

Resident Evil 3: Nemesis Weapon FAQ

by CrazyKillar

Updated on Feb 24, 2011

This walkthrough was originally written for Resident Evil 3: Nemesis on the PSX, but the walkthrough is still applicable to the PC version of the game.

RESIDENT EVIL 3 : NEMESIS

Weapons FAQ

Written by CrazyKillar (justin.moey@gmail.com)

For: PSX, PC, DC ,GC

The Resident Evil series is (c) of Capcom.

I wrote this FAQ and it took loads of work. I will allow you to put this up on any other site as you wish. But please do not use it for financial gains or I will personally hunt you down and stuff my foot up your ass.

This FAQ will only be seen here, on GameFAQs unless you have uploaded it on another site. Like I said which is fine unless you do it for financial gains.

Sending mail:

Send me comments, fanmail, or anything related to this FAQ to my e-mail:

justin.moey@gmail.com

Is you are sending mail please make sure you put "Resident Evil 3 weapons FAQ" as the title so I know you are sending a mail regarding this FAQ. If you'd like to send me anything you'd think is useful, please insert your name (how you would like to be referred as)

CONTENTS

- [1] Author's note
- [2] Version history
- [3] Game introduction
- [4] Weapons
 - [4.1] Normal weapons
 - Knife
 - S.T.A.R.S handgun
 - Merc handgun
 - Shotgun
 - Grenade launcher
 - Magnum
 - Mine thrower

-Assault rifle

[4.2] Enhanced weapons

- M92F E
- SIGPRO E
- Benelli M3S E
- M.Thrower E

[4.3] Secret weapons

- EAGLE 6.0
- Western custom

[4.4] Super weapons

- Assault rifle
- Gatling gun
- R.Launcher

[5] Nemesis droppings

[6] Weapon ratings

[7] Ammo

[7.1] Normal ammo

- H.gun bullets
- Shotgun shells
- Grenade rounds
- Flame rounds
- Acid rounds
- Freeze rounds
- Magnum bullets
- M.T. rounds
- A.R. bullets

[7.2] Enhanced ammo

- H.G. bullets E
- S.G. shells E

[8] Gunpowder

[8.1] Gunpowder types

- A
- AA
- AAA
- B
- BB
- BBB
- C
- CC
- CCC
- AC
- BC
- AAB
- BBA

[8.2] Calculating gunpowder percentage

[9] Credits

[1] Author's note

This is my very first FAQ EVER. You can usually find me on the RE3 boards chatting about ridiculous stuff with other members.

-This is not a walkthrough as you people with common sense can tell.
This is about weapons, ammo and gunpowder in this game. All of which are the aspects of Resident Evil 3.

I will try not to spoil the game for you first timers. Although it is already 2011 and the game has already been around for more than 10 years. Anywho, I hope you have played through this game at least once.

[2] Version history

V 1.0 - Completed FAQ with everything listed.

[3] Game introduction

As you would probably know, RE3 takes place in Raccoon City which has been overrun by zombies and mutants due to the T-Virus infecting people. Before you read the FAQ below, I hope again that you have played through the game at least once and know it's basic controls.

The storyline is fun and the new live decisions, which are not actually new but the first in any RE game, that changes the story of the game as it progresses. There is also the 'new' dodge feature. Which allows you to push zombies away or dodge any other kind of enemy.

Well, enough of that, read the FAQ!

[4] Weapons

Using the right weapon on the right enemies has always been the key to any RE strategy, and more so in RE3, where you have the flexibility to make your own ammunition. Below I will list all of the weapons in the game.

[4.1] Normal weapons

-Knife
'Dagger knife for self-defense'

Ammo: Nothing

Property: Only for those with something to prove

>If you want to be a knife-weilding maniac, it is essential that you master the dodging ability. The knife is good only when you are in a pinch and

need to save ammo. The best targets are zombies and dogs when they are on the ground and unable to attack. You can knock down a dog with a handgun shot and switch to the knife and stab them to death.

-S.T.A.R.S Handgun

'M92F Custom. A custom handgun made for STARS. It uses 9mm parabellum rounds'

Ammo: H.gun bullets

Holds: 15 bullets

Property: Your basic survival tool

>Against solo or small groups of zombies, the handgun is useful. But if you are up against a large group and need a mass kill the shotgun is a better choice. Also use the handgun against dogs. Score a knockdown and follow up with knife swipes.

-Merc Handgun

'SIGPRO SP2009. Its mainly made of plastic and is very light. It uses 9mm parabellum rounds'

Ammo: H.gun bullets

Holds: 15 bullets

Property: Your basic survival tool

>This gun is identical to the M92F Handgun. Just that the SIGPRO is in the hands of the Umbrella Mercenaries and with a different design.

-Shotgun

'Benelli M3S. An easy to carry sawed-off shotgun. It uses 12 gauge shot shells'

Ammo: Shotgun shells

Holds: 7 shells

Property: Close-range, high damage, 1 hit kills

>This weapon is great for taking of zombies' heads or for killing multiple zombies. To score a decap, aim up and fire once the zombie is within 2 steps of Jill. The shotgun's dispersal is wide enough that you can sometimes decap 2 zombies at once. You can also blow away kneecaps if you aim down at the zombies' legs. You can also group kill zombies. When zombies are binched up and close, aim at the middle to hit but rarely kill multiple targets.

-Grenade Launcher

'Hk-p grenade launcher. A small size grenade launcher developed for police use'

Ammo: Burst, flame, acid and freeze rounds

Holds: Unlimited capacity of one type of grenade

Property: Powerful multi-use weapon

>The grenade launcher now has a new type of round, the freeze rounds. and the

ability to mix grenades with gunpowder to make the 'flavour' you need. You can stuff an unlimited amount of one type of grenade into the barrel, saving some inventory space.

-Magnum

'S&W M629C. A large stainless steel revolver. A classic type equipped with weights to reduce the recoil. It uses .44 Magnum bullets'

Ammo: Magnum bullets

Holds: 6 bullets

Property: Best standard weapon

>This devastator slaughters almost any enemy in one shot. It is so powerful, it can even briefly halt Nemesis's charges. The one downside to this weapon is that you need a lot of gunpowder to make ammo for this weapon, giving you less gunpowder to make ammo for your other weapons.

-Mine thrower

'A prototype weapon made by Umbrella's armament department. It uses special bullets equipped with a sensor'

Ammo: M.T. rounds

Holds: 6 rounds

Property: Fun, but weak

>The mine thrower fires 'mines', explosive darts that can stick to walls, floors, and enemies. When the darts sense movement, they blow up. It is a lot of fun to play with, but too weak and unpredictable.

-Assault rifle

'M4A1 Assault Rifle. The gun is set in AUTO/MANUAL mode. It uses 5.56mm NATO rounds'

Ammo: A.R. bullets

Holds: One clip (100%)

Property: Rapid fire weapon

>This gun has two modes- Manual (if you want to conserve ammo) and Auto (if you are trigger happy). This can keep almost any normal enemy at bay. Bosses will charge through the bullet shower to hit you.

[4.2] Enhanced weapons

-M92F E

'Enhanced M92F Custom. It is loaded with enhanced 9mm parabellum rounds'

Ammo: H.gun bullets E

Holds: 15 bullets

>Attack power is increased by 50%. You can also get a lucky decap shot once in a while.

-SIGPRO E

'Enhanced SIGPRO. It is loaded with enhanced 9mm parabellum rounds'

Ammo: H.gun bullets E

Holds: 15 bullets

>Exactly the same as the M92F E. You will only get to use this in mercenary mode as Nicholai

-Benelli M3S E

'Enhanced shotgun. It is loaded with enhanced shells'

Ammo: S.G. shells E

Holds: 7 shells

>Like the M92F E and SIGPRO E, attack power is increased by 50%. When shooting, there is more recoil. Be careful when using this where the camera angle changes.

-M.T. thrower E

'A mine thrower loaded with special bullets that have auto-trace feature'

Ammo: M.T. rounds

Holds: Infinite

>The time-delay is gone, but will track enemies to a certain degree. To get this, you must first buy the infinite ammo kit from the mercenaries game.

[4.3] Secret weapons

-EAGLE 6.0

'STI EAGLE 6.0. A custom made gun for competitions. It uses 9mm parabellum rounds'

Ammo: H.gun bullets

Holds: 15 bullets

Property: Faster rate of fire plus power shots

>Defeat Nemesis twice in the game to receive Eagle parts A and B. Combine them together to make the EAGLE 6.0. This handgun offers a faster fire rate and occasional power shots which are equal in force to a magnum shot.

The power shot is randomized and appears around 1 in 8 shots. The only drawback is that it cannot use enhanced ammo.

-Western Custom

'Western Custom M37. Equipped with a special reload system and is effective for close range battle. It uses 12 gauge shot shells.'

Ammo: Shotgun shells

Holds: 7 shells

Property: Shotgun power with handgun speed

>This shotgun rocks the house-its T2 style reload makes it fire as fast as a handgun. You will breeze through the game once you assemble this from the M37 parts A and B by defeating Nemesis 5 and 6 times. The only drawback is it cannot use enhanced ammo.

[4.4] Super weapons

-Assault rifle

'M4A1 Assault Rifle. The gun is set in AUTO/MANUAL mode. It uses 5.56mm NATO rounds'

Ammo: A.R. bullets

Holds: Infinite

Property: Infintie rapid fire weapon

>This gun is similar to the assault rifle which can be found in-game. Th only difference is that it has infinite ammo. You can buy this weapon from the mercernaries for \$2000.

-Gatling Gun

'A powerful weapon that allows you to scatter bullets with single trigger action'

Ammo: Bullets

Holds: Infinite

Property: Rapid fire fun

>This weapon has to warm up for a second each time you pull the trigger. But once it does, nothing can stand it its path for too long. You can buy this weapon from mercenaries for \$3000.

-R. Launcher

'M66 Rocket Launcher. An old but powerful weapon'

Ammo: Rockets

Holds: Infinite

Property: The best weapon

>This weapon kills anything in one shot excluding Nemesis and the Grave Digger. But it is slow, bulky and can't be aimed up or down. You can buy this weapon from mercenaries for \$4000.

[5] Nemesis droppings

Throughout the game, you will face your mortal enemy, Nemesis. This monster will hunt you down and kill you if you are not careful. But if you turn the tables and kill him instead you will earn a reward. Nemesis's items. We do not know where he gets them from but they are useful. Below is a list of his items.

NOTE

You get his items based on how many times you have killed him, not battled him. So if you defeated him the first 2 times you see him, and see him again the 3rd time but do not kill him, and kill him on the 4th time you see him, you will get his 3rd item.

1st: EAGLE parts A

2nd: EAGLE parts B

3rd: First Aid pack

4th: M37 parts A

5th: M37 parts B

6th: First Aid pack

7th: Assault rifle (On new games which have not been completed)

Infinite ammo case (On saved games which have been completed)

NOTE

The infinite ammo case you get when you beat Nemsis the 7th time on a saved, completed game will only make 1 weapon infinite. And this only lasts for the one game.

[6] Weapon ratings

Below I will talk about my personal ratings for the weapons in Resident Evil 3. I will talk basically about the rating of course, the damage, range and I will add a few side notes. Which are pretty much what I have said about the weapons above.

-Knife

Rating: 1

Range: Very short

Power: 1

Notes: Don't bother with this. It's power is so damn low and can only stab when an enemy is within an arms length. Just leave it in your item box when you see it for the first time in the warehouse. The item box is where it belongs.

-S.T.A.R.S Handgun

Rating: 3

Range: Medium

Power: 3

Notes: As like above, this is your standard weapon in the early parts of the game. When you finally get better weapons, dump it in the item box as well.

-Merc Handgun

Rating: 3

Range: Medium

Power: 3

Notes: Refer to the S.T.A.R.S Handgun notes above this.

-Shotgun

Rating: 5

Range: Short

Power: 6

Notes: Awesome weapon. The rating and damage obviously is when the shotgun is use at close range. Not far where it is useless.

-Grenade launcher

Rating: 7-8

Range: Medium

Power: 6-8

Notes: Obviously the raing and power differ due to the fact that there are four types of grenades available. The better the grenade is, the higher rating and power it is.

-Magnum

Rating: 9

Range: Far

Power: 8

Notes: The best weapon in the game. Excluding the rocket launcher of course. Long range and high power make it even more awesome. But don't go trigger happy with this if you don't have the unlimited ammo case.

-Mine thrower

Rating: 5

Range: Medium

Power: 5

Notes: Don't bother wasting ammo on weak enemies. Use it on tougher enemies instead. If I'm not wrong, you can only find ammo twice for this. Instead of shooting at floors or walls, shoot at the enemy directly.

-Assault rifle

Rating: 7

Range: Far

Power: 4

Notes: A very fun weapon indeed for trigger happy people. But do watch out that you do not have an empty magazine clip with zombies around you.

-M92F E

Rating: 4

Range: Medium

Power: 5

Notes: Note much different than a normal pistol. But do notice more blood splatter when you hit an enemy.

-SIGPRO E

Rating: 4

Range: Medium

Power: 5

Notes: Same old thing. No different from the M92F E.

-Benelli M3S E

Rating: 6

Range: Short

Power: 7

Notes: Exactly like the normal shotgun but with more recoil which obviously pushes you back.

-M.thrower E

Rating: 6

Range: Medium

Power : 6

Notes: Because of the tracking ability, the weapon is slightly more useful. If you cannot see an enemy due to the camera angle, this weapon is your best bet. It will have a chance of tracing your enemy and damage it.

-EAGLE 6.0

Rating: 5

Range: Medium

Power: 3

Notes: The power may seem increased to some of you due to the faster rate of fire, but it is not. It is exactly the same as the M92F. The good side to this is the power shot, which decaps zombies.

-Western custom

Rating: 6

Range: Medium

Power: 6

Notes: It is a bit like the EAGLE 6.0. Faster rate of fire may seem to be more damage. But in truth it is no different than the normal shotgun.

-Assault rifle (Infinite version)

Rating: 9

Range: Far

Power: 4

Notes: Not different than the normal one. But with infinite ammo which makes it a better choice for trigger happy people.

-Gatling gun

Rating: 9

Range: Far

Power: 9

Notes: When using this, don't go for one shot burst. You are wasting time which could prove to be fatal. When shooting with this, do note that it is slower to turn with this. So be careful. Awesome for trigger happy people.

-R.launcher

Rating: 10

Range: Far

Power: 10

Notes: Takes a second to hold up and the rate of fire is slow. But to make up for all that, the rocket launcher is powerful and unmatched. But it may lessen your fun as it kills practically anything in one shot.

[7] Ammo

With weapons, you will only survive for a while. Without ammo, you won't even survive at all. Without ammo, you will practically be using the knife which is harder then trying to take a crap with constipation. And it is also a very frightful experience to take on Nemesis with only a knife.

Below, I will talk about the various ammunitions for weapons.

[7.1] Normal ammo

-H.gun bullets

'9x19 parabellum rounds. Used for either the M92F Custom or the SIGPRO SP2009'

Find: Field
Gunpowder A

For: S.T.A.R.S Handgun
Merc Handgun
EAGLE 6.0

>Most common ammo you find in the field and through gunpowder A as it is the most commonly found gunpowder as well. Of course, always keep some on you if you are using the handgun.

-Shotgun shells
'Shot shells. Used for the Benelli M3S'

Find: Field
Gunpowder B

For: Shotgun
Western custom

>Not found as much as the H.gun bullets. You'll get this more often from gunpowder B if you're not too much into the grenades and magnum.

-Grenade rounds
'Grenade Burst Rounds. Standard bullets that scatter fragments when they hit the target. Used for Hk-p Grenade Launcher'

Find: Field
Gunpowder C

For: Grenade launcher

>Not commonly found on the field like the shotgun shells. But are useful if you are in a pinch and want to save stronger grenades for boss.

-Flame rounds
'Grenade Flame Rounds. Special bullets whose warhead is filled with powerful napalm gel. Used for Hk-p Grenade Launcher'

Find: Gunpowder AC
Combine gunpowder A/AA/AAA with grenade rounds

For: Grenade launcher

>This ammo obviously burns your enemies. When you aim down at the floor, the grenade will explode and cause a small fire on the ground which will damage enemies within it.

-Acid rounds
'Grenade Acid Rounds. Special bullets whose warhead is filled with anti-creature sulfuric acid. Used for Hk-p Grenade Launcher'

Find: Gunpowder BC

Combine gunpowder B/BB/BBB with grenade rounds

For: Grenade launcher

>Powerful grenade rounds which are very useful against the Grave Digger. Not as powerful as the freeze rounds but still pack a punch and if you are aiming for the magnum bullets.

-Freeze Rounds

'Grenade Freeze Rounds. Special bullets whose warhead is filled with ultra low temperature liquid nitrogen. Used for Hk-p Grenade Launcher'

Find: Gunpowder C/CC

Combine gunpowder C/CC/CCC with grenade rounds

For: Grenade launcher

>Strongest type of grenade ever. When it hits an enemy, it slows them down and damages them over time. Especially useful against Nemesis so do not waste these on other enemies.

-Magnum bullets

'.44 Magnum rounds. Powerful bullets for the revolver. Used for S&W M629C'

Find: Field

Gunpowder CCC

For: Magnum

>Most rare ammo found in the game. You will get this mostly from gunpowder, so save up and make a ton of these ammo for one of the most powerful weapons in the game. The magnum.

-M.T. rounds.

'Special bullets that burst if anyone other than the user approaches thanks to the equipped sensor. Used for Mine Thrower'

Find: Field

For: Mine thrower

>This ammo is very very rare. But it is not a big deal as the mine thrower is not such a powerful weapon.

-A.R. bullets

'5.56mm NATO rounds. Army bullets for the assault rifle. Used for M4A1'

Find: Item box (EASY)

For: Assault rifle

>Special ammo which can only be seen in easy mode. Each clip displays 100%. So wait until you finish your entire clip and reload.

[7.2] Enhanced ammo

-H.gun bullets E

'9mm parabellum rounds added with powerful powder created with the Reloading Tool. Used for either the M92F or the SIGPRO'

Find: Make H.gun bullets from gunpowder A/AA/AAA 7 times

For: S.T.A.R.S Handgun
Merc Handgun

>To make this easily, use quality over quantity. Even if you use an AAA jar, your skill only goes up by 1. Instead, go for an A jar. Saving you more gunpowder for enhanced ammo.

-S.G. shells E

'12 gauge shot shells added with powerful powder created with the Reloading Tool. Used for Benelli M3S'

Find: Make shotgun shells from gunpowder B/BB/BBB 7 times

For: Shotgun

>Same as the H.gun bullets E. Use quality over quantity to easily make this.

[8] Gunpowder

The new ability in the game. Gunpowder mixing to get your ammo. If you are low on ammo, just mix up a jar or two of gunpowder to get your ammo. The neat thing is that you can combine and create different types of gunpowder to suite you style.

Below, I will tell you about the various types of gunpowder and what they create.

[8.1] Gunpowder types

There are a total of 13 types of gunpowder in the game. I will list what they make. In the list, I will state the number of ammo each type of gunpowder will make. Please note that this is when you have no skill at all. Which is the base amount of ammo you will get excluding the ammo experience bonuses.

-Gunpowder A

Find: Field

Makes: 15 H.gun bullets
H.gun bullets E (improved skill)
6 flame rounds (combine with grenade rounds)

>Most common gunpowder found in the game. You will find about 20 or 22 jars in the entire game.

-Gunpowder AA

Find: Combine 2 jars of gunpowder A

Makes: 35 H.gun bullets
H.gun bullets E (improved skill)
12 flame rounds (combine with grenade rounds)

>No extra significance, just to make more ammo at once.

-Gunpowder AAA

Find: Combine 3 jars of gunpowder A

Makes: 55 H.gun bullets
H.gun bullets E (improved skill)
18 flame rounds (combine with grenade rounds)

>Same thing, just to make more ammo at once.

-Gunpowder B

Find: Field

Makes: 7 shotgun shells
S.G. shells E (improved skill)
6 acid rounds (combine with grenade rounds)

>Quite common but not as common as gunpowder A. You will find about 15 gunpowder B in the entire game.

-Gunpowder BB

Find: Combine 2 jars of gunpowder B

Makes: 18 shotgun shells
S.G. shells E (improved skill)
12 acid rounds (combine with grenade rounds)

>Just to make extra shotgun shells or acid rounds if you prefer to use them against Nemesis.

-Gunpowder BBB

Find: Combine 3 jars of gunpowder B

Makes: 30 shotgun shells
S.G. shells E (improved skill)
18 acid rounds (combine with grenade rounds)

>Like the gunpowder BB. Use to make acid rounds if you prefer using them against Nemesis if you want magnum ammo.

-Gunpowder C

Find: Combine 1 jar of gunpowder A and B

Makes: 10 Grenade rounds
6 freeze rounds (combine with grenade rounds)

>Save this for magnum bullets if you want and don't bother mixing with the reloading tool to get grenade rounds.

-Gunpowder CC

Find: Combine 2 jars of gunpowder C

Makes: 10 freeze rounds (reloading tool)
12 freeze rounds (combine with grenade rounds)

>I recommend combining this with grenades as they will give you 2 more freeze rounds.

-Gunpowder CCC

Find: Combine 3 jars of gunpowder C

Makes: 24 magnum bullets
18 freeze rounds (combine with grenade rounds)

>Your choice. Make magnum or freeze rounds is purely up to you. I suggest making magnum bullets as they are rarer than freeze rounds.

-Gunpowder AC

Find: Combine 1 jar of gunpowder A and C

Makes: 10 flame rounds (reloading tool)

>Use this only if you want flame rounds and do not have any grenade rounds with you.

-Gunpowder BC

Find: Combine 1 jar of gunpowder B and C

Makes: 10 acid rounds (reloading tool)

>Same as gunpowder AC. only use if you do not have grenade rounds to mix with gunpowder B.

-Gunpowder AAB

Find: Combine 2 jars of gunpowder A and 1 jar of gunpowder B

Makes: 20 shotgun shells

>Do not use this unless you really do not have any gunpowder B's on you.

-Gunpowder BBA

Find: Combine 2 jars of gunpowder B and 1 jar of gunpowder A

Makes: 60 H.gun bullets

>Like gunpowder AAB. Save the 2 jars of gunpowder B for shotgun shells instead.

[8.2] Calculating gunpowder percentage

As you mix gunpowder, your skill increases. Allowing you to make more gunpowder with just one jar. This too also affects enhanced ammo for the H.gun bullets and shotgun shells.

Below is a table I created regarding the percentage increase.

Ammo type	4th-6th time	7th-11th time	12th-21st time	22nd+ time
H.gun bullets	+10%	standard	standard	standard
		+30%	+50%	+70%
		enhanced	enhanced	enhanced
		+10%	+30%	+50%
Shotgun shells	+10%	standard	standard	standard
		+30%	+50%	+70%
		enhanced	enhanced	enhanced
		+10%	+30%	+50%

Grenade rounds	+10%		+30%		+50%		+70%	

Magnum bullets	+10%		+30%		+50%		+70%	

[9] Credits

I would like to thank Capcom for creating such a wonderful game, GamFAQs for posting it, and my parents for not bothering me while I was doing this FAQ.

I hope you benefitted from my guide and enjoyed reading it. Please do send me mail about anything I could add to touch up this guide.

RESIDENT EVIL 3 : NEMESIS

Weapons FAQ
Written by CrazyKillar (justin.moey@gmail.com)
For: PSX, PC, DC, GC

END OF FAQ
