"it's tiberiu shield i think " actually, the tib shield makes it so when you walk on the tib, it heals you, instead of just not doing damadge.

IDK if this would help, but i use this script manually all the time. it goes like the following in an ini or txt file:

-<time it starts> Attach_Script, <what unit it attaches to>, "M00_MutantHeal_Script_JDG"

the tib shield is just a power-up. if you need the manuall command to create it, it is:

-190 Create_Real_Object, 8, "POW_Tiberium_Shield", 1, "Cargo"

NOTE: power-up is useless with out levil edit effects, all it does is spawn the power-up, but you can't "GRAB" it.

and the chemspray guy armor should work, the chem spray's hp isn't regen when you walk on tib, and the armor doesn't take damadge, so it should work. try that first.