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Subject: Re: Anti-spawn killing

Posted by [RTsa](#) on Tue, 16 Dec 2008 14:20:21 GMT

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ErroR wrote on Mon, 15 December 2008 16:30:2 seconds, nuff

If invulnerability was introduced, it wouldn't need to be more than 0.5 seconds, really. That's the time you need to buy what you want.

But even then, it'd be stupid.

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