
Subject: Tips For The Technichan lovers. Truse me, you can use the a
Posted by [Anonymous](#) on Thu, 14 Mar 2002 03:55:00 GMT

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Listen all you technichan lovers, this position(Tech) requires 2 in a game, or atleast 2 that set the proxies(only). When you r playing make sure you r aware of the techs that r playing bye your base, let them set the proxies, because there r only 30 total that a team can plant at one time. Once you have set over 30, other proxies will disapeer. And those proxies that r disapeering, might be the one that stoped the cloaked Black hand from setting the War-Head. Furthermore, plant proximity mines in places the you cant realy see, like on walls. when your opponent turns the corner he wont be expecting to be blown to dust. Plant proxies on both sides of the wall, at head level, making the explosion more vital. Also i play a little game called cat and mouse. set proxies on the walls, dont stray to far from the mines , and arm yourself with your handhand gun. When your foe is in range hit him a couple times(if you can). This should **** him off, cause techs r considered to be infereor(yeah right not when i am playing). Run back to the wall where you set them and watch him follow you and blow up. Last but not least, practice using your gun, aim for the head, i find myself killing people so fast, even if they have a machinegun.That pistol is powerfull Well these r my tips, I hope you find this helpfull for your future as a techy

Subject: Tips For The Technichan lovers. Truse me, you can use the a
Posted by [Anonymous](#) on Thu, 14 Mar 2002 04:34:00 GMT

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I was playing last night as a Techie/Hotwire and really enjoyed it.I was healing people,repairing tanks/buildings,planting mines (my fav).We were on City (I think) and I placed a couple of mines in each of the doorways exiting the buildings facing our base.While I was repairing a building,I heard a "Boom..Boink" and saw "XXX was killed by Major Deadly"LOL..One question though,Do I use the repair gun to disarm the Ion Beacon/Nuke Strike Beacon?Just in case the enemy gets to place one.Thanks,Major

Subject: Tips For The Technichan lovers. Truse me, you can use the a
Posted by [Anonymous](#) on Thu, 14 Mar 2002 04:51:00 GMT

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YES, you use the repair gun to disarm beacons/C4. Geeeze, RTFM! It's good that you ask though - most idiots just start spraying bullets on the beacon. That's when I suddenly grow so very very tired of people who just can't read a simple manual.Btw, hotwire/techie rules. It's the only infantry class I ever play besides stealth black hand.

Subject: Tips For The Technichan lovers. Truse me, you can use the a
Posted by [Anonymous](#) on Thu, 14 Mar 2002 05:23:00 GMT

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What manual is that Devon??Who ever reads the stuff. Just get out there and play. Best way to

learn.

Subject: Tips For The Technichan lovers. Truse me, you can use the a
Posted by [Anonymous](#) on Thu, 14 Mar 2002 05:36:00 GMT

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Well I have been playing, but as one of the other units. Like everyone else we want to blow stuff up. I started playing yesterday as a techie/hotwire and found it to be more to my style of gameplay. ie: more support than attack. Since I was either on a good team or was playing against an "unorganized" opponent, I just didn't get a chance to see if the repair gun defused the beacons. So I figured I would ask. Sorry if I haven't been playing as long as some of the other members and ask stupid questions. Major

Subject: Tips For The Technichan lovers. Truse me, you can use the a
Posted by [Anonymous](#) on Thu, 14 Mar 2002 07:26:00 GMT

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I hope more Peeps read this thread because it is vital to remember you only have those 30 Proxies. I was in a game 2 days ago where my teammates were piling up 5 or 6 Proxies Outside several building doors and then proceeded to randomly throw them around the base grounds. What a waste. I messaged the team 3 times in 15 minutes to "Please use them wisely, we only get 30" No response, as the comic tragedy of stupidity continued. Hey, it could have been a clever form of sabotage.....Naaaaa.

Subject: Tips For The Technichan lovers. Truse me, you can use the a
Posted by [Anonymous](#) on Thu, 14 Mar 2002 07:36:00 GMT

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scientists! Where the heck are they? I used the ion beacon and destroyed the hand of nod and stands before a big door, behind my back are two doors and when I approach then a voice says

further in that darn mission? I am really stuck so pleez help me! /danne77

Subject: Tips For The Technichan lovers. Truse me, you can use the a
Posted by [Anonymous](#) on Thu, 14 Mar 2002 09:24:00 GMT

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If you go back a bit to the place you come up from the elevator. There is another elevator that goes up. There is a dooe out to the roof of the hand of Nod and that is the place you will find the green key card. You will have a cutscene there.

Subject: Tips For The Technichan lovers. Truse me, you can use the a
Posted by [Anonymous](#) on Thu, 14 Mar 2002 10:05:00 GMT
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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 10:32:00 GMT
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Some people use them as personal defense weapons... dropping a dozen or so in a hallway as they're being attacked.... meanwhile, you watch your important base defense mines evaporate.

Subject: Tips For The Technichan lovers. Truse me, you can use the a
Posted by [Anonymous](#) on Thu, 14 Mar 2002 11:49:00 GMT
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Teah tom, gosh i hate that, some people just dont understand the importance of defenses. To all you Tech lovers, you might blow your self up if you use the proxies to fight against infantry face to face. Im telling you , pull out that pistol and fire four rounds into there head

Subject: Tips For The Technichan lovers. Truse me, you can use the a
Posted by [Anonymous](#) on Thu, 14 Mar 2002 11:59:00 GMT
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Tech has always been my fav.....but sometimes ppl don't listen to me when I tell em that there's a 30 mine limit while they r wasting mines on stoooid places and my mine in the obliisk keep disappearing....Why didn't westwood put the limit thing on the manual???? Being a tech requires a lot of skills.....u can't just place mines thinking it's going to stop ppl....in the walls map, I sneaked in as a stealth and there were like 10+ mines all crunched up together ath the entrance to the barracks...I just run close set one off and run back, the chain reaction set off all the mines, and I just calmly walk on to the pedestal to place my nuke.

Subject: Tips For The Technichan lovers. Truse me, you can use the a
Posted by [Anonymous](#) on Thu, 14 Mar 2002 13:17:00 GMT
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Techs can EASILY be offensive, when you get in a fight, throw your proximity mines at people and all it takes is 2-3 to kill someone at full health, same for the remote detontatebles except you can time exactly when they go off getting a critical hit.

Subject: Tips For The Technichan lovers. Truse me, you can use the a
Posted by [Anonymous](#) on Thu, 14 Mar 2002 14:01:00 GMT

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But someone above made the point that if you do that, you run the risk of other base-defending mines fading. Seems like you just need to practice with the pistol.Great thoughts overall. I'm compiling a list of "things to think about as a tech" so I can learn to play better. I really see the tech as the most (potentially) devastating infantry unit.

Subject: Tips For The Technichan lovers. Truse me, you can use the a
Posted by [Anonymous](#) on Thu, 14 Mar 2002 14:33:00 GMT

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i once killed a very stupid mobius with 4 shots to the head as a basic engineer from 5 feet behind him very stupid. personally i do better on infiltration i get in plant a nuke were no one can find it put C4 next to the beakon and leave without taking a single shot.btw for you people who dont know this when you plant a beakon try and find a spot on the outside of a building or a very well concealed spot (refinery is my favorite) plant C4 first then your nuke, any engie or guy near will die giving you about 5-10 extra seconds out of 20 beakons i have planted 3 have been succesfully disarmed

Subject: Tips For The Technichan lovers. Truse me, you can use the a
Posted by [Anonymous](#) on Thu, 14 Mar 2002 14:53:00 GMT

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My opinion about throwing proxies during a face to face with an opposing force stands, if you throw a proxy to defend your self(1) You might blow yourself up(2) you probably have removed a crucial conceeld proxie, that can meen the end tp your base. think about it.Proxies r defensive tools, they work the best when you cut off choke points, and they r best kept there

Subject: Tips For The Technichan lovers. Truse me, you can use the a
Posted by [Anonymous](#) on Thu, 14 Mar 2002 15:08:00 GMT

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For the love of god folks, never use Prox mines as defense. You'll get yelled at real quick. Prox mines are not for personal use, but for group use. And, you'll kill yourself (which you probably deserve if you're huckin' em around).I feel better having gotten that off my chest.

Subject: Tips For The Technichan lovers. Truse me, you can use the a
Posted by [Anonymous](#) on Thu, 14 Mar 2002 15:09:00 GMT

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uhhhhhh,I meant, Never use Prox mines for PERSONAL defense.....sorry,feel free to use them for defense !!!(Like I'm the master and anyone would really listen, right?)

Subject: Tips For The Technichan lovers. Truse me, you can use the a
Posted by [Anonymous](#) on Thu, 14 Mar 2002 15:27:00 GMT

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.....ATTENTION:.....ATTENTION:.....Your remote c4, and timed c4, r also part of the 30 limit, so think before you drop. Once again , i say, talk to your teamates, communication is huge in this game, set proxies where they can not be seen, but will definatly be crossed. also, space them apart, when they r to closen, they set off others in a chain reaction. if you r going to place them if you stack three together, that should kill the enemy crossing it, also for percaution of a rush set another three several paces away to get the nest foe. _::remember dont underestimate the retard::_

Subject: Tips For The Technichan lovers. Truse me, you can use the a
Posted by [Anonymous](#) on Thu, 14 Mar 2002 16:13:00 GMT

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Timed c4 are not part of the limit.

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 to buzy 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.

Subject: Tips For The Technichan lovers. Truse me, you can use the a
Posted by [Anonymous](#) on Thu, 14 Mar 2002 20:41:00 GMT

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be in 2 places, at the high entrance to your base, and to the tunnel that starts in front of your base. First, you plant underneath, plant a row of four a little ways into the tunnel and another row of four that r close to the first four, but wont explode when the first row gets triggered. That makes 8 down below, which leeves you with 22 left. Furthermore, you should run to the front entrance and plant 3 rows of 7, all being spaced apart enough to not be effected if one of the rows, or a couple of the mines in the first row, is triggered. Undoubtedly, always keep your health at full, your pistol clip loaded(dont be scared to shoot them in there head), a full stash of 6 proxies in your pocket. once you see your name come up in the top left corner. you know its time to start setting mines. In a sum up, this map has no defense tower for either side, no point in waisting your mines in your structures, cause there is no towers to kill the oncoming foot soldiers. That is the techs job. So place those proxies wisely at this map, and u too will have 1500 points,20 kills, and ranked in the top 5 to 10 payers, having fun , playing HARDCORE DEFENSE.Tell me what you think about me and my advice, dont be shy. I am putting this up for the noobs to the advanced.

Subject: Tips For The Technichan lovers. Truse me, you can use the a
Posted by [Anonymous](#) on Fri, 15 Mar 2002 00:06:00 GMT

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I find myself doing it all.. I like base defence.. during a mission if our base needs repairs I become a Tech.. make repairs lay mines repair ppl, if we need to fight off the opfor then I become a soldier , or a Tank commander covering the tunnels , it's funny to see the opfor trying to come through the tunnels .. only to be faced with a tank round "doink" [March 14, 2002: Message edited by: ID_Ghost]

Subject: Tips For The Technichan lovers. Truse me, you can use the a
Posted by [Anonymous](#) on Fri, 15 Mar 2002 00:08:00 GMT

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I typically start EVERY match as an engineer. I run into the tunnels, place 2 remote c4's at strategic points (entrance from neutral spot or entrance from our base). I get the opposition to engage me then as they line up with the c4, blow them apart. Good way to get some quick cash in the beginning and tick off the opposition. I cannot tell you how many times they scream out "CHEAP!!!!". Good laughs. There is not much better than killing 3 peeps in 1 blast. The other tact. in the beginning is to c4 the harv. Another good cash cow. My fave engie moment though was taking out a Havoc with a pistol. Talk about a mismatch? Sneak up behind and pop 4 in the skull

Subject: Tips For The Technichan lovers. Truse me, you can use the a
Posted by [Anonymous](#) on Fri, 15 Mar 2002 00:49:00 GMT

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Dont Underestimate the pistol. Its packs more punch per bullet than the AR. The AR does 1 point of damage per 5 bullets against armored tanks (except buggys and humvees) and a pistol does 1

point of damage to armour every other bullet. Once the armour is gone then the AR shines but until then it just racks up points. The pistol also does more damage in a headshot. The problem is getting the headshot in against a skilled opponent. Usually they just strafe in one direction. Oh, and i hate people that strafe right off a cliff taking my kill, that ****es me off.

Subject: Tips For The Technichan lovers. Truse me, you can use the a
Posted by [Anonymous](#) on Fri, 15 Mar 2002 07:12:00 GMT

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defence gives no points. but tech/hotwire with apc ROCKS!!!!!!!!!!!!!! you can kill a building by yourself with tech/hotwire, did you know that? and apc is realy great for just drive pass the atg! you just have to blow the 2 remotes when the 2 timed go off and boooooooooooooooooooooooooooooom. i got 4683points one time in field because I ALONE KILLED ALL THIER BUILDINGS!

Subject: Tips For The Technichan lovers. Truse me, you can use the a
Posted by [Anonymous](#) on Fri, 15 Mar 2002 10:35:00 GMT

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quote:Originally posted by BoBoTheRetardedClown:Listen all you technichan lovers, this position(Tech) requires 2 in a game, or atleast 2 that set the proxies(only). When you r playing make sure you r aware of the techs that r playing bye your base, let them set the proxies, because there r only 30 total that a team can plant at one time. Once you have set over 30, other proxies will disapeer. And those proxies that r disapeering, might be the one that stoped the cloaked Black hand from setting the War-Head. Furthermore, plant proximity mines in places the you cant realy see, like on walls. when your opponent turns the corner he wont be expecting to be blown to dust. Plant proxies on both sides of the wall, at head level, making the explosion more vital. Also i play a little game called cat and mouse. set proxies on the walls, dont stray to far from the mines , and arm yourself with your handhand gun. When your foe is in range hit him a couple times(if you can). This should **** him off, cause techs r considered to be infereor(yeah right not when i am playing). Run back to the wall where you set them and watch him follow you and blow up. Last but not least, practice using your gun, aim for the head, i find myself killing people so fast, even if they have a machinegun.That pistol is powerfull Well these r my tips, I hope you find this helpfull for your future as a techyyup, i love tech/hotwire too, also cuz im the infiltrator tupe, just gimme a beacon, a lot of c4 and some distraction and i can **** the other team off real bad

Subject: Tips For The Technichan lovers. Truse me, you can use the a
Posted by [Anonymous](#) on Fri, 15 Mar 2002 10:36:00 GMT

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Thankx OllBollen, for your great tip, on how to get some points, and i am sure a ton of credits, while being a tech. I am sure plenty of people will use that info. Thank again,
BoBoTheRetardedClown

Subject: Tips For The Technichan lovers. Truse me, you can use the a
Posted by [Anonymous](#) on Fri, 15 Mar 2002 11:55:00 GMT

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ok, I'm not much of a tech head, but i can say that proxy mines can bea very effective offensive weapon.I do agree make sure you're not taking away from base defense, but prox mines are effect in offense. Example... mine the enemies entrance to the tunnels. Unless they're paying complete attention, they'll never think twice and assume that the mines are their own. I watched a Sakura, evil mobius, and 3 stealth suits die to this trick in on game. (note, i ran back twice and another hotwire got involved) Not only did we rack up kills, it kept opposing team from mining cause they thought they alread had.

Subject: Tips For The Technichan lovers. Truse me, you can use the a
Posted by [Anonymous](#) on Sat, 16 Mar 2002 03:12:00 GMT

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Tip for Techs on HourglassDon't mine your buildings at all other than the AGT/Obelisk. Drop 4 or 5 in the obelisk/AGT, 4 or 5 outside the back door and then the rest in front of and around the side of the tower. You can almost single handedly defend from FT and APC rushes, leaving more of your team mates to attack. And team mates, if that hotwire buys you 3 mammoth tanks, say thank you.Also, a tip not just for the techs. When buying a FT (or APC/Buggy/Hummer that you're using for a rush), select your timed c4 before getting in it. If your vehicle gets destroyed, if you're firing at the time you'll probably drop off your C4, then get killed just after. The thing is, most people don't see the C4. I've lost count of how many times I've come running back to see a tank blow up, or hear a boink as I've taken out an opposing engie with it.

Subject: Tips For The Technichan lovers. Truse me, you can use the a
Posted by [Anonymous](#) on Sat, 16 Mar 2002 16:37:00 GMT

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Wait! How do you get to the powerplant?! There is a door under it where you need the green keycard. But I don't know where it is.

Subject: Tips For The Technichan lovers. Truse me, you can use the a
Posted by [Anonymous](#) on Mon, 18 Mar 2002 19:39:00 GMT

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hop you all benifited form these tips

Subject: Tips For The Technichan lovers. Truse me, you can use the a
Posted by [Anonymous](#) on Mon, 01 Apr 2002 23:27:00 GMT

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bump

Subject: Tips For The Technichan lovers. Truse me, you can use the a
Posted by [Anonymous](#) on Tue, 02 Apr 2002 02:14:00 GMT

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when i get into a enemy building as a tech I just place my c4 on the MCT andd blow it right away taking the building to about half strength then place mines on the MCT. The stupid engineers running up to repair always finish my work by setting off the mines.

Subject: Tips For The Technichan lovers. Truse me, you can use the a
Posted by [Anonymous](#) on Mon, 08 Apr 2002 21:50:00 GMT

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Mr. Bobo the "mentally challanged" clown,I don't feel that on maps like walls (ok, especially walls), mining the entrance and tunnel are all that effective. Now, they CAN be, but if find that the ones in the tunnels are easily disarmed without notice, unless you have someone constantly monitoring them, while the ones in building entrances are very difficult to disarm without notice. Also, the ones in front of your base will be taken out by the first humvee/buggy that cruises in. It might/will destroy him, but the influx of enemy vehicles will quickly remove the possibility of laying mines at your entrance. However, I think you're tactic is legitimate, but I don't think it is so superior to the building entrance method to warrent the latters labeling of "n00b". I find it quite effective, and find that few of the early engineers who attempt to run into my weapons factory make it past the back door.(I think something we should keep in mind early in the game are the "usual" spots rushers go for...i.e-how often to YOU rush into the FRONT door of the WF at the beginning of the game, or the front door of the powerplant or TR. I think more mines should be placed on back entrances early on...I've found it works pretty well).Well, there's my two cents.
