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Subject: Base Defense don't work  
Posted by [ghostSWT](#) on Sun, 10 Oct 2004 10:47:34 GMT  
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I just found a posable problem, after updating to CP1 AGT guns are gone on field.mix and under.mix and the oblisk and turrets don't shoot (this is on a 1 player Multiplay LAN) on MP practice the AGT guns are there and everything works

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Subject: Base Defense don't work  
Posted by [2000\\_years](#) on Sun, 10 Oct 2004 12:00:13 GMT  
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Yeah, I noticed this too on 1 Player LAN.  
I thought it was intentional anyway, to let you get familiar with the whole map without getting blasted to hell by the AGT

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Subject: Base Defense don't work  
Posted by [WNxCABAL](#) on Sun, 10 Oct 2004 19:19:28 GMT  
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the base defences on MP Practice work still

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