
Subject: Engy Strategies, Multiplayer

Posted by [Anonymous](#) on Thu, 07 Mar 2002 18:18:00 GMT

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quote:Originally posted by nzowl:All engys should be friendly to their harvester - especially early on when more credits equals bigger toys. Too many times you see a harvester go back out with health in the red.If i see our harvester like that i will change classes(even a \$1000 one) to a Engy or Hotwire/tech to repair it. Snice people dont know that it gives you \$300 credits each(and that can mean a BIG! difference in how you play).
