
Subject: Re: Help!! How to get base defenses shoot at mutant units in multiplayer?
Posted by [Jerad2142](#) on Wed, 10 Aug 2011 20:18:37 GMT

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Nope, neutral is ignore, you can use the following teams however.

Nod

GDI

Mutant

-OR-

Renegade

Only difference with Renegade everyone on the team is against each other.

(Renegade AI can only see enemies, so if the team of the object they're seeing is the same (excluding team renegade) or neutral they'll ignore it.)

And make sure you have AI scripts on the turrets of course.
