

Turret

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Turret is a unit class/type for gun turret types of immobile components.

(This article is currently under construction!)

1 Information

Turret (also known as 'Gun' in the internal data script) types of units comprise all immobile, fixed-position components that are usually attached to buildings or host stations. Their characteristics and control schemes are vastly different from the normal types of mobile units.

2 Overview

Coming soon.