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Subject: Re: ACK goes C&C3

Posted by [warranto](#) on Wed, 21 Mar 2007 14:27:56 GMT

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Heh, just be glad they didn't add a tiberium-liquid spraying tractor.

edit: But if they did, you could always upgrade to a blue tiberium based weapon that coated units in an explosive substance that caused a chain reaction when hit with an explosive!

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