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Subject: Why is it that repair units can not repair themselves?

Posted by [mripirate](#) on Wed, 23 Jun 2004 23:34:43 GMT

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You're forgetting the tiberium mutants, one of which can heal itself, although its name escapes me.

In some games--take XMP, for example--units are able to heal/regenerate themselves, but Renegade is not one of those games. In Renegade, self-healing would be--and is, if extras are allowed--annoying and stupid.

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