There are a great deal of variables to work with. But you don't need a script if you're working with soldier AI Bots, only when working with vehicles do you need a script.

Hint: Use the Mod button in LevelEdit on your bots. Under Settings be sure to play around with Listener Scale and Innate Aggressiveness.

Also, what map is this on? If it's a custom-made map then that might explain a lot. If you need more help let me know.