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Subject: Tips For The Technichan lovers. Truse me, you can use the a  
Posted by [Anonymous](#) on Thu, 14 Mar 2002 16:21:00 GMT

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Another tip for engineer classes: ALWAYS REPAIR AT THE FRIGGIN' MCT!! In the last game I played, there were about five engineers repairing the outside of the refinery as GDI hammered away at it. I thought they had it under control, but eventually it just got in the red. I went in and repaired the MCT (ahh, the wonders of not being a noobie and actually reading the manual) and stole all of their points while eventually becoming the MVP. Then I felt really bad for stealing, so just please, repair at the MCTs. And another thing, listen carefully to what is written. Sometimes a commander is telling you to go out in the field, but you're too busy running around and trying to repair buildings that have already been destroyed and meanwhile the strike force is getting its ass kicked. Don't just sit around and say, "I'll get to the airstrip that's in the red in a second! I'm still getting back the 2\% health on the hand of Nod with 98\% health!" and then start cursing at the guy who told you to repair the airstrip saying, "It's not easy to be an engineer! Why don't you try it... >SNIFF SNIFF<... WAHHHH!!!" If they have the time to give you orders while they're in the middle of dodging obelisk fire, I think you should listen to them.

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