
Subject: Re: Mutants and special characters
Posted by [reborn](#) on Wed, 02 Nov 2005 12:53:09 GMT
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dude, seriously, you won't get any sense or help from most of the people here.
I can't believe the thread has gone on for two pages now and no one has actually helped you.
I am the guy who made the "turbo" mod and who hosts that server.
To get a mutant when you are on Nod purchase the chemical warrior. To buy a acolyte purchase a sydney on GDI.
The clergy (or the kamikaze unit) is only by crate, it isn't purchasable, and is random by design.
If you would prefer more straight foward answers about this server, or any of the MP-gaming servers, ask us our our forums: <http://www.mp-gaming.net>
But this might give you exactly what your looking for:
<http://www.multiplayerforums.net/index.php?showtopic=3381>
It is a link the the change log of the server.

Hope that helps...

And to those who don't like the server and think it is modding talent gone to waste... Kiss my hairy ass, thankyou.
