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Subject: Civilian Influence.

Posted by [Deafwasp](#) on Tue, 04 Nov 2003 21:29:54 GMT

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What problems might I encounter making a "The hills have Eyes" map. where there is 2 bases and a town, every few minutes civilian bots spawn and attack either base and chase the first person they see until they kill them.

Spawning bots when ever one is killed, Each base defense automatically targets and kills the civilian bots. Bots attacking players and planting beacons. ???

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