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Subject: Guard Towers in my Glacier Flying map own you!  
Posted by [Anonymous](#) on Mon, 09 Dec 2002 09:23:00 GMT

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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. That's because the turrets are more for anti vehicle than anti infantry. They were in TD and will always be. AGT/Gaurd Towers = Anti Infantry Obelisk/Turrets = Anti Vehicle It's just too bad you can set in a script that the turrets puts important factors into effect before firing. 1. Speed 2. Direction of movement (if any) 3. Size of vehicle/Infantry If it did this you could probably have it predict where your going and shoot ahead of you. [ December 09, 2002, 09:25: Message edited by: generalfox ]

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