thrash300 wrote on Fri, 27 October 2006 20:41IWarriors wrote on Thu, 26 October 2006 23:17as the real players dont stand much a chance against a human player backed up with bots that repeaty spawn.

I beg to differ.

Trust me, I used to do it all the time in my old clans coop server, it used to be 30-40 player full all though the day and night.

But it all depends on the map and where you are, if your an idiot and stay in the players spawn, you will die, if you go and stay in bot zones with good cover, you kill anyone.

My favorite tactic was to stay next to a turret which was stationed next to two doors leading to two labs and some bedrooms in Kanes Temple, the player has to go though a room with a lift, kill the sentry guns, kill any bots there, which are made up rocket officers (nasty bastards) laser chaingunner (nasty bastards too) then, you would have to destroy the Nod Turret which respawns every two minutes,

The turet is placed in a postion which offers it great defence and for the attack a nightmare to attack, there are also bots around the area that repeaty attack you, by yourself, you cant defent it.

Go get passed this point, you need a good team, if there was a player who somehow got on the bot team was there, you had no chance, unless he was a n00b.

Getting on the bot team was a glitch that sometimes happend, cant happen anymore due to the new scripts, unless you !forcetc yourself.

This is based on on fms/mps coop and the bots there play better then most human players.