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Subject: Re: SW Mod Released!

Posted by [futura83](#) on Sun, 03 Sep 2006 10:43:33 GMT

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danpaul88 wrote on Sun, 03 September 2006 06:21imo the base defenses are over powered, they take out aircraft in 2 hits, and even an overlord struggles to take down even a single patriot battery. I know it's true to Generals in that sense, but for the FPS genre it does not really work.

I love the superweapon targetting though

this is the Star wars mod topic

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