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Subject: Re: Tiberium Redux: Superweapons damage  
Posted by [KIRBY-098](#) on Fri, 17 Oct 2008 18:45:49 GMT  
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Insta kill.

It takes a lot of money and effort not to mention skill to plant, and keep alive a beacon for long enough to have it go off after navigating defensive structures, snipers and vehicles . (Assuming the opposing force aren't idiots)

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