I am remaking the whole skirmish map now with more and better bots including:

Infantry:
- Snipers
- Patches
- Rocket Soldiers
- Engineers
- All other usable infantry...

Tanks:
- Mammoth tanks
- Medium tanks
- MRLS
- Stealth tanks
- Flame Tanks
- Mobarts
- More

Spawners:
- New crate spawn in the small tunnel on the field.
- Advanced weapon spawners.
- New weapon spawns located here:
  - On top of the hill.
  - In front of the GDI and NOD tunnels
  - Near the bunkers.
- Fixed bot spawners for soldiers. No more glitch spawning with soldiers spawning in the walls.

Some more stuff which I don't know if possible:
- Engineers and Hotwires/Technicians repairing vehicles. (Is there a script for this that actually works?)
- Stealth Black Hand stealth suit drops.

In other words:
It's gonna be a skirmish version for either n00bs and advanced players. The bots will be rather violent, the tanks will be configured very good. If possible there will be two versions:
1. For the newbies. Low AI bots.
2. For the advanced player. High AI bots that make it look like a multiplayer game, containing vehicles in front of the enemies base and sniper bots with almost no weapon errors (means they are configured to hit you alot).

Hope everyone likes this idea and that it will be implented in the CorePatch 3 if that will be release.