Creating a Shotgun
Parts Reference

http://science.howstuffworks.com/shotgun2.htm
Using the disk tool, create a barrel that is about 1" in diameter and 27" long. Create a second disk that is the same diameter and only 12" long. Place the base of the second disk at the same base height as the first one but space it away from the first one just slightly. The second disk is the magazine.
On a new layer, create another disk. Make the disk slightly larger around, say 1.2" in diameter, and about 8" long. Place the top of the disk just above the bottom of the other disks. Select half the points and drag them until the new shape is just slightly larger than both of the first disks.
Shaping the Receiver

Highlight all of the poly's on the receiver. Select "Band Saw" from the "Multiply" tab and hit the "n" key. Select "enable divide" and add a couple of bars on the right side of the tooldy thingy. Move some of the bottom points inward to add a slope to the object.
Ooops, I still need to add the barrel

Since I forgot to leave extra points at the bottom to extend, "knife" close to the bottom to create more polys/points. Grab the new points and extend them out 12-13".
Move some of the bottom points over about 2.5 - 3". Here is the hard to explain part. Acquiring the correct shape for the stock just requires a lot of moving points around. It would probably be easier to use the bandsaw for this next part, but I'm more comfortable with using the knife. Add lots of point about one third of the way down the stock (around 6 or 7 sets of points). Move them around until it looks right.
Naming surfaces

Select all of the polygons of the receiver, barrel and magazine. Hit the "q" button and save surface as "metal" or whatever you like really. Save the remaining poly's as "wood" or "stock".
Fore-end

Be on a third layer with the first layer in wireframe. Create Another disk. This time about 1.5" diameter and about 8" long. Place it up against the barrel and directly over the top of the shorter rod.
For a recoil pad, knife the bottom of the stock almost at the end. Select the new poly's as well as the end poly and convert them to a black plastic (or whatever color/material you like).
Trigger and Trigger Guard

I did this on a fourth layer. I sketched out the outline of the trigger guard with the pen tool under the "Create" tab. Then I fine tuned the guard with the "Drag Tool" under the "Modify" tab. It can be convenient to use the "Divide" tool under the "Multiply" tab if you don't have enough points. Create the Trigger in a similar fashion. Now to add some depth. select all of this in polygon mode and go to the "extrude" tool under the "Multiply" tab. Pull everything out until things start to look right.
Ejection Port

Create a disk that is 3” long and 1” wide. Move the points around using the “drag” tool until it looks like the ejection port below. Highlight the face polygon and go to the extrude tool. Drag the oval out until it slightly overlaps the receiver. Select the receiver layer and have the oval layer in the background. Go to the “Boolean” tool under the “Multiply” tab and select “subtract”. Viola, you now have an ejection port.
You Now have a shotgun