

The best weapons in Resident Evil 4 Remake

Weapons in Resident Evil 4 Remake are now much more diverse, there are many types of guns suitable for many ways of playing. There are many guns with high damage but slow, on the contrary, there are guns that can shoot continuously but have weak damage.

Even knives can deal powerful damage, they can effectively attack villagers but you have to get close enough to them and take advantage of the places they are stunned by the shots.

Anyway, your main weapons are still guns, if you are about to confront the evil villagers and bosses, please refer to the list of guns in Resident Evil 4 Remake below.

Red9



The pistol that you are given as soon as you enter the game in Resident Evil 4 Remake is already pretty good, but sometimes you just need a gun with much greater damage and effectiveness. The Red9 is a fitting name, a pistol with incredible power.

It is equipped with many accessories, so when you can, attach accessories immediately to reduce recoil and increase accuracy on the gun. This will overcome its biggest drawback is the recoil.

What's really important for Red9, however, is its ultimate upgrade, taking this gun's damage to the next level. Pistol bullets abound in Resident Evil 4 Remake and are the easiest to craft.

So when you focus on Red9, you can get a steady source of damage with all the threats in the game. Even when facing a crowd of zombies, you can still kill them all if you have enough ammo. If you have Red9, you just need to invest in it and make a great weapon to use in many situations. You can get it at the location of the shipwreck in the middle of the lake.

Broken Butterfly



Broken Butterfly is a victim of the Resident Evil 4 Remake that focuses more on the reticle. The accuracy of Broken Butterfly in the original RE 4 will now depend on whether you stand still and accurately fire each shot.

Obviously this is a tough gun, but its advantage, of course, is that it will destroy everything quickly. And its damage even without any upgrades can destroy mid-range bosses quickly.

Its downside is that ammo is relatively scarce, you can upgrade its upgrades when you have plenty. Although it is purchased at a relatively low price from merchants, if you build a lot of ammo you will find it well worth carrying.

However, you should still carry another mobile gun, such as the Red9 above to use in more appropriate times.

Killer7



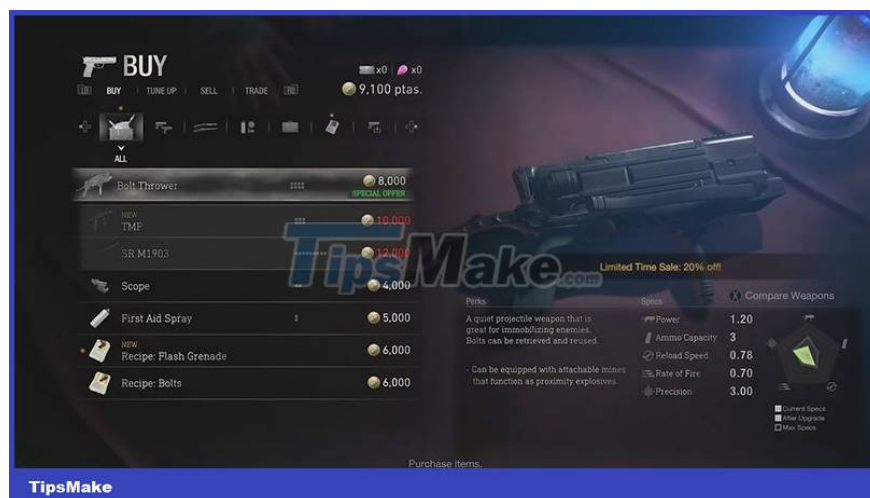
The original Resident Evil 4 had a clear answer to the question of which is the best and most powerful pistol - Broken Butterfly. This gun from the original to the remake is still the most powerful gun.

But it's simple and has no accessories, so Killer7 is an alternative, although it does less damage than Broken Butterfly, Killer7 has a laser scope by default, and bullets also penetrate better.

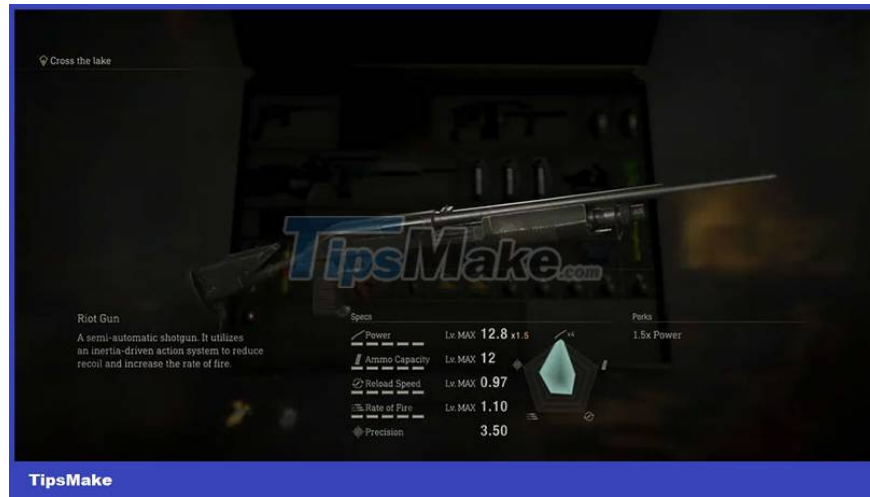
Ammunition from this gun is also quite rare, Killer7 appears late so you can accumulate some ammo for it until you find it at the end of the game.

Bolt thrower

Bolt Thrower has an advantage over other shooting weapons that it can pick up bullets from enemies for reuse. Its damage is high and the price is not very high, its downside is just poor mobility and you have to reload after every shot. You should only use Bolt Tower alongside other maneuverable weapons.



Riot Gun

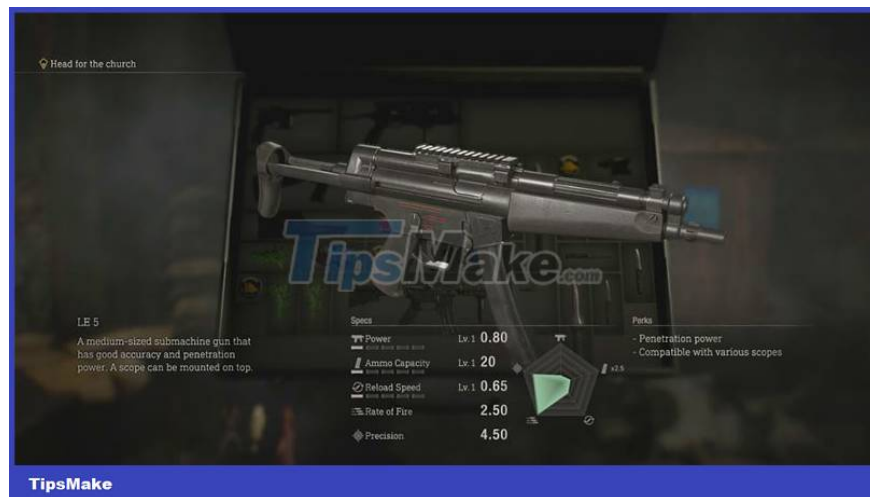


There are only 4 types of Shotguns in RE 4 Remake, there are several reviews as to which shotgun is the best in RE4. And the best option is probably the Riot Gun (of course not made by Riot).

This shotgun is more accurate than the original shotguns in the game. Damage is also higher than early game shotguns. The W-870 is a good choice in the early game, but you should replace it if you can find a Riot Gun.

As for the final shotgun, the Stryker, that's not a bad choice either as it doesn't require an exclusive skill. But the range of attack and damage, accuracy at close range is quite good.

LE5



Although the LE5 is an SMG, it can penetrate armor in the same way that the Punisher can. If upgraded, it can shoot through up to 5 enemies just like a rifle.

That's the element where the LE5 is valued, with an SMG with a large magazine and when combined with these factors when it is quite powerful. You can find LE5 in the store or in the regeneration area on the island. It's in a locked room on the side of the Freezer, you need to solve the puzzle to get inside and get the LE5.

TMP

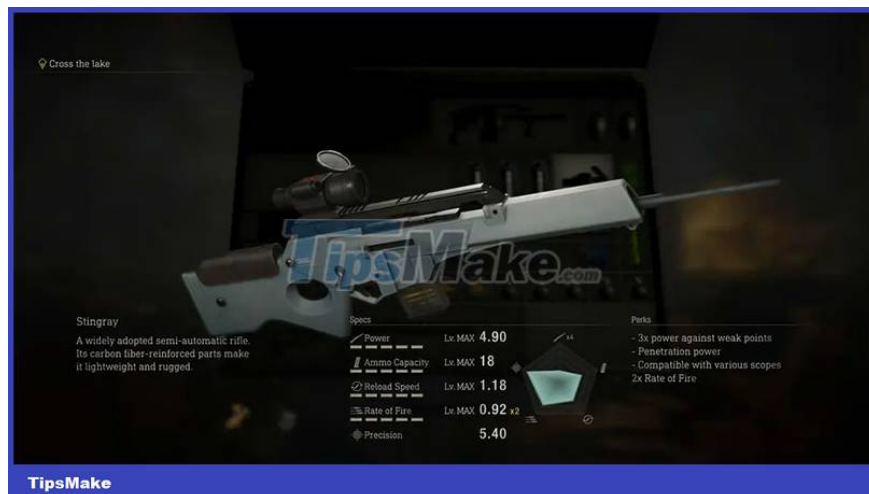
There are only two official SMGs in RE 4 Remake, you can see the TMP pretty early on. While LE5 SMG, you can only find it when you complete the halfway point in the game. If you are looking to invest money for this gun, you can spend money on it. TMP's damage is not great and the accuracy is just decent. So they are only for weak enemies.



Like many other weapons, when fully upgraded, it will become quite powerful. But usually they are only fully upgraded until the end of the game, few players upgrade them when they have a lot of money, because they also save money for other weapons.

Stingray

You'll soon find your first rifle in the Resident Evil 4 remake, the first time you meet the merchant. Immediately buy that original rifle from him, along with the scope he offers you with your purchase. You don't need to upgrade it, but it will be extremely useful throughout the chapters in the game.



The SR M1903 isn't the best rifle in the game (although it does the most damage). The best title goes to the Stingray, an automatic sniper rifle available from the merchant in the castle.

Although the damage is not as high as the SR M1903, the ability to fire consecutively with a scope is very important. Mostly in the middle and end of the game.

Note that there is another AR gun in the game that is quite effective - the CQBR. This AR is fully automatic, in contrast to other previous guns, but because rifle ammunition is very limited in RE4 and CQBR has a fast rate of fire, it is only used in certain situations, such as such as relief.

CQBR Assault Rifle



Although this AR CQBR can shoot at long range, the recoil makes it quite difficult to control at this distance. So the most reasonable is still to use this AR gun at close range. There are quite a few normal enemies that survive a single shot of a rifle.

Because of its fast rate of fire, the CQBR can run out of ammo in seconds if you unload the magazine, but in terms of damage to enemies, it kills most other guns in the game. Even when you are cornered by the crowd, CQBR can still help you out. To get the CQBR, go to the library and open the Square Lockbox in chapter 10 to get it.

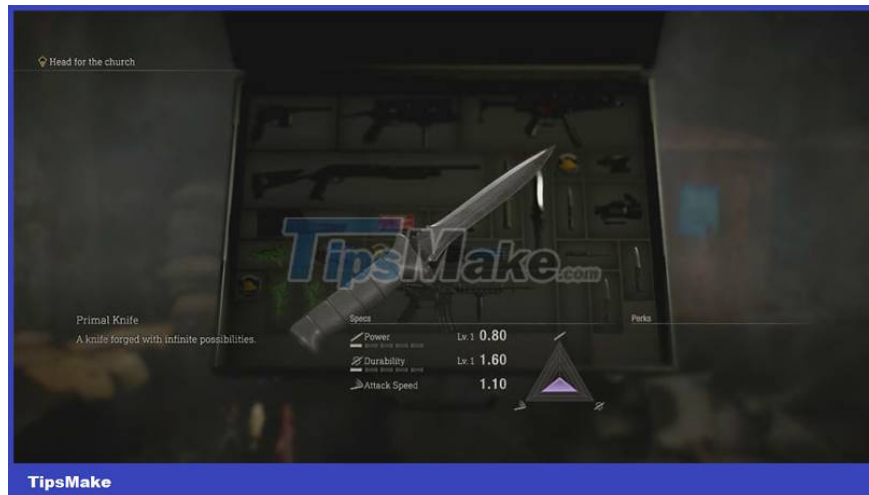
Rocket Launcher



For those unfamiliar with how to play Resident Evil, you may not know that the RPG specializes in boss killing, or at least it takes you to the later stages of the fight.

You can buy Rocket Launcher from a merchant, using the w/ Rocket Launcher command reduces the cost by 20%. When joining the new game, you can buy Infinite Rocket Launcher for 2 million ptas and the good news is that the 20% discount voucher also applies to this product.

Primal Knife



Although it does not use bullets, the Knife is definitely the most important weapon not only in Resident Evil 4 Remake but also in other RE versions. It may not be flashy, not explosive, but it certainly saves you bullets and escapes the siege phase.

The knife's limitations mean it can break, and you'll need to have it repaired at the merchant's shop. If you shoot the entire Castellán Clockwork statue you will get the Primal Knife, which has an exclusive upgrade that will never break.

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