quote:Originally posted by aronjames:but there is still a problem with the guard tower...i have taken a flame tank to one and it destroys it in no time... i have tried boosting the health and armor but i had it up to 1000 health and heavy building armor yet it was still took no time to destroy is the health ahrdcoded and not changeable or something because te turret unchanged lasts longer than my modded guard tower when against a flame tank..You're using a package modification. Open always.dat, grab Armor.ini, replace the Armor.ini in your mod folder.Flames will work properly then.