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Subject: Some new patch ideas

Posted by [Anonymous](#) on Thu, 21 Mar 2002 15:53:00 GMT

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quote:I think it would be better if engys could shoot the MCT with their repair gun to capture an enemy building. Make the defenses exempt from this and make buildigns re-capturable i could go along with that idea. no special weapon or beacon needed, just the health gun. in any case, i think capturing buildings would be make for a more wide open game with both sides having the ability to use each other's units/vehicles.

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