
Subject: Repair Gun alt fire

Posted by [m1a1_abrams](#) on Fri, 16 Jul 2004 13:12:33 GMT

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

It would mess with the game balance if Engineers could damage the enemy with their repair gun. They shouldn't be terribly effective against tanks and infantry because their ability to repair friendly units is so powerful on it's own. Imagine if you have a group of Engineers repairing friendly tanks in the field, but as soon as enemy units approach them they use their repair guns to attack them alongside the tanks. They would be too powerful, particularly since the standard Engineer is a free character.
