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Subject: For all server owners

Posted by [Kanezor](#) on Wed, 04 May 2005 16:55:42 GMT

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This is an interesting concept. I'm not opposed to getting rid of (or moving) the shotgunners as basic infantry... were there shotgunners in the original C&C? No... Plus, shotgunners are kinda useless except in very close range. And you are right about not having a hand/barracks... it makes it damn near impossible to go anti-vehicle. Sure, the grenadier and flamethrower are decent (at best) at killing vehicles, but they're nothing compared to a simple rocket launcher.

I'd be willing to modify scripts.dll, but I'm not totally sure what I'd need to do, being that I've never worked with scripts.dll. Contact me if you're like me to try.

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