

looked at the readme here are some base defence scripts (with info)
cript Name: "RA_Base_Defense_Simple"

Description:

A simplified version of a prototype script for a threat assessing Base Defense. It is capable of basic target prioritizing and can adjust its aim when firing at infantry. The script can be set to prioritize infantry, vehicles, or both equally. It will also rate targets based on remaining health, range, and if the target is a player or AI. Players are considered a higher priority than AI. The lower a target's health, the more likely it will be prioritized. The closer a unit is, the higher its priority is.

Script Parameters:

-MinRange: The minimum range to attack a target. Targets closer than this will be ignored. Default is 0.0.

-MaxRange: The maximum range to attack a target. Targets further than this will be ignored. Default is 100.0.

-AntiAir: Sets if the script targets aircraft. 1 = Yes, 0 = No. Default is 0.

-AntiGround: Sets if the script targets ground units. 1 = Yes, 0 = No. Default is 1.

-AdjustAim: Sets if the script will adjust its aim for infantry. 1 = Yes, 0 = No. Default is 0.

-TargetMode: Sets the script's target priority. 0 = Vehicles before Infantry, 1 = Infantry before Vehicles. Anything else will cause script to ignore infantry/vehicle distinctions and rely solely on range/health/player for prioritizing. Default is 0.

Notes:

Adjusting aim for infantry is useful for base defenses that fire "slow" projectiles, like a cannon. Infantry can typically sidestep these kinds of attacks. The adjusted aim targets the ground the soldier is standing on instead of the soldier. This causes the projectile to explode right next to a soldier instead of traveling another 20 or so meters before impacting the ground. For base defenses that fire "fast" projectiles or non-explosive projectiles, like a machine gun, do not adjust aim for soldiers, as the adjustment would likely cause the projectile to miss completely.

Script Name: "RA_Base_Defense_Powered"

Description:

A simplified version of a prototype script for a threat assessing Base Defense. It is capable of basic target prioritizing and can adjust its aim when firing at infantry. The script can be set to prioritize infantry, vehicles, or both equally. It will also rate targets based on remaining health, range, and if the target is a player or AI. Players are considered a higher priority than AI. The lower a target's health, the more likely it will be prioritized. The closer a unit is, the higher its priority is.

This one stops attacking if the power goes low.

Script Parameters:

-MinRange: The minimum range to attack a target. Targets closer than this will be ignored. Default is 0.0.

-MaxRange: The maximum range to attack a target. Targets further than this will be ignored. Default is 100.0.

-AntiAir: Sets if the script targets aircraft. 1 = Yes, 0 = No. Default is 0.

-AntiGround: Sets if the script targets ground units. 1 = Yes, 0 = No. Default is 1.

-AdjustAim: Sets if the script will adjust its aim for infantry. 1 = Yes, 0 = No. Default is 0.

-TargetMode: Sets the script's target priority. 0 = Vehicles before Infantry, 1 = Infantry before Vehicles. Anything else will cause script to ignore infantry/vehicle distinctions and rely solely on range/health/player for prioritizing. Default is 0.

Notes:

Adjusting aim for infantry is useful for base defenses that fire "slow" projectiles, like a cannon. Infantry can typically sidestep these kinds of attacks. The adjusted aim targets the ground the soldier is standing on instead of the soldier. This causes the projectile to explode right next to a soldier instead of traveling another 20 or so meters before impacting the ground. For base defenses that fire "fast" projectiles or non-explosive projectiles, like a machine gun, do not adjust aim for soldiers, as the adjustment would likely cause the projectile to miss completely.