Duke Nukem: Land of the Babes Weapons FAQ

by Split Infinity   Updated on Feb 16, 2008

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                    Come! Subscribe to my videos for better games' experience!
My personal site  : kolardamir.com
-----------------------------------------------------------------------------
Name of game:   Duke Nukem: Land of the Babes (for formats: PAL)
Type of guide:  Weapons FAQ
Platform:       Playstation
Version:        HunterBabe, released on 16th February 2008
Author:         Damir Kolar (Split Infinity) <lifearmor(at)gmail(dot)com>
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Made in:        MS Word, Courier New, Font Size 10, Chrs/Line 79
Best viewed:    MS Word, Courier New, Font Size 10, Chrs/Line 79
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01.)                      LEGAL INFORMATION - G0100
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02.)                    TABLE OF CONTENTS - G0200
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If you need to find something quickly, press and hold CTRL (Control), then
press F button. This will bring up 'Find and Replace' box. In it type the
word you're looking for and you should be taken to it immediately. This is
much faster than scrolling thru entire guide.
For your convenience I've inserted special search codes near every section to
help you easily hop on to that section by using search code provided. Each
search code will appear only twice in whole guide - thus getting stray hits
will be impossible.


------------------------------------------------------------------------------
SECTION NUMBER AND NAME   | CODE  | WHAT IS IT ABOUT?
------------------------------------------------------------------------------
01.)  Legal information   | G0100 | Copyright protection and legal info.
02.)  Table of Contents   | G0200 | Sections of this guide.
03.)  Latest Updates      | G0300 | Read what was added in last update.
04.)  Introduction        | G0400 | Just some small rambling from me...
05.)  Weapons             | G0500 | What you do not need to know about them.
------------------------------------------------------------------------------
06.)  Past Revisions      | G0600 | History of this guide resides here...
07.)  Credits             | G0700 | All who contributed... Thank you.
08.)  Contact Info        | G0800 | Find out how to reach me.
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03.)                     LATEST UPDATES - G0300
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- HunterBabe Version (16th February 2008)
# Some beauty touches.




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04.)                      INTRODUCTION - G0400
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Hello! I am Damir Kolar and I welcome you to my DN: LOTB - Weapons guide.
Thanks to large selection of weapons found in DN: LOTB game I thought that
they deserve a special FAQ, dedicated only to them. It is in here where you
will be able to find anything you ever wished to know about weapons of mass
distraction (nah, it's not a typo) in DN: LOTB. And since I've changed my
style over the three years I've been making guides, I'm giving all of my old
guides a facelift, making them reflect my current writing style.




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05.)                        WEAPONS - G0500
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LEGEND
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* - This weapon cannot be used underwater
** - This weapon can only be used underwater

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I) Throwing knife
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1. Max ammo?
Infinite amount (will be counted as 1)

2. Where found for the first time?
You start the game with this weapon

3. Enemy equipped with this weapon?
None

4. Description?
I guess this replaced Duke's kick we 'admired' in DN3D. This weapon is so
useless that it can't be used.:) Use this weapon only if you run out of every
other weapon's ammo, which is never to happen.

5. Usefulness on scale from 1 to 10?
1/10

6. Amount of ammo needed for enemies to go down?
RoachCorps: 1
RatCorps: 4
PigCorps: 5
GorillaCorps: 6
MiniMonkeyCorps: 1
BaboonCorps: 5
SharkCorps: 6
SkullCorps: 8
AlbinoPigCorps: 8
FlyCorps: 3 to 4
AfricanCorps: 10
BabeCorps: 10
BigApeCorps: 10
AlienCorps: 5
SaucerCorps: 1


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II) Handgun
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1. Max ammo?
200 bullets

2. Ammo pick-up?
20x Handgun ammo

3. Where found for the first time?

```
You start the game with this weapon

4. Enemy equipped with this weapon?
RatCorps

5. Description?
Starting gun with close-to-great accuracy. But don't depend on it too much,
since most enemies require about 10 shots from Handgun to go down for good. In
other words, never use this weapon. Duke has to reload his Handgun after 15
shots.

6. Usefulness on scale from 1 to 10?
1/10

7. Amount of ammo needed for enemies to go down?
RoachCorps: 1
RatCorps: 8
PigCorps: 9
GorillaCorps: 10
MiniMonkeyCorps: 1
BaboonCorps: 9
SharkCorps: 12
SkullCorps: 15
AlbinoPigCorps: 14
FlyCorps: 5 to 6
AfricanCorps: 17 to 19
BabeCorps: 19
BigApeCorps: 14
AlienCorps: 9
SaucerCorps: 1


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III) Combat shotgun (can be upgraded to Super shotgun)
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1. Max ammo?
75 shells

2. Weapon pick-up?
24x Combat shotgun ammo

3. Ammo pick-up?
10x Combat shotgun ammo

4. Where found for the first time?
You start the game with this weapon (Super shotgun can be found in Mission 5
only)

5. Enemy equipped with this weapon?
PigCorps

6. Description?
Powerful with big splash damage at close range, but sucks at long range, ie.
when shooting something at long range, you have low hit-rate - you can even
miss the target totally. Now if only it would have bigger magazine... But once
you get Super shotgun, let's rock! This momma can fire up to three times (hold
X pressed). Well, no need to say that it will also eat ammo really fast.

7. Usefulness on scale from 1 to 10?
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Combat shotgun 4/10
Super shotgun 7/10

8. Amount of ammo needed for enemies to go down?
RoachCorps: 1
RatCorps: 2
PigCorps: 2
GorillaCorps: 2
MiniMonkeyCorps: 1
BaboonCorps: 2
SharkCorps: 3
SkullCorps: 3
AlbinoPigCorps: 3
FlyCorps: 1 to 2
AfricanCorps: 4
BabeCorps: 4
BigApeCorps: 3
AlienCorps: 3
SaucerCorps: 1



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IV) Laser blaster
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1. Max ammo?
150 laser shots

2. Weapon pick-up?
150x Laser blaster ammo

3. Ammo pick-up?
150x Laser blaster ammo

4. Where found for the first time?
You find this weapon in Mission 1.

5. Enemy equipped with this weapon?
GorillaCorps, most bosses

6. Description?
The slowest shooting laser weapon. It shoots green lasers and has medium
attaking power in laser class weaponry. Its power doesn't decrease with travel
distance and ammo for this weapon is easy to find (even some enemies drop it
as well). I can safely say that it is possible to finish the game just with
the use of Laser blaster and its two bigger laser shooting brothers.

7. Usefulness on scale from 1 to 10?
4/10

8. Amount of ammo needed for enemies to go down?
RoachCorps: 1
RatCorps: 4
PigCorps: 4
GorillaCorps: 4
MiniMonkeyCorps: 1
BaboonCorps: 4
SharkCorps: 5
SkullCorps: 7
AlbinoPigCorps: 7
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FlyCorps: 3 to 4
AfricanCorps: 8
BabeCorps: 9
BigApeCorps: 7
AlienCorps: 4
SaucerCorps: 1



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V) Torpedo Launcher**
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1. Max ammo?
30 torpedoes


2. Weapon pick-up?
20x Torpedo launcher ammo


3. Ammo pick-up?
30x Torpedo launcher ammo


4. Where found for the first time?
You find this weapon in mission 4.


5. Enemy equipped with this weapon?
None


6. Description?
Underwater version of fearsome RPG. Launch one of these babies onto
unsuspecting enemies and blow them to kingdom come. Just don't be too close to
place of explosion... One more downside is that this weapon is useful only in
about three missions, after which you can safely forget about ever using it
again.


7. Usefulness on scale from 1 to 10?
8/10


8. Amount of ammo needed for enemies to go down?
RoachCorps: 1
RatCorps: 1
PigCorps: 1
GorillaCorps: 1
MiniMonkeyCorps: 1
BaboonCorps: 1
SharkCorps: 1
SkullCorps: 2
AlbinoPigCorps: 1
FlyCorps: 1
AfricanCorps: 1
BabeCorps: 1
BigApeCorps: 1
AlienCorps: 1
SaucerCorps: 1



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VI) Grenade launcher*
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1. Max ammo?
```

20 grenades

2. Weapon pick-up?
20x Grenade launcher ammo

3. Ammo pick-up?
10x Grenade launcher ammo

4. Where found for the first time?
You find this weapon in Mission 3.

5. Enemy equipped with this weapon?
BaboonCorps, Battlesuit

6. Description?
This weapon shoots grenades, which will bounce off walls or ground end then
explode. Never use this weapon in small rooms or crowded hallways. Oh, and
don't be too close to place of explosion. To tell the truth, I have never
found myself using this weapon very frequently except for a few rare occassion
where you're able to shoot on enemies from upper position without them being
able to shoot back at you (example: Mission 9 when activating the elevator
switch), which kinda puts this weapon on 'Not wanted' list.

7. Usefulness on scale from 1 to 10?
3/10

8. Amount of ammo needed for enemies to go down?
NOTE: Weird weapon indeed. Ammo listed is amount of *direct* hits on enemies.
3 hits for GorillaCorps to go down? Yeah right. Whereas the blast in near
vicinity might kill it with one shot...
RoachCorps: 1
RatCorps: 2
PigCorps: 2
GorillaCorps: 3
MiniMonkeyCorps: 1
BaboonCorps: 2
SharkCorps: 3
SkullCorps: 5
AlbinoPigCorps: 4
FlyCorps: 1 to 2
AfricanCorps: 4
BabeCorps: 5
BigApeCorps: 4
AlienCorps: 2
SaucerCorps: 1

VII) Laser gatling
----

1. Max ammo?
150 laser shots

2. Weapon pick-up?
150x Laser gatling ammo

3. Ammo pick-up?
100x Laser gatling ammo

4. Where found for the first time?
You find this weapon in Mission 3.

5. Enemy equipped with this weapon?
MechApe

6. Description?
Cool laser machine gun. Instead of green it spits out red lasers. But this
weapon's attacking power is surprisingly lower than that of Laser blaster's.
There is another major drawback, tho'. Since this is a rapid shooting weapon,
I expected having bigger magazine than measly 150 shots... On the other hand,
ammo for this weapon is frequently to be found, making it one of most used
weapons in your inventory.

7. Usefulness on scale from 1 to 10?
6/10

8. Amount of ammo needed for enemies to go down?
RoachCorps: 1
RatCorps: 5
PigCorps: 6
GorillaCorps: 7
MiniMonkeyCorps: 1
BaboonCorps: 6
SharkCorps: 8
SkullCorps: 10
AlbinoPigCorps: 9
FlyCorps: 4 to 5
AfricanCorps: 10 to 11
BabeCorps: 12
BigApeCorps: 9
AlienCorps: 6
SaucerCorps: 1

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VIII) Flamethrower*
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1. Max ammo?
200 flame rounds

2. Weapon pick-up?
60x Flamethrower ammo

3. Ammo pick-up?
200x Flamethrower ammo

4. Where found for the first time?
You find this weapon in Mission 2.

5. Enemy equipped with this weapon?
Last boss

6. Description?
This weapon will set enemies on fire. When used, it burns available ammo
faster than a speeding bullet. To further extend this weapon's uselessness, it
requires rather large amount of Flamethrower ammo to toast a single enemy, let
alone a group of them. Not exactly a weapon I'd use often, there are others
who do the job better, so you can safely forget about it.

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7. Usefulness on scale from 1 to 10?
2/10

8. Amount of ammo needed for enemies to go down?
NOTE: Following ammo count is a rough estimate (some of same enemies sometimes
require much greater amount of ammo).
RoachCorps: 1
RatCorps: 8
PigCorps: up to 20
GorillaCorps: up to 20
MiniMonkeyCorps: 1
BaboonCorps: 16
SharkCorps: up to 20
SkullCorps: up to 18
AlbinoPigCorps: 16
FlyCorps: 8 to 10 (very rough estimate)
AfricanCorps: up to 25
BabeCorps: up to 20
BigApeCorps: up to 25
AlienCorps: up to 14
SaucerCorps: 1



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IX) RPG - Rocket Propelled Grenade*
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1. Max ammo?
8 grenades

2. Weapon pick-up?
4x RPG ammo

3. Ammo pick-up?
5x RPG ammo

4. Where found for the first time?
You find this weapon in Mission 1.

5. Enemy equipped with this weapon?
Last boss

6. Description?
Now this is THE mother of explosive weaponry. Huge attacking power and huge
blast radius guarantee that hardly any enemy will survive, but... you only
have 8 shots in total, so use them wisely (for bosses). And you have to be
quite far away from place of explosion.

7. Usefulness on scale from 1 to 10?
9/10

8. Amount of ammo needed for enemies to go down?
RoachCorps: 1
RatCorps: 1
PigCorps: 1
GorillaCorps: 1
MiniMonkeyCorps: 1
BaboonCorps: 1
SharkCorps: 1
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SkullCorps: 1
AlbinoPigCorps: 1
FlyCorps: 1
AfricanCorps: 1
BabeCorps: 1
BigApeCorps: 1
AlienCorps: 1
SaucerCorps: 1


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X) Energy weapon*
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1. Max ammo?
200 energy rounds

2. Weapon pick-up?
50x Energy weapon ammo

3. Ammo pick-up?
200x Energy weapon ammo

4. Where found for the first time?
You find this weapon in Mission 2.

5. Enemy equipped with this weapon?
None

6. Description?
This weapon is strange, but useful nonetheless. When used on enemies, it will
stun them and then either set them on fire, disassemble them or both. On bad
side, it burns ammo rather quickly and its attacking range is not so great.
Plus when used from short distance, it doesn't seem to affect enemies.

7. Usefulness on scale from 1 to 10?
8/10

8. Amount of ammo needed for enemies to go down?
NOTE: Following ammo count is rough estimate.
RoachCorps: 1
RatCorps: 7
PigCorps: 7
GorillaCorps: 8
MiniMonkeyCorps: 1
BaboonCorps: 7
SharkCorps: 10
SkullCorps: up to 15
AlbinoPigCorps: 12
FlyCorps: 4 to 5
AfricanCorps: 15
BabeCorps: 15
BigApeCorps: 11
AlienCorps: 7
SaucerCorps: 1


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XI) Mini laser gatling*
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1. Max ammo?
100 laser shots

2. Weapon pick-up?
75x Mini laser gatling ammo

3. Ammo pick-up?
5x Mini laser gatling ammo

4. Where found for the first time?
You find this weapon in Mission 4.

5. Enemy equipped with this weapon?
BigApeCorps

6. Description?
Smaller version of Laser gatling weapon. However, its attacking power is the
greatest in laser class weaponry. Use it sparingly, as ammo for this weapon is
hard to find. And to further extend Mini laser gatling's limits of use, its
magazine only holds 100 laser rounds. Coupled with Laser blaster and Laser
gatling you should have no problem getting thru the game with only these three
weapons.

7. Usefulness on scale from 1 to 10?
8/10

8. Amount of ammo needed for enemies to go down?
RoachCorps: 1
RatCorps: 2
PigCorps: 2
GorillaCorps: 2
MiniMonkeyCorps: 1
BaboonCorps: 2
SharkCorps: 3
SkullCorps: 4
AlbinoPigCorps: 3
FlyCorps: 2
AfricanCorps: 4
BabeCorps: 4
BigApeCorps: 3
AlienCorps: 2
SaucerCorps: 1

XII) Freezer*
----

1. Max ammo?
50 freeze rounds

2. Weapon pick-up?
50x Freezer ammo

3. Ammo pick-up?
50x Freezer ammo

4. Where found for the first time?
You find this weapon in Mission 4.

5. Enemy equipped with this weapon?
AlienCorps

6. Description?
When used, freeze round will bounce off walls a couple of times, until they
disappear or they hit an enemy or Duke. If it hits enemies, one freeze round
is enough to freeze them, in which case it's up to Duke to run up to them and
he will spin kick them to a bunch of shards. Be careful of bounced freeze
rounds coming back at you, cos you can freeze yourself (it takes a few of
them, though)! One of the best weapons.

7. Usefulness on scale from 1 to 10?
9/10

8. Amount of ammo needed for enemies to go down?
RoachCorps: 1
RatCorps: 1
PigCorps: 1
GorillaCorps: 1
MiniMonkeyCorps: 1
BaboonCorps: 1
SharkCorps: 1
SkullCorps: 1
AlbinoPigCorps: 1
FlyCorps: 1
AfricanCorps: 1
BabeCorps: 1
BigApeCorps: 1
AlienCorps: 1
SaucerCorps: 1

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XIII) Dynamite*
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1. Max ammo?
20 dynamite bundles

2. Weapon pick-up?
10x Dynamite

3. Where found for the first time?
You find this weapon in Mission 2.

4. Enemy equipped with this weapon?
None

5. Description?
Another explosive weapon. Activate Dynamite by pressing Circle. Throw it with
X (hold X to throw it further). Unlike Pipe bombs, you don't have much time to
think how to use Dynamite once you've pressed Circle. You have about 7 seconds
to toss away that Dynamite before it explodes. Of course, you shouldn't be
near the explosion range. To be honest, I don't find Dynamite at least bit
useful.

6. Usefulness on scale from 1 to 10?
3/10

7. Amount of ammo needed for enemies to go down?
NOTE: I used Invincibility cheat to get some of the results, but all enemies
do go down with one blast.
RoachCorps: 1
RatCorps: 1
PigCorps: 1
GorillaCorps: 1
MiniMonkeyCorps: 1
BaboonCorps: 1
SharkCorps: 1
SkullCorps: 1
AlbinoPigCorps: 1
FlyCorps: 1
AfricanCorps: 1
BabeCorps: 1
BigApeCorps: 1
AlienCorps: 1
SaucerCorps: 1

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XIV) Pipe bomb
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1. Max ammo?
15 bombs

2. Weapon pick-up?
5x Pipe bomb

3. Where found for the first time?
You start the game with this weapon.

4. Enemy equipped with this weapon?
None

5. Description?
Last of explosive weapons. Throw the mine somewhere with X (the longer you
hold X, the farther you'll throw a bomb), get away and detonate it with
pressing X again. You can throw as many of them as you want before detonating
them by doing this: while you're holding the detonator to blow up already
placed Pipe bomb, press Circle and Duke will take out another one. You can
also collect already placed Pipe bombs if you think you can throw them in
better position. Better choice than Dynamite, but still...

6. Usefulness on scale from 1 to 10?
5/10

7. Amount of ammo needed for enemies to go down?
RoachCorps: 1
RatCorps: 1
PigCorps: 1
GorillaCorps: 1
MiniMonkeyCorps: 1
BaboonCorps: 1
SharkCorps: 1
SkullCorps: 1
AlbinoPigCorps: 1
FlyCorps: 1
AfricanCorps: 1

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BabeCorps: 1
BigApeCorps: 1
AlienCorps: 1
SaucerCorps: 1




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XV) Sniper rifle
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1. Max ammo?
50 bullets

2. Weapon pick-up?
24x Sniper rifle ammo

3. Where found for the first time?
You find this weapon in Mission 1.

4. Enemy equipped with this weapon?
None

5. Description?
Shoot your enemies from afar with great accuracy. Aim for the head, since it
will cause instant death. What's very cool with this weapon is that even if
you engage in close combat with Sniper rifle equipped, you may hit the enemy
with a headshot. But it has a major drawback... there's about 5 Sniper rifles
to be found throughout the whole game.

6. Usefulness on scale from 1 to 10?
7/10

7. Amount of ammo needed for enemies to go down?
NOTE: Headshots bring instant death. Number of ammo listed here applies to
bodyshots.
RoachCorps: 1
RatCorps: 2
PigCorps: 2
GorillaCorps: 2
MiniMonkeyCorps: 1
BaboonCorps: 2
SharkCorps: 3
SkullCorps: 3
AlbinoPigCorps: 3
FlyCorps: 1 to 2
AfricanCorps: 4
BabeCorps: 4
BigApeCorps: 3
AlienCorps: 2
SaucerCorps: 1




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XVI) Shrinker*
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1. Max ammo?
30 shrink rounds

2. Weapon pick-up?
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30x Shrinker ammo


3. Ammo pick-up?
20x Shrinker ammo


4. Where found for the first time?
You find this weapon in Mission 3.


5. Enemy equipped with this weapon?
None


6. Description?
When fired at an enemy, it will send out a green energy ball. Enemy it hits
will shrink down in size and it'll also prevent him from shooting. All you
have to do is step on it. One of the best weapons.


7. Usefulness on scale from 1 to 10?
9/10


8. Amount of ammo needed for enemies to go down?
RoachCorps: Doesn't work on it
RatCorps: 1
PigCorps: 1
GorillaCorps: 1
MiniMonkeyCorps: 1
BaboonCorps: 1
SharkCorps: 1
SkullCorps: 1
AlbinoPigCorps: 1
FlyCorps: 1
AfricanCorps: 1
BabeCorps: 1
BigApeCorps: 1
AlienCorps: 1
SaucerCorps: 1



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XVII) Stealth generator*
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1. Max ammo?
150 stealth rounds


2. Weapon pick-up?
100x Stealth generator ammo


3. Ammo pick-up?
20x Stealth generator ammo


4. Where found for the first time?
You find this weapon in Mission 8.


5. Enemy equipped with this weapon?
None


6. Description?
Rather useless weapon. Use it in some missions to cloak UBR members to help
them escape. It is mandatory only for Missions 8, 12 and 13. You can also
render your enemies invisible if you want a challenge.
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7. Usefulness on scale from 1 to 10?
2/10


8. Amount of ammo needed for enemies to go down?
Note: This weapon doesn't kill enemies, it just makes them invisible.




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06.)                           PAST REVISIONS - G0600
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- Version 1.1 (June 18th, 2001)
# Small changes in descriptions for Laser blaster and Laser gatling.
# Removed Throwing knife from list of weapons that can't be used underwater.

- Version 1.0 (June 17th, 2001)
# Initial release.




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07.)                             CREDITS - G0700
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1. Companies
- 3DRealms, N Space, Infogrames: they created this game
- Sony: for making PSX

2. Internet sites
- GameFAQs [www.gamefaqs.com]: for hosting my FAQ
- IGN [http://www.ign.com]: for hosting my FAQ
- Neoseeker [www.neoseeker.com]: for hosting my FAQ

3. People
Emptiness.




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08.)                           CONTACT INFO - G0800
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Send your comments, ideas for improvements, additional info, correction of
mistakes I may have made, and anything else via e-mail at:

lifearmor (at) gmail (dot) com


I need to put down a few guidelines.
- as a subject of e-mail please include DN: Land of the Babes
- please make your e-mail be readable, ie do not send me e-mails that are
  written badly or in some strange gibberish
- don't ask me to send you updated versions of my guide, because I won't
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- *make sure* to check if your question is already answered within these
  pages; I may reply to one of your questions, but if you'll persevere in
  asking more questions which are answered in my guide, I'll simply direct you
  to my guide
- I accept e-mails in English, German, Croatian and Slovenian language
- I will answer the e-mails in English, Croatian or Slovenian language; I can
  read and understand German well, but my writing skills of German have
  rusted, therefore I will answer such e-mails in English
- when crediting contributors, I won't disclose their e-mails
- finally, treat me as you'd like me to treat you


2. Damir Kolar's Contributor page

http://www.gamefaqs.com/features/recognition/6434.html

3. Damir Kolar's homepage

http://kolardamir.com
http://splitinfinity.50megs.com


Yours truly,
Damir Kolar

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