
Subject: Manual turrets, and defensive structures.
Posted by [KIRBY098](#) on Wed, 14 Jul 2004 13:43:42 GMT
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I see your point.

Counter tactics can't be substituted for by AGT's and Obelisks though. My personal beleif is that the maps with no defenses were created that way to force changes in tactics from relying on defenses too much, and using infantry more.

A manual turret like the one in Glacier, or a small laser turret would just create enough of a balance offset to force a tactic change, while not actually re-creating the map per se.
