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Subject: Guard Towers in my Glacier Flying map own you!  
Posted by [Anonymous](#) on Sun, 08 Dec 2002 16:47:00 GMT  
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When GDI's defense is down on Glacier Flying and all they have left is Guard Towers... Nothing is better than them. They require no power to operate, have more health than a Turret does, and its machine gun detects and eliminates Stealth Black Hands, and detects Stealth Tanks easily. They also tear apart infantry and light vehicles that have no backup. Their only weakness is that you must keep checking on them to prevent Nod from destroying them and allowing SBH to roam free with Nuclear Strike Beacons. [ December 08, 2002, 17:10: Message edited by: aircraftkiller2001 ]

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Subject: Guard Towers in my Glacier Flying map own you!  
Posted by [Anonymous](#) on Sun, 08 Dec 2002 17:05:00 GMT  
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All you got to do is take a Mendoza, climb up the ramp on the Barraks, and shoot it when the top comes in view, = dead guard tower = no damage to you. They are good at detecting SBH though, which I have found out several times...

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Subject: Guard Towers in my Glacier Flying map own you!  
Posted by [Anonymous](#) on Sun, 08 Dec 2002 17:10:00 GMT  
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If the GDI team lets you do that... They deserve it.

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Subject: Guard Towers in my Glacier Flying map own you!  
Posted by [Anonymous](#) on Sun, 08 Dec 2002 17:15:00 GMT  
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These guard towers make your map unbalanced. If you wanna make balanced map, remove the ceiling guns from the AGT and make their health equal to the turret's health.

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Subject: Guard Towers in my Glacier Flying map own you!  
Posted by [Anonymous](#) on Sun, 08 Dec 2002 19:07:00 GMT  
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quote: If the GDI team lets you do that... They deserve it. That's true, it usually only works in smaller games, though I can usually sneak in and do it.

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Subject: Guard Towers in my Glacier Flying map own you!

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Posted by [Anonymous](#) on Sun, 08 Dec 2002 19:41:00 GMT

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quote:Originally posted by Aprime1:These guard towers make your map unbalanced.If you wanna make balanced map, remove the ceiling guns from the AGT and make their health equal to the turret's health.It does not make them unbalanced in the least. The AGT is a single structure. The Nod Turrets and Guard Towers are separate structures.The Turrets do more damage than the Guard Towers do.

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Subject: Guard Towers in my Glacier Flying map own you!

Posted by [Anonymous](#) on Mon, 09 Dec 2002 09:20:00 GMT

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a tech can easilly wipe them out =]The one by the barracks and Refinery are the easiest to sneak up on and destroy, the one behind the PP is a bit more challenging to sneak up to without taking damage.

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Subject: Guard Towers in my Glacier Flying map own you!

Posted by [Anonymous](#) on Mon, 09 Dec 2002 09:23:00 GMT

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quote:Originally posted by Ren Sizzlefab:Seems pretty unbalanced to me. Sure, the turrets may do more damage, but they can't hit you. I did a quick test, after taking out the obelisk, as any infantry you can bunny hop and dodge around the Nod base without being hit at all. After taking out the AGT, as a Technician, you last 11 seconds.That's because the turrets are more for anti vehicle then anti infantry. They were in TD and will always be.AGT/Gaurd Towers = Anti InfantryObelisk/Turrets = Anti VehicleIt's just to bad you can set in a script that the turrets puts important factors into effect before firing.1. Speed2. Direction of movement (if any)3. Size of vehicle/InfantryIf it did this you could probably have it predict where your going and shoot ahead of you. [ December 09, 2002, 09:25: Message edited by: generalfox ]

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Subject: Guard Towers in my Glacier Flying map own you!

Posted by [Anonymous](#) on Mon, 09 Dec 2002 12:37:00 GMT

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Seems pretty unbalanced to me. Sure, the turrets may do more damage, but they can't hit you. I did a quick test, after taking out the obelisk, as any infantry you can bunny hop and dodge around the Nod base without being hit at all. After taking out the AGT, as a Technician, you last 11 seconds.

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Subject: Guard Towers in my Glacier Flying map own you!

Posted by [Anonymous](#) on Mon, 09 Dec 2002 14:04:00 GMT

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quote:Originally posted by generalfox:[QBThat's because the turrets are more for anti vehicle then anti infantry. They were in TD and will always be.AGT/Gaurd Towers = Anti InfantryObelisk/Turrets = Anti VehicleIt's just to bad you can set in a script that the turrets puts important factors into effect before firing.1. Speed2. Direction of movement (if any)3. Size of vehicle/InfantryIf it did this you could probably have it predict where your going and shoot ahead of you.[/QB]I know the turrets and towers are designed to be effective against different targets, but due to the inaccuracy of the turrets, the towers rip infantry apart and also do more damage to vehicles than the turrets, because they don't miss.But that said, once they're gone, you don't have those problems...

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Subject: Guard Towers in my Glacier Flying map own you!  
Posted by [Anonymous](#) on Mon, 09 Dec 2002 16:25:00 GMT  
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Your puny Guard Towers will not stop I and my artillery....muhahahahahahahahahah.....but they are a life saver sometimes on GDI

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Subject: Guard Towers in my Glacier Flying map own you!  
Posted by [Anonymous](#) on Mon, 09 Dec 2002 17:01:00 GMT  
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Or you could just easily dodge em by strafing in a diagnal zig zag motion.....just an odd little thing I found out

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Subject: Guard Towers in my Glacier Flying map own you!  
Posted by [Anonymous](#) on Mon, 09 Dec 2002 17:40:00 GMT  
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quote:Originally posted by Ren Sizzlefab:Seems pretty unbalanced to me. Sure, the turrets may do more damage, but they can't hit you. I did a quick test, after taking out the obelisk, as any infantry you can bunny hop and dodge around the Nod base without being hit at all. After taking out the AGT, as a Technician, you last 11 seconds.Lets see you dance around the Turrets with a vehicle. They'll hit you.The Guard Tower, on the other hand, is anti-infantry. It is meant to be that way. If you can get close enough to it, it will not be able to fire at you. However, the Turret will fire at you from any distance in its firing range.

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Subject: Guard Towers in my Glacier Flying map own you!  
Posted by [Anonymous](#) on Mon, 09 Dec 2002 18:19:00 GMT  
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quote:Originally posted by aircraftkiller2001:Lets see you dance around the Turrets with a vehicle. They'll hit you.Any half decent driver can avoid the turrets at range in anything except for a Mammoth Tank. If you're at close range though, you're right, it's difficult for them to miss.And everyone is agreeing with your post, the Guard towers do own Nod in Glacier.

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Subject: Guard Towers in my Glacier Flying map own you!  
Posted by [Anonymous](#) on Tue, 10 Dec 2002 04:40:00 GMT  
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quote:Originally posted by aircraftkiller2001: quote:Originally posted by Ren Sizzlefab:Seems pretty unbalanced to me. Sure, the turrets may do more damage, but they can't hit you. I did a quick test, after taking out the obelisk, as any infantry you can bunny hop and dodge around the Nod base without being hit at all. After taking out the AGT, as a Technician, you last 11 seconds.Lets see you dance around the Turrets with a vehicle. They'll hit you.The Guard Tower, on the other hand, is anti-infantry. It is meant to be that way. If you can get close enough to it, it will not be able to fire at you. However, the Turret will fire at you from any distance in its firing range.I forgot that in TD the turrets had longer range.ACK, which one had longer range in TD? Obelisk or AGT?

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Subject: Guard Towers in my Glacier Flying map own you!  
Posted by [Anonymous](#) on Tue, 10 Dec 2002 09:46:00 GMT  
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quote:If you wanna make balanced map, remove the ceiling guns from the AGT and make their health equal to the turret's health. AAHHHHH that would b horrible!!!! with the AGT health same as turrat unless u meant guard tower when u said AGT

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Subject: Guard Towers in my Glacier Flying map own you!  
Posted by [Anonymous](#) on Tue, 10 Dec 2002 13:13:00 GMT  
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OK...But in TD, AGT's didn't had ceiling guns.And the obelisk doesn't have turrets...If you know what I mean...

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Subject: Guard Towers in my Glacier Flying map own you!  
Posted by [Anonymous](#) on Tue, 10 Dec 2002 13:17:00 GMT  
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quote:Originally posted by Aprime1:OK...But in TD, AGT's didn't had ceiling guns.And the obelisk doesn't have turrets...If you know what I mean...Obelisk doesn't have turrets? what is that suppose to mean?Anyway, in TD the AGT didn't have machine guns as you said and shot 2 missiles at a time. =]

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Subject: Guard Towers in my Glacier Flying map own you!  
Posted by [Anonymous](#) on Tue, 10 Dec 2002 13:43:00 GMT  
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quote:Originally posted by generalfox: quote:Originally posted by Aprime1:OK...But in TD, AGT's didn't had ceiling guns.And the obelisk doesn't have turrets...If you know what I mean...Obelisk doesn't have turrets? what is that suppose to mean?Anyway, in TD the AGT didn't have machine guns as you said and shot 2 missiles at a time. =]Odd.... From what I played on today the AGT only shot 2 missiles.

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Subject: Guard Towers in my Glacier Flying map own you!  
Posted by [Anonymous](#) on Tue, 10 Dec 2002 15:36:00 GMT  
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Well that makes another check in the ACK likes GDI more then Nod list.

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Subject: Guard Towers in my Glacier Flying map own you!  
Posted by [Anonymous](#) on Tue, 10 Dec 2002 16:43:00 GMT  
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If ACK is so pro-GDI, why would he have such a impossibly easy route to the barracks? Yeh sure the mines in that tunnel are invisible and the other team would have to be morons if they let you destroy it with an opening rush, but it is so friggin easy just to walk in and blow up barracks anytime in the game and then walk on over to the refinery?I know you can walk into Nod's base too, but with the exception of the refinery,its a lot harder with a much larger chance of getting caught.

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Subject: Guard Towers in my Glacier Flying map own you!  
Posted by [Anonymous](#) on Wed, 11 Dec 2002 00:43:00 GMT  
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quote:Originally posted by Nightma13: quote:If you wanna make balanced map, remove the ceiling guns from the AGT and make their health equal to the turret's health. AAHHHHH that would b horrible!!!! with the AGT health same as turret unless u meant guard tower when u said AGT I um... Think he's saying the Guard Towers health the same as the Turret. Not the Advanced Guard Tower.

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