

---

Subject: Huh?

Posted by [sfr3f](#) on Tue, 08 Jun 2004 20:28:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Quote:One instance this might be considered unfair is when you and someone else place 2 flares with the intent of doing enough damage combined to take something out, but the tech waits till the first goes off before he repairs. That wouldn't be an emergency repair, that would more of less be exploiting the character for his worth.

Stupid flakes, the breakfast of... what? Trying to make some sense of what you said. First of all, if you need two flares to destroy a single structure, you're placing it too far back. The technician repairs the same way the old (Renegade, .9925 RenAlert) engineer does. I think you're trying to say an engineer can make a fast repair to a structure after a near nuke-hit or other major damage. Engineers will now cost \$500, expensive, and you won't be able to do it again for another minute.

---