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Subject: Re: A few concerns/bugs.

Posted by [GEORGE ZIMMER](#) on Tue, 26 Aug 2008 19:44:06 GMT

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Caveman wrote on Tue, 26 August 2008 14:29: Cabal8616 wrote on Tue, 26 August 2008 20:25: No, they're exactly the same.

But yeah, the Nod autorifle needs to do 7 as well. 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.... Give me a quote by an EA/Westwood dev that worked on the balance of Renegade, and I'll maybe believe you.

It's pretty well known though that Renegade has some just outright weird bugs that you'd think they'd have noticed.

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