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Subject: Re: Buggy can kill mammy

Posted by [Tunaman](#) on Mon, 03 Oct 2005 06:36:36 GMT

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Lijitsu wrote on Sun, 02 October 2005 21:17 I've discovered that, with enough skill, a Shotgunner can kill an Artillery. And a Stealth Tank apperantly. I killed an Artillery with a Shotgunner and wounded another and a Stealth Tank. I also got booted because Renguard didn't pick up me entering the server. I got disconnected, accidentally hit "abort" on the "Disconnecting from server..." box, and then rejoined. Before I got booted, I manage to kill three Nod Soldiers, two Nod Engineers and ALMOST a Technician with a Shotgunner. One of the Engineers was standing still repairing, and so was the Technician, but I got booted before I could drop the Technician.

Someone used the Force Renguard command on me, and since Renguard didn't pick up that I rejoined the server, I got booted. Poor me, I almost won the siege for GDI. We were attacking their Con Yard on Metropolis, and I ran into it, and killed a Nod Soldier, an Engineer, and 4 mines. Almost got the Technician, too! I was like one second away from killing him! Anyway, I retract my statement that a Shotgunner can't kill an MRLS, since I proved myself wrong.

You'd be surprised how well shotgunners work. Killing an MRLS is pretty easy with one if you approach the back of the MRLS from the side, and make sure to never get in front or behind it. One bad thing is, if they are skilled and get up against a wall, you're pretty much dead.

Also, the damage with headshots is awesome. Close range and they're dead. No matter what soldier. I once got accused of cheating because I killed 4 or 5 saks clustered together in a few seconds. I'm glad that I had rg on and was friends with the admin of the server(who was one of the saks).

Edit: Killing an art with a shotgun is a lil harder though... But possible.

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