
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.
