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Subject: How do you mod whats available in multiplayer?  
Posted by [Anonymous](#) on Wed, 12 Feb 2003 21:49:00 GMT  
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For fun I decided to use 2 of the mutants in place of the 2 sniper rifle guys. Makes it interesting. The first is the Templar, armed with the Tiberium Fletch gun and 100 armor/200 health. The other is the Acolyte, armed with 2 Tiberium auto rifles and 150 armor/350 health. The 2 guys do not come with full ammo though. Not shure why. They both have only one clip in there guns to start with, but get full ammo if you rearm imediately at the purchase terminals. I am using the GDI mutants instead of the nod ones(nod haves no armor). Good idea or bad idea?

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