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Subject: Re: SBH

Posted by [Poskov](#) on Sat, 10 Oct 2009 13:40:26 GMT

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Well, AI MP maps will be unbalanced towards GDI as their bots will alert players to the location of SBH, so yeah...

Plus in TD I don't remember AGT being able to see stealth tanks, and it makes stealth more useful against bases.

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