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Subject: Armor and Health

Posted by [Anonymous](#) on Wed, 27 Mar 2002 13:49:00 GMT

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Almost every character/unit in Ladder game has armor and health, I am curious if they "respond" the same way to damage from different types of attack.

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Subject: Armor and Health

Posted by [Anonymous](#) on Wed, 27 Mar 2002 14:09:00 GMT

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All damage goes armor and then health except for falling off cliffs or any high place, that gets your health

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Subject: Armor and Health

Posted by [Anonymous](#) on Wed, 27 Mar 2002 14:18:00 GMT

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Big attitude?

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Subject: Armor and Health

Posted by [Anonymous](#) on Wed, 27 Mar 2002 14:22:00 GMT

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Been wondering this too. The only difference i have seen so far is that when falling from a high distance it only takes away health. Other than that it always armor, then health.

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Subject: Armor and Health

Posted by [Anonymous](#) on Wed, 27 Mar 2002 15:01:00 GMT

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That is pretty obvious. What about differences such as between vehicle armor and vehicle health against rockets, or infantry armor and infantry health against fire.

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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

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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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Subject: Armor and Health

Posted by [Anonymous](#) on Wed, 27 Mar 2002 23:25:00 GMT

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because chem warriors are resistant to tiberium, hard to kill with syndey too.

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Subject: Armor and Health

Posted by [Anonymous](#) on Thu, 28 Mar 2002 05:03:00 GMT

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Anyone knows but Chem Warriors make it great for beacons, maybe if a tank crawls up (Humvee = death) to us... thanks to their bio hazard suit. Like Flamethrowers - treat them with a collected Flame Thrower, really hard to kill em eh... coz they have fire resistant suit like Chem Warriors..

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Subject: Armor and Health

Posted by [Anonymous](#) on Thu, 28 Mar 2002 11:09:00 GMT

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I thought it was easier to take off health but not armor?

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