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Subject: Re: Tiberium Redux: Superweapons damage  
Posted by [MGamer](#) on Fri, 17 Oct 2008 19:21:01 GMT  
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KIRBY-098 wrote on Fri, 17 October 2008 13:45Insta 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)  
they are going to kill the bulding but they start doing damage to all the bulding around like 10 seconds b4 the explosion i think

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