
Subject: Re: Campaign mods.

Posted by [DoMiNaNt_HuNtEr](#) on Thu, 03 Jul 2014 15:37:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

Bullocks! Thats all there is eh? A cloak mod would be sick, so can sneak up on all of them Nodies, and listen to their conversations.

d

Make them go:

"What was that?"

"Show yourself infidel!"

Another thing that would be sick would be a mod that makes GDI soldiers invincible too. To constantly have some bodyguards would be cool.
