
Subject: Re: How does the obilisk choose its targets?
Posted by [Genesis2001](#) on Sun, 02 Nov 2008 05:19:26 GMT
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reborn wrote on Tue, 28 October 2008 13:35Me too, an intelligent base defence could impact games massively. Infact, whilst some players would pick up on this, I fear all it would largely accomplish is thwarted efforts of teamwork. Probably best to leave it alone, but it's interesting all the same.

Didn't I release a base defense script to you for C&C Reborn? :\ lol
