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Subject: Re: armor.ini in the always2.dat  
Posted by [Renx](#) on Mon, 04 Jul 2005 19:50:42 GMT  
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It could be changed, but wouldn't it just end up kind of like the Stealth crate? i.e. people with CP2 do less damage to light armor with the n00bjet, people without do more damage, etc...

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