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Subject: Re: Now collecting scripts 4.1 bugs  
Posted by [Jerad2142](#) on Mon, 28 Jul 2014 03:37:19 GMT  
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Whitedragon wrote on Sun, 27 July 2014 20:47: It isn't possible to damage objects that are already dead, so that Blamo thing shouldn't be doing anything.  
Yeah even if you did change the armor to blamo the damage event is still called, 0 damage just shows up (at least in 3.4.4).

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