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Subject: assault rifle

Posted by [PsY](#) on Wed, 13 Aug 2003 06:35:56 GMT

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-Tech-It has it's uses. It's your best bet for fighting snipers, aircraft and artillery units when all you've got left is basic infantry.

If there aren't any, I'll take a Shotgun Trooper into the tunnels and lie in wait to headshot anyone who comes around the corner. I just find it somewhat strange that the pistol out-ranges the shotgun by quite a margin, and all that extra armor the Shotgunners and Flamethrowers/Grenadiers seem to carry doesn't make a difference.

Ive wondered about that armor factor too. But its merely a visual. As the Nod shotgunner is more armored than the GDI one, it would seem unfair.

But the pistol should be shorter ranged tohugh. Shotgun needs to be fixed (dreaming here) to make it longer range, and have the shots spread..but do less damage at further range. like a real shotgun.

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