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Subject: Re: Defence problem.

Posted by [Spetz5](#) on Sat, 02 Sep 2006 16:13:20 GMT

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It's not FDS, just a LAN test of the map. And I am running it as a client. The map is just a redo of C&C Field, heres an example of what it does .

Hard to see in this one, but the GT's both shot at the wall before firing on my APC.

Ob's first shot was at the wall, not my APC

Turrets shot into thin air before shooting at me.

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**File Attachments**

1) [AGT01.JPG](#), downloaded 576 times

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2) [obelisk01.JPG](#), downloaded 570 times



3) [Turret01.JPG](#), downloaded 586 times

