Subject: Picked-up weapons
Posted by splnwezel on Mon, 18 Oct 2004 08:47:05 GMT

Just a quick question: do picked up weapons cause less damage then the purchased character's weapon.
ex: Deadeye, shoot a guy in the foot, causes 100 damage
    Hotwire, kills Deadeye, gets sniper rifle, and causes 70 damage to same foot
One of my clan members was involved in such a test, and thought this was odd. Any clarification on this would be great.