
Subject: How good is the freaking shotgun?
Posted by [Zombieguy](#) on Sat, 03 Feb 2007 02:11:34 GMT
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So, how good is the shotgun? I know it dominates in close encounters. Please tell your stories and battles with the shotgun.

What do you think? Any tactics with it?

I AM DYING TO KNOW!

Subject: Re: How good is the freaking shotgun?
Posted by [Nglegs](#) on Sat, 03 Feb 2007 15:23:35 GMT
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Well once I shot a guy in the head with it, and he died.

Subject: Re: How good is the freaking shotgun?
Posted by [Ryu](#) on Sat, 03 Feb 2007 18:38:35 GMT
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It's a pretty kick-ass weapon, I use it most of the time and on our server the cheap engi has it.

Subject: Re: How good is the freaking shotgun?
Posted by [SeargentSarg](#) on Sat, 03 Feb 2007 20:26:28 GMT
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itsk

Subject: Re: How good is the freaking shotgun?
Posted by [Sniper_De7](#) on Sat, 03 Feb 2007 20:56:12 GMT
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cool make the shotgunner class pointless

Subject: Re: How good is the freaking shotgun?
Posted by [SeargentSarg](#) on Sat, 03 Feb 2007 23:36:08 GMT
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lol

?pointless?

Subject: Re: How good is the freaking shotgun?
Posted by [mrpirate](#) on Sat, 03 Feb 2007 23:39:15 GMT
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If you give the Engineer a shotgun, you've made the Shotgunner redundant. And since the Engineer has C4 (and, on Nod, has a smaller body than the Shotgunner) there's no reason to ever buy a Shotgunner.

Subject: Re: How good is the freaking shotgun?
Posted by [SeargentSarg](#) on Sat, 03 Feb 2007 23:44:16 GMT
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Well, I didn't know you guys were talking about that..
Renstation runs that way.

But, I don't ever see a shotgun in play. Well, once in a long run. And thats a noob that gets killed without using a single round..

If you are really pro at not getting killed, you can use the shotgun..

But today, there are to many ways and factors that lead us to getting killed. I feel the shotgun has last it's chance at becomming a commonly free used character a long time ago.

Subject: Re: How good is the freaking shotgun?
Posted by [Sniper_De7](#) on Sat, 03 Feb 2007 23:51:49 GMT
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I'm just saying. Being able to kill anything in one shot is what makes the shotgunner a good base infantry.

It has a lot more uses than a flamethrower, that's for sure. And it's really your only real reliable way of killing 1000s without a hand of nod.

Playing for renegade for almost 5 years i've seen a lot of shitty server mods and seeing a hotwire/tech spawn with a chain gun is just ridiculous. I mean, what's the point of anyone ever buying an officer if you can wait 175 more, get remote c4s, another timed, and proxies, not to mention more health. And no, the officer isn't a bad unit. It's a pretty good "shooting" infantry. Not like it's worth paying 1000 for mobius when you use an officer and do about just as much damage, though the health helps a little.

Subject: Re: How good is the freaking shotgun?
Posted by [Ryu](#) on Sun, 04 Feb 2007 01:10:01 GMT
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You have a point with the shotgunner class pointless, I might give shot gunners 5 more HP (Maybe more) So it's a bit fair.

Subject: Re: How good is the freaking shotgun?
Posted by [Zombieguy](#) on Sun, 04 Feb 2007 02:48:23 GMT
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Ya...I hear.

It is good to use the shotgun and guard the MCT's. It does sap health in close encounters. But so far...I have not once seen it in multiplayer.

Subject: Re: How good is the freaking shotgun?
Posted by [mrpirate](#) on Sun, 04 Feb 2007 18:59:53 GMT
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I use the Shotgunner almost every time I play, so there.

Subject: Re: How good is the freaking shotgun?
Posted by [Nglegs](#) on Mon, 05 Feb 2007 02:49:35 GMT
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Well In AOW it's impractical in alot of situations..but in DM Its my weapon of choice, and you can rake the kills up like crazy.

Subject: Re: How good is the freaking shotgun?
Posted by [puddle_splasher](#) on Mon, 05 Feb 2007 06:44:33 GMT
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Zombieguy wrote on Sat, 03 February 2007 20:48Ya...I hear.

It is good to use the shotgun and guard the MCT's. It does sap health in close encounters. But so far...I have not once seen it in multiplayer.

Try a full 40+ server and there are a few out there. Then you will see the shotty being used to good effect. SBH are brilliant with them for taking out the Havocs

Subject: Re: How good is the freaking shotgun?
Posted by [Feetseek](#) on Mon, 05 Feb 2007 06:49:46 GMT
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I kill Havocs and get called a cheater

Subject: Re: How good is the freaking shotgun?
Posted by [Goztow](#) on Mon, 05 Feb 2007 11:54:31 GMT
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It's as useful as the rest. You just need to know when and how to use it.

Subject: Re: How good is the freaking shotgun?
Posted by [Dover](#) on Tue, 06 Feb 2007 11:39:28 GMT
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If nothing else, it's certainly worth it's price.

In addition, it's one of the few weapons that doesn't get outclassed by a slightly more expensive and shinier variant.

And um...it hurts things.
