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

Posted by [Jaspah](#) on Sat, 26 Jun 2004 02:28:03 GMT

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AlkalineWell, ROTC has it. Medic can heal himself...but on the same sense if he's killed he can't put a syringe onto himself.

Anyway, I think it has to do with balance. I mean you could have infinite health if this were allowed.

You can do the same thing with Enemy Territory, too.

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