OK, I played it and found out something interesting:

Gamemode=5
InvincibleBuildings=1 (works)
Disable<Building Type>=switched off RepPads, CommCenters and BaseDefense: HoN+Barr still alive -the rest doesn't affect my Reticle at all.
Disable<Building Type>=deactivated ALL listed there but HoN+Barr are still alive...?
EnableDropWeapons=1 (they will be dropped, but cannot get picked up...?)
EnableSpawnWeapons=1 (they cannot get picked up)
EnableSpawnWeapons=0 (now the old script from svrcfg_cnc.ini is active again, because the ssgm script isn't blocked by Reborns script anymore -and hey! it works!)
SpawnChar0=CnC_GDI_Grenadier_2SF (Patch -doesn't work)
SpawnChar1=CnC_Nod_RocketSoldier_2SF (BH LCG -the same here)
EnableInfiniteAmmo=1 (yeah, works)
CharacterCrate=100 (nope, Crates are functionally disabled)
WeaponStart= (works fine, changed the 1 TimedC4 into 2 RemoteC4)
==================
So my dirty Workaround with alternative SpawnChars didn't work. The CharacterCrate was meant to bypass the problem with the PTs a bit -but didn't work. Dropped Weapons from fallen Soldiers can be switched off since I wasn't able to pick them up.

So I think there should be some changes or a massive Amount of additional scripts around this DM Mod.

What about implementing a Careermode? Every 10 Kills, the player spawns as a better Unit.
From Minigunner -> Chaingunner -> Patch -> Mendoza -> PIC Sydney for Example.