
Subject: Guard Towers in my Glacier Flying map own you!
Posted by [Anonymous](#) on Tue, 10 Dec 2002 04:40:00 GMT

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quote:Originally posted by aircraftkiller2001: quote:Originally posted by Ren Sizzlefab: Seems pretty unbalanced to me. Sure, the turrets may do more damage, but they can't hit you. I did a quick test, after taking out the obelisk, as any infantry you can bunny hop and dodge around the Nod base without being hit at all. After taking out the AGT, as a Technician, you last 11 seconds. Lets see you dance around the Turrets with a vehicle. They'll hit you. The Guard Tower, on the other hand, is anti-infantry. It is meant to be that way. If you can get close enough to it, it will not be able to fire at you. However, the Turret will fire at you from any distance in its firing range. I forgot that in TD the turrets had longer range. ACK, which one had longer range in TD? Obelisk or AGT?
