
Subject: Re: C&C_Platforms Final BETA
Posted by [UnitXc](#) on Tue, 10 Sep 2013 22:16:43 GMT
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its twice as much because the powersuits for Mobius and Sydney have 100 heavy vehicle armour and 250 normal soldier health, (as it states up there) meaning they are practically immune to small arms fire and splash damage , im hoping they can still be sniped and killed though.

i havent tested it yet so, i dunno.

Edit

and yes those are 6 functioning guard towers for GDI. they hurt like a bitch but wont last very long since they stick out like a sore thumb.
