Use JFW_Guard (might be something like JFW_Guard_Bot instead). This will follow a path and shoot.

PDS_Test_Follow waypath can be used, but it will only fire when fired apon and sometimes breaks (after target is dead, it sits there).

M00_Base_Defense is basicly for stationary objects (turrets, tanks that aren't supposed to move on their own, etc).

Edit: JFW scripts are in the custom scripts.dll @ http://sourceforge.net/projects/rentools/