
Subject: Re: A few concerns/bugs.

Posted by [Caveman](#) on Tue, 26 Aug 2008 19:29:23 GMT

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Cabal8616 wrote on Tue, 26 August 2008 20:25No, they're exactly the same.

But yeah, the Nod autorifle needs to do 7 aswell. I think they just copied the Autorifle_AI_Ammo preset, but forgot to change the damage.

No, as it was stated previously, it was meant to be like that. GDI are meant to have more fire power while Nod have its stealthiness and cheapness. Hence why GDI have mammoth tanks....
