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Subject: Armor and Health

Posted by [Anonymous](#) on Wed, 27 Mar 2002 15:24:00 GMT

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Each weapon has a damage modifier against different characters (for example, Patch absolutely BLOWS against Chemwarriors) but as far as I can tell that modifier is active regardless of whether the target has armor left or not (it's really hard to kill a Chemwarrior even if he has red health with Patch).

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