The M## (except M00) scripts are designed for the level indicated in the number, with M01_ being for level 1, M02_ being for level 2 etc. Many of them were not designed with re-use in mind and rely on hard coded object IDs in the levels they were used in.

M00 scripts are more generic and tend to work better outside of the original mission maps but even they tend to make a lot of assumptions internally and are not as flexible or powerful as many of the custom scripts which replaced them.

You might like to try out;

Quote:JFW_Escort_Poke (script to make an infantry unit follow whoever last poked them)
 Shield (when someone pokes this infantry unit, the shield type will be changed to this type)
 Shield2 (when the person the unit is following pokes this infantry unit, the shield type will be changed to this type)
If the person who the infantry unit is following pokes the unit, it stops.

Or

 Quote:
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====== ====================

[Script Name] NHP_Guard_Bot

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 [Description]

 - Makes a bot escort a teammate when shot.

 [Parameters]

 - Distance (Range to stay within target escort)

 - Speed (Speed to arrive at destination, can be more then the character's maximum speed)

 [Notes]

- NONE