Subject: Engineers
Posted by KIRBY098 on Mon, 26 Apr 2004 16:40:30 GMT

Something else to think of with these guys:

Let them get the same amount of points for repairing a structure, as it took to damage it.

Currently, an engineer would only get 1/3 the amount of points to repair something, that the MLRS got for pounding it for half an hour.

Reason being, engineers get nothing in return for devoting their game to saving structures.