
Subject: Re: C&C_Death_Pass
Posted by [R315r4z0r](#) on Thu, 19 Oct 2006 19:38:21 GMT
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crazfulla wrote on Thu, 19 October 2006 10:51 Guard Towers pwn infantry, turrets pwn vechs. They each have their own strenths. IMO both sides should have an equal number of defence.

edit: and do you have to make the page scroll? I couldnt find the submit post button :\
Ahh, but you see, I fixed up the turrets a bit. I made them fire faster, and made their shells into medium tank shells.

Which makes them more of an opponent.

Also, don't forget, that 3 of the 6 Guard towers are quite visable to an artillery. And wont be shot at from them or the AGT, so they can be taken out easy.

Also, even though GDI has the defencive bonus of good Defencive buildings, their powerplant is in the line of fire from an artillery, clear of the AGT.
