
Subject: Re: Tiberium Redux: Superweapons damage
Posted by [Omar007](#) on Fri, 17 Oct 2008 23:44:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

Cabal8616 wrote on Fri, 17 October 2008 21:43 Maybe have multiple beacons? One that's designed to kill a single structure, another that's designed for more spread damage, but doesn't insta-kill.

Eventually we wanted 1. We do both in test version to look to it but 1 has to become the best.

BETA testers still welcome BTW
