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Subject: Cool idea for a mod

Posted by [Master. kirby](#) on Thu, 08 Jul 2004 17:36:04 GMT

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um no...

but i forgot my solution to that problem.

Each team will have bots that spawn and attack the enemys base.

and also bots with tanks and stuff.

so basicly it could have around 20 people each team but also a bunch of bots (they arn't that good but they are just the regular units you are the commano units)

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