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Subject: Ravshaw/sydney solutions

Posted by [Anonymous](#) on Thu, 11 Apr 2002 10:19:00 GMT

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Shotgun. If you get killed, it was free, if you succeed, you just got a hundred points with a free unit. Two headshots at most should take out any infantry target, and it just makes that feel-good shotty sound too. You can't go wrong with a free unit that kicks so much ass.

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