
Subject: Re: Tiberium Redux: Superweapons damage
Posted by [Lone0001](#) on Sat, 18 Oct 2008 01:01:58 GMT
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Cabal8616 wrote on Fri, 17 October 2008 15:43 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.

I like this I idea, if not then I would just say keep renegade's instant kill superweapons.
