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Subject: Re: C&C Tiberium Garden

Posted by [Spoony](#) on Sun, 16 Oct 2011 17:10:29 GMT

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come to think of it, the only thing engineers in Tiberian Dawn could do was capture structures (and chinooks i think, in a couple of missions); don't think they could even repair their own structures.

maybe they should be able to repair friendly stuff, just so there is actually some point buying them and so it does somewhat resemble Renegade.

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