
Subject: Shotgun troopers

Posted by [Anonymous](#) on Sun, 24 Feb 2002 08:35:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello folks, I know you're getting tired of my questions. Next up: Shotgun troopers! You know them, the guys nobody ever uses...has anybody tried them out and achieved good results?

Subject: Shotgun troopers

Posted by [Anonymous](#) on Sun, 24 Feb 2002 08:57:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I use them when I get sick of the assault rifle. They work really well actually - at short range of course. They take a good chunk out of the enemy

Subject: Shotgun troopers

Posted by [Anonymous](#) on Sun, 24 Feb 2002 09:03:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

The shoot gun unit is useless in the under map because it's too big and has too many open places. Once the game comes out and there are some different maps, the shoot gun troop will actually be useful

Subject: Shotgun troopers

Posted by [Anonymous](#) on Sun, 24 Feb 2002 09:14:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

they should be good when it comes to defense inside buildings and offense inside buildings.

Subject: Shotgun troopers

Posted by [Anonymous](#) on Sun, 24 Feb 2002 13:27:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

You just walk into your building and see an enemy engineer planting his C4. You go to an upgrade panel, hit E then 2, and go BANG, dead engineer. Then go back and hit E then 4 and disarm his C4. Also, it's fun to watch a \$1000 dude get blasted by a freebee. Only works if they're real close but it's fun. [February 24, 2002: Message edited by: Crazy Ivan]

Subject: Shotgun troopers

Posted by [Anonymous](#) on Sun, 24 Feb 2002 17:02:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by Ziggydisturbed:The shoot gun unit is useless in the under map because its too big and has too many open places. Once the game comes out and there are some different maps, the [B]shoot gun troop[/B] will actually be useful. There is a guy in the game that has a gun and it shoots? Have you ever gone in tunnels in the demo?!?!?

Subject: Shotgun troopers

Posted by [Anonymous](#) on Sun, 24 Feb 2002 17:38:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

when it comes to distance fighting with the shotgun trooper, try using the pistol.

Subject: Shotgun troopers

Posted by [Anonymous](#) on Sun, 24 Feb 2002 18:07:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

well actually the shotgun trooper works well in those metallic tunnels that lead to different parts of a base. I stink at killing, yet by guarding just this area as a trooper I easily took out 3-4 soldiers

Subject: Shotgun troopers

Posted by [Anonymous](#) on Sun, 24 Feb 2002 18:15:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by Shadow:There is a guy in the game that has a gun and it shoots? Have you ever gone in tunnels in the demo?!?!? But it's stupid to wait in the tunnels for guys that may overpower you and kill you any way. I say put C4 there and go help out your team.

Subject: Shotgun troopers

Posted by [Anonymous](#) on Mon, 25 Feb 2002 02:12:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Staying in tunnels killing invaders IS helping your team, especially if no one else on your team is smart enough to realize that people DO actually use those tunnels and CAN actually get past your AGT/Obelisk into the base without dying...

Subject: Shotgun troopers

Posted by [Anonymous](#) on Mon, 25 Feb 2002 04:02:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

The range of the shotgun is really really really short. If you don't get the target rectangle around a unit then it's too far away. The shotgun is very deadly within range, I have met some guys making

good use of it. The only way to avoid it is to back as fast as you can. Isn't it strange that they are actually called rocket soldier when you aim at one?

Subject: Shotgun troopers

Posted by [Anonymous](#) on Mon, 25 Feb 2002 04:41:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

You know what would be real nice. I stealth black hand that uses a shot gun

Subject: Shotgun troopers

Posted by [Anonymous](#) on Mon, 25 Feb 2002 06:20:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Laser rifle is deadly enough. Try for head-shots just in case though...the laser gun easily eats GDI's grunt-soldiers.

Subject: Shotgun troopers

Posted by [Anonymous](#) on Mon, 25 Feb 2002 07:49:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

i use the shottie everytime we restart a level and continue to use it throughout the game. i am always ranked in the top 3 by the end of the game. The shottie is awesome if you can get close to enemies. I really dont find this difficult to do on Under.

Subject: Shotgun troopers

Posted by [Anonymous](#) on Mon, 25 Feb 2002 09:59:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

just a question that duznt apply to shotguns. Why is the demo level called C & C "Under???" it aint "under" ground is it?

Subject: Shotgun troopers

Posted by [Anonymous](#) on Mon, 25 Feb 2002 13:50:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Its partially under ground. Just stand in your base and look up. The base is surrounded by a partial cave. Big ol' hole in the ceiling.
