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Subject: Engineers

Posted by [KIRBY098](#) on Tue, 27 Apr 2004 17:34:50 GMT

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BattousaiDon't give them more points, give the repairing engineers more credits. That gives incentive to repair so you can get money faster and buy something to counter attack.

This young man has hit it on the head.

How about this compromise Blackhand? Keep the points the same, and give us poor defending schmucks a few more credits.

Anyone can Flame rush for points. It takes real skill to save the building, blow the tank, kill the driver, and remine before the next wave of attacks.

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