
Subject: which weapons to buy from Bobby R?
Posted by [maenfu](#) on Wed, 10 Oct 2018 11:04:55 GMT
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due to there are so many many many weapons and equipment now in the game i wanted to know which weapons you use normally? maybe any hints for good compromise of cost, range, AP usage and so on....?

Subject: Aw: which weapons to buy from Bobby R?
Posted by [ATigersClaw](#) on Wed, 10 Oct 2018 14:28:33 GMT
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For assault rifles the H&K G11 imho is the best weapon with the only disadvantage that it doesn't use a common ammunition type, which could lead you to running out of bullets every now and then.

As an alternative I would always use the FAMAS. It doesn't need a lot of APs to use, so you can on average shoot two aimed bursts each round. It also has an integrated burst mode, which lets you use that internal slot for a spring/bolt combination to further reduce AP costs instead of a trigger group, plus it uses a common ammunition type and all helpful attachments can be attached (e. g. C-Mag adapter).

Subject: Re: Aw: which weapons to buy from Bobby R?
Posted by [gougluinn](#) on Wed, 10 Oct 2018 15:16:47 GMT
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i am always ordering lots of g11 ammo from bobby rays and make my useless mercs to carry them.

Subject: Re: Aw: which weapons to buy from Bobby R?
Posted by [maenfu](#) on Wed, 10 Oct 2018 16:47:12 GMT
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i dont have the G11 in the AS rifle section? another question: how to get an ammo box in single magazines again?

Subject: Aw: Re: Aw: which weapons to buy from Bobby R?
Posted by [ATigersClaw](#) on Wed, 10 Oct 2018 20:42:09 GMT
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Just take the ammo box and place it on a weapon in your inventory with the matching ammo type. The box will split up into magazines according to the weapons magazine size.

PS: You can switch between ammo boxes and ammo crates by clicking on the according button in the inventory screen either with a left or a right click.

Subject: Re: Aw: which weapons to buy from Bobby R?

Posted by [townltu](#) on Wed, 10 Oct 2018 21:07:05 GMT

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... optionally rmb on ammo box/crate and lmb on container icon opens menu to split the content into mags of any size.

TT

15k on insane result in rare purchases from BR, despite min item progress, if so:

A Famas G2 asap as its fast, versatile(make sure bipod flag is set) and useful til the end of the game,

last not least 3round burst ensures that my psychos dont hold the trigger until the mag is empty unless told,

which may take all AP with no chance to hide afterwards.

(if they only switch from burst to auto, that usually leaves enough ap to go behind cover)

cons: reliability&repair ease

2 - 3 Five sevenN asap unless they drop (always "drop all items" off)

since all my mercs get a sidearm for emergency only, so the 20 rounds serve lon.

Later some more as 5.7x28 AP is highly effective vs the strongest helmets

and the pistols shines in Meduna labyrinth & all underground sectors.

Other favourites are the 21e (3 fire modes & 7x scope) and the DSR in .338 (looks cool)

Last not least the stun gun, invaluable for spies and athletes in night mission.

Subject: Aw: Re: Aw: which weapons to buy from Bobby R?

Posted by [ATigersClaw](#) on Thu, 11 Oct 2018 06:06:21 GMT

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Despite my recommended assault rifles (see above), I prefer the following on other weapon types:

I agree with townltu, for LMGs the H&K 21E combined with a 7x scope due to its rather long range and to give suppression fire over a long distance is a great choice.

For SMGs the FN P90 has proven its worth due to a high ammo capacity, low APs to fire and good overall values, especially in combination with AET ammunition.

In terms of sidearms, I think the H&K G11 PDW is by far the best choice but just as mentioned with the assault rifles above, there usually isn't enough ammunition around, so I give this sidearm to somebody that uses the H&K G11 assault rifle. This way ammo can be shared. Otherwise I usually prefer the Glock 18 because of its good values, autofire mode and ammunition availability but I must admit the FN Five-Seven is another great pistol.

Regarding the FN Five-Seven, the H&K G11 and the FN P90 they are rather mid to endgame available (at least in my playthroughs) and therefore won't be your choice in the beginning of the game.

Subject: Re: Aw: Re: Aw: which weapons to buy from Bobby R?

Posted by [pheloncab](#) on Thu, 11 Oct 2018 07:36:50 GMT

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I found the .45 hi-cap to be a good pistol, you can get it early, reasonable amounts of ammo, and AET keeps it usable up into late game for short range ambush use. Most the .40s are decent the USP or Varag do a good job, and whether .45 or .40 you can keep enough to supply all your pistol carriers with the same giving commonality on ammo. Early to midgame it also lets you use the SMGs of the like types until you convert to the AR/LMG/Sniper roles. When looking at longer ranges, Early I tend to try for the .30-06 garand, its a little slower than some but it hits hard and long early in the game. later in the game I try to swap to M21 ebr for my DMR types and then a single .338 or .50 for a dedicated sniper for those truly long shots.

for ARs i like the m-14 ebr, the Scar, or one of the 6.8s shorter than 40+ really hurts the scope bonus and late game I don't mind 7.62x51 or the 6.8 even if its a little less common because BR just means using a mule to move it or a vehicle in bulk.

Overall the choice of weapons you use is mostly about playstyle.

Subject: Re: Aw: Re: Aw: which weapons to buy from Bobby R?

Posted by [Gopas](#) on Thu, 11 Oct 2018 08:35:52 GMT

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Combat Rifle : FN-SCAR H, adding the long barrel and match ammo, takes it's range from 40 to 79, doubling it. Or don't use the long barrel, keep the short one but use the Match ammo, Your range will be 52, a very fine range for an assault rifle. It also takes a grenade launcher, loaded with a stun grenade, just in case.

Sniper Rifle : PSG-1 for everyone, even non Marksmen/Snipers can use it well, semi auto, no need to spend ap to reload manually. For Snipers, any rifle that takes .338 Lapua ammo, or the KVSK.

Pistol : Either the S&W Model 27 or if you want silent, the FN Five-Seven, both with AET ammo, don't use unless an enemy soldier tries to beat you up or stab you. Only for point blank shots.

Light Machinegun : HK 21E but only for those with the Auto Weapons/Machinegunner perk.

Basically everyone can use it in single shot mode but only specialists can do more accurate shooting in full auto mode.

Ammo : All of the above weapons, except the pistols, are using the 7.62 x 51 ammo, preferably the Match version, it adds range, accuracy and damage. Glazer is also good for bloodcats and Hicks. Same as hollow point ammo but better. I make it a practice to carry a magazine or 2 , just in case.

Ps : These are my personal preferences. Depending on which mod/difficulty and Bobby Ray settings you allowed yourself, you won't be able to get them right at the start of the game. But they are great once you get your hands on them. Good Luck :)

Assault Rifles are using 5.56 and other smaller than the 7.62 ammo. I use them only at the beginning of a game since there is nothing better at the time or can't afford to buy from Bobby Ray's. Also i NEVER use anything that looks like an AK, so sick and tired, games, movies, always AK's, FN makes much better weapons, only russian weapon i am using a little, is that green sniper rifle, the new one that accepts 10x scope. Very nice weapon.

Subject: Re: Aw: Re: Aw: which weapons to buy from Bobby R?

Posted by [gougluinn](#) on Thu, 11 Oct 2018 10:30:41 GMT

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rare ammos are not rare if you choose quantity in starting settings before starting game. i did that, increased quantity lowered quality then started the game. so purchased 8 ammo boxes in one time and ive g11 from kinda early-mid game because mike dropped it in chitzena rather than grumm or alma.

Subject: Re: Aw: Re: Aw: which weapons to buy from Bobby R?

Posted by [maenfu](#) on Thu, 11 Oct 2018 10:48:53 GMT

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thx guys for the answers. i will try. maybe each of you can post a screenshot of the full merc inventar so i can referr also other equipmemt to like granates, backpacks eg...?just an example of standard merc.

Subject: Re: Aw: Re: Aw: which weapons to buy from Bobby R?

Posted by [gougluinn](#) on Thu, 11 Oct 2018 11:14:30 GMT

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i think that depends on progress. For example i conquered all of northern Arulco and still using mini-14 and psg with my sniper. i use mini-14 because i can shoot 3 times in the head. other weapons have too much APs to shoot.

Subject: Re: Aw: Re: Aw: which weapons to buy from Bobby R?

Posted by [HellsWind](#) on Wed, 24 Oct 2018 23:20:03 GMT

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I'd go with higher caliber rounds and thus weapons that have the longest range. I'd have at least one sniper on the team that can do head shots at long range.

A machine gunner for support at medium range and shotgun for close range defense.

Weapon choice is really up to you, from this point on. Always keep distance in regard, I'd say.
