We did that in the beta test, and it lead to camping. No one would attack because the enemy team got the same points in return for the attacking you were doing.

You LOST the game for attacking, which is just a bit absurd...

Giving Engineers more points would be nice, but it won't help the gameplay at all. Some units have a specific purpose. If they aren't getting a lot of points, try switching over to something else that DOES get a lot of points.