
Subject: =bots=

Posted by [Cyber030](#) on Tue, 31 May 2005 18:55:12 GMT

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Who said a decent weapon was necessary? Lol, jk. I will try this. I am remodding my own version of C&C_Walls, But with Teleporters, Stealth Suits, not Zones, Teleporters, and New Characters (Well, there not so new that poeple have never seen them, they are just unusual). Best part is, GDI has a HUGE advantage. It's kinda like how C&C_Overlord was set only to GDI's advantage. There is no way possible for a any Non-flying vehicle to leave or enter the GDI Base. You need 2 Security Cards to enter the base on foot (and a good weapon against the bots. Or, you need to be hella sneaky to get into a hidden teleporter on the map (Gaurded by tons of sharpshooting AI Bastard's.
