
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Sat, 03 Sep 2011 18:22:56 GMT

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I've changed the original Guard Tower model from Renegade and turned it into a "Renegaded" version of the C&C95 model. I took off the ladder since there's no way to climb up a vehicle, and I removed the glass and some odd supports on the sides. It has the same cannon but it's housed on the inside of the guard tower shack instead of on top of it. It also has a firing restriction so it can't shoot through its roof or through the sandbags.

In addition to adding the Guard Towers, the AGT's guns are being removed in favor of a pair of Tomahawk missile launchers. It will fire two missiles instead of one now, but without the heavy machine guns to back it up - so protect your Guard Towers if you want any automated machine gun defenses. The missiles are still lethal to infantry.

I also removed the Construction Yard sewer tunnel and changed around the layout of the sewers as to minimize beacon lameassing.
