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Campaign Levels, Only Easy Day... It was yesterday, gulag, Contingency, loose ends, and just like old times. In S.S.D.D., it can be used for the first time after completing the pit. In the gulag, it can be found in the armory. The last, in loose ends, it can be found in the basement of the armory. It has very high rates of fires in the campaign, which makes it useful for clearing corridors and other areas near the quarter, however it also makes the AA-12 store its ammunition quickly depleted. Multiplayer[edit | edit source] Unlocked at level 18, The AA-12 is a unique weapon, being the only automatic shotgun in Modern Warfare 2. In addition, it uses a round box magazine eight that doubles when developed journals are used. However, for balance reasons, the AA-12 has lower fire rates and damage in multiplayer than it does in the campaign. Sleight miss perk is very useful, considering AA-12 is able to empty your magazine faster than it takes to reload. Mags Extensive is also useful to deal with this problem. The main fall of the AA-12 is that it's only an additional magazine unless using Scavenger Pro. This is a modest resothing, but this is usually insignificant due to its limited range, and the shotgun often shoots hip for wider spray. It also has lower impact power, which often requires two or more shots even at close range, but this is also negligible due to the weapon's automatic fire capability. It is not recommended to equip a silencer, as it will currently shorten its limited range from 500 to 300 inches. The use of extensive magazines will increase capacity to sixteen shells and allow for long-term fires, but limit it to only a single magazine without storage ammunition unless rocon is used. Using the Massive Mags in conjunction with the Foxes and its pro version can make it a very useful weapon, and some players use it as a primary weapon. It is also notable that with attachment grip, increasing AA-12 and first time raising is substantially faster than without. Optics is not the best choice of attachments for AA-12, due to the higher usefulness of having mags wide or getting connected. However, if the player wants to use AA-12 for longer ranges, it can prove useful. Due to the overall offensive play style of AA-12, And lightweights are useful for players so they can attack targets quickly. Other useful perks that benefit the AA-12 largely stop power, which allows for better damage, and incidentally, are more likely than a kill shot, and a goal fixture, which allows for more accurate shots with the AA-12. Special Operations[Edit] AA - 12 have been obtained in special operations missions O Cristo Redentor, Bomb Squad, Acceptable Casualties, Takedown Estate, Noisy Armor, and Wetwork. You share fire rates from the campaign. At O Cristo Redentor it can be found in the bed of a truck in the starting area, and the bomb squad will find it fence-leaning in the starting area. In both cases it is equipped with heart rate sensors and red dot vision. In acceptable losses, it is one of the starting weapons, where it is uniquely found with red dot visibility, silencer, and heart rate sensors. On the Takedown estate, it can be found in the basement of the armory. On other levels, AA-12 can be found around the map, whether on the ground or from a killed enemy. Weapon attachments[edit | edit source] Gallery[edit | edit source] For attached images, see AA-12/Attachments. Call of Duty: Modern Warfare: Mobilized[edit | edit source] 150 kills with Coalition faction The AA-12 appears as one of the two shotguns available in Call of Duty: Modern Warfare: Mobilized, the other being the SPAS-12. Although the AA-12 has a similar look at the AA-12 in Call of Duty: Modern Warfare 2, there are many differences between the two. First of all, the AA-12 is a frequent starting weapon in the next levels of campaign mode; it is often used in U.S. naval missions. It also comes with a 32-round drum magazine by default, much more damage per shell, more a kill range shot, near the infinite bullet range, and a much lower and manageable rate of fire than the call of duty: modern warfare 2 edition. Campaign [Editing | Edit Source] On the campaign trail, the AA-12 is a all-in-one weapon, having good range, high damage, and a big 32 shell drum magazine. Along with high damage, large shell capacity and good range, multiple fire shells can be used to kill in medium range if needed. As previously stated, the AA-12 is found in the next levels of campaign mode as a starting weapon, more specifically, at training levels, closing in, to rig, and facing an oil rig. Multiplayer[edit | edit source] In multiplayer, the AA-12 is the second weapon to be unlocked for the Coalition multiplayer faction, taking 150 kills with the Coalition faction to earn. Unlike single-player anti-part, multiplayer is much weaker, requiring at least 3 shots at close range to achieve kill. Despite this lack of power, it is a great weapon to use if the player is just getting into the game, as it is one of the easiest weapons to use in the game. | edit source] Call of Duty: Modern Warfare 3[edit | edit source] 15-5 (x8) (120-40)21-7 (168-56) (Damage) 8 shells (12 with Extended Mags) Level 2 6 (MP)Level 44 (survival mode) 2s (time add-on); 2.75s (loaded), 3.58s (discharge) 705 rpm (SP), 400 rpm (MP) Delta Force, Inner Circle, FSO, Russian Navy AA-12 back in call of duty : Modern Warfare 3, this time with a darker end. It also has additional cosmetic features on it, such as a new catch, an empty spare shell holder, an ammunition bag that reads 'U.S. Army', and new iron scenery mounted on a permanent railroad. Campaign[edit | edit source] The AA-12 is found in three missions: Hunter Killer, Turbulence, and Stronghold. The AA-12 was originally the secondary weapon starting killer Hunter, but was replaced by THE USP.45. In turmoil and trenches, it is heavily used by inner circle forces. It has a higher fire rate than multiplayer. Multiplayer[edit source] AA-12 is the fourth shotgun available to the player and opens at level 26. The AA-12 is less competitive than its task call: modern warfare 2 peer to virtue extend wider (the widest of all shotguns, in fact) and reduce your damage per bullet from 20 to 15. Despite these changes, the AA-12 still has an incredibly low ammunition count; only eight shells after spawning (12 with Ext Mags) without using foxes. The AA-12 also has a very Abbott injury drop, in some cases requiring more than one whole magazine to kill on the edge of its effective range. Because of this, players armed with AA-12 should engage opponents exclusively in near-quarter conflicts where AA-12 high injury output can be most effective. A competitive attachment silencer for the AA-12 as the AA-12 has the shortest range of any weapon in the game when not silent. On the other hand, the Mags' expansion is very useful as it increases the AA-12's easily consumable magazine size by 50%, thereby lengthening the time at which players can take advantage of AA-12's terrible injury per second. Despite taking back AA-12, getting the recommended attachment from res grabbing is insignificant is not within the recommended range of AA-12. For this reason, Kick does not offer serious profits to AA-12. The damage, however, provides two major benefits by increasing the radius may take a shot and increase the minimum AA-12 damage in the range. Similarly, the radius range may increase a shot but also extending the AA-12 range can do any damage at all. The recommended perks include scavenger due to the lack of starting ammunition and fixed purpose, which counter the wide spread of bullets and takes advantage of the high mobility given to the shotgun. Unlike most other shotguns, however, the AA-12 actually extends stiff when aiming down the scenery equivalent to firing a thigh with a steady target. The fixed goal will not affect the further ADS expansion, this will open up some alternative perk combinations (such as Conditiony Extreme/Quickdraw/Stalker) that other shotgun classes would be less suitable for. The AA-12 is best suited for very small maps such as domes or a map with cramped spaces such as Seatown where the user can quickly clean up a room full of enemies or use corridors and chokepoints. If the enemies are a little out of reach, players can close the gap by jumping or walking while firing. However, it should be careful with the small magazine AA-12 and make as many photos as possible and be aware of its low range. Patch January 25, 2012 Amended AA-12 to expel additional bullets when equipped with wide Mags. Special Operations [Editing | Edit Source] AA-12 appears in both mission mode and survival mode of modern warfare 3. Mission mode[editing] AA-12 can only be obtained at two levels. The first is Jack's Miles, where it can be dropped by FSO agents. The other is Over Reactor, where the AA-12 is the secondary weapon in Ludut. Survival Mode[edit | edit source] The AA-12 is unlocked at level 44 in Survival Mode and is the last shotgun to be unlocked. It costs \$5,000 from a weapons armory. It does a decent amount of damage with a very high rate of fire, and it's deadly against large groups of enemies at all levels. It is recommended to phase out the AA-12 for hard-hitting weapons past heavy soldiers as their rates of fire, weak range and expansion, and long revisions (however, reloads can be treated with Sleight's hand) can be cumbersome and difficult to do successfully in the middle of the wave. Weapon Attachments[Edit | Edit Source] Profession[Edit | Edit Source] Kick - Lock on Weapon Level 4. Focus - Lock on weapon level 9. Attachment - Lock on weapon level 14. Melee - Lock on level 19 weapons. Range - Lock in 23 weapon levels. Damage - Lock in 28 weapon levels. Gallery[editing] for attached images, see AA-12/Attachments. See AA-12/Camouflage to camouflage the images. Call of Duty: Modern Warfare 3: Defiance[edit | edit source] Tha AA-12 returns in Call of Duty: Modern Warfare 3: Defiance. This is now then and has higher damage per bullet as well as different HUD icons, but otherwise edicing out Call of Duty: Modern Warfare Mobilization. Gallery[edit | edit source] Call of Duty Online[edit | edit source] 8 shells (12 with Extended Mags) The AA-12 appears in Call of Duty: Online as the Atchisson AA-12. Attachments[edit | edit source] Gallery[edit | edit source] The Atchisson AA-12 in first personThe Atchisson AA-12 being reloadedAdd a photo to this gallery Call of Duty: Modern Warfare[edit | edit source] 8 shells(20 and 32 with ammunition attachments) Get three hipfire kills using shotguns in seven different matches 3.3mNo damage after 22.5m 12 SlugsDragon's BreathFRAG-12 gauge fully auto-opens the shotgun screw with a reeling reduced gas blowback system. This combat shotgun drains a high volume of low-range lead at a fixed rate. - In-game description AA-12 back in contact with duty: Modern Warfare as JAK-12, as part of an update of 1.28 on October 13th, 2020. The car was built by XRK. Attachments[editing | editing source] snout [editing | editing source] barrel [editing | editing source] laser 1mW (Lv. 9) laser 5mW (Lv. 27) Tac Laser (Lv. 41) Optics [editing | editing source] stock [editing | source editing] tsunami ZLR (Lv. 17) JAK Rabbit Ultralight (Lv. 28) FSS Power Wrap (Lv. 50) Rear Grip[edit | edit source] Ammunition[edit | edit source] Underbarrel[edit | edit source] Perks[edit | edit source] Blueprints[edit | edit source] Name blueprint Rarity How to obtain Valerie Rare Bundle Neon Nights IV Kopis Legendary Bundle Lacedaemon Trivia[edit | edit source] Call of Duty: Modern Warfare 2[edit | edit source] The AA-12 has a different reload when the Heartbeat Sensor is equipped; The empty magazine will actually throw away when reloading, rather than disappearing off-screen as is the case with other attachments. The pickup symbol in the campaign labels it as the AA-12 shotgun. In the Remastered campaign, the AA-12 has a new appearance, and the fire rate is also reduced to 400 RPM. Call of Duty: Modern Warfare 3[edit | edit source] Like in Call of Duty: Modern Warfare 2, it is called the AA-12 Shotgun in the campaign and Special Ops. On the other side has a shellholder, but it's empty, knight armor INC RS400 railroads written next to the high railroad. Railway.

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