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Subject: AI for MP (UPDATED)

Posted by [Anonymous](#) on Fri, 26 Jul 2002 01:49:00 GMT

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here you go guys, you asked for some changes, i made them 1. 3 more bots per side (i only recommend this map for 6 or less players)2. Added the run around bot in the barracks/HoN3. Made them ALOT smarter Dante

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