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Subject: Re: =bots=

Posted by [bisen11](#) on Fri, 23 Dec 2005 03:10:33 GMT

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Well that script also actually makes them attack both teams. But its good in that map I made because it is a co op. All bots are on the Mutant Team. At the very end there is a GDI and Nod pedestal so either one can plant the beacon. No need for those crazy high tech, everyone is on GDI mods.

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