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Subject: How about AI Tanks, I know true AI not possible  
Posted by [Anonymous](#) on Sat, 26 Oct 2002 20:22:00 GMT  
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allright I know True AI tanks not possible, but how about tank as Base Defense, with the BASE DEF script? and how can I make a tank attack when its attacked if its following waypath. I want to make a AI Tank battle. I was thinking some tanks as base defense and some just following 2 way waypaths hoping they would shoot when attacked.any1 know of scripts I could use.

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