
Subject: Sam Sites

Posted by [xpontius](#) on Fri, 24 Oct 2003 16:28:39 GMT

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I got sam sites in mind in the TS map ive noted on pits to be working on....but I dont know what scripts to give the sams. Ive put sam behavior, base defense, if those even do anything. So far all they do is turn around and look pretty. Any one got suggestions?
