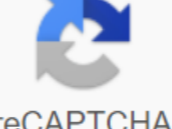


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Final RS2 Comprehensive Weapon GuideAs on Live Patch 16 Aug-2018MuricansM16 - Fast Laser Gun. ADS and hold LMB to win. M14 - M1 Garand with 2x cartridge power and noticeably more recoil. Lubging a gun is pretty bad. Low ambulance fire - The overall damage of nerf means that die in most 1v1s. Ichika (Shottie Pump) - Arm Cannon. GodlyM79 (Nade Launcher) - Mini Nade Spammer.M60 - M16 with endless cartridges. A little more recoil. Good wall spam. XM21 (Sniper Rifle) - Unique sound from the suppressor. AussieL1A1 - M14 with a smaller ammo capacity. Owen is an Aussie version of Maggi-ed PPSH. F1 - 2nd course Owen.L2A1 - BAR with managed recoil. Browning High Power - Dakka.South VietnamM1 Garand Pistol - Best All-Range Sniper Rifle. Good ping sound.30. LMG - 3rd course M60. Worst of all, except the speed of shooting. Horrible unmounted. Bar - M1 Garand with full and slow-automatic fire modes. Thompson - Recoil M16. M40 - second-year Garand.XM114 bolt - M16-1. North VietnamType 56 - Botteg AKM - Good Dakka.Type 56-1 - Sexy folding metal stock. AKM - U-shaped attractions. SKS - BB-gun version of Garanda. Very bad. MAT 49 - Much higher grease the gun. PPSH - Thompson with reduced accuracy and range. IJ (Double barrel shottie) - Hand gun. Mosin - Bolt-action Garand SVD - Smezy ping sound. RPD - Toned down M60. DP28 - Best Dakka.Page 2 21 Comments Rising Storm 2: Vietnam features weapons genuine for the Vietnam War used by the U.S. Army, U.S. Marine Corps (USMC), Army of the Republic of Vietnam (ARVN), Australian Army (AUS Army), Army of the Republic of Korea (ROKA) People's Army of Vietnam (PAVN), and National Liberation Front (NLF). Weapons are tied to specific roles in each faction, with most roles allowing you to choose from multiple weapons or weapons options. Many weapons in Rising Storm 2: Vietnam is equipped with shooting between semi-automatic and automatic fire modes, as well as variable types of ammunition attached by bayonets, folding stocks, deployed bipods and adjustable sights. The contents of assault rifles/combat rifle/edtion of South Vietnam L1A1 M1 Garand M2 Carbine M14 M16 M16A1 XM177E1 North Vietnam AKM MAS 49 M1 Carbine MN 91/30 SKS-4 Type 56 Type 56/1 Machine Gunstdeyte South Vietnam North Vietnam Pistolsldeyte South Vietnam F1 M1928A1 M1A1 M3A1 Owen Gun North Vietnam K-50M MAT-49 MP-40 PPSH-41 Sniper RifleErit South Vietnam North Vietnam Dragoons SVD M1D MAS 49 MN 91/30 PU ShotgunEdit South Vietnam North Vietnam HandgunsEdit South Vietnam Hi Power M1911A1 M1917 M10 North Vietnam Launchers / FlamethrowersEdit South Vietnam M9A1-7 flamethrower M79 Grenade Launcher North Vietnam RPG-7 MAS-49 Rifle Grenades / Explosives / TrapsEdit South Vietnam M61 Grenade M8 Smoke Grenade M18 Smoke (Purple) M34 White Phosphorus M18A1 Claymore C4 Explosive North Vietnam Type 67 Grenade RDG-1 Smoke Granata MD-82 Explosive Mine Tripwire Trap Punji Fougasse Fantazising version of the Vietnamese conflict seen in both silver and silicon screen will have one believe everyone fought with M16 in one hand , a cigars in another, and a whole bunch of sweaty bandanas back to base. The realities of war have brought many weapons representing a significant range of military equipment, including the growing importance of the air force and the need for reliable strength against rough terrain. In Rising Storm 2: Vietnam, you equip more than 30 weapons, emphasizing closer observance of reality over the theater, and you'll experience how weapons like Vietcong and American forces are influenced by war and tactics from screaming jets to rain-thuds to napalm strikes in the quiet timing of tripwired grenades in coffee can. Check out our list below for a detailed look at some of the guns and equipment available to The North and South Vietnamese forces. Also, be sure to read about what makes Rising Storm 2: Vietnam a worthy addition to your gaming library. If you're all set to welcome in the jungle, head to Steam for the Digital Deluxe Edition, which is 25% off its \$30/23 price before its May 30 release. You'll nab some sweet bonus swag for your soldier's appearance, including camouflaged boonie hats for both factions, a headscarf and a camouflaged ushanka for the VC, and a disguised lowland ERDL and Darkhorse pilot helmet for the US. Plus, you'll get a soundtrack. (Creedy) Vietcong Weapon: AK-47Amazon Prime Day Deals: See all the best deals right now! The VC has taken one of the most iconic weapons of war as a workhorse rifle capable of withstanding the sweltering climate and harsh conditions of the dense Vietnamese jungle, and it shows in the faded wooden structure of its stock and handguard. Its powerful caliber 7.62x39mm translates the game into superb damage at further ranges than its American counterpart and a higher sequence for lethal shots over wounds grazes especially when penetrating a wall or pieces of cover. It boasts a capacity of 30-round logs, a huge advantage for keeping the head down and applying constant pressure to help with closing distances. Up close, an attached or folding bayonet can quickly cut down the surprised enemy. The AK-47 comes in three versions: russian and two Chinese versions. Type 56 and 56-1. AKM provides a slightly lower return for a shot thanks to the sloping shape of the muzzle break, but it will send bullets at a lower speed than the tighter 56. Both 56 and AKM include bayonets. 56-1 comes with a folding stock that enhances hipfire performance and superb handling with a penalty shot. Best use: Control and rhythm is the best pair with AN AK-47. Reserve a full car for the interior or trench before the trench meeting- don't expect to hit anything past 50 meters if you go rock 'n' roll on the trigger. AKM and Type 56 are excellent for large, open maps, and you'll want to push the fire on your chest area to ensure a good surface area for the bullets to land on. (With practice, you Time to kick the rifle so it swings up in the head of your target.) Switch to 56-1 for small modes or areas of areas Expect a close-range encounter, as its folding stock allows you to spray enemies before they can take on their weapons. SVDAs magazine fed the rifle on offer for the VC Sniper Class, SVD awards qualified shooters with the ability to deliver multiple goals in a row with its 10-round power. Its large cartridge, a punchy 7.62x54mm, provides death with one well-placed shot. The PSO-1 area provides a fixed 4x zoom, a factor of diminishing versatility compared to the U.S. competitor M21 and its variable 9x sphere. On the other hand, it bestows the largest amount of painting of all available sniper rifles, a significant benefit for placing your next shot or eyeballing troop movements. Best use: As a sniper, your responsibilities entails relaying enemy positions to your team and capitalizing on your long-term effectiveness to pick up important targets such as squad commanders and commanders. Keep crouched or prone-you'll steady your rifle for more accurate shots, and turn VC into a camouflage bonus against overhead reconnaissance aircraft. Pay attention to the speed of breathing and the impact of the sphere, as they will both amplify your inaccuracy if you get eager for the trigger. Baikal IR-58 Will not be surpassed by the long-standing pedigree of the American shotgun M37, the Baikal IR-58 is the boom-pilgrim that is best pulled out to clear suffocating points and organize quick ambushes around blind corners, trenches and tunnels. Close-range maps such as Hue City and Cu Chi are ideal playgrounds for the Baikal aurora. Stay on top of your double-barrel action-each shell wallop packs, but you can only shoot twice before you have to go through a lengthy reboot sequence. Best to use: Three variants of Baikal shorten or lengthen the effective kill range depending on the preferred length of the barrel. Choose a hunting or trainer version for a mobile shootout game style as you will be able to down enemies on a good mix between close and medium range, especially if you decide to bring along bullet rounds in addition to your buckshot. The sawing option, in addition to scoring mandatory style points, is great for a secretive flank approach and blasting enemies from behind with hit-and-run tactics. The RPG-7The RPG sits next to the AK-47 as a recognizably ubiquitous weapon, and it's the premiere VC Huey-swatter portable enough for one soldier to haul around. Its a simple goal to send explosive hello there! The pesky helicopter sees further use to send enemy soldiers scrambling with his vision of a concussion boom and effective burst damage. Keep up to date with your periphery after unleashing a rocket-reboot RPG for quite some time and leaves you vulnerable to retaliation from seeded opponents. Best use: Harry these helicopters! And scout helicopters are a constant nuisance for the VC team, and a good RPG user can soften the air aggravation by slugging some rockets into the sky to make these pilots buzz. If you're beaded on a ground goal, be aware of RPG's which can lead to some hilarious side-damage if you are not careful. Tripwire TrapAs are as far away as aesthetics go, Tripwire Trap probably won't look out of place in some post-apocalyptic gun warrior. Some sticks, coffee may be pomegranate, and bungee cord are the only components of MacGyvering this explosive together, but its rustic simplicity only helps to mix it with foliage. Its set and forget the travel line means you don't have to babysit his detonation like Claymore, but it will need a relatively extra installation space and a little more weapons time to function properly. Best use: While you can't choose the exact moment to blow up your Tripwire trap, you can benefit from the added flexibility of stringing it through chokepoints, doorways, and objective areas when moving to other areas. It's an excellent defensive tool and also place it behind your team on an entrenched defense to protect your flank and funnel troops into your squad's firing line. DSHKSay is ten times faster: Degtyareva-Shpagina Large-caliber Pulemiot. No, it wasn't some spell of the Old God, but it's the full name of DSK, a heavy machine gun bruisse for VC. Like a local bullet-belcher, it will spit enough metal downrange to discourage anyone stupid enough to poke your head over the lid. You will see its huge barrel regularly curved into the sky as it is fantastic for peppering incoming air forces with sustained damage and injuring pilots and passengers. Best use: DSHK is a fantastic power multiplier, and it's best used when subtly needs a kick out of the window and a napalm strike. It's loud- you'll attract a lot of attention with deep, staccato cracking its full auto fire, so avoid lingering too long for the danger of taking a sniper bullet. Its aforementioned timing regarding American air vehicles only prevents him from fixed stillness, so you need to get your teammates to keep an eye on your back as you turn about for a good angle. United States weapons:M16 Fully automatic M16 entered the sprawl of Vietnam with a rocky beginning due to frequent traffic jams, climate sensitivity and many parts for maintenance. Fortunately, the M16's Rising Storm 2: Vietnam works like a dream, sending accurate fire about 100 meters away with more forgiving recoil than the AK-47-plus to trim wounded enemies with fast subsequent finishers. Resort to full auto sparingly as the M16 carries a meager 20 rounds in its log before pushing dry. However, its versatility easily matches the AK-47's pure power-stopping, and you'll enjoy its adaptability for methodical plinking, quick-break, or close-range mad-dumps as needed. Best use: Stick M16 strengths as The range is all rounder-you can go on the smug with the AK-47 further, but the larger caliber of the Russian rifle and the superior snout speed often outpaces the damage. Use two to three rounds of queues whenever possible to drop the target and quickly purchase the next one, but make sure to use the Storm 2: Vietnam MAG-check feature to be aware of your ammunition. If you need to get close, be sure to attach the included bayonet. M60Yes, it's Rambo's gun. No, you don't have to shoot like Rambo. These metal racks on the front of the trunk are called bipods - a magical miracle that enhances your accuracy with a simple forward-turning. It's easy to get caught up in the temptation and hipfire of this beast to decorate your best Grimas Stallone, but you'll better serve your team as a mobile gunner with an eye to choosing the perfect observation positions to cover your team's movements. He stands out at tight turns and as the back of the defense captured the targets with its huge box cartridges, but too much long fire can overheat and warp the barrel for the harsh precision of the penalty. Best use: The M60 stands for the support of a teammate who prevents pig's aggressive reputation from getting to his head. Get ready to cover or deploy a bipod for carpet effective fire coverage-your job is not to gain kills, but to cause enough noise and noise to prevent the bad guys from scoring kills themselves. The M79 As affectionately named Thumper proves its nickname with the convenient ability to lob grenades and other utilitarian shells with a familiar thunk from its cork. The RPG-7 wins in speed, but the M79 responds in equal viability with its versatility in replacing types of AMMunition-HE, Smoke, and Buckshot-for different scenarios and its ability to arc its fire to keep its user safely behind the cover. Best use: Choose the M79 for an excellent tool to indirectly soften targets from afar with multiple grenade sprays. Consider packing along some smoke grenades, as they are needed to provide a makeshift wall for your squad and team to move around. Its buckshot ammo option is particularly wicked for cleaning enclosed spaces such as VC tunnels and trapped buildings. The M37 ShotgunSoldiers enjoyed the short-range firepower and modularity of a pump-action shotgun with a dirty Trench of World War I, and the M37 does not deviate from the established point-pow-pump formula effective for rearranging the room into Swiss cheese. The M37 tends to number with its 6-shell capacity and high shooting speed, and you can down cluster groups of enemies in seconds. Best use: Take on the point man gunplay style if you go on the M37. The shotgun works wonders for its relaxed target requirements and high power ammunition-just point in the general direction of the VC and shoot. You will play an important role in leading charges and pushing the line with much greater power stoppages compared to rifles and SMGs. Make sure to attach it bayonet for extra close range time. If you need to cover a wider area, go to the duckbill option that aligns the shot spread to a more predictable pattern. Its friendly one-sentence guide to FRONT TOWARD ENEMY, Claymore is a big-directed blast of explosive surprise useful for preventing counterattacks and defending targets. Unlike VC VC Trap. Claymore needs a tap on a portable detonator to trigger, but its appearance of exploding helpfully prevents friendly fire failures. It's a sportier sturdy design than a VC trap, since it won't explode when shelled, but you'll need to stick within about 50 meters for your detonation clacker to work. Best use: Claymore works best as a preventive tool to ensure incoming threats and cover additional angles not observed by your teammates. Grab a squaddle to report when someone gets close in order to properly detonate your Claymore. With a smaller ground presence than the Tripwire Trap, Claymore can be placed in tighter corners and lower structures and vehicles to keep your trap unpredictable. (Remember to look at the ground if you need to arm or disarm Claymore!) Sponsor: Tripwire Tripwire

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