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Subject: Picked-up weapons

Posted by [splnwezel](#) on Tue, 19 Oct 2004 12:25:32 GMT

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Ah, OK. Makes sense. I figure since the 1K characters have 350 hit points, and damage multiplier is 5 for headshots, then it still allows headshot kills with the spawned weapon. Any less than a preset value of 70 wouldn't allow that. Thanks Aircraftkiller.

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