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Subject: Engineers

Posted by [Crimson](#) on Mon, 26 Apr 2004 19:06:18 GMT

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I concur with ACK. When the beta started, repairing was almost no points at all (much like repairing a tank now)... they bumped it up a lot and GDI constantly camped and won. Westwood opted to give the most benefit in points to the aggressor / attacker which brought a more active game.

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