifle will work. (neither their tri-shot nor their arc caster work long range).

Overall Rating: 4/10 (its hard to master and even then, doesnt work all too well).

c) Carbonite Freeze Gun [5d]

Description: The freeze gun allows users to...as the name implies, freeze enemies. The time they are frozen depends on how long the charge has been held. Used properly, it can freeze an enemy for 10 seconds (a full charged shot). A regular shot without charging freezes them for a few seconds.

Strategy: The freeze gun is not for impatient people. Many players online who use it randomly attempt to freeze enemies. This is not a good idea. A good idea is maybe to wait until they finish rolling (if using alt. controls). If you use default, just keep your cool and freeze the person.

You should also not be fighting multiple enemies. It makes it very hard to survive.

Combo: This carbonite freeze gun will not be enough to kill an enemy. You will need a secondary weapon like a tri-shot to kill.

Some people also use explosives to kill after being frozen. The most common is the wrist rocket. If you choose to use this, then remember that you have to get more ammo often.

Another good way to combo it is to use a grenade launcher. Doing about 2 bars of damage each shot, it is a easy way to kill even high health enemies.

A great way to sneak on enemies is to use stealth. Basically, you pick the enemy off one at a time. Just follow them and when you get a chance, freeze them. Then, use your secondary weapon or explosive to finish.

-- The Good Combo --

Carbonite Freeze Gun (15 credits)

Tri-shot (15 credits)

None

None

None

30 health

0 speed

35 capture

OR

Carbonite Freeze Gun (15 credits)

Orbital Strike (20 credits)

None

None

None

30 health

30 speed

0 capture

OR

Carbonite Freeze Gun (15 credits)

None

Wrist Rockets (20 credits) (You can substitute this with Cluster Grenade)

None

None

30 health
0 speed
35 capture

OR

Carbonite Freeze Gun (15 credits)

None

Wrist Rockets (20 credits)

Stealth

None

30 health

0 speed

15 capture

How to avoid: The carbonite freeze gun is hard to avoid seeing as if you get frozen, you are almost guaranteed to die. The trick is to know who these ppl are, and either avoid them using jump/jet pack, or to snipe them. If neither of these suits you, feel free to try your hand at a blaster rifle. Just go long range - it should work.

Overall Rating: 7/10

d) Incinerator [5e]

| THE FOLLOWING EXCERPT IS WRITTEN BY YO_Daddy6|

NOTE: It is strongly recommended that the Incinerator be used ONLY with default controls, due to the extreme difficulty of defeating an enemy utilizing Alt. controls...

Description: The incinerator is a flame-thrower type gun, capable of shooting flames at the enemy and essentially burning them to a crisp. This gun DOES NOT have ammo and overheats after approximately 4.5 seconds of continual use. This gun has medium/short range, but is more effective in close quarters combat (CQC).

Strategy: Due to the fact that the Incinerator overheats after about 4 seconds, utilizing the roll feature plays a big part in an effective Incin. strategy. I strongly recommend that new users of the Incin. practice shooting for a second or two (depending on enemy's movement) then rolling so your gun can cool down a few bars and break free of any lock the opposition might have on you. Shoot, roll, shoot, roll. If timed right and the enemy is not especially jumping and/or rolling, you can kill an enemy after about your 3rd or 4th roll.

Combo: As with most weapons, Rage greatly increases the damage of your incinerator. Although the incinerator overheats fairly quickly, when equipped with rage you can take out an enemy using Lvl 3 health before the Incinerator overheats, thus making Incinerator+Rage a very good CQC combo. For those that have troubles keeping their Incin. from overheating, I recommend using Tri-shot as your secondary, as long as you still use rage. When your Incin. overheats, quickly switch to your trishot to finish off the enemy effectively and w/o waiting those crucial seconds for your gun to cool back down.

Another combo that works well with the incinerator is stealth (as many players

you see online use). Basically you just sneak up on a player and lock-on, then start attacking. Its a very popular version but for experienced players, it is not necessary and is better used in capture rate or speed (more so in capture rate because when you run toward an opponent, you need the stamina to get there (under stealth)).

-- The Good Combo --

Incinerator(20 credits)
Fusion Cutter(0 credits)
None
None
Rage(15 credits)
20 Health
20 Speed
25 Capture

^^ Great for skilled Incin. users. High speed+High stamina makes for great dodge maneuvers and capturing crucial command posts quickly.
Note: I mainly use FusionCutter as a secondary due to the fact that the Incin. does no damage to vehicles. So instead of running from them, you can slice them and use them yourself.

OR

Incinerator(20 credits)
Tri-Shot(15 credits)
None
None
Rage(15 credits)
20 Health
10 Speed
15 Capture

^^ For those with overheating problems, use this loadout. It is also effective when chasing someone and they are out of range of your Incin., pull our your Trishot, turn on Rage, and blast away. Trishot can also be used for medium range combat, then switch to Incin. when it becomes more of CQC.

Avoiding It: FIGHT FROM A DISTANCE!! Incinerators are very effective in CQC so the only way to combat an Incin user is to shoot from medium range or long distance. If you find you have a Incinerator user on your tail, then run, run, run. Also try jumping sporadically and randomly to throw off an Incinerator user.

OVERALL RATING: 8/10

ALL CREDIT GOES TO YO_Daddy6

e) Shotgun [5f]

Control Scheme: Default works quite well. As explained below, its easier to get a OHK with default.

Description: This classic gun still maintains its normal state - short ammo clips and the effectiveness in close range.

|THE FOLLOWING EXCERPT IS FROM BENLAGGIN (a.k.a mcwayne125)|

The shotgun is a very powerful weapon in most games, and is no different in renegade squadron. The shotgun is most effective in close quarters shotgun because of its powerful blasts and its spread of ammo. The shotgun is especially effective when used with rage and high health. The key to being effective with the shotgun is to get close to your target and shoot a well aimed shot making sure to hit your target with as much of the shot as possible, the closer the better.

Here are a few tips to using the shot gun

- The shotgun is not a long range weapon. Do not treat it as one. Unless the person has really low health, do not trying to hit them long range. You will only alert them to your prescense and allow them to retaliate. Get as close as you can will losing as little health as possible and then take your shot. You should at the most need only 2 or 3 shots to dispatch an enemy.
- Using rage with your shotgun will almost always ensure a one hit kill.
- Combining the shot gun with a jump/jetpack will allow you to cover ground quickly and will allow you to effectively evade you enamys shots.
- Using health 3 with your shotgun is especially effective. In any close quarters fight, the shotgun will beat every other gun. If you encounter some on the battlefield having health 3 will give you enough time to kill them, even if you take damage.
- If you encounter someone who uses a long range weapon roll and dodge until you get close enough to take shots
- Beware of the reload. You may be on a roll with your shotgun, but if you have to stop to reload your done.

Here are some tactics when using the shotgun.

1. If using a jump pack run up to your target and start shooting, when they lock on, jump over them with the jump pack, roll, and shoot. Repeat until dead.
(results may vary depending on how hard you pwn)
2. If using stealth suit sneak up on someone. Lock on. Wait for lock on reticule to shrink for critical hit. Start shooting. 1 or 2 shot should be enough if you've done it right.
3. If using shield do not deploy shield immediately, wait for health to get lower then deploy it. It will buy you more time.
4. If using capture rate 3 or 2 keep count of spawn count. If some spawns and you kill them, count to ten and get ready to fight someone else who spawns.

|ALL CREDIT GOES TO BENLAGGIN (a.k.a Mcwayne125)|

How to avoid: The shotgun can be countered by using long range. If this is not possible (or a confined map), then roll a lot. They have a harder time killing you when this happens.

Also, don't assume that if you have 5 bars of health out of 6, therefore you should be fine. A normal shot alone from an alt control shotgun user can hit 3 bars of health. And with rage, 5 or 6 bars.

f) Sniper Rifle [5g]

Control Scheme: A very controversial debate. Some players (like me) prefer alt scheme as it allows free movement (at least a tad bit easier). Some players

like shadow sniper (the person who wrote the guide), use default and claim that because they can move diagonally - they have the advantage.

Description: This long-range gun does not let down sniper's hopes.

Strategy:

|THE FOLLOWING EXCERPT IS FROM SHADOWSNIPER92...|

"Hey everyone, I've written a little guide due to the poor state of the sniping population. I hope to correct the problems that many new snipers have with the basics. I was once ranked 3 on an older account, but I have made a new one because i wish to snipe a lot more.

Now sniping has many strengths and a few weaknesses. The main strengths are obviously the ability to kill at a distance, being able to find and reveal people under stealth, and the surprising success I've had while facing hackers.

So to begin, you obviously need a few things, first off, if you are hoping to permanently snipe, crank the aiming sensitivity way down in the Advance Controls setting. Believe me you're going to need precise aim if you hope to be a proficient sniper like me.

Second, you need a load out, this is mine, and i recommend something similar...

Sniper Rifle

Tri - Shot

Nothing

Stealth Suit

Rage

Health Level 2

Nothing

Nothing

Ok, now for a general introduction. Sniping is generally underestimated in RS due to the one feature that may seem cool at the beginning, but then seems noobish. Yes, the AIM ASSIST! Now I'm going to tell you the one flaw that has plagued nearly every sniper i've seen, they use it. As far as i know there is no option to remove it so live with it.

The secret to sniping is the same as nearly every game, HEADSHOTS!!! These are a guaranteed one shot kills, but they are much more difficult to get in this game. Now look at the middle of your sniper scope, and you see a very faint CROSS, now with experience you'll learn where this is, but if you line this up on the enemies head and shoot, the AIM ASSIST is disabled, and you get a head shot killing in one blow.

Now generally if you want to be good at sniping, use stealth. Move to a well sheltered location, where you can easily dive to cover if spotted, such as a bunker, next to a tree etc, NOT out in the open. Turn on your stealth and rage, and when you see an enemy DON'T SHOOT HIM. Wait till you see the pattern to their movement (such as if they are just running forward) or wait until they stop. It is essential that your first shot hit their head, otherwise, if they are a half decent player, they will see and kill you. So remember, be patient, and wait for the head shot, there is nothing more satisfying then taking out someone with a level 3 health upgrade in one shot

Ok, so that's how you deal with REGULARS, now if you see someone go stealth, shoot at where they were straight away, generally those sneaky buggers don't

expect to be revealed and will continue in the same direction, giving you another clear shot. So the only time you SHOULD be using the AIM ASSIST is on Computer Players and Stealthed people.

If someone DOES see you, try to take another shot at them, if they are too close, try to duck out of view, and quickly put your stealth on, the sucker should come running around the corner, hoping for an easy kill, and you can just pound on him with your tri shot up close (you should still have rage remember)

Now once you get the hang of sniping you will become a very valuable part of your team, i now average about 25-30 kills per match with very few deaths, obviously WAY more kills if there are a high number of Computer Players.

Ok so now you know how to snipe, keep practicing and good luck."

|ALL CREDIT GOES TO SHADOWSNIPER92!!!|

Combo: Note: Some of these combos are explained above.

The sniper rifle works well with many weapons and items. At the top of the list is rage. Basically, you can kill a lot of enemies really quickly with a sniper rifle and rage. Just make sure they dont get near you.

Another weapon is the tri-shot like shadowsniper said. You snipe until they get near you. Then you change weapons and finish them. This way you wont only be long range.

One item that is considered vital - the stealth suit. Any good player could pick you off if you weren't covered. They way to use this is to go under stealth, take a shot or two, then move under stealth. This way people cannot tell where you are.

-- The Good Combo --

Sniper Rifle
Tri-Shot
None
Stealth
None
20 health
None
15 capture

OR

Sniper Rifle
None
Stealth
None
20 hp
None
35 capture rate (that way you can stay under stealth longer. Also, if necessary you can capture a CP)

How to avoid: A sniper is very hard to avoid especially if they use stealth. However, weapons like the OS can combat them. Also, stealth allows you to follow them and kill them with a weapon like the shotgun (most snipers stay in so called sniping spots - if you see them up really high, take a sniper rifle

yourself and take them down).

Overall Rating: 10/10 (when used properly that is)

g) Chaingun [5h]

Control Scheme: Again, this weapon is hard to say. Though it seems as if the default control scheme is best for this one.

Description: The chaingun is still the high-powered gun that it always have... with a few setbacks.

Strategy: One reason people don't use the chaingun very often is the quick overheating and the high amount of credits.

For a whopping 40 credits, this gun can shoot 3.6 seconds of pure terror. Despite this, the shots must hit him the whole time. The main setback of this weapon is that it overheats and you are then an easy target.

One way to use chaingun effectively is to use it at mid-range. That way, people who use shotgun or incinerator cannot get close to you. Meanwhile, snipers will have a harder time picking you off.

Combo: The chaingun works with rage. Locking on, a chaingunner with rage makes for a formidable challenge. Only problem - chaingunners tend to get overconfident and charge ahead, not remembering to stay at mid-range. This leads to many deaths by the hands of incinerator and bowcaster/shotgun users.

-- The Good Combo --

Chaingun

None

None

None

Rage

30 health

0 speed

15 capture

How to avoid: The way to avoid chaingunners is simple. First, you may use stealth to sneak behind and/or destroy them. Second, you may use close range weapons to take out cocky chaingunners. Lastly, you can use sniper rifle to pick them off before they get close.

OVERALL RATING: 6/10 (if used in a proper manner that is - I still dislike it because it takes up a lot of credits)

h) Bowcaster [5i]

Control Scheme: The bowcaster works well in both schemes. Many players use default so that they can lock on and roll. Some players (including me) use alt controls so that they can turn around and respond to attacks quicker.

Description: The bowcaster is the classic standard Wookie equipment.

Strategy: First of all, the bowcaster is a spread fire gun and it good in kill-

ing running enemies. Obviously, it can be charged and does more damage close range.

Combo: Take rage and bowcaster and you get a mean combo. Total ownage in some maps (like Mustafar). Just charge it and move. Then fire full shot. Spread shot. They dead. The end.

On other maps, using stealth with rage works too. Many people do not believe this is a good idea because the bowcaster is a charge weapon and the moment you start to hold the button, you appear out of stealth. The way out of this is to wait until someone has passed you. Then, turn around and activate rage. Charge the bowcaster

One interesting idea is to use a health & ammo pack to heal. What you do is to shoot a person close range then throw the health pack when you get low on hp.

-- The Good Combo --

Bowcaster
None
None
None
Rage
30 health
0 speed
25 capture

OR

Bowcaster
None
None
Stealth
Rage
30 hp
0 speed
0 capture

Overall Rating: 9/10 (It has its disadvantages against weapons like the inci.)

i) Rocket Launcher [5j]

Control Scheme: Alt scheme. Why? You will need to move around the screen freely if you want to kill infantry (otherwise, if its a vehicle, by all means - use default).

Description: The rocket launcher is a powerful weapon that was made to counter AT-ST and tanks. Works against infantry too :-)

Strategy: When using the rocket launcher, it is important not to hastily shoot. You must wait for the enemy to be in a favorable position.

A favorable position is one in which the distance between you and your enemy is mid range. If shooting long range, you take the risk of missing and having to wait all the time to reload. If shooting too close, it is also easy to miss seeing that they might be rolling or running around.

In some cases, where there are a bunch of people crowding around you (like inci + stealth users) then feel free to move the screen down and commit suicide. Not only do you have a chance to kill the enemies directly near you, you can also take the kills away from some players.

Note: I have fun using rocket launcher against AI.

Combo: It is important to have a secondary weapon. One like the tri-shot or the Orbital Strike. This is due to the fact that it is hard to kill enemies effectively ONLY using the rocket launcher (seeing as enemies may be using stealth).

One idea that has not been tested yet is to use a jetpack or jump-pack, and to fly upwards then take a shot from there.

-- The Good Combo --

Rocket Launcher

Orbital Strike

None

Jump Pack

20 health

0 speed

0 capture

How to avoid: This one is simple. Unless you are in a vehicle, stealth works good. Just sneak up on them and kill them. Almost all weapons except turrets and tanks. Sniping is effective though make sure they don't spot you first. Or you are a dead sniper (if they are a decent rocket launcher).

Overall Rating: 4/10 (Hard to use, but it has its uses - and great fun).

6. Secondary Weapons

a) Foreword [SecWeapons123]

The Secondary Weapons are the back-up weapons used in great times of need.

Seeing as how I explained combinations in the beginning part of this guide, I will only teach you how to use this weapon and ONLY it (only adding a powerup or special item every now and then).

NOTE: I WILL NOT INCLUDE ALL THE WEAPONS. For example, the Blaster Pistol, Fusion Cutter, Grenade Launcher are all excluded.

b) Orbital Strike [6a]

Control Scheme: This is 100% better on alt. controls. This is because you will want to be able to move freely and aim instead of having to zoom in.

Description: This weapon fires a green burst that kills all around it.

Strategy: First of all, this weapon can be used long range (most people online) or close range (like me).

When used long range, you should know that you do not need to shoot directly onto the enemy. A little margin of error is allowed. Once you shoot, move a bit as to not let enemies discover you.

When using close range, set your sensitivity up a few levels. That way you can easily aim. Anyway, the basic theme of close range shooting is that you basically wait for someone to attack you. Then, you jump and fire toward the ground.

You move away quickly (staying there too long will result in you committing suicide). Then, if you think your shot is good, wait. The ammo in this gun is very little and is hard to cope with. If you think your shot missed, then fire another shot. More often than naught, enemies will be confused by the green oblivion in the screen. Even if that one misses or only does partial damage, the second one will finish him off.

One more tactic that can be used with the OS is to spawn kill. Basically stand by an enemy CP. Before capturing it, stand a bit off and fire. Hopefully, they will be spawning in right when your shot releases the deadly impulses. There. Dead enemies laying on the CP. You can then proceed to capture the CP.

Combo: The Orbital Strike is well used with Stealth. This allows for you to be able to make an accurate shot.

The Orbital Strike also can be used with the Health & Ammo Pack. The idea is to fix the lack of ammo with this. Only problem is that enemies can spot you and you will be ambushed more often than not.

-- The Good Combo --

None
Orbital Strike
None
Stealth
Stamina
30 health
0 speed
25 capture

OR

None
Orbital strike
None
Health & Ammo Pack
None
30 health
10 speed
25 capture (or have 0 speed and 35 capture)

How to avoid: The Orbital Strike is hard to avoid. Especially if they use stealth and hide. If they dont, just sneak on them with stealth and kill them.

Most players online will not use close combat OSing. This is because the majority of players online use default and it is impossible to achieve that on that.

(Most players also will not be using stealth).

You have to watch them though. They might suddenly pull an inci when you get

too close. I recommend a quick shotgun to take them out.

Overall Rating: 9/10 (Has its flaws - ammo, but overall, great weapon)

c) Guided Rocket (6b)

Control Scheme: There isn't much difference. But for the sake of using the GR for close combat, use alt scheme.

Description: The name says it all - the infamous GR! Basically its a player controlled OHK rocket launcher.

Strategy: Okay this one is a tough one. Many players rely on just sitting at a CP and shooting. While this may get some kills, it makes for an easy target.

The way to effectively use the GR is to not rely on ammo droids (instead refer to the Combo section of this). You will be more effective closer range.

Another brilliant way to use it is to hide behind a structure, sorta like in Tatoonie. Two of the houses for an angle like this:

```
-----  
\x  
a\  
aa\  
aaa\  
aaaa\  

```

(a = empty space put in so that they wouldn't ruin the drawing when uploaded)
(There are openings on both sides.)

The x is where you stand. You just shoot out and then curve your GR to hit all the enemies on the other side of the wall. Its brilliant - only until players hunt you. Before that, you will have fun laughing at the enemy GR players trying to hit you.

OK so someone is hunting you. First things first, if they use stealth - use it too. Just stand nearby and wait for them to appear. Then just fire the GR and slay. Easy going (you will have to rely on the ammo droid for this.)`

Ahhh! You say? Someone has gotten into close combat with you? Well the way to fend for yourself using the GR is to first clear your shot. Make sure that you don't hastily shoot. Also, know that when reloading, you can run faster (dont believe me? Try it). Therefore, just dump a GR then run for the heck once a good distance between you and him, just jump and turn around at same time (this is where the alt. scheme helps). Then just fire and kill.

One thing to know when using the GR in confined places like Mustafar is that you must be aware of the way the game is made. Even if you don't directly hit the top of anything, the game may still explode your GR. Don't get mad and learn how to shoot through corridors without inducing these negative effects.

Combo: The GR is well used with many items.

1) The Health & Ammo Pack. Basically you make it so that people have a harder time finding you. Just ignore the ammo droid and use this. That way, you can be closer to the enemies (and also have some reserve hp).

2) The Stealth Suit. DO NOT BE HASTY. This combo is deadly. All you do is wait for a really good shot to kill lots of people (ideally near a CP). Then you take the shot then move on out and reload at an ammo droid.

Note: First person to introduce me to this is Bobsicle. I saw a player online by the name of StormRimmaShot. Sweet player - he uses this combo effectively. Credit goes to him though I probably will never talk to him.

3) The Jet Pack (Believe it or not). The idea is to give your GR some air time. Just use the jet pack then fire the GR. It will be already high in the air and enemies will have a hard time seeing it. Just crash and burn it.

Note: This idea was found by Sin_Shenron and other players. Not me.

How to avoid: So there's the really annoying player on the other team using a GR. Well, first things first is to identify their style.

They could be a stealth + GR, in which I recommend staying farrrrrrr away. They are dangerous and weapons like the sniper rifle may work.

They could be a camper (most of them). Just take a lot of capture rate and stealth. Then, sneak up on them. Wait for them to shoot. Kill them. Disappear again and kill any of the remaining GR users (if any).

They could be a wanderer (with the Health & ammo pack). In this case, you have to rely on luck to find their temporary camp. Then, just slay them like normal.

Overall Rating: 6/10 (Easy to use, and its OHK, but easy to get killed and avoid)

Note: It's 10/10 if you are a pro using it. One word: Deadly.

d) Tri-shot [6c]

Note: The tri-shot is VERY hard to master. Do not attempt it as the first-time weapon.

Control Scheme: Alt. Scheme works perfect here too.

Description: This overlooked 15-credit weapon is the perfect way to CP steal.

Strategy: Okay listen up scoundrels. We are here to grab CP's. The tri-shot is really good with this. The overloading will defeat you in battle if you attempt to fight with more than one enemy.

The trishot is a close ranged weapon. Using it long range = death. Even mid-range is not acceptable.

Also, watch for inci. users.

However, against the one enemy, it wins. Not even including rage, you can just barely kill (either putting them at 1 shot away from death or dead) a person.

So the way to capture CPs is this. First, get there using stealth. Then, identify what enemy uses what (ie. this guy uses GR, this guy is sniping, there is a guy with stealth and inci. nearby).

Then, wait for the stealth ppl to move a reasonable distance off, then kill the

snipers and OSers first. Then, kill the GR users. Then, WAIT.

The next wave of enemies should spawn in. Pretend like you are not there (just linger to the side). Then, wait for most ppl to clear out. If no one is near the CP, then take it to neutral. Kill the snipers and GR ppl again and take the base.

OKAY you say, that sounds all great. But how am I supposed to achieve this all in one life?

The answer is that we rely on a method called hit and run.

You just hide in stealth for the perfect time to start. Once you killed someone, go under stealth. Wait for your gun to not overheat then get another victim.

Eventually, allies will come and help cause chaos.

Note: If you die on the first try, don't be discouraged. Go back and have revenge on the person who killed you. Then, feeling good, take the CP.

Combo: The tri-shot MUST go with stealth. Hands down. Just sneak up and kill like the above paragraphs mentioned.

The tri-shot also works with rage (you can kill an enemy really quickly). However, the credit limit makes it a problem. You most likely will have to sacrifice your speed and capture rate to make this possible.

Note: The tri-shot is VERY hard to master. Do not attempt it as a first-time weapon.

-- The Good Combo --

None
Tri-shot
None
Stealth
Rage
30 health
0 speed
15 capture (or 20 speed and 0 capture)

OR

None
Tri-shot
None
Stealth
None
0 health
30 speed
35 capture

^^ THIS IS THE MASTER COMBO FOR PROS. THE 0 HEALTH IS VERY DANGEROUS FOR NEW PLAYERS.

OR

None
Tri-shot
None

stealth
None
30 health
0 speed
35 capture

^^ Not as involved as the previous loadout. It happens to be the second loadout I ever used. It is safe but you are slow with 0 speed. You can get really far with the 35 capture rate though.

How to avoid: To avoid the tri-shot takes a lot. First of all, you can try using a jetpack or jumppack to get away. Long range basically works here.

Not much more to say seeing as if they use the above combos, they will be under stealth for a long time. But you can try to uncover them with inci.

e) Explosive Blaster Pistol [6d]

Control Scheme: Default. You need to lock on.

Description: This weapon is a high damage weapon that does approx. 2 bars of damage when used without rage.

Strategy: This gun is pretty simple. It can be used preferrably mid-range.

It has little ammo so the usage of ammo droid may become necessary.

Combo: This gun can be used with rage. Just turn it on, and shoot away. Watch the reloading time though - it may take too long. Once you run out of ammo, go reload at an ammo droid. Rinse and repeat and you get some solid kills.

(Note: This was not found by myself and was suggested by someone on gamefaqs)

-- The Good Combo --

None
Explosive Blaster Pistol
None
None
Rage
30 health
0 speed
35 capture rate

How to avoid: Just make the person miss. Roll and then shoot when they reload. Repeat and you get an easy kill. Or just use a Jumppack to get really close to them.

Overall Rating: 3/10 (I don't find its uses)

7. Conclusion and Special Thanks

I hope that after you read this guide you will become more adept at certain weapons. It is in my interest to see better online players with more varieties of loadouts.

This great guide could not have been made with the help of:

Gamefaqs: For their wonderful forum

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