Subject: Re: Jelly
Posted by liquidv2 on Fri, 11 Sep 2015 00:53:51 GMT

One of my old ideas was to have guard towers that did no actual damage but would still fire at enemies, effectively serving as stealth unit detectors

It lessens the impact stealth units have without rendering them useless

You'd ideally want small base defenses to respawn on a timer or via credits, because having them be a one and done type deal would be nearly pointless

Good to hear Iran