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Subject: Manual turrets, and defensive structures.  
Posted by [flyingfox](#) on Wed, 14 Jul 2004 13:36:29 GMT  
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Well, I don't think lower key defences would be enough on smaller levels. Using your example on C&C Canyon, flame tanks could and would still be rolling in to the GDI's base, guard towers or no guard towers. But, if you had an advanced guard tower..

I think the level is a bit too small for those extremeties though. But guard towers also prevent stealth black hand from getting in, and on the BC servers, the enemy team has an easy time buying back their guard towers when your team is losing, making the odds of you getting back into the game go from 10% to 5. But, if we were to have one-time only defences, that would be good.

Also also, not "superduper" turrets that fire a shell every 3 seconds and track you like your mother tracks you when you've been doing drugs. Just the weaker ones found on the field and under levels, and the same would go for guard towers.

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