

PRIMA[®] OFFICIAL GAME GUIDE



DETAILED
**UNIT
STATS**

COMMAND & CONQUER

T I B E R I U M W A R S[™]



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COMMAND & CONQUER

T I B E R I U M W A R S

PRIMA Official Game Guide

Written by
Stephen Stratton



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Thank you for purchasing Prima's Official Game Guide to *Command & Conquer 3 Tiberium Wars™*. No effort has been spared in filling this book with advanced tactics and combat strategies known only to the most seasoned of Commanders. Whether you're a casual real-time strategy player looking to improve your game or a decorated *Command & Conquer* veteran, this guide reveals everything you need to crush your enemies on the field of battle.

Series Timeline

The *Command & Conquer* series is a truly epic saga of real-time strategy (RTS) warfare. It has generated an elite fan base of dedicated Commanders during its 12-year reign as one of the top RTS franchises of all time. While *Tiberium Wars* certainly raises the bar on the memorable history of the series, true fans pay tribute to the many innovative installments that came before it.

- Command & Conquer™*—August 1995 (Westwood Studios/Virgin Interactive)
- Command & Conquer The Covert Operations™*—April 1996 (Westwood Studios/Virgin Interactive)
- Command & Conquer Red Alert™*—October 1996 (Westwood Studios)
- Command & Conquer Red Alert Counterstrike™*—March 1997 (Westwood Studios)
- Command & Conquer Red Alert The Aftermath™*—September 1997 (Westwood Studios)
- Command & Conquer Sole Survivor™*—November 1997 (Westwood Studios)
- Command & Conquer Tiberian Sun™*—August 1999 (Westwood Studios)
- Command & Conquer Tiberian Sun Firestorm™*—March 2000 (Westwood Studios)
- Command & Conquer Red Alert 2™*—October 2000 (Westwood Studios/Electronic Arts)
- Command & Conquer Yuri's Revenge™*—October 2001 (Westwood Studios/EA Games)
- Command & Conquer Renegade™*—February 2002 (Westwood Studios/EA Games)
- Command & Conquer Generals™*—February 2003 (EA Pacific/EA Games)
- Command & Conquer Generals Zero Hour™*—September 2003 (Dreamworks Games/EA Games)
- Command & Conquer 3 Tiberium Wars™*—March 2007 (EA LA/EA Games)

Story Arcs

With such a rich history—all those titles spanning so many years—it's easy to become lost in *Command & Conquer's* complex, branching storyline. To date, every title in the franchise falls into one of three major story arcs:

Tiberian Series

[Series Installments]

- *Command & Conquer*
 - *The Covert Operations* (expansion)
- *Command & Conquer Sole Survivor*
- *Command & Conquer Tiberian Sun*
 - *Firestorm* (expansion)
- *Command & Conquer Renegade*
- *Command & Conquer 3 Tiberium Wars*

The granddaddy of them all, the original *Command & Conquer*, was released worldwide for the PC on August 31st, 1995. Developed by Westwood Studios (which was later purchased by Electronic Arts in 2003), *Command & Conquer* introduced the two major factions of the Tiberian universe: the militant Global Defense Initiative (GDI) and the clandestine Brotherhood of Nod, a group of dangerous fanatics led by a shadowy, charismatic figure named Kane.

The focal point of the Tiberian series is a substance called Tiberium—an exotic material that draws minerals from the soil, forming them into crystalline deposits on the planet's surface. Though extremely hazardous, Tiberium crystals can be easily harvested and processed into a variety of useful materials. GDI strives to contain Tiberium and reduce the damage it causes to the environment, while Nod embraces the substance and seeks a way to convert the entire planet to a Tiberium-based ecosystem. Though GDI was formed to combat Nod, the Brotherhood excels at manipulating the media, making it tough for the planet's populace to tell which faction has their best interests at heart.

Being the first series in the *Command & Conquer* franchise, the Tiberian story arc is most beloved by *Command & Conquer* fans. Its triumphant return is finally realized with the game you're now playing, *Command & Conquer 3 Tiberium Wars*.

Red Alert Series

[Series Installments]

- *Command & Conquer Red Alert*
 - *Counterstrike* (expansion)
 - *The Aftermath* (expansion)
- *Command & Conquer Red Alert 2*
 - *Yuri's Revenge*

Command & Conquer Red Alert was designed to explore the fictional historical events that led up to the first Tiberian war fought in the original *Command & Conquer*. In its complex plot, Albert Einstein develops a method of time travel in the form of a chronosphere, which he uses to remove Hitler from power before his Nazi regime can instigate World War II. Einstein's plan backfires, however; though the Nazis never rise to power, a second World War does indeed occur in 1939—but it is led by Joseph Stalin and his Soviet invasion of Europe. This is where the *Red Alert* series begins, and instead of GDI and Nod taking center stage, the two warring factions in the *Red Alert* universe are the Allies and the Soviets.

The plot of *Red Alert 2* consists of a Soviet invasion of the United States in 1973, led by Soviet Premier Romanov,

who uses mind control technology to dismantle the U.S. military and deactivate America's nuclear arsenal. In the *Yuri's Revenge* expansion, the player must travel back in time to stop Romanov's advisor, a tyrant named Yuri, from using his psychic dominator technology to conquer the world. Unlike its predecessor, *Red Alert 2* has no connectivity with the *Tiberian* timeline, and it is this second entry into the *Red Alert* series that truly establishes an independent story arc.

A primary difference between the *Red Alert* and *Tiberian* series lies in the type of resources that are collected to finance each army. Because Tiberium has not yet appeared on Earth, factions in the *Red Alert* universe harvest a nontoxic substance called Ore to finance their armies instead. Other, more valuable resources exist in the form of Gems, but these do not regenerate over time like Ore and Tiberium.

Generals Series

[Series Installments]

- *Command & Conquer Generals*
- *Zero Hour* (expansion)

By far the youngest and most unique series in the *Command & Conquer* universe, *Generals* has absolutely no connectivity to either the *Tiberian* or *Red Alert* series plotlines. It was developed entirely by EA Pacific in 2003, shortly after the purchase and absorption of Westwood Studios into EA. Unlike all previous *Command & Conquer* titles, *Generals* featured a completely 3D graphics engine, along with a very different user interface. The *Command & Conquer* franchise's trademark full-motion video cutscenes were also absent from *Generals* until the *Zero Hour* expansion, which featured FMV sequences in the form of news broadcasts shown before each campaign mission.

Generals was the first *Command & Conquer* title to introduce three balanced factions for the player to utilize: USA, China, and the Global Liberation Army (GLA). USA and China are the world's two rival superpowers, with GLA being a poorly funded but well-organized terrorist

group that strikes at their enemies with ingenious guerilla tactics. Another innovation presented in *Generals* is the ability for players—acting as their faction's Generals—to gain experience along with their units. Gaining experience in this fashion grants access to unique and powerful support abilities.

The *Zero Hour* expansion adds depth to the *Generals* series by providing a choice of three different Generals for each faction. Each faction's Generals have unique strengths and abilities, allowing players to customize their army based on their own style of play.

How to Use This Book

The information in this guide is categorized into five major sections, each one brimming with hardcore *Command & Conquer* know-how:

Introduction

You're reading it now! This portion of the guide will help you get your bearings in *Command & Conquer 3*. Topics include main menu features, an in-depth control scheme analysis, and a thorough exploration of the user interface (UI).



factions

This large section of the guide provides in-depth looks at the game's three major factions, revealing hard statistical data on the individual units and structures that make up each one. The section opens with general information on the three basic types of units you'll be commanding on the battlefield—infantry, vehicles, and aircraft—divulging their unique strengths, weaknesses, and assorted quirks. It concludes with info on the neutral structures and objects that appear on many battlefields, such as bridges, civilian buildings, and supply crates. This is the densest area of the book, where a host of vital information can be found.



Campaign Walkthroughs

This is the largest portion of the guide. Here you'll find labeled maps and step-by-step walkthroughs for all 38 single-player campaign missions available for GDI, Nod, and Scrin. We've endeavored to provide the most effective strategies for each mission, with the singular goal of helping you complete all primary and bonus objectives in the easiest way possible. *Command & Conquer 3* presents you with plenty of options, especially in each faction's later missions, and your particular style of command may differ from ours. If that's the case, feel free to employ your own tactics, treating our walkthrough as a valuable resource should you ever become stuck or lost.



Note

Our campaign walkthrough is written based on the Normal difficulty setting. You may notice subtle differences while playing through on Easy or Hard, but nothing that will affect the manner in which each mission unfolds.

Note

You must complete the GDI and Nod campaigns in order to unlock the Scrin's.

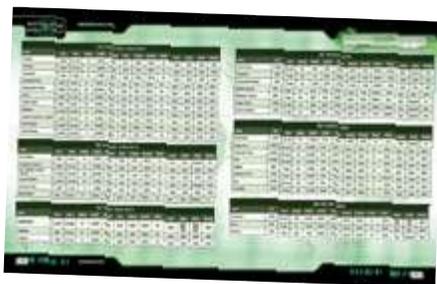
Multiplayer

Multiplayer *Command & Conquer* is back, and it's huge! With three full-fledged factions, over 20 maps to choose from, and a dedicated ranking system, you'll need all the help you can get to keep up with stiff online competition. Fortunately, this section of the guide reveals basic and advanced multiplayer strategies, including some truly nasty faction-specific tactics, many of which come straight from the pros at EA. We also detail every multiplayer map, providing tips to help you dominate each battlefield and decimate your rivals in the process. If you're looking for a leg-up in the multiplayer department, look no further.



Appendix

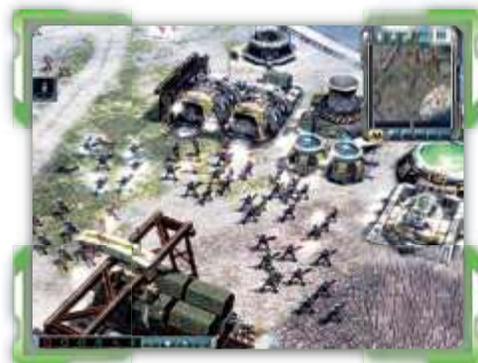
Flip to the last few pages of the book to find quick-reference tables that reveal only the most crucial unit and structure stats from the Factions portion of this guide. These tables are perfect ways to see how each faction's units stack up against each other; check out the Factions chapter for extensive unit and structure info.



Conquering the Controls

No matter how much you know about your faction's units and structures, or how many brutal multiplayer tactics you've studied, you'll get trounced on the battlefield if you're unable to conduct business with speed and confidence. A Commander's ability to issue precise orders without hesitation is perhaps the single most important element in determining his or her success—the longer it takes you to manipulate your forces and react to your rival's moves, the easier a target you become. Things happen fast out on the field, and learning to master the control scheme is the first step toward victory.

Viewpoint Controls



Let's start with the basics: controlling your view of the battlefield. Roll your mouse wheel up and down to

Commanding the Options

You've got options, Commander—lots of them. Let's briefly go over your Main Menu choices before delving into the more advanced stuff.

Tutorial: Enjoy a brief seminar that teaches you the nuts and bolts of *Command & Conquer* gameplay.

Campaign: Play through the single-player campaigns. Beat the GDI and Nod campaigns to unlock the Scrin's. (See the Campaign portions of this guide for complete mission walkthroughs.)

Skirmish: Set up a skirmish match with computer-controlled opponents. (See the Multiplayer portion of this guide for details.)



zoom your view in and out. Click and hold the mouse wheel, then move the mouse to rotate your view of the battlefield—this can help you spot objects obscured behind structures and the like. Press **(5)** to reset the camera to the default viewpoint.



Panning your view of the battlefield is important; this skill often separates the rookies from the pros. One way is to simply move your mouse cursor to the edge of the screen, but this is not preferred; it's slow and takes your cursor away from the center-screen action. You could also use the arrow keys on your keyboard, but this needlessly occupies your keyboard hand, making it tougher to access other important controls. The preferred method is to click and hold the right mouse button, then move the mouse; the camera pans about accordingly.



You can adjust the speed at which the camera pans through the options menu. The faster the better, but make sure you're comfortable with the speed.



Panning the camera is great most of the time, but when conducting business across the battlefield, there are



much faster ways to move your view. For starters, clicking any spot on your radar instantly snaps your view to that location on the map. If something occurs that's important enough to merit a vocal alert, pressing **(Spacebar)** instantly moves your viewpoint to the relevant location. If you want to return your attention to your base, simply press **(H)** to instantly center your view on your primary Construction Yard.

Assigning viewpoint bookmarks is a great way to keep tabs on important regions of a map, such as your outposts or any neutral tech structures you've captured. Press **(Control)+J**, **(K)**, **(L)**, or **(;)** to bookmark your current view to that key. Now you can instantly return your view to that area of the battlefield by pressing the same key again at any time in the future.

Selecting and Grouping Units

Controlling your forces with speed and accuracy is just as important as manipulating your viewpoint. Let's begin with basic unit selection: click on any unit to select it. The unit's health bar and veterancy rank then appear onscreen above the unit, and the Unit Info panel pops up in the lower-left corner of the screen. (See the following "User Interface" section for details on these items.)

Double-click a unit to quickly select all units of the same type within your current view. Or simply click and hold the left mouse button, then drag your mouse to draw a selection box around your units, selecting a large group of mixed units all at once.



You may also press **(@)** to instantly select all units across the map, or **(W)** to select all units of the same type in your current view.



It's wise to assign your units to groups. Doing so helps you quickly select the appropriate types of units during the heat of battle, enabling you to coordinate your attacks with speed and efficiency. Once you've selected a group of units, press **(Control)+0** through **(9)** to assign those units to a group. Now you can quickly call up that same group of units again at any time by pressing the appropriate number key. Press the key twice in rapid succession to instantly center your view on the group, or press **(Alt)** and a number key to shift your view to the corresponding group without actually selecting the units.

Tip ■■■■ ■■

To assemble choice groups of mixed units, hold **[Shift]** and click each unit you wish to group, then use **[Control]+[0]** through **[9]** to group them.

Moving Units

Moving your units about the battlefield with speed, confidence, and grace is another vital skill for all Commanders to master. Begin with the basics: right-click on any portion of the terrain and your selected forces will immediately head to the targeted destination. If you want your troops to follow a certain route—to circumvent hostile base defenses, for example—assign waypoints by holding **[Alt]** as you right-click. A line appears on the map, illustrating the route the units will follow.

Note ■■■■ ■■

Your forces begin to move the moment you set down the first waypoint. If you'd rather plot out the entire route before they head out, hold down **[Control]+[Z]** instead of **[Alt]** to enter Planning mode, then right-click as normal. Use **[Control]+[Z]** again to execute the planned path.

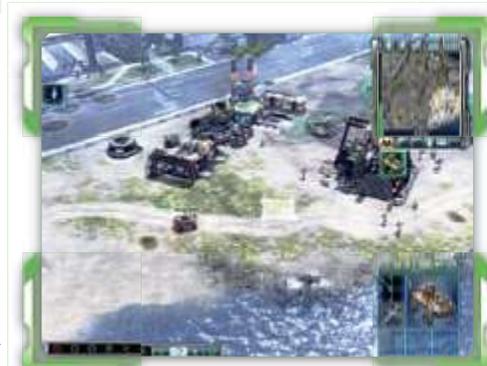


You can also assign your units to patrol cycles. This is a good way to defend an important site or large perimeter. Simply press and hold **[Alt]** or **[Control]+[Z]** to enter Waypoint or Planning mode, then create a route in the form of a closed geometric shape, such as a triangle or square. Your units will then indefinitely follow the patrol route you've set.

Tip ■■■■ ■■

You can quickly order your troops to march long distances without changing your view; simply select the units and then right-click on the desired region on the radar.

Reverse Move is another important command to become familiar with. Press **[D]** and then right-click anywhere on the battlefield to make your selected unit(s) move there in reverse. This is especially important when retreating damaged vehicles from combat, as all armored



units suffer an additional 50 percent damage when attacked from behind.



The Formation Preview command allows you to line up your units in a uniform formation. Select your units, then right-click on any portion of the battlefield—but don't release the right mouse button. Instead, click and hold the left mouse button, holding down both buttons to enter Formation Preview mode. A "ghost" image of your selected vehicles appears; drag your mouse about to alter the formation, along with the direction in which the vehicles face. Release both mouse buttons to accept your decision; the units will move to form up.

Tip ■■■■ ■■

Issued a move order by mistake? Press **[S]** to halt your currently selected units.

Attacking



Once you've mastered the fine arts of viewpoint manipulation, unit selection, and unit grouping, conducting battle becomes a simple matter. In Aggressive Stance, your forces will automatically attack any hostile force or structure within their line of sight, and your units are quite good at picking out ideal

candidates for their particular brand of weaponry. By default, your units will acquire hostile defensive structures with attack capability, such as Guardian Cannons. However, it's often beneficial to designate specific targets for your units and concentrate their fire on appropriate enemies to quickly destroy each threat in turn. To attack a specific target, select your forces, then right-click on any hostile unit or structure to issue the attack order.



Your cursor changes to a red reticule when you mouse over a hostile unit. This is an easy way to tell friend from foe.



The Attack Move command causes your troops to stop and fire on any hostiles they encounter en route to the designated location. This can be helpful when assaulting a rival's base or outpost, preventing your units from venturing too far into the base until they've dealt with perimeter defenses. Press **A** before right-clicking to issue an Attack Move order. You can also press **F** for Assault Move; this orders your units to fire on hostile structures as well as units.

On the other hand, if you want your units to quickly breach a base's perimeter or move to a certain destination, just right-click to issue a standard move order. Your forces will move directly toward the designated spot, firing on nearby threats as they go.



The Force Attack command is useful in a variety of situations as well. Press and hold **Control** and then right-click to order your forces to Force Attack a specific object, be it friend, foe, or neutral. Force Attack can help you destroy neutral structures that your enemies are moving to capture or garrison, including husks of fallen walker units.

Finally, you can alter the aggressive behavior of your combat units through various stance commands. Changing unit stances can be quite helpful in a variety of scenarios; for example, setting a unit to Hold Fire stance can aid in its infiltration of an enemy base. The following table details the various stances, describing how each one causes your forces to act:



Unit Stances

Stance Name	Command Key	Description	Notes
Hold Fire stance	Alt+F	Units will not attack or chase after hostiles, even if provoked	Useful for base infiltration and surprise attack set-ups
Hold Ground stance	Alt+D	Units will attack hostiles within their line of sight but won't chase after them	Useful for keeping vehicles near War Factories/Warp Spheres
Guard stance	Alt+S	Units will attack hostiles within their line of sight and chase after them a bit, returning to position afterward	Default stance; useful for defending a small area
Aggressive stance	Alt+A	Units will aggressively pursue hostiles across the battlefield	Useful for base assaults, as units will target structures and the like

User Interface

Command & Conquer 3 features a robust User Interface (UI) that's loaded with tools to help you dominate the battlefield with minimum fuss. Knowing how to interact with the UI is just as important as mastering the game's intricate control scheme, so let's go over everything you'll see on your screen during play.



1. Unit/structure health and progress bars; veterancy rank (**Control**+**~**)
2. Tool tip
3. Power meter
4. Sell mode icon (**Z**)
5. Power mode icon (**X**)
6. Repair mode icon (**C**)
7. Objectives/Player Status icon (**O**)
8. Radar
9. Tiberium reserve
10. Unit/structure production tabs
 - Production Structure tab (**E**)
 - Support Structure tab (**R**)
 - Infantry tab (**T**)
 - Vehicle tab (**Y**)
 - Aircraft tab (**U**)
11. Production sub tabs (**Tab**) to cycle

12. Sidebar slots (**F1**) through (**F10**)
13. Unit/structure info panel
14. Stance icons
 - Hold Fire stance (**Alt**+**F**)
 - Hold Ground stance (**Alt**+**D**)
 - Guard stance (**Alt**+**S**)
 - Aggressive stance (**Alt**+**A**)
15. Move/attack command icons
 - Planning mode (**Control**+**Z**)
 - Waypoint mode (**Alt**)
 - Reverse move (**D**)
 - Force move (**G**)
 - Attack move (**A**)
 - Force attack (**Control**)
16. Support power icons
17. Superweapon countdown icon

Note



In *Command & Conquer 3*, you can mold the entire UI to suit your own unique style of play. Highlight "Options" at the Main Menu and select "Settings," then click the "Hotkeys" tab and have at it.

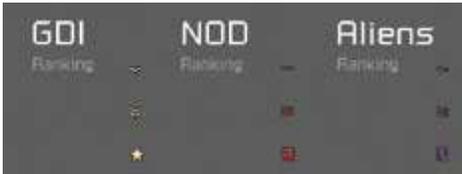
Health Bars and Veterancy Ranks



Keeping an eye on the health and status of your units and structures is absolutely critical; ignorance of such matters often leads to costly losses. Each time you select a unit or structure, its health bar appears onscreen just above it; the larger the bar, the healthier the unit. Some units and structures also feature progress bars below their health bars. These bars fill with blue coloring as the unit/structure works at completing certain tasks (such as harvesting resources and constructing new units).

Tip

Press and hold **(Control)+[~]** to call up health bars and veterancy info for all units and structures in your current view. This is a fantastic way to keep tabs on your forces during a heated battle.



The small logos that appear next to each unit's health bar denote their current veterancy rank. There are three levels of veterancy:

Veteran: The first veterancy rank. The unit gains a 10 percent bonus to health and damage.

Elite: The second veterancy rank. The unit gains a 25 percent bonus to health and damage.

Heroic: The third veterancy rank. The unit gains a 50 percent bonus to health, damage, rate-of-fire, and movement speed, and slowly recovers health over time. Watch out for these guys!

Note

If there's no veterancy logo near a unit's health bar, then the unit has no veterancy and simply functions as normal.

As you can see, it pays to keep your units alive and fighting; Heroic-rank units are extremely powerful and can easily turn the tide of a battle.

Every unit can gain veterancy and increase its combat effectiveness. There are three ways to do so:

- Destroy enemy units
- Damage enemy structures
- Collect Veterancy Crates

When a unit destroys enough hostile units to pay for itself three times over, the unit gains a veterancy rank. For example, if one of your Mammoth Tanks destroys three of your opponent's units, that Mammoth Tank would

level up to the next veterancy rank. Note that when a group of units fire on an enemy unit, only the one that deals the final blow gains the veterancy credit.

Assaulting structures is slightly different; each bit of damage a unit inflicts to a structure gains it some veterancy cred. Again, if the unit inflicts enough damage to pay for itself three times, it instantly gains a veterancy rank. This value stacks cumulatively with unit-destruction credit, making base raids highly valuable ways to rank-up your forces.



An easy way for units to gain veterancy is by collecting Veterancy Crates. These objects are found on some battlefields and increase the veterancy of all nearby units by one rank when collected.

Group your units together before moving them into a Veterancy Crate so all can gain a rank.



Note

Not every supply crate is a Veterancy Crate; there are Money Crates and Healing Crates as well. All of these supply crates look alike; mouse over them for a tool tip on what's inside.

Tool Tips



Tool tips are informative windows that appear when you move your cursor over various UI items and objects in the environment. They're designed to quickly provide you with the most pertinent info on any item you mouse over. Note that tool tips are dynamic and they'll change depending on the current situation. For example, if building a certain structure will cause a power shortage at your base, the power icon in the structure's tool tip window flashes red to warn you.

Power Meter

The power meter lets you know how much power your base is producing and consuming. The meter is green when you've got enough power and turns red when you're exceeding the available supply. The white marker indicates the current power demand; mouse over the power meter for a tool tip that reveals the hard numbers on your base's power usage.

Note

Only structures consume power. Build Power Plants as your base grows to increase your power supply accordingly.

Effects of Losing Power



Whenever you construct too many buildings without enough Power Plants to supply them all with energy, you start running into problems. The first things to go are your radar and base defenses; all of your turrets instantly power-down when you exceed the available power, even if you're only exceeding it by one little unit of energy. Tech advancement buildings shut down next, followed by unit production facilities. This is unfortunate because unit production is possible

even with a reduced power supply; it just takes longer to train new units. (Each unit's tool tips change to show how long it'll take to train them under low power.)

Building and upgrading Power Plants keeps your base's facilities up and running. However, if you've lost power and desperately need to bring your defensive structures back online, use Power mode to shut down unneeded structures and free up additional energy.

Sell, Power, and Repair Modes

The three icons at the top of the radar help you manage your base in a variety of ways:

Sell mode (Z) lets you sell off structures you've built for a bit of fast cash; you gain half of the building's construction cost, or less if it's damaged. This is handy if you've invested heavily into base defenses that you no longer need.

Power mode (X) allows you to shut down individual structures, freeing up energy to bring more important structures back online. Very useful for bringing your base's defense turrets back up to ward off attackers.

Repair mode (C) lets you spend resources to fix structures that have sustained damage from enemy incursions. Keep an eye on your structures—particularly your defense turrets—and make sure you keep them in good repair.

Objectives/Player Status



Click the Objectives/Player Status icon (or simply press O) to call up the Objectives menu during campaign play, or the Player Status menu during multiplayer matches. These menus allow you to review a variety of information pertaining to the current game, such as mission objectives, player voice settings, and so on.

Note

Pressing O during Campaign mode pauses the game.

Radar

Your radar takes up the upper-right corner of your screen, providing a top-down view of the battlefield. Lighter sections of the radar indicate regions of the map that are within the view of your forces; everything that occurs on the battlefield in these areas is also shown on the radar in real-time. Dark sections of the radar indicate "shrouded" regions of the map that are outside your forces' field of vision; you've no way of telling what's occurring in those areas unless you send out a scout. The portion of the battlefield that's within your current view is shown on the radar by a large trapezoid that moves as you pan your view about.

Tiberium is shown on the map as fields of green (or blue in the case of the rare variety).

Units and structures are shown as colored "blips"; the coloring matches the color of each force.

Superweapon structures, such as GDI's Ion Cannon Control Center, always appear on all players' radars; this is because no shroud can exist around a superweapon structure.

Note

Your radar becomes disabled when you don't have enough power.

Tip

Battlefield shroud remains cleared for quite a while in *Command & Conquer 3*, so it's wise to send scouts to keep tabs on your opponents.

Tiberium Reserve

Your current funds are shown in numerical value just beneath the radar. This number decreases as you devote resources to building new units and structures, repairing damaged structures, researching new technology upgrades, and using certain abilities and support powers. Harvesting Tiberium is the primary way to acquire fresh funds, making Harvester units and Refineries the building blocks of every army.

Note

You can also acquire funds by using Sell mode (Z) to sell off buildings you've constructed, and by moving your units into Money Crates to collect them.

Production Tabs

The various tabs located just beneath the radar allow you to quickly access your available production options. These include production structures (E) and support structures (R), along with infantry (T), vehicles (Y), and aircraft (U)—assuming you've constructed the appropriate unit production facilities. Click on any of these tabs (or simply press the associated hotkeys) to access your production options from anywhere on the battlefield. This enables you to easily manage your assembly of units and structures while conducting business elsewhere on the battlefield.

Tip

Double-click any production tab (or double-tap its hotkey) to instantly snap your view to the associated production structure.

Production Sub Tabs

The tabs that lie beneath the Production tabs are appropriately called Production sub tabs. These tabs are really only relevant when you have access to two or more construction queues for the same general type of unit or structure. For example, if you've built two Barracks, you're able to train GDI infantry units from two different sources. You would then be able to use the Production sub tabs to switch between your two Barracks, queuing up units at each one without having to return your attention to a base to select the Barracks manually.

Note

You can use hotkeys to quickly cycle through your production sub tabs. Press [Tab] to cycle forward and [Control]+[Tab] to cycle backward.

Sidebar Slots

Each time you select any of your units or production structures, a number of portraits appear as sidebar slots beneath the row of Production sub tabs. The function of the sidebar slots varies depending on what is currently selected.

When units are selected, the sidebar slot portraits represent each of the units in the force. Click any of the portraits to select that individual unit and call up its Unit Info panel; this gives you access to the unit's various abilities. Double-click a portrait to select just that unit, deselecting the other units in the group.

Tip

You may also press [F1] through [F10] to access the sidebar slots via hotkeys.

When a production structure is selected, the sidebar slot portraits show each of the units and/or structures that can be assembled at the facility. Click a portrait to begin construction on that unit or structure. Click the same portrait more than once to queue up additional units; each one will be trained after the other. At any time, you may right-click a portrait to halt production; right-click again to cancel the build order and retrieve all funds that were devoted to the production up to that point.

Unit/Structure Info Panel

Whenever you select a unit or structure, that unit/structure's Info Panel appears in the lower-right corner of the screen. This panel provides detailed information on the selected unit or structure, showing a larger version of its portrait, along with its name and health bar. Any special abilities possessed by the unit or structure are shown by icons that run along the bottom of the panel; mouse over each of these icons for a tool tip description on what it does, and click one to activate the ability.

Note

Some abilities cost Tiberium to perform. The required amount is shown in the ability's tool tip.

Stance and Move/Attack Icons

The long, narrow bar that runs along the lower-left portion of the screen contains a number of tiny icons used to issue a variety of behavioral, movement, and attack orders to your units. The uses of these icons are well documented in the previous “Conquering the Controls” section; refer to it for in-depth looks at each one.

Support Power Icons

As you build up your base and advance through your faction’s tech tree, the unique support powers available to that faction begin to appear along the left side of the screen. These icons function just like others of the UI; mousing over them brings up informative tool tip descriptions and clicking on them activates the associated support powers. The uses and availability of each faction’s support powers vary a great deal; some are used to aid your forces, while others are designed to hinder or confuse your rivals. Refer to the “Support Powers” section in the “Factions” portion of this guide for details on each one.



Superweapon Countdown Icon



Whenever a superweapon structure is assembled, the Superweapon Countdown icon appears in the upper-right corner of each player’s screen. This icon is color-coded to match the force that constructed the superweapon facility, and it acts just like a doomsday timer, ticking away the seconds until the superweapon is fully charged and able to be used. All Commanders are able to view the superweapon structure on their radar, and the battlefield shroud remains cleared in a small radius around the superweapon facility so that all may know where it lies. Click the Superweapon Countdown icon to instantly snap your view to the structure, and if it belongs to the enemy, do whatever it takes to destroy the facility before the dreadful superweapon can be brought to bear against you.

Caution

Crafty Commanders may use superweapon structures to lure their opponents into traps, like ridiculous numbers of base defenses. It’s wise to send a scout or two to examine the defenses around these facilities before moving forces against it.



Welcome, Commander, to the Factions portion of the guide. We've endeavored to provide you with the most in-depth intel available on the three major factions—GDI, Nod, and Scrin—along with the neutral units and structures you're likely to encounter on the battlefield. Put this information to good use and determine which faction best suits your style of command.

Unit Types and Comparisons

Command & Conquer 3 Tiberium Wars is a dynamic game full of choices and options, attack strategies and countermeasures. Before we begin detailing the many different aspects of technology and forces that make each faction so unique, let's discuss the three general classes of units you'll be commanding on the field. Knowing the intricacies of each type of unit is the first step to achieving battlefield supremacy.

Rock-Paper-Scissors

The first thing to know about *Command & Conquer 3* is that not everything plays out the way you might think it will. For instance, if a tank were to come up against a small squadron of foot soldiers, you'd probably put your money on the tank—but this isn't always a safe bet. This is because the game functions on a "rock-paper-scissors" level: every combat unit is designed for use against one or more specific types of units. Some infantry units are vehicle-killers, while others excel at shooting down aircraft or cutting through other infantry. Some vehicles can tear infantry apart in short order, but their weaponry is unable to penetrate the thick plating of tanks or other armored threats. Using each unit as it is intended is absolutely vital to success.

There are three basic unit classes in *Command & Conquer 3*:

- Infantry (ground troops)
- Vehicles (armored ground units, such as tanks)
- Aircraft (anything that flies)

Each unit is only effective against one or two of the aforementioned classes. If a unit combats an unfavorable target, their attacks often have little effect. This isn't to say that a GDI Mammoth Tank's heavy cannons won't obliterate a squadron of basic infantry—they will. But it'll take the Mammoth Tank much longer to do so compared to a Rifleman Squad or APC.



In addition, some units are designed to assault enemy structures. These units are intended to help you storm rival bases and outposts. In *Command & Conquer 3*, a "structure" is anything that isn't a mobile combatant; all buildings and defense turrets are considered to be structures.

Infantry Units

Infantry units are individual men and women who venture onto the field of battle on foot, often in squad-formation, with little more than body armor to protect them. Generally speaking, infantry units are the cheapest and fastest to train and deploy. They can dish out impressive damage when firing against their intended targets, but infantry are some of the easiest adversaries to kill. Even the strongest infantry units are quick to fall when pitted against anti-infantry fire.



Unlike vehicles and aircraft, the strength of most infantry units depends on the unit's current state of health. This is because the individual troops that make up a squad of infantry are killed off as the unit takes damage. Each time a squad member falls, the infantry unit's attack damage is reduced by the appropriate amount. For example, a GDI Rifleman Squad consists of six soldiers; if three of them happen to fall in battle, the total damage output of the unit is reduced by half. (There are half as many men left to fire on their enemies.) This can be a serious liability, as infantry are the most difficult types of units to heal.

Infantry units are also susceptible to Tiberium radiation. Tiberium is a hazardous material, and infantry units slowly lose health if they move into contact with the substance. Don't let your troops wander into Tiberium fields.





When under heavy attack, infantry units may be forced into a state of suppression. Once suppressed, the soldiers that make up the unit will take cover by dropping to the ground and crawling about on their bellies. While this provides the unit with a 25 percent armor bonus, it also causes the soldiers to move at only quarter-speed. If the unit survives the assault, the suppressed state will subside after a few seconds.

Note

All attacks inflict a certain degree of suppression. When an infantry unit's defense against suppression has reached its limit, the unit becomes suppressed. Generally speaking, the more powerful the weaponry, the greater its suppression impact.



Keeping your infantry units alive can be tricky, but there are ways to help prolong their lifespan. The first is by ordering your infantry to take cover near your base's structures, civilian buildings, or other large environmental "props". Doing so causes the unit's soldiers to kneel down, making themselves smaller targets. When an infantry unit takes cover in this fashion, they gain a 25 percent armor bonus and are virtually insuppressible. It's not much, but it helps.

The best way to keep your soldiers safe from harm is to order them to garrison civilian buildings, bunkers, and other structures. Most buildings that seem in good repair can be garrisoned by infantry. Place your mouse over any building for a tool tip that lets you know if the structure can be garrisoned; if it can, move your troops inside. Garrisoned soldiers take no damage from attacks and can fire their weaponry from the building as normal. Since most buildings are tough to destroy, this is a very cost-effective way to control a battlefield.



Caution

Watch out: some units are capable of instantly "clearing" structures that are garrisoned with hostile units. This kills the units inside the building without actually harming the structure. The following units have this ability:

- GDI Grenadier Squad
- Nod Black Hand
- Nod Flame Tank
- Scrin Buzzers
- Scrin Corruptor

Vehicle Units

Vehicles are armored ground units that move about on wheels or tank treads. These units come in all shapes and sizes, from Nod's light and speedy Attack Bike to GDI's hulking Mammoth Tank. For the most part, vehicles are faster and more durable than infantry, and they are in some ways more versatile than aircraft. Vehicles are often used to do the "heavy lifting" on the battlefield, and usually make up the bulk of an assault force.



One big advantage vehicles have over infantry is their ability to simply squash foot soldiers. Heavier infantry units cannot be crushed by light vehicles, however. The general rule of thumb goes like this: the heavier the vehicle, the better it is at crushing infantry.

Caution

Scrin Disintegrators explode when crushed, damaging the attacking vehicle.



Vehicles can crush more than just infantry; many objects in the environment can be plowed through as well. Chain fences, cars, trees, streetlights, and more are all susceptible to squashing. Again, the heavier the vehicle, the more powerful its crushing ability.

Note

GDI's Mammoth Tank is so huge, it can even squash light vehicles!



Of course, every vehicle is outfitted with some form of weaponry so that it can obliterate hostiles from range instead of simply crushing everything in sight. Vehicle weaponry runs the gamut from light machine guns to rocket launchers, heavy cannons to flamethrowers, laser beams to rail guns. Each brand of weapon is designed for use against certain types of targets—infantry, vehicles, aircraft, or structures—and most are slotted onto vehicles in the form of a rotating turret that can track enemies in all directions. Some turrets rotate faster than others.



Vehicle armor can be as diverse as the weaponry. Light vehicles tend to be fast but explode quite brilliantly under anti-vehicle fire. Medium vehicles are slower but better protected, making them more versatile. Heavy vehicles are sometimes slower than infantry, but they can withstand incredible amounts of punishment. But no matter which level of armor a vehicle has, they all share one commonality: vehicle plating is strongest in the front and weakest in the rear.

Frontal attacks inflict their normal damage against a vehicle's armor.

Side attacks deal an additional 10 percent damage, as a vehicle's side plating is a bit thinner.

Rear attacks are just brutal, dealing 50 percent more damage than a frontal attack.

Because vehicles are so vulnerable to rear attacks, it's important to become comfortable with Formation Preview, a command that allows you to line up your vehicles, facing them in any direction you like. Select your vehicles, then right-click to move them as normal—but don't release the right mouse button. Instead, click and hold the left mouse button, holding down both buttons to enter Formation Preview mode. A "ghost" image of your selected vehicles then appears; move your cursor about to alter the formation, along with the direction in which the vehicles face. Release both mouse buttons to accept your decision.



When it comes to protecting your vehicles' backsides, another vital command to master is Reverse Move (ⓓ by default). Issuing this command before right-clicking to move a vehicle causes the vehicle to drive in reverse, allowing you to quickly retreat your damaged armored units without exposing their vulnerable backsides. Practice using Reverse Move as often as possible, and never retreat your vehicles without Reverse Move if you can help it.



Unlike infantry and aircraft, it's relatively simple to keep vehicles in top shape. Each faction's brand of vehicle-producing structure automatically sends out nanobots to repair any allied vehicles parked within the building's repair radius. It's therefore wise to keep your War Factories and Warp Spheres close to your base's perimeter so your vehicles can easily receive repairs as they fend off attackers. This is an important strategy to incorporate, because the longer your vehicles last, the more likely they are to gain veterancy ranks.

Tip ■■■ ■■

left-click on a vehicle-producing structure to view its repair radius.

Finally, every faction has one unique “walker” unit. These massive bipedal vehicles (or “tripedal” in the case of the Scrin) are unique in that they don’t simply disappear after being destroyed. Instead, walker units leave behind a “husk” that can be captured by a GDI Engineer, Nod Saboteur, or Scrin Assimilator. Once captured, the unit is brought online once more, joining the ranks of the force that captured it. Capturing walkers can be a decisive measure in many conflicts, as doing so instantly gains you a highly-prized war machine.

Tip ■■■ ■■

It’s wise to send a walker-capturing unit along with your walkers when assaulting enemy bases. This allows you to quickly bring your walkers back to life if they should fall.

Tip ■■■ ■■

If capturing a walker husk isn’t an option, use force Attack ([Control], then click to attack) to have your forces destroy the husk before it can be claimed by a rival faction.

Aircraft Units

Aircraft are flying vessels designed to rule the skies, raining terror on foes below. Like vehicles, they come in a broad range of shapes and sizes—from fast, compact assault craft to the larger capital warships employed by the Scrin. Airborne units enjoy the ability to navigate the battlefield at will, crossing fissures and plateaus with speed and efficiency. While every combat unit can fire on ground targets, many are unable to target airborne vessels; this gives aircraft a natural immunity to many foes.



Most aircraft units fall into one of four categories: fast-attack aircraft, heavy bombers, capital warships, and unit transports. Fast-attackers are lightly armored and can be shot down quite easily; they’re primarily used to harass and distract. Bombers can inflict massive damage to structures and slow-moving vehicles, but they suffer from payload restrictions and must return to base to reload after a run. Scrin’s capital warships are truly frightening to behold; though they’re quite slow, they feature heavy armor and advanced weaponry, making them serious threats once they draw within range.

GDI and Nod will use transport vessels to call in reinforcements and move ground units about the battlefield. These ships have very little armor and low-quality weaponry, so they must be deployed with care. Don’t

order them to drop troops directly into the fray if you can avoid it; if the transport is shot down, its passenger unit is also destroyed.



Some aircraft are able to land at their base for repairs. These include GDI Orcas and Firehawks, and Nod Vertigo Bombers. This is a nice advantage, but be careful: if a GDI Airfield or Nod Air Tower is destroyed, all craft docked there are lost as well. This is a costly lesson to learn the hard way! Some aircraft, such as Nod Venoms, can be repaired when hovering around the Air Tower.

Note ■■■ ■■

The statistics and information in this guide are accurate based on the retail version of *Command & Conquer 3 Tiberium Wars*. However, future downloadable content updates for the game may render some of the data obsolete, due to unit balance changes. Campaign walk-throughs in this guide should remain accurate regardless of any future balance changes.

[Reading the Faction Sections]

We strive to provide every morsel of hard statistical data on the 100+ units and structures in *Command & Conquer 3 Tiberium Wars*, but with so many mechanics in play on the battlefield, presenting all the info in a clear and functional manner is no simple task. Each of the following sections features a standard layout of lists and tables that together convey the hard numbers on what makes each faction’s units and structures tick, but info isn’t much help if you can’t understand it. So this sidebar describes the meaning behind the numbers.

General Info

Here's how to read the lists at the start of each unit and structure section:

Cost: Tiberium resources required to begin construction on the unit/structure.

Build Time: Amount of time it takes to build the unit/structure.

Power: Amount of power used/provided by the structure. (Structure sections only.)

Vision Range: A relative figure that indicates how far the unit/structure can see; the larger the value, the greater the vision. By default, combat units/defensive structures will automatically fire on any hostiles that move within view.

Shroud Clear: A relative value that illustrates the amount of shroud the unit/structure clears away in a radius.

Ground Control Bonus: A relative figure that signifies how much Ground Control the structure provides in a radius. The larger the value, the more Ground Control you gain. Ground Control allows you to place structures on the terrain. (Structure sections only.)

Movement Speed: A relative value that indicates how fast the unit moves. The greater the number, the faster the unit travels. (Unit sections only.)

Attack While Moving?: Informs you whether or not the unit can fire its weaponry while in motion. (Unit sections only.)

Rotating Turret?: Lets you know if the unit/structure features a rotating turret, and if so, how quickly the turret rotates to track targets (slow, normal, or fast).

Troops per Unit: Indicates how many individual soldiers make up the unit. The unit's effectiveness is proportionately reduced as its troops are killed in action. (Infantry unit sections only.)

Prerequisites: Informs you of the additional units/structures that must be built in order to build the desired unit/structure.

Defense-Related Info

Here's how to read the Armor and Health tables featured in each unit and structure section:

Health: A relative value that indicates how much health the unit/structure has. The higher the number, the more damage the unit/structure can withstand before being destroyed.

[Reading the Faction Sections (cont'd)]

Rocket: A percentage that reveals how vulnerable the unit/structure's armor is to Rocket-class attacks. Examples include missiles and RPGs (Rocket-Propelled Grenades). A value of 100% means the unit/structure would suffer the total potential damage from this form of attack.

Gun: A percentage that shows how vulnerable the unit/structure's armor is to Gun-class attacks. Examples include pistols, machine guns, and other ballistic weaponry. A value of 100% means the unit/structure will suffer the total potential damage from this form of attack.

Cannon: A percentage that illustrates how vulnerable the unit/structure's armor is to Cannon-class attacks. Examples include tank cannons, lasers, and rail guns. A value of 100% means the unit/structure will suffer the total potential damage from this form of attack.

Grenade: A percentage that reveals how vulnerable the unit/structure's armor is to Grenade-class attacks. Examples include grenades and fire-based attacks. A value of 100% means the unit/structure will suffer the total potential damage from this form of attack.

Sniper: A percentage that shows how vulnerable the unit/structure's armor is to Sniper-class attacks. Examples include sniper rifles and high-impact ballistic weaponry. A value of 100% means the unit/structure will suffer the total potential damage from this form of attack.

Suppression: A relative value that indicates how resistant the unit is to suppression. All attacks have a cumulative suppression effect; if a unit suffers enough suppression damage to exceed this figure, the unit becomes suppressed. Suppressed units suffer a 75% reduction in movement speed but gain a 25% bonus to all armor ratings. (Infantry unit sections only.)

Offense-Related Info

Here's how to read the Attacks and Damage tables found in many unit and structure sections:

Class: Indicates the class of weaponry the unit/structure wields: Rocket, Gun, Cannon, Grenade, or Sniper. Some weapon classes are better against certain targets than others.

Range: A relative figure that shows the effective range of the unit/structure's weaponry. Higher values mean the unit/structure can attack more distant targets.

Speed: A relative value that indicates how fast the unit/structure's attacks travel. The higher the number, the less time it takes for each attack to strike its target.

Damage: A relative figure that indicates the power of each of the unit/structure's attacks. The higher the value, the more damage each attack can potentially inflict. Note that this value can be misleading, as it represents the damage of each individual attack (one round from a rapid-fire machine gun, etc). Also, attack damage can be greatly marginalized when firing on unfavorable targets.

Suppression: A relative value that shows the amount of suppression each individual attack inflicts against infantry targets. The higher the value, the faster the unit will succumb to suppression. (Like damage, suppression is a cumulative effect.)

Calculating Damage

It seems a bit complicated at first glance, but the math involved in *Command & Conquer 3's* damage calculation system is actually quite simple. Simply take the attacking unit's weaponry class and damage potential (found within the unit's Attacks and Damage table) and cross-reference it against the appropriate armor rating and health of the defending unit.

For example, a GDI APC firing on a fully-exposed Nod Militant Rocket Squad would inflict 25 points of damage with each bullet that lands. This is because the Militant Rocket Squad's armor allows 100% of a Gun-class attack's potential damage to pass through, and the APC happens to employ a Gun-class weapon that inflicts 25 points of damage with each shot. Factoring in the incredibly high rate of fire coming from the APC's machine gun turret, that Militant Rocket Squad isn't long for this world!

Global Defense Initiative

The Global Defense Initiative (GDI) is a powerful military organization that strives to enforce the law and keep the peace on Earth. Their vision is to one day live in a world ruled by common sense and reason, where all are free to live out their lives in happiness and security. Though they cannot dispute its value as a potent resource, GDI views Tiberium as a hazardous threat to the planet's ecosystem that must be contained—perhaps eradicated from Earth entirely. However, GDI faces stiff opposition in the face of the Brotherhood of Nod: a society of dangerous fanatics that worships the mysterious green crystal and seeks to coexist with it, which they believe will enhance all life on Earth.

As a faction, GDI is geared toward heavy ground offensives; they boast some of the most powerful infantry and vehicle units in the game. Most of GDI's forces are designed to obliterate land-based targets, with aerial offensives and countermeasures a secondary thought. Many of GDI's support powers revolve around placing additional troops on the field; this helps them outmaneuver their foes and overwhelm them with superior firepower.

Faction Strengths

- Dominant ground forces
- Devastating artillery
- Reinforcement support powers

GDI Structures

GDI's structures are fairly standard and most function just as you'd expect. However, a few are worthy of special mention:

GDI **Armories** are unique in that they can heal infantry units; this is the only structure in the game capable of such a feat, and it can be a great advantage in prolonging the lifespan of heavier GDI infantry, such as Zone Troopers and Commandos.



On the other hand, GDI **Airfields** are somewhat restrictive: they can produce only four aircraft at a time. This is a significant drawback, as it forces GDI Commanders to construct additional Airfields if they want to deploy larger fleets of aircraft—no other faction's air forces are limited in this manner.

GDI **Power Plants** are also worth mention: compared to their rivals, GDI Power Plants are the most expensive and time-consuming to build and

deploy. This drawback is made up for by the low cost and fast research time of GDI Power Plants' Advanced Turbines upgrade, which increases their power output by 50%.

Finally, GDI's advanced base defenses, **Sonic Emitters**, can rotate 360 degrees to fire high-powered frequency blasts at land-based threats from any direction, with devastating results. Sonic Emitters can't target hostile aircraft however, so don't sell off those AA Batteries.

Production Structures

Airfield

Aircraft Production Structure

Cost: 1,000
Build Time: 10 sec
Power: -8
Vision Range: 100
Shroud Clear: 400
Ground Control Bonus: 250
Rotating Turret?: N/A
Prerequisites: Command Post



- Builds and deploys GDI aircraft units
- Repairs and rearms docked aircraft
- Enables Call for Transport ability in GDI ground units
- Provides Bloodhounds support power
- Provides Orca Strike support power

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
4,000	25%	25%	100%	100%	1%

Armory

Infantry Support Center

Cost: 1,000
Build Time: 10 sec
Power: -7
Vision Range: 100
Shroud Clear: 400
Ground Control Bonus: 360
Rotating Turret?: N/A
Prerequisites: Barracks



- Heals injured infantry (units must enter the Armory to heal)
- Allows Composite Armor upgrade for Riflemen, Missile Squads, and Grenadiers (1,000; 40 sec)
- Allows Scanner Packs upgrade for Zone Troopers (1,000; 40 sec)
- Allows Power Packs upgrade for Zone Troopers (2,000; 80 sec)
- Provides GDI Airborne support power

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
3,000	50%	25%	75%	100%	1%

Barracks

Infantry Production Structure

Cost: 500
Build Time: 5 sec
Power: -5
Vision Range: 160
Shroud Clear: 400
Ground Control Bonus: 175
Rotating Turret?: N/A
Prerequisites: Power Plant



- Trains and deploys GDI infantry

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
3,000	25%	25%	100%	100%	1%

Command Post

Tech Advancement Structure

Cost: 1,500
Build Time: 15 sec
Power: -9
Vision Range: 100
Shroud Clear: 500
Ground Control Bonus: 175
Rotating Turret?: N/A
Prerequisites: Power Plant; Refinery



- Unlocks advanced units and structures
- Provides Radar Scan support power

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
5,000	50%	25%	75%	100%	1%

Construction Yard

Primary Base Construction Facility

Cost: 2,500 (for MCV)
Build Time: 25 sec (MCV)
Power: +10
Vision Range: 100
Shroud Clear: 500
Ground Control Bonus: 360
Rotating Turret?: N/A
Prerequisites: MCV



- MCV unpacks into this base production structure
- Enables radar
- Provides power
- Provides a large build radius for structure placement
- Provides one Production Structure queue
- Provides one Support Structure queue
- Builds and deploys Surveyors for base expansion operations
- Additional Construction Yards can be assembled for more production queues (build MCVs)

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
20,000	50%	25%	75%	100%	1%

Crane

Secondary Base Construction Facility

Cost: 1,500
Build Time: 15 sec
Power: -10
Vision Range: 100
Shroud Clear: 400
Ground Control Bonus: 150
Rotating Turret?: N/A
Prerequisites: Construction Yard



factions

Space Command Uplink

Advanced Support Structure

Cost: 3,000
Build Time: 30 sec
Power: -15
Vision Range: 100
Shroud Clear: 1,000
Ground Control Bonus: 175
Rotating Turret?: N/A
Prerequisites: Tech Center



- Provides Shockwave Artillery support power
- Provides Zone Trooper Drop Pods support power

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
3,000	50%	25%	75%	100%	1%

Tech Center

High-Tech Advancement Structure

Cost: 4,000
Build Time: 40 sec
Power: -12
Vision Range: 100
Shroud Clear: 400
Ground Control Bonus: 175
Rotating Turret?: N/A
Prerequisites: Command Post



- Unlocks high-tech units and structures
- Allows Mortar upgrade for Pitbulls (1,000; 40 sec)
- Allows Rail Gun upgrade for Predators and Mammoths (3,000; 120 sec)
- Allows Sensor Pod upgrade for Orcas (500; 20 sec)
- Allows Stratofighter upgrade for Firehawks (2,000; 80 sec)
- Enables Advanced Turbines upgrade at Power Plants
- Provides Sharpshooter Team support power

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
10,000	25%	25%	100%	100%	1%

- Provides one additional Production Structure queue
- Provides one additional Support Structure queue
- Additional Cranes can be constructed for even more production queues

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
3,000	50%	25%	75%	100%	1%

Power Plant

Base Power facility

Cost: 800
Build Time: 8 sec
Power: +15
Vision Range: 100
Shroud Clear: 400
Ground Control Bonus: 175
Rotating Turret?: N/A
Prerequisites: Construction Yard



- Provides power
- Power output can be enhanced by +10 through Advanced Turbines upgrade (300; 6 sec; requires Tech Center)

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
4,000	50%	25%	75%	100%	1%

Refinery

Tiberium Processing and Storage Facility

Cost: 2,000
Build Time: 20
Power: -6
Vision Range: 100
Shroud Clear: 400
Ground Control Bonus: 250
Rotating Turret?: N/A
Prerequisites: Construction Yard



- Processes and stores up to 5,000 Tiberium
- Comes with a Harvester to allow the gathering of Tiberium resources

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
10,000	50%	25%	75%	100%	1%

War Factory

Vehicle Production Structure

Cost: 2,000
Build Time: 20 sec
Power: -7
Vision Range: 160
Shroud Clear: 400
Ground Control Bonus: 250
Rotating Turret?: N/A
Prerequisites: Power Plant; Refinery



- Builds and deploys GDI vehicles
- Repairs nearby allied vehicles (within repair radius)
- Provides Bloodhounds support power

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
10,000	50%	25%	75%	100%	1%

Support Structures

AA Battery

Anti-Air Base Defense

Cost: 800
Build Time: 8 sec
Power: -5
Vision Range: 450
Shroud Clear: 500
Ground Control Bonus: None
Rotating Turret?: Yes (normal)
Prerequisites: Command Post



- Detects stealthed units
- Strong against hostile aircraft
- Will not fire on hostile ground forces

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
7,000	50%	25%	75%	100%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Gun	450	Instant	25	25

Guardian Cannon

Anti-Vehicle Base Defense

Cost: 1,200
Build Time: 12 sec
Power: -8
Vision Range: 350
Shroud Clear: 500
Ground Control Bonus: None
Rotating Turret?: Yes (fast)
Prerequisites: Barracks



- Detects stealthed units
- Strong against hostile vehicles
- Largely ineffective against enemy infantry
- Will not fire on hostile aircraft

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
4,000	50%	25%	75%	100%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Cannon	350	1,000	350	50

Ion Cannon Control Center

Superweapon Structure

Cost: 5,000
Build Time: 50 sec
Power: -20
Vision Range: 100
Shroud Clear: 100
Ground Control Bonus: 175
Rotating Turret?: N/A
Prerequisites: Tech Center



- Charges the Ion Cannon superweapon
- Provides Ion Cannon support power
- Only one Ion Cannon Control Center may be built at a time

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
20,000	50%	25%	75%	100%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Cannon	Infinite	Instant	20,000	—

Sonic Emitter

Advanced Base Defense

Cost: 2,000
Build Time: 20 sec
Power: -15
Vision Range: 375
Shroud Clear: 500
Ground Control Bonus: None
Rotating Turret?: Yes (normal)
Prerequisites: Tech Center



- Detects stealthed units
- Strong against hostile vehicles
- Effective against enemy infantry
- Will not fire on hostile aircraft

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
7,000	50%	25%	75%	100%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Cannon	375	Instant	1,000/ 3,000	—

Tiberium Silo

Resource Storage Facility

Cost: 500
Build Time: 5 sec
Power: -3
Vision Range: 100
Shroud Clear: 400
Ground Control Bonus: 100
Rotating Turret?: N/A
Prerequisites: Refinery



- Stores up to 2,000 Tiberium, allowing for a greater maximum reserve

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
1,000	50%	25%	75%	100%	1%

Watchtower

Anti-Infantry Base Defense

Cost: 600
Build Time: 6 sec
Power: -5
Vision Range: 350
Shroud Clear: 500
Ground Control Bonus: None
Rotating Turret?: Yes (normal)
Prerequisites: Power Plant



- Detects stealthed units
- Strong against hostile infantry
- Largely ineffective against enemy vehicles
- Will not fire on hostile aircraft

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
2,400	50%	25%	75%	100%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Gun	350	Instant	15	25

Other Structures

Battle Base

Forward Defensive Structure

Cost: 2,000 (for Rig)
Build Time: 20 sec (for Rig)/
5 sec (Unpack)
Power: N/A
Vision Range: 450
Shroud Clear: 500
Ground Control Bonus: None
Rotating Turret?: Yes (normal)
Prerequisites: Rig



- Rig vehicle unpacks into this forward defensive structure
- Detects stealthed units
- Strong against hostile vehicles and aircraft

- Repairs nearby allied vehicles (within repair radius)
- Can be repaired like other structures through Repair mode

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
5,000	25%	25%	100%	100%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Cannon	300	500	500	50
Rocket	400	200	150	50

Foxhole

Stationary Rifleman Defense

Cost: 300
Build Time: 10 sec
Power: N/A
Vision Range: 300
Shroud Clear: 400
Ground Control Bonus: None
Rotating Turret?: N/A
Prerequisites: Rifleman Squad



- Created via Rifleman Squad Dig In ability
- Provides a sandbag bunker for stationary Rifleman Squad defense

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
2,000	50%	25%	75%	100%	1%

Outpost

Base Expansion Facility

Cost: 1,500 (for Surveyor)
Build Time: 15 sec (Surveyor)/30 sec (Unpack)
Power: N/A
Vision Range: 100
Shroud Clear: 400
Ground Control Bonus: 360
Rotating Turret?: N/A
Prerequisites: Surveyor



- Surveyor vehicle unpacks into this structure
- Once unpacked, Outpost provides a large build radius for structure placement
- Enables the construction of auxiliary bases and forward outposts

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
2,000	100%	100%	100%	100%	1%

GDI Units

Now that we've covered the GDI's tech tree and structures, let's take a look at the units that make their armies so fearsome to combat on the battlefield.

Infantry

GDI's infantry units run the gamut, from basic to elite to everything in between. The primary role of GDI's infantry is to support their powerful vehicles—though GDI's heavier foot soldiers, such as Zone Troopers, can easily cause as much chaos on the battlefield as their formidable tanks.



All GDI infantry units can catch a ride in allied APCs for fast ground transport and improved armor protection. Infantry can also fire their weapons from slots in the APC, effectively adding their firepower to the vehicle's. This pairing of GDI infantry and APC vehicles is a huge advantage and unique to the GDI faction.

The **Rifleman Squad's** Dig In ability helps them defend key positions, such as allied outposts, Tiberium fields, and neutral tech structures. No Commander should overlook this useful skill.



The **Zone Trooper's** and **Commando's** Jump Jets ability allows them to quickly move about the battlefield, leaping into the fray or out of harm's way. This unique talent should be used to maximum benefit.

Factions

Finally, GDI's stealthed **Sniper Teams** are perfect for surprise assaults on enemy bases and outposts. Their ability to sight targets for GDI's massive Juggernauts allows these heavy artillery behemoths to fire on hostile structures from clear across the battlefield.

Commando

Elite Infantry

Cost: 2,000
Build Time: 20 sec
Vision Range: 350
Shroud Clear: 400
Movement Speed: 50
Attack While Moving?: Yes
Troops per Unit: 1
Prerequisites: Tech Center; Armory



- Strong against infantry and structures
- Instantly destroys enemy structures and walker units with close-range explosive charges
- Quickly moves about the battlefield via Jump Jets ability; can leap over walls and other obstacles
- Can call for a V35 Ox transport via Call for Transport ability (requires Airfield)
- Only one Commando may be trained at a time

Armor and Health						
Health	Rocket	Gun	Cannon	Grenade	Sniper	Suppression
500	25%	100%	50%	75%	500%	1,000

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Sniper	300	Instant	500	25

Engineer

Utility Infantry

Cost: 500
Build Time: 5
Vision Range: 50
Shroud Clear: 100
Movement Speed: 30
Attack While Moving?: N/A
Troops per Unit: 1
Prerequisites: Barracks



- Weaponless
- Can capture hostile and neutral structures for a variety of benefits
- Can capture husks of fallen walker units to repair them and claim them for GDI

- Can instantly repair damaged GDI buildings
- Can instantly repair collapsed bridges by capturing one of the nearby bridge towers
- Can call for a V35 OX transport via Call for Transport ability (requires Airfield)

Armor and Health						
Health	Rocket	Gun	Cannon	Grenade	Sniper	Suppression
75	25%	100%	50%	75%	500%	500

Grenadier Squad

Advanced Infantry

Cost: 800
Build Time: 8 sec
Vision Range: 350
Shroud Clear: 400
Movement Speed: 40
Attack While Moving?: Yes
Troops per Unit: 4
Prerequisites: Command Post



- Strong against infantry and structures
- Can instantly clear structures garrisoned by hostiles
- Can call for a V35 OX transport via Call for Transport ability (requires Airfield)
- Defensive ability can be improved via Armory Composite Armor upgrade (increases armor and health)

Armor and Health						
Health	Rocket	Gun	Cannon	Grenade	Sniper	Suppression
312	25%	100%	50%	75%	500%	1,000

Attacks and Damage					
Class	Range	Speed	Damage	Suppression	
Grenade	200	100	240	20	

Missile Squad

Basic Infantry

Cost: 400
Build Time: 4
Vision Range: 350
Shroud Clear: 400
Movement Speed: 40
Attack While Moving?: No
Troops per Unit: 2
Prerequisites: Barracks



- Strong against vehicles and aircraft
- Can call for a V35 OX transport via Call for Transport ability (requires Airfield)

- Defensive ability can be improved via Armory Composite Armor upgrade (increases armor and health)

Armor and Health						
Health	Rocket	Gun	Cannon	Grenade	Sniper	Suppression
300	25%	100%	50%	75%	500%	75

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Rocket	300	200	500	10

Rifleman Squad

Basic Infantry

Cost: 300
Build Time: 3 sec
Vision Range: 350
Shroud Clear: 400
Movement Speed: 45
Attack While Moving?: Yes
Troops per Unit: 6
Prerequisites: Barracks



- Strong against infantry
- Can create a stationary sandbag bunker for improved defense via Dig In ability
- Can call for a V35 OX transport via Call for Transport ability (requires Airfield)
- Defensive ability can be improved via Armory Composite Armor upgrade (increases armor and health)

Armor and Health						
Health	Rocket	Gun	Cannon	Grenade	Sniper	Suppression
450	10%	100%	50%	75%	500%	500

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Gun	260	Instant	12	5

Sniper Team

Advanced Infantry

Cost: 1,000
Build Time: 10 sec
Vision Range: 400
Shroud Clear: 500
Movement Speed: 45
Attack While Moving?: No
Troops per Unit: 2
Prerequisites: Armory



- Stealthed
- Strong against infantry
- Can spot targets for long-range Juggernaut artillery strikes (only when not garrisoned inside structures or APCs)
- Can call for a V35 OX transport via Call for Transport ability (requires Airfield)

Armor and Health						
Health	Rocket	Gun	Cannon	Grenade	Sniper	Suppression
600	25%	100%	50%	75%	500%	25

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Sniper	450	Instant	500	250

Zone Troopers

Heavy Infantry

Cost: 1,300
Build Time: 13 sec
Vision Range: 350
Shroud Clear: 400
Movement Speed: 55
Attack While Moving?: Yes
Troops per Unit: 4
Prerequisites: Tech Center



- Strong against vehicles and structures
- Quickly moves about the battlefield via Jump Jets ability; can leap over walls and other obstacles
- Can call for a V35 OX transport via Call for Transport ability (requires Airfield)
- Defensive ability can be improved via Armory Power Packs upgrade (increases health; health is recovered over time while idle)
- Sighting ability can be improved via Armory Scanner Packs upgrade (increases sight range; detects stealth in a small radius)

Armor and Health						
Health	Rocket	Gun	Cannon	Grenade	Sniper	Suppression
960	25%	100%	50%	75%	75%	500%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Cannon	300	Instant	840	100

Vehicles

Vehicles are the strength of the GDI army; no other faction can bring an armored force to bear quite like the GDI. Their unstoppable ground presence is often the key factor in determining GDI victories.



The GDI **Pitbull** is their primary scout unit. Use it in the early stages of a conflict to spy on your enemies and harass their Harvesters.

Speaking of **Harvesters**, the GDI's Harvester is the only one that comes equipped with a light machine gun turret. This helps the Harvester ward off pesky infantry squads, but it won't do much against advanced infantry or armored threats.



APCs are perhaps the most versatile vehicles in the game. These armored troop transports are outfitted with a powerful machine gun turret that makes short work of hostile infantry and aircraft alike (though faster aircraft are tough for it to track). Each APC can also carry one allied infantry unit, and this unique ability is beneficial to both parties: the infantry unit gains the protection and mobility of the APC, while the APC gains the firepower of its passengers.

Predators and **Mammoth Tanks** are the true power of the GDI military. Predators are fast, cheap to build, well armored, and very dangerous against enemy vehicles and structures. Mammoths are slow and expensive, but they can crush just about anything they come up against, including hostile aircraft. Best of all, these units can be made even more frightening by diverting funds to research the Tech Center's Rail Gun upgrade.



The **Rig** is another unique GDI vehicle. Slow and weaponless in its vehicular form, the Rig can quickly unpack into a Battle Base structure, which provides additional firepower and frontline support to other GDI vehicles.

Lastly, the **Juggernaut** is GDI's walker unit. This mobile artillery behemoth is lethal against structures and slow-moving vehicles, but it can't combat airborne threats. GDI Sniper Teams can be used to sight distant targets for long-range Juggernaut assaults, which helps keep these expensive walkers away from the frontline.

APC

Versatile Transport Vehicle

Cost: 700
Build Time: 7 sec
Vision Range: 350
Shroud Clear: 400
Movement Speed: 60
Attack While Moving?: Yes
Rotating Turret?: Yes (normal)
Prerequisites: War Factory



- Strong against infantry and aircraft
- Can carry and transport one infantry unit; infantry unit may then fire from inside the APC and is protected from harm; infantry unit is lost if the APC is destroyed
- Can set down stealthed minefields via Lay Minefield ability
- Can call for a V35 Ox transport via Call for Transport ability (requires Airfield)

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
2,800	75%	55%	100%	50%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Gun	250	Instant	36	25

Harvester

Resource Vehicle

Cost: 1,000
Build Time: 10 sec
Vision Range: 150
Shroud Clear: 320
Movement Speed: 50
Attack While Moving?: Yes
Rotating Turret?: Yes (normal)
Prerequisites: War Factory; Refinery



- Gathers Tiberium to process and store at the nearest Refinery
- Carries loads of up to 2,000 green Tiberium or 4,000 blue Tiberium.
- Armed with a light machine gun turret to ward off hostile infantry
- Can be ordered back to nearest Refinery via Return to Refinery ability

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
7,500	75%	25%	110%	25%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Gun	300	Instant	10	25

Juggernaut

Heavy Artillery Walker

Cost: 2,200
Build Time: 22 sec
Vision Range: 350
Shroud Clear: 400
Movement Speed: 40
Attack While Moving?: No
Rotating Turret?: Yes (slow)
Prerequisites: Tech Center



- Strong against structures
- Effective against vehicles
- Can work with allied Sniper Teams to strike remote targets via Bombard Spotted Target ability (Sniper Team must sight these targets)

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
5,000	75%	25%	100%	25%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Cannon	500	500	3,000	100

Mammoth Tank

Heavy Tank

Cost: 2,500
Build Time: 25 sec
Vision Range: 350
Shroud Clear: 400
Movement Speed: 40
Attack While Moving?: Yes
Rotating Turret?: Yes (normal)
Prerequisites: Tech Center



- Strong against vehicles and structures
- Effective against aircraft

- Can crush light vehicles by rolling over them
- Offensive ability can be improved via Tech Center Rail Gun upgrade (increases attack damage)

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
10,000	75%	25%	100%	25%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Cannon/Rocket	300	Instant	1,000/800	—

MCV

Construction Vehicle

Cost: 2,500
Build Time: 25 sec
Vision Range: 100
Shroud Clear: 200
Movement Speed: 40
Attack While Moving?: N/A
Rotating Turret?: N/A
Prerequisites: War Factory



- Weaponless
- Unpacks into Construction Yard structure
- Construction Yard provides a wide build radius and production/support structure queues

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
2,500	75%	25%	100%	25%	1%

Pitbull

Light Vehicle

Cost: 700
Build Time: 7 sec
Vision Range: 350
Shroud Clear: 500
Movement Speed: 115
Attack While Moving?: Yes
Rotating Turret?: Yes (normal)
Prerequisites: War Factory



- Detects stealth
- Strong against aircraft
- Effective against other light vehicles
- Can call for a V35 Ox transport via Call for Transport ability (requires Airfield)
- Offensive ability can be improved via Tech Center Mortar upgrade (increases attack range and damage)

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
1,500	75%	50%	100%	1%	

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Rocket	250	200	400	50

Predator Tank

Medium Tank

Cost: 1,100
Build Time: 11 sec
Vision Range: 350
Shroud Clear: 400
Movement Speed: 60
Attack While Moving?: Yes
Rotating Turret?: Yes (normal)
Prerequisites: War Factory



- Strong against vehicles and structures
- Can call for a V35 Ox transport via Call for Transport ability (requires Airfield)
- Offensive ability can be improved via Tech Center Rail Gun upgrade (increases attack damage)

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
3,400	75%	25%	100%	25%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Cannon	300	1,000	572	40

Rig

Utility Vehicle

Cost: 2,000
Build Time: 20 sec
Vision Range: 250
Shroud Clear: 320
Movement Speed: 50
Attack While Moving?: N/A
Rotating Turret?: N/A
Prerequisites: Command Post



- Weaponless
- Unpacks into Battle Base structure
- Battle Base provides forward defenses and repairs nearby allied vehicles
- While packed up, the Rig can be repaired while stationed near a War Factory or another Battle Base just like other vehicles

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
1,500	75%	25%	100%	25%	1%

Surveyor

Light Vehicle

Cost: 1,500
Build Time: 15 sec
Vision Range: 100
Shroud Clear: 200
Movement Speed: 50
Attack While Moving?: N/A
Rotating Turret?: N/A
Prerequisites: Construction Yard



- Weaponless
- Unpacks into Outpost structure
- Outpost provides a wide build radius for additional structure placement, enabling the creation of auxiliary bases
- Can call for a V35 Ox transport via Call for Transport ability (requires Airfield)

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
2,000	100%	100%	100%	100%	1%

Aircraft

Like infantry, GDI primarily uses aircraft as support for its vehicles. Though powerful, GDI's air forces are limited by the fact that each Airfield can only support up to four craft. Furthermore, all GDI aircraft carry a limited weaponry payload and must land at an Airfield to rearm after each attack run. This often causes GDI Commanders to focus on ground assaults instead of aerial bombardments.



Orcas are GDI's light aircraft units. Their standard payload of six air-to-surface bombs is quite effective against hostile structures and vehicles, but the lightly-armored Orca has no means of defending itself from other airborne units.

Firehawks are heavier and more versatile attack craft. They can be outfitted with either two heavy air-to-surface bombs or four potent air-to-air missiles when docked at the Airfield.

After researching the Stratofighter upgrade at the Tech Center, Firehawks are able to move about the battlefield with great speed and avoid hostile anti-air defenses.

Firehawk

Heavy Aircraft

Cost: 1,500
Build Time: 15 sec
Vision Range: 350
Shroud Clear: 450
Movement Speed: 190
Attack While Moving?: Yes
Weaponry Payload: 2 (bombs)/4 (missiles)
Prerequisites: Tech Center



- Strong against vehicles and structures, or aircraft (depending on weaponry payload)
- Can be armed with either air-to-surface bombs (2) or air-to-air missiles (4) [choose while docked at Airfield via Missile loadout and Bomb loadout abilities]
- Must dock at Airfield to replenish weaponry payload
- Health can be restored by docking at Airfield for repairs
- Can be ordered to dock at Airfield via Return to Airfield ability
- Can learn the Stratofighter upgrade ability via Tech Center research, enabling Firehawks to fly into the stratosphere and then back down, quickly moving about the battlefield and circumventing enemy anti-air defenses

Armor and Health						
Health	Rocket	Gun	Cannon	Grenade	Sniper	Suppression
2,625	100%	100%	100%	100%	1%	—

Attacks and Damage					
Class	Range	Speed	Damage	Suppression	
Rocket	450	500	1,000	—	

Orca

Assault Aircraft

Cost: 1,100
Build Time: 11 sec
Vision Range: 250
Shroud Clear: 300
Movement Speed: 175
Attack While Moving?: Yes
Weaponry Payload: 6 bombs
Prerequisites: Airfield



- Strong against vehicles
- Effective against structures
- Cannot combat airborne hostiles

- Must dock at Airfield to replenish weaponry payload
- Health can be restored by docking at Airfield for repairs
- Can be ordered to dock at Airfield via Return to Airfield ability
- Can detect nearby stealthed hostiles via Pulse Scan ability
- Can learn the Sensor Pod upgrade ability via Tech Center research, enabling Orcas to launch Sensor Pods that reveal nearby shroud and stealthed units

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
1,500	100%	100%	100%	100%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Rocket	250	200	750	10

V35 Ox

Transport Aircraft

Cost: N/A
Build Time: N/A
Vision Range: 180
Shroud Clear: 600
Movement Speed: 160
Attack While Moving?: Yes
Weaponry Payload: N/A
Prerequisites: Airfield



- Lightly armored transport aircraft
- Not intended for direct combat situations
- Used to ferry ground units about the battlefield for surprise attacks, etc.
- If V35 Ox is destroyed in transit, its passenger unit is lost

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
750	100%	100%	100%	100%	1%

GDI Support Powers

Many of GDI's support powers revolve around the rapid deployment of additional ground forces, with a secondary focus on direct offensive assaults. Since most of these reinforcement support powers rely on V35 Ox transports, it's a good idea to construct at least one Airfield; this allows you to use these support powers to bring troops to the field twice as fast, flying them in as you train new forces at your Barracks and War Factories.

Bloodhounds

Reinforcement Power

Two veteran-rank Pitbulls and two veteran-rank APCs are deployed to the battlefield via V35 Ox transport ships. If the Oxen are shot down prior to deployment, these units are lost.

Stats					
Source	Pre-requisite	Re-charge	Cost	Use in Shroud?	Use Anywhere?
Command Post	Tech Center	Slow	2,000	No	No

GDI Airborne

Reinforcement Power

Two veteran-rank Rifleman Squads and two veteran-rank Missile Squads are deployed to the battlefield via V35 Ox transport ships. If the Oxen are shot down prior to deployment, these units are lost.

Stats					
Source	Pre-requisite	Re-charge	Cost	Use in Shroud?	Use Anywhere?
Command Post	Armory	Slow	1,000	No	No

Ion Cannon

Superweapon

The GDI's devastating superweapon is capable of instantly annihilating enemy bases and crippling their presence on the battlefield. After constructing the Ion Cannon Control Center, you must wait 10 minutes before the Ion Cannon can be brought online. There's an additional 10-minute cool-down period between each use.

Stats					
Source	Pre-requisite	Re-charge	Cost	Use in Shroud?	Use Anywhere?
Ion Cannon Control Center	None	Very slow	None	Yes	Yes

Orca Strike

Offensive Power

Orders several Orca attack aircraft to fly past and bombard a targeted location on the battlefield. These are special Orcas; they are not pulled from your air forces, and you may use your regular Orcas as normal while this power is in use. Like all aircraft, these Orcas can be shot down by anti-air fire prior to reaching the bombing zone—if this occurs, the effectiveness of their attack run is reduced.

Stats					
Source	Pre-requisite	Re-charge	Cost	Use in Shroud?	Use Anywhere?
Airfield	Cmd. Post	Med.	500	No	Yes

Radar Scan

Intelligence Power

Banishes the shroud in a wide radius surrounding the targeted area, revealing

all units and structures, including stealthed units and structures. This effect persists for a short period of time. Use this to spy on your enemies from afar, or to set up other GDI support powers that cannot be used in shroud.

Stats					
Source	Pre-requisite	Re-charge	Cost	Use in Shroud?	Use Anywhere?
Command Post	None	Fast	250	Yes	Yes

Sharpshooter Team

Reinforcement Power

Two veteran-rank Sniper Teams are deployed to the battlefield via V35 Ox transport ships. If these are shot down prior to deployment, the units are lost.

Stats					
Source	Pre-requisite	Re-charge	Cost	Use in Shroud?	Use Anywhere?
Command Post	Armory; Tech Center	Slow	2,500	No	No

Shockwave Artillery

Offensive Power

Sonic artillery shells bombard a targeted area, inflicting heavy damage on all units and structures in the vicinity. Also temporarily disables all mechanical units and structures due to EMP effect.

Stats					
Source	Pre-requisite	Re-charge	Cost	Use in Shroud?	Use Anywhere?
Space Command Uplink	None	Med.	1,500	Yes	Yes

Zone Trooper Drop Pods

Reinforcement Power

Three Zone Trooper squads are quickly deployed to the battlefield via drop pods. This allows for rapid, heavy-infantry deployment without fear of anti-aircraft fire. (No V35 Ox transports are used.)

Stats					
Source	Pre-requisite	Re-charge	Cost	Use in Shroud?	Use Anywhere?
Space Command Uplink	Armory	Slow	3,000	No	No



Brotherhood of Nod

The Brotherhood of Nod is an underground society of fanatics and zealots who worship Tiberium and praise the glorious benefits they believe the crystal bestows. They wish to incorporate Tiberium into everyday life, regardless of the damage that might be done to the planet's ecosystem and the natural way of life on Earth. Nod despises GDI for interfering with their great quest and views the entire organization as a fascist regime whose ignorance deserves no mercy. The two factions are engaged in an escalating war with each other, each one seeking to obliterate the other so their vision of the future can be fully realized.

As members of an underground terrorist group, Nod Commanders must employ different tactics to defeat their enemies compared to GDI. Rather than relying on brute force, the Brotherhood uses stealth, deception, and hit-and-run tactics to create chaos and confusion. Their units are generally cheaper and weaker than GDI's, but most can be brought to the field with less cost and greater speed. This allows Nod to apply constant pressure and adapt to their enemy's tactics, eventually flooding the battlefield with hordes of the faithful to crush their prey when the time is right.

[Faction Strengths]

- Highly mobile ground forces
- Stealth and deception tactics
- Quick to adapt to rivals' moves

Nod Structures

Most of Nod's buildings are similar to GDI's. In fact, some even share the same names, and their tech trees are nearly identical. There are a few important differences to note, however:

Nod's **Air Tower** is superior to GDI's Airfield in that just one Air Tower can produce an unlimited number of Venom aircraft. However, Venoms cannot dock at Air Towers and thus cannot receive repairs like GDI aircraft. While Air Towers can only support a maximum of four Vertigo Bombers, that's really all you'll ever need.



The Brotherhood has no Armory structure; their closest counterpart is the **Secret Shrine**. This building provides access to infantry upgrades just like the Armory, but it can't heal Nod's foot soldiers.

Nod's **Power Plants** aren't quite as efficient as other factions; they produce a bit less energy from the get-go. However, these structures cost less and are quicker to build.



Nod's **turret** base defenses are quite different from their rivals; each one consists of a hub unit and three "satellite" turrets that must be placed in close proximity. The hub automatically repairs its satellites over time, even if they're destroyed—the only way to truly eliminate a Nod defense turret is to take out its hub.

Nod **Obelisks of Light** are advanced base defenses, and the bane of all ground units. These frightening towers can quickly reduce heavily armored vehicles to ash, but unlike Scrin Storm Columns, they're unable to target airborne hostiles.

Production Structures

Air Tower

Aircraft Production Structure

Cost: 1,000
Build Time: 10 sec
Power: -5
Vision Range: 100
Shroud Clear: 400
Ground Control Bonus: 175
Rotating Turret?: N/A
Prerequisites: Operations Center



- Builds and deploys Nod aircraft units
- Repairs and rearms docked Vertigo Bombers
- Does not repair Venoms
- Enables Call for Transport ability to Nod ground units
- Provides Mine Drop support power

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
3,000	50%	25%	75%	100%	1%

Construction Yard

Primary Base Construction Facility

Cost: 2,500 (for MCV)
Build Time: 25 sec (MCV)
Power: +10
Vision Range: 100
Shroud Clear: 500
Ground Control Bonus: 360
Rotating Turret?: N/A
Prerequisites: MCV



- MCV unpacks into this base production structure
- Enables radar
- Provides power
- Provides a large build radius for structure placement
- Provides one Production Structure queue
- Provides one Support Structure queue
- Builds and deploys Emissaries for base expansion operations
- Additional Construction Yards can be assembled for more production queues (build MCVs)

Armor and Health						
Health	Rocket	Gun	Cannon	Grenade	Sniper	
20,000	50%	25%	75%	100%	1%	

Crane

Secondary Base Construction Facility

Cost: 1,500

Build Time: 15 sec

Power: -10

Vision Range: 100

Shroud Clear: 400

Ground Control Bonus: 100

Rotating Turret?: N/A

Prerequisites: Construction Yard



- Provides one additional Production Structure queue
- Provides one additional Support Structure queue
- Additional Cranes can be constructed for even more production queues

Armor and Health						
Health	Rocket	Gun	Cannon	Grenade	Sniper	
2,000	50%	25%	75%	100%	1%	

Hand of Nod

Infantry Production Structure

Cost: 500

Build Time: 5 sec

Power: -5

Vision Range: 100

Shroud Clear: 400

Ground Control Bonus: 175

Rotating Turret?: N/A

Prerequisites: Power Plant



- Trains and deploys Nod infantry
- Does not heal allied infantry units

Armor and Health

Health	Rocket	Gun	Cannon	Grenade	Sniper
2,500	50%	25%	75%	100%	1%

Operations Center

Tech Advancement Structure

Cost: 1,500

Build Time: 15 sec

Power: -10

Vision Range: 100

Shroud Clear: 500

Ground Control Bonus: 175

Rotating Turret?: N/A

Prerequisites: Power Plant; Refinery



- Unlocks advanced units and structures
- Provides Decoy Army support power
- Provides Radar Jamming Missile support power

Armor and Health

Health	Rocket	Gun	Cannon	Grenade	Sniper
5,000	50%	25%	75%	100%	1%

Power Plant

Base Power Facility

Cost: 500

Build Time: 5 sec

Power: +20

Vision Range: 100

Shroud Clear: 400

Ground Control Bonus: 175

Rotating Turret?: N/A

Prerequisites: Construction Yard



- Provides power
- Power output can be enhanced by +10 through Liquid Tiberium Core upgrade (500; 6 sec; requires Tech Lab)

Armor and Health

Health	Rocket	Gun	Cannon	Grenade	Sniper
4,000	50%	25%	75%	100%	1%

Refinery

Tiberium Processing and Storage Facility

Cost: 2,000

Build Time: 20 sec

Power: -6

Vision Range: 100

Shroud Clear: 400

Ground Control Bonus: 250

Rotating Turret?: N/A

Prerequisites: Construction Yard



- Processes and stores up to 5,000 Tiberium
- Comes with a Harvester to allow the gathering of Tiberium resources

Armor and Health

Health	Rocket	Gun	Cannon	Grenade	Sniper
10,000	50%	25%	75%	100%	1%

Secret Shrine

Infantry Support Center

Cost: 1,500

Build Time: 15 sec

Power: -8

Vision Range: 100

Shroud Clear: 400

Ground Control Bonus: 175

Rotating Turret?: N/A

Prerequisites: Hand of Nod



- Allows Confessor upgrade for all Militants (1,000; 40 sec)
- Allows Tiberium Infusion upgrade for all Fanatics and Militants (500; 20 sec)
- Provides Shadow Strike Team support power
- Does not heal allied infantry units

Armor and Health

Health	Rocket	Gun	Cannon	Grenade	Sniper
3,000	50%	25%	75%	100%	1%

Tech Lab

High-Tech Advancement Structure

Cost: 4,000

Build Time: 40 sec

Power: -15

Vision Range: 100

Shroud Clear: 400

Ground Control Bonus: 250

Rotating Turret?: N/A

Prerequisites: Operations Center



- Unlocks high-tech units and structures
- Allows EMP Coils upgrade for Raider Buggies (1,000; 40 sec)
- Allows Laser Capacitors upgrade for Raider Buggies, Scorpion Tanks, and Venoms (2,000; 80 sec)
- Allows Dozer Blades upgrade for Scorpion Tanks (1,000; 40 sec)
- Allows Signature Generators upgrade for Venoms (100; 13 sec)
- Enables Liquid Tiberium Core upgrade at Power Plants
- Provides Cloaking Field support power

Armor and Health

Health	Rocket	Gun	Cannon	Grenade	Sniper
10,000	50%	25%	75%	100%	1%

Tiberium Chemical Plant

Advanced Support Structure

Cost: 3,000

Build Time: 30 sec

Power: -15

Vision Range: 100

Shroud Clear: 400

Ground Control Bonus: 175

Rotating Turret?: N/A

Prerequisites: Tech Lab

- Provides Catalyst Missile support power
- Provides Seed Tiberium support power
- Provides Tiberium Vapor Bomb support power



Armor and Health

Health	Rocket	Gun	Cannon	Grenade	Sniper
3,000	50%	25%	75%	100%	1%

War Factory

Vehicle Production Structure

Cost: 2,000

Build Time: 20 sec

Power: -5

Vision Range: 100

Shroud Clear: 400

Ground Control Bonus: 250

Rotating Turret?: N/A

Prerequisites: Power Plant; Refinery

- Builds and deploys Nod vehicles
- Repairs nearby allied vehicles (within repair radius)



Armor and Health

Health	Rocket	Gun	Cannon	Grenade	Sniper
10,000	50%	25%	75%	100%	1%

Support Structures

Disruption Tower

Base Concealment Structure

Cost: 1,000

Build Time: 10 sec

Power: -10

Vision Range: 100

Shroud Clear: 400

Ground Control Bonus: None

Rotating Turret?: N/A

Prerequisites: Secret Shrine

- Provides stealth to all allied units and structures within a wide radius
- Will not become stealthed by additional Disruption Towers



Armor and Health

Health	Rocket	Gun	Cannon	Grenade	Sniper
3,000	50%	25%	75%	100%	1%

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Laser Turret

Anti-Vehicle Base Defense

Cost: 1,200

Build Time: 12 sec

Power: -10

Vision Range: 450

Shroud Clear: 500

Ground Control Bonus: None

Rotating Turret?: Yes (fast)

Prerequisites: Hand of Nod



- Detects stealthed units
- Strong against hostile vehicles
- Largely ineffective against enemy infantry
- Will not fire on hostile aircraft
- Consists of one hub unit and three satellite turrets
- Hub unit automatically repairs its satellite turrets over time
- If the hub unit is destroyed, all of its satellite turrets are destroyed as well

Armor and Health (Hub Unit)

Health	Rocket	Gun	Cannon	Grenade	Sniper
3,000	50%	25%	75%	100%	1%

Armor and Health (Turret Unit)

Health	Rocket	Gun	Cannon	Grenade	Sniper
1,000	50%	25%	75%	100%	1%

Attacks and Damage (Turret Unit)

Class	Range	Speed	Damage	Suppression
Cannon	350	Instant	140	—

Obelisk of Light

Advanced Base Defense

Cost: 1,800

Build Time: 18 sec

Power: -15

Vision Range: 450

Shroud Clear: 500

Ground Control Bonus: 10

Rotating Turret?: No

Prerequisites: Tech Lab



- Detects stealthed units
- Strong against hostile vehicles
- Effective against enemy infantry
- Will not fire on hostile aircraft

Armor and Health

Health	Rocket	Gun	Cannon	Grenade	Sniper
7,500	50%	25%	75%	100%	1%

Attacks and Damage

Class	Range	Speed	Damage	Suppression
Cannon	375	Instant	3,000	—

SAM Turret

Anti-Air Base Defense

Cost: 800

Build Time: 8 sec

Power: -6

Vision Range: 100

Shroud Clear: 100

Ground Control Bonus: None

Rotating Turret?: Yes (fast)

Prerequisites: Operations Center



- Detects stealthed units
- Strong against hostile aircraft
- Will not fire on hostile ground forces
- Consists of one hub unit and three satellite turrets
- Hub unit automatically repairs its satellite turrets over time
- If the hub unit is destroyed, all of its satellite turrets are destroyed as well

Armor and Health (Hub Unit)

Health	Rocket	Gun	Cannon	Grenade	Sniper
3,000	50%	25%	75%	100%	1%

Armor and Health (Turret Unit)

Health	Rocket	Gun	Cannon	Grenade	Sniper
1,000	50%	25%	75%	100%	1%

Attacks and Damage (Turret Unit)

Class	Range	Speed	Damage	Suppression
Rocket	450	250	375	50

Shredder Turret

Anti-Infantry Base Defense

Cost: 600

Build Time: 6 sec

Power: -6

Vision Range: 100

Shroud Clear: 100

Ground Control Bonus: None

Rotating Turret?: Yes (normal)

Prerequisites: Power Plant



- Detects stealthed units
- Strong against hostile infantry
- Largely ineffective against enemy vehicles
- Will not fire on hostile aircraft
- Consists of one hub unit and three satellite turrets

- Hub unit automatically repairs its satellite turrets over time
- If the hub unit is destroyed, all of its satellite turrets are destroyed as well

Armor and Health (Hub Unit)						
Health	Rocket	Gun	Cannon	Grenade	Sniper	
3,000	50%	25%	75%	100%	1%	

Armor and Health (Turret Unit)						
Health	Rocket	Gun	Cannon	Grenade	Sniper	
1,000	50%	25%	75%	100%	1%	

Attacks and Damage (Turret Unit)					
Class	Range	Speed	Damage	Suppression	
Gun	350	750	150	50	

Temple of Nod

Superweapon Structure

Cost: 5,000
Build Time: 50 sec
Power: -20
Vision Range: 100
Shroud Clear: 100
Ground Control Bonus: 175
Rotating Turret?: N/A
Prerequisites: Tech Lab



- Charges the Nuclear Missile superweapon
- Can use Master Computer Countermeasures ability to instantly reactivate Nod structures in the event of an EMP attack
- Provides Nuclear Missile support power
- Only one Temple of Nod may be built at a time

Armor and Health						
Health	Rocket	Gun	Cannon	Grenade	Sniper	
20,000	50%	25%	75%	100%	1%	

Tiberium Silo

Resource Storage Facility

Cost: 500
Build Time: 5 sec
Power: -3
Vision Range: 100
Shroud Clear: 400
Ground Control Bonus: 100
Rotating Turret?: N/A
Prerequisites: Refinery



- Stores up to 2,000 Tiberium, allowing for a greater maximum reserve

Armor and Health						
Health	Rocket	Gun	Cannon	Grenade	Sniper	
3,000	50%	25%	75%	100%	1%	

Other Structures

Outpost

Base Expansion Facility

Cost: 1,500 (for Emissary)
Build Time: 15 sec (Emissary)/
 30 sec (Unpack)



Power: N/A
Vision Range: 100
Shroud Clear: 400
Ground Control Bonus: 360
Rotating Turret?: N/A
Prerequisites: Emissary

- Emissary vehicle unpacks into this structure
- Once unpacked, Outpost provides a large build radius for structure placement
- Enables the construction of auxiliary bases and forward outposts

Armor and Health						
Health	Rocket	Gun	Cannon	Grenade	Sniper	
2,000	100%	100%	100%	100%	1%	

Nod Units

You've learned all about Nod's tech tree and structures; now let's discuss the legions of the faithful who strive to elevate the Brotherhood to the planet's dominant military force.

Infantry

There's very little middle ground when it comes to Nod infantry; most are either basic militants or elite agents designed for heavy assaults and covert ops.



Fanatics are truly unique units; they're the only suicidal combatants in the game. These crazed zealots rush

straight into the fray with explosives strapped to their waists, detonating themselves when they come into contact with enemy units or structures. Their effect is devastating against vehicles and buildings, but moving them within range before they're shot down can be quite challenging.

Squadrons of the **Black Hand** are the bane of enemy infantry. Their flamethrowers are lethal and their ability to instantly clear garrisoned structures means there's no place to hide from their righteous wrath. These elite soldiers are also well armored and surprisingly difficult to kill.



Shadow Teams are Nod's answer to GDI Snipers. These stealthed units can be far more dangerous, however, as they're able to seriously damage any structure they approach with their Explosive Charge ability. Furthermore, the Shadow Team's gliders allow them to take flight, quickly moving about the battlefield undetected.

Nod's **Commando** unit doesn't have the GDI version's jump jets, but does have the ability to become stealthed while standing still. This allows the Commando to ambush enemy walker units and wreak havoc at enemy outposts, slipping away undetected afterward.

Black Hand

Elite Infantry

Cost: 900
Build Time: 9 sec
Vision Range: 350
Shroud Clear: 400
Movement Speed: 40
Attack While Moving?: Yes
Troops per Unit: 9
Prerequisites: Operations Center



- Strong against infantry and structures
- Flame-based attack has limited range but inflicts damage in a wide radius
- Can instantly clear structures garrisoned by hostiles
- Can call for a Carryall transport via Call for Transport ability (requires Air Tower)

Armor and Health						
Health	Rocket	Gun	Cannon	Grenade	Sniper	Suppression
2,700	50%	100%	50%	75%	500%	500

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Grenade	180	Instant	180	200

Commando

Elite Infantry

Cost: 2,000

Build Time: 20 sec

Vision Range: 350

Shroud Clear: 400

Movement Speed: 60

Attack While Moving?: Yes

Troops per Unit: 1

Prerequisites: Secret Shrine; Tech Lab



- Stealthed while standing still
- Strong against infantry and structures
- Instantly destroys enemy structures and walker units with close-range explosive charges
- Can call for a Carryall transport via Call for Transport ability (requires Air Tower)
- Only one Commando may be trained at a time

Armor and Health						
Health	Rocket	Gun	Cannon	Grenade	Sniper	Suppression
500	25%	100%	50%	75%	500%	1,000

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Sniper	300	500	500	50

Fanatics

Suicide Infantry

Cost: 800

Build Time: 8 sec

Vision Range: 350

Shroud Clear: 400

Movement Speed: 70

Attack While Moving?: Yes

Troops per Unit: 5

Prerequisites: Operations Center



- Strong against vehicles and structures
- Enter close range and explode for massive damage
- The Fanatics' explosive attacks hurt them and will eventually kill them
- Can call for a Carryall transport via Call for Transport ability (requires Air Tower)

- Defensive ability can be improved via Secret Shrine Tiberium Infusion upgrade (increases movement speed and health; provides invulnerability to Tiberium radiation)

Armor and Health						
Health	Rocket	Gun	Cannon	Grenade	Sniper	Suppression
750	25%	200%	50%	75%	500%	1,000

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Grenade	20	Instant	—	—

Militant Rocket Squad

Basic Infantry

Cost: 400

Build Time: 4

Vision Range: 350

Shroud Clear: 400

Movement Speed: 35

Attack While Moving?: No

Troops per Unit: 2

Prerequisites: Hand of Nod



- Strong against vehicles and aircraft
- Can call for a Carryall transport via Call for Transport ability (requires Air Tower)
- Offensive ability can be improved via Secret Shrine Confessor upgrade (adds to squad a Confessor leader who throws hallucinogenic grenades that can temporarily disable enemy infantry)
- Defensive ability can be improved via Secret Shrine Tiberium Infusion upgrade (increases movement speed and health; provides invulnerability to Tiberium radiation)

Armor and Health						
Health	Rocket	Gun	Cannon	Grenade	Sniper	Suppression
300	50%	100%	50%	75%	500%	100

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Rocket	250	200	500	100

Militant Squad

Basic Infantry

Cost: 200

Build Time: 2 sec

Vision Range: 350

Shroud Clear: 400

Movement Speed: 35

Attack While Moving?: Yes

Troops per Unit: 9

Prerequisites: Hand of Nod



- Strong against infantry
- Can call for a Carryall transport via Call for Transport ability (requires Air Tower)
- Offensive ability can be improved via Secret Shrine Confessor upgrade (adds to squad a Confessor Leader who throws hallucinogenic grenades that can temporarily disable enemy infantry)
- Defensive ability can be improved via Secret Shrine Tiberium Infusion upgrade (increases movement speed and health; provides invulnerability to Tiberium radiation)

Armor and Health						
Health	Rocket	Gun	Cannon	Grenade	Sniper	Suppression
360	50%	100%	50%	75%	500%	500

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Gun	250	Instant	18	25

Saboteur

Utility Infantry

Cost: 500

Build Time: 5 sec

Vision Range: 350

Shroud Clear: 400

Movement Speed: 30

Attack While Moving?: N/A

Troops per Unit: 1

Prerequisites: Hand of Nod



- Weaponless
- Can capture hostile and neutral structures for a variety of benefits
- Can capture husks of fallen walker units to repair them and claim them for Nod
- Can instantly repair damaged Nod buildings
- Can repair collapsed bridges by capturing one of the nearby bridge towers
- Can rig neutral buildings to explode when enemy units pass by via Booby Trap ability
- Can call for a Carryall transport via Call for Transport ability (requires Air Tower)

Armor and Health						
Health	Rocket	Gun	Cannon	Grenade	Sniper	Suppression
75	25%	100%	50%	75%	500%	500

Shadow Team

Elite Infantry

Cost: 800
Build Time: 8 sec
Vision Range: 350
Shroud Clear: 400
Movement Speed: 80 (walking) / 100 (flying)
Attack While Moving?: Yes
Troops per Unit: 4
Prerequisites: Secret Shrine



- Stealthed
- Strong against infantry
- Equipped Glider Pack allows the Shadow Team to take flight; cannot attack while airborne
- Can seriously damage or destroy enemy structures with Explosive Charge ability (must be standing on ground near structure)

Armor and Health						
Health	Rocket	Gun	Cannon	Grenade	Sniper	Suppression
1,200	25%	100%	50%	75%	500%	500

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Sniper	200	Instant	30	—

Vehicles

Nod's array of fast, light vehicles allows them to stage quick assaults and draw their adversaries into nasty ambushes. They don't have the advantage of GDI's powerful tanks, but Nod vehicles generally cost less and can be cranked out at a faster rate.



The **Attack Bike** is an often overlooked asset to Nod's ground forces. Its remarkable speed and natural stealth detection make it ideal for scouting the battlefield during the early

stages of a conflict. Use these units to distract your enemy and harass their Harvesters while you bring up more powerful forces.

Nod's version of the **Harvester** has no gun turret, but it does have the advantage of being stealthed. This is a nice benefit, helping to keep the unit safe from harm.



Raider Buggies and **Scorpion Tanks** are light vehicles that can move about with impressive speed. They can be assembled very quickly and become very dangerous when upgraded with Laser Capacitors from the Tech Lab. Go for the Raider Buggy's EMP Coils upgrade as well; it's great at disabling hostile vehicles, allowing your Scorpions to make short work of them.

When used with skill, **Stealth Tanks** can be truly troublesome. They're the only stealthed tank in the game, and although they lose their stealth when they attack, skilled Commanders will use them to set up brutal ambushes, safely retreating these valuable units just before they're destroyed.



Beam Cannons are Nod's unique long-range artillery vehicles. They're designed to flatten enemy structures,

but they're also quite effective against armored units. When two or more Beam Cannons fire on the same structure, their lasers conjoin, becoming more powerful. Beam Cannons can also be left at a base to supercharge Obelisks of Light, and Venoms can be used to sight distant targets for them.

Finally, Nod's walker unit, the Avatar Warmech, is unique in its ability to commandeer weaponry from other Nod vehicles. This includes a Beam Cannon's laser; a Flame Tank's flame-thrower; a Stealth Tank's stealth generator, and an Attack Bike's stealth detector. Even without these extra gadgets, the Avatar Warmech is easily Nod's most powerful vehicle unit.

Attack Bike

Scout Vehicle

Cost: 600
Build Time: 6 sec
Vision Range: 350
Shroud Clear: 500
Movement Speed: 140
Attack While Moving?: Yes
Rotating Turret?: Yes (normal)
Prerequisites: War Factory



- Detects stealth
- Strong against aircraft
- Cannot move backward like other vehicles
- Can call for a Carryall transport via Call for Transport ability (requires Air Tower)

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
800	100%	75%	100%	75%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Rocket	250	200	600	—

Avatar Warmech

Heavy Assault Walker

Cost: 3,000
Build Time: 30 sec
Vision Range: 450
Shroud Clear: 500
Movement Speed: 50
Attack While Moving?: No
Rotating Turret?: Yes (normal)
Prerequisites: Tech Lab



- Strong against vehicles and structures

- Warmechs can vastly upgrade their combat prowess via their Commandeer Technology ability, which allows them to destroy allied Nod vehicles, adding their technology to the arsenal. (Can gain a Flamethrower from a Flame Tank; a Mobile Stealth Generator from a Stealth Tank; a Stealth Detection from an Attack Bike; and a Secondary Laser from a Beam Cannon.)

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
10,000	100%	25%	100%	25%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Cannon	350	Instant	1,000	200

Beam Cannon

Medium Artillery Vehicle

Cost: 1,000

Build Time: 10 sec

Vision Range: 500

Shroud Clear: 300

Movement Speed: 75

Attack While Moving?: No

Rotating Turret?: Yes (normal)

Prerequisites: Tech Lab



- Strong against vehicles and structures
- Attack power greatly increases when multiple Beam Cannons gather together and fire on the same target
- Can increase the attack range and rate of fire of an allied Obelisk of Light defensive structure via Charge Defenses ability
- Can work with allied Venoms to strike remote targets via Reflector Beam ability (Venom must sight these targets)
- Can call for a Carryall transport via Call for Transport ability (requires Air Tower)

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
3,000	75%	50%	100%	50%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Cannon	500	Instant	—	—

Emissary

Utility Vehicle

Cost: 1,500

Build Time: 15 sec

Vision Range: 100

Shroud Clear: 200

Movement Speed: 100

Attack While Moving?: N/A

Rotating Turret?: N/A

Prerequisites: Construction Yard



- Weaponless
- Unpacks into Outpost structure

- Outpost provides a wide build radius for additional structure placement, enabling the creation of auxiliary bases

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
2,000	100%	100%	100%	100%	1%

Flame Tank

Medium Tank

Cost: 1,000

Build Time: 10 sec

Vision Range: 350

Shroud Clear: 400

Movement Speed: 75

Attack While Moving?: Yes

Rotating Turret?: Yes (slow)

Prerequisites: Operations Center



- Strong against infantry and structures
- Can instantly clear structures garrisoned of hostiles
- Rear fuel drums are especially vulnerable to attacks (unit suffers double damage)

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
3,700	75%	25%	200%	25%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Grenade	100	Instant	200	200

Harvester

Utility Vehicle

Cost: 1,000

Build Time: 10 sec

Vision Range: 150

Shroud Clear: 320

Movement Speed: 75

Attack While Moving?: N/A

Rotating Turret?: N/A

Prerequisites: War Factory; Refinery



- Stealthed
- Gathers Tiberium to process and store at the nearest Refinery
- Carries loads of up to 2,000 green Tiberium or 4,000 blue Tiberium
- Can be ordered back to nearest Refinery via Return to Refinery ability

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
5,000	75%	25%	110%	25%	1%

MCU

Construction Vehicle

Cost: 2,500

Build Time: 25 sec

Vision Range: 100

Shroud Clear: 200

Movement Speed: 60

Attack While Moving?: N/A

Rotating Turret?: N/A

Prerequisites: War Factory



- Weaponless
- Unpacks into Construction Yard structure
- Construction Yard provides a wide build radius and production/support structure queues

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
10,000	75%	25%	100%	25%	1%

Raider Buggy

Light Vehicle

Cost: 400

Build Time: 4 sec

Vision Range: 350

Shroud Clear: 500

Movement Speed: 130

Attack While Moving?: Yes

Rotating Turret?: Yes (normal)

Prerequisites: War Factory



- Strong against infantry and aircraft
- Can call for a Carryall transport via Call for Transport ability (requires Air Tower)
- Can learn the EMP Coils ability via Tech Lab research, enabling Raider Buggies to fire EMP bursts that temporarily disable mechanical units and structures in blast radius
- Offensive ability can be improved via Tech Lab Laser Capacitors upgrade (increases attack damage)

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
1,500	50%	50%	100%	50%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Gun	250	Instant	25	—

Scorpion Tank

Light Tank

Cost: 800
Build Time: 8 sec
Vision Range: 350
Shroud Clear: 400
Movement Speed: 90
Attack While Moving?: Yes
Rotating Turret?: Yes (fast)
Prerequisites: War Factory



- Strong against vehicles
- Can call for a Carryall transport via Call for Transport ability (requires Air Tower)
- Offensive and defensive ability can be improved via Tech Lab Dozer Blades upgrade (allows Scorpions to clear away mines and crush heavy infantry)
- Offensive ability can be improved via Tech Lab Laser Capacitors upgrade (increases attack damage)

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
2,400	75%	25%	100%	25%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Cannon	275	1,000	500	40

Stealth Tank

Hit-and-Run Tank

Cost: 1,000
Build Time: 10 sec
Vision Range: 350
Shroud Clear: 400
Movement Speed: 120
Attack While Moving?: Yes
Rotating Turret?: Yes (fast)
Prerequisites: Tech Lab



- Stealthed
- Strong against vehicles and aircraft

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
1,875	75%	25%	100%	25%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Rocket	275	200	1,500	—

Aircraft

Nod aircraft are a bit more versatile than GDI's aircraft, and it's much easier to flood the battlefield with Venoms compared to Orcas or Firehawks, as just one Air Tower can create as many Venoms as you like. Still, Nod's air forces aren't the focus of Nod's military might; they're primarily intended to harass enemy ground units, distract hostile forces, and bait traps.



Venoms are the backbone of Nod's air force. Like most of Nod's units, they're lightly armored, cheap to produce, and can be assembled very quickly. Their natural ability to detect stealth makes them excellent scouts, and their combat effectiveness can be enhanced by researching the Laser Capacitors upgrade at the Tech Lab. Venoms can also be used to sight distant targets for long-range Beam Cannon assaults.

Vertigo Bombers are stealthed fliers that carry just one massive air-to-surface bomb. These heavy assault craft are designed to make fast, unexpected bombing runs on enemy structures, destroying them in short order and then slipping back to the Air Tower to reload. Use Vertigos to add insult to injury when assaulting enemy bases and outposts, or to divert your rival's attention away from a large ground force.

Carryall

Transport Aircraft

Cost: N/A
Build Time: N/A
Vision Range: 180
Shroud Clear: 600
Movement Speed: 100



Attack While Moving?: Yes
Weaponry Payload: N/A
Prerequisites: Air Tower

- Lightly armored transport aircraft
- Not intended for direct combat situations
- Used to ferry ground units about the battlefield for surprise attacks, etc.
- If Carryall is destroyed in transit, its passenger unit is lost

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
750	100%	100%	100%	100%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
—	100	Instant	—	—

Venom

Light Aircraft

Cost: 700
Build Time: 7 sec
Vision Range: 350
Shroud Clear: 500
Movement Speed: 180
Attack While Moving?: Yes
Weaponry Payload: N/A
Prerequisites: Air Tower



- Detects stealth
- Strong against infantry and aircraft
- Can spot distant targets for long-range Beam Cannon assaults
- Can learn the Signature Generator ability via Tech Lab research, enabling each Venom to appear as a large force on the enemy radar when activated, causing chaos and confusion
- Offensive ability can be improved via Tech Lab Laser Capacitors upgrade (increases attack damage)

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
1,800	100%	100%	100%	100%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Gun	200	Instant	35	25

Vertigo Bomber

Heavy Bomber

Cost: 1,800
Build Time: 18 sec
Vision Range: 350
Shroud Clear: 500
Movement Speed: 165
Attack While Moving?: Yes
Weaponry Payload: 1 bomb
Prerequisites: Tech Lab



- Stealthed
- Strong against structures

- Effective against vehicles
- Rear-mounted anti-aircraft turret wards off pursuers
- Must dock at Air Tower to reload weaponry payload
- Health can be restored by docking at Air Tower for repairs
- Can be ordered to dock at Air Tower via Return to Air Tower ability

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
3,000	100%	100%	100%	100%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Gun	100	200	10	25

Nod Support Powers

Nod's wide selection of nefarious support powers are primarily geared toward deceiving and confusing the enemy, with a secondary focus on direct offensive assaults. Most of their best support powers take time to access through the tech tree, but the earlier ones like **Decoy Army** and **Mine Drop** can be a great help. Later powers like **Cloaking Field** and **Catalyst Missile** are truly nasty—use your imagination and look for ways to integrate these highly beneficial support powers into your assaults.

Catalyst Missile

Offensive Power

Launch a powerful Catalyst Missile at the targeted location. This missile causes a destructive chain reaction upon contact with Tiberium; fire it on your enemy's Tiberium fields to create chaos. This is great to use against enemy Refineries.

Stats					
Source	Pre-requisite	Re-charge	Cost	Use in Shroud?	Use Anywhere?
Tiberium Chemical Plant	None	Med.	1,500	Yes	Yes

Cloaking Field

Utility Power

Permanently grants stealth to all allied vehicles within the targeted radius. Also causes heavy damage to allied and enemy infantry units present in the area of effect. Use this to conceal your vehicle's units for surprise assaults and ambushes, or to quickly inflict massive damage against hostile infantry battalions.

Stats					
Source	Pre-requisite	Re-charge	Cost	Use in Shroud?	Use Anywhere?
Operations Center	Tech Lab	Med.	1,500	No	Yes

Decoy Army

Intelligence Power

Creates a purely visual cloned army of targeted ground units. These units look and act like their real counterparts, but their attacks deal no damage. Handy for drawing your opponent's fire away from your real units, or for convincing a hostile assault force to retreat in the face of superior numbers.

Stats					
Source	Pre-requisite	Re-charge	Cost	Use in Shroud?	Use Anywhere?
Operations Center	Air Tower	Med.	500	No	No

Master Computer Countermeasures Support Power

In the event of a hostile EMP attack against your base, all of your structures within range of the blast become temporarily disabled. Fortunately, this handy support power instantly brings all Nod structures back online after suffering such an attack. This can be quite helpful, as EMP blasts often precede heavy base assaults; use this support power to negate the effects of the enemy's EMP strike, turning the tables on their forces with a sudden reactivation of your base defenses.

Stats					
Source	Pre-requisite	Re-charge	Cost	Use in Shroud?	Use Anywhere?
Temple of Nod	None	Fast	200	N/A	N/A

Mine Drop

Defensive Power

Places a stealthed minefield on the battlefield at the targeted location. These mines inflict significant damage to enemy ground forces that move into contact with them. Lay minefields at key areas of a battlefield where hostile ground troops are likely to pass.

Stats					
Source	Pre-requisite	Re-charge	Cost	Use in Shroud?	Use Anywhere?
Operations Center	—	Med.	1,500	No	Yes

Nuclear Missile

Superweapon

Nod's devastating superweapon is capable of instantly obliterating enemy bases and crippling their presence on the battlefield. After constructing the Temple of Nod, you must wait 10 minutes before the Nuclear Missile can be launched. There's an additional 10-minute cool-down period between each use.

Stats					
Source	Pre-requisite	Re-charge	Cost	Use in Shroud?	Use Anywhere?
Temple of Nod	None	Very slow	None	Yes	Yes

Radar Jamming Missile

Intelligence Power

Launches a scrambler missile that temporarily shuts down all enemy radars, leaving their forces vulnerable to surprise assaults.

Stats					
Source	Pre-requisite	Re-charge	Cost	Use in Shroud?	Use Anywhere?
Operations Center	Tech Lab	Fast	750	Yes	Yes

Seed Tiberium

Resource Power

Sprays an area with Liquid Tiberium, accelerating the rate of Tiberium growth. Useful when you need access to additional resources but don't want to risk expanding your base. Also effective when used in conjunction with the Catalyst Missile support power—seed an enemy base with Tiberium and then launch your attack!

Stats					
Source	Pre-requisite	Re-charge	Cost	Use in Shroud?	Use Anywhere?
Tiberium Chemical Plant	Air Tower	Slow	500	Yes	Yes

Shadow Strike Team

Deploys two Shadow Teams to the battlefield via Glider Packs.

Stats					
Source	Pre-requisite	Re-charge	Cost	Use in Shroud?	Use Anywhere?
Operations Center	Secret Shrine	Slow	500	No	No

Tiberium Vapor Bomb

Offensive Power

Orders a Carryall to fly past and drop a lethal vapor bomb at the designated

spot on the battlefield. This is a costly but extremely potent attack that can annihilate a large attack force or cripple an enemy outpost. However, like all aircraft, the Carryall can be shot down by anti-air fire prior to reaching the bombing zone.

Stats					
Source	Pre-requisite	Re-charge	Cost	Use in Shroud?	Use Anywhere?
Tiberium Chemical Plant	Air Tower	Slow	3,500	Yes	Yes



The Scrin are a vile alien race bent on a hostile takeover of Earth and its resources. These mysterious invaders are equal in strength to both Nod and GDI, and they're utterly without remorse when conducting business on the battlefield. Drawn to Earth by the vast amount of Tiberium spreading across the planet's surface, the Scrin have no intention of leaving any time soon.

When comparing the factions, the Scrin certainly come out as the most unique of the three. Their air forces are vastly superior to both Nod and GDI, with twice as many aircraft to draw upon, including heavy capital warships. On the other hand, the Scrin have the least variety in ground forces, and only two of their land-based units are naturally capable of attacking airborne threats. The Scrin also have fewer upgrades and support power options compared to their rivals, and many of these enhancements are geared toward defense buffs rather than enhancing their offensive capabilities. Though the Scrin are different in many ways, their fundamental tech structure remains largely the same as that of Nod and GDI.

Faction Strengths

- Dominant air forces
- Heavily armored units
- Defensive upgrades and powers

Scrin Structures

Once you grow accustomed to the appropriately unusual names of Scrin structures, you'll find their tech tree is nearly identical to that of Nod and GDI. Their Warp Spheres heal vehicles just like War Factories, their Portals produce infantry, and their Gravity Stabilizers assemble aircraft. They have the same basic types of support structures and tech-advancement facilities as well. Of course, there are a few differences worth noting:

Each Scrin **Gravity Stabilizer** can produce up to four aircraft units, which simplifies the task of amassing a powerful Scrin air force. Furthermore, Scrin's aircraft are never required to dock at a Gravity Stabilizer; each unit is armed with an unlimited supply of ammo.



Like Nod, the Scrin have no structure capable of healing their infantry; only GDI's Armory can restore health to their troops. In fact, the only Scrin structure capable of repairs is their **Warp Sphere**, which heals nearby vehicles just like a GDI or Nod War Factory.

Scrin **Power Plants** are almost as cheap and quick to produce as Nod's, yet they crank out as much power as GDI's. However, it takes a whopping 13 seconds to upgrade a Scrin Power Plant with an advanced Fusion Core; this is more than twice the time it takes their rivals to upgrade their Power Plants.



The Scrin have one of the best advanced base defenses in the game, the **Storm Column**. Unlike GDI's Sonic Emitters and Nod's Obelisks of Light,

these spiny towers are lethal against all types of units, including aircraft. Storm Columns also generate localized Ion Storms that increase the armor of nearby Scrin aircraft by 25 percent. A teched-up Scrin base can be truly difficult to assault when these fearsome defenses are standing guard.

Finally, the Scrin have no structure that acts like their rivals' Tiberium Silos; the only way the Scrin can store up additional resources is to construct auxiliary **Extractors** (their version of a Refinery). To help balance this out, the Scrin have a unique structure called the **Growth Accelerator**, which can be placed in the center of a Tiberium field to enhance the field's regeneration rate.

Production Structures

Drone Platform

Primary Base Construction Facility

Cost: 3,000 (for Drone Ship)
Build Time: 30 sec (Drone Ship)
Power: +10
Vision Range: 400
Shroud Clear: 500
Ground Control Bonus: 360
Rotating Turret?: N/A
Prerequisites: Drone Ship



- Drone Ship unpacks into this structure
- Enables radar
- Provides power
- Provides one Production Structure queue
- Provides one Support Structure queue
- Builds and deploys Explorers for base expansion operations
- Additional Drone Platforms can be assembled for more production queues (build Drone Ships)

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
20,000	50%	25%	75%	100%	1%

Extractor

Tiberium Processing and Storage facility

Cost: 2,000
Build Time: 20 sec
Power: -6
Vision Range: 200
Shroud Clear: 400
Ground Control Bonus: 250
Rotating Turret?: N/A
Prerequisites: Drone Platform



- Processes and stores up to 5,000 Tiberium
- Comes with a Harvester to allow the gathering of Tiberium resources

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
10,000	50%	25%	75%	100%	1%

Foundry

Secondary Base Construction Facility

Cost: 1,500
Build Time: 15 sec
Power: -10
Vision Range: 200
Shroud Clear: 300
Ground Control Bonus: 100
Rotating Turret?: N/A
Prerequisites: Drone Platform



- Provides one additional Production Structure queue
- Provides one additional Support Structure queue
- Additional Cranes can be constructed for even more production queues

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
3,000	50%	25%	75%	100%	1%

Gravity Stabilizer

Aircraft Production Structure

Cost: 1,000
Build Time: 10 sec
Power: -7
Vision Range: 200
Shroud Clear: 400
Ground Control Bonus: 250
Rotating Turret?: N/A
Prerequisites: Nerve Center



- Builds and deploys Scrin aircraft units
- Does not repair Scrin aircraft
- Does not allow for air transport of Scrin ground units

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
6,000	50%	25%	75%	100%	1%

Nerve Center

Tech Advancement Structure

Cost: 1,500
Build Time: 15 sec
Power: -8
Vision Range: 200
Shroud Clear: 500
Ground Control Bonus: 175
Rotating Turret?: N/A
Prerequisites: Reactor; Extractor



- Unlocks advanced units and structures
- Provides Lightning Spike support power
- Provides The Swarm support power
- Provides Tiberium Vibration Scan support power

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
5,000	50%	25%	75%	100%	1%

Portal

Infantry Production Structure

Cost: 600
Build Time: 6 sec
Power: -5
Vision Range: 200
Shroud Clear: 400
Ground Control Bonus: 175
Rotating Turret?: N/A
Prerequisites: Reactor



- Builds and deploys Scrin infantry units
- Does not heal allied infantry units

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
3,000	50%	25%	75%	100%	1%

Reactor

Base Power Facility

Cost: 600
Build Time: 6 sec
Power: +20
Vision Range: 200
Shroud Clear: 400
Ground Control Bonus: 175
Rotating Turret?: N/A
Prerequisites: Drone Platform



- Provides power
- Power output can be enhanced by +10 through Fusion Core upgrade (400; 13 sec; requires Tech Center)

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
4,000	50%	25%	75%	100%	1%

Signal Transmitter

Advanced Support Structure

Cost: 3,000

Build Time: 30 sec

Power: -10

Vision Range: 200

Shroud Clear: 400

Ground Control Bonus: 175

Rotating Turret?: N/A

Prerequisites: Technology Assembler

- Provides Deploy Mothership support power
- Provides Wormhole support power



Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
3,000	50%	25%	75%	100%	1%

Stasis Chamber

Infantry Support Center

Cost: 1,200

Build Time: 12 sec

Power: -8

Vision Range: 200

Shroud Clear: 400

Ground Control Bonus: 175

Rotating Turret?: N/A

Prerequisites: Portal

- Provides Stasis Shield support power
- Does not heal allied infantry units



Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
3,000	50%	25%	75%	100%	1%

Technology Assembler

High-Tech Advancement Structure

Cost: 4,000

Build Time: 40 sec

Power: -10

Vision Range: 200

Shroud Clear: 400

Ground Control Bonus: 250



Rotating Turret?: N/A

Prerequisites: Nerve Center

- Unlocks high-tech units and structures
- Allows forcefield Generators upgrade for Annihilator Tripods, Devastator Warships, and Planetary Assault Carriers (3,000; 120 sec)
- Allows Plasma Disc Launchers upgrade for Shock Troopers (1,000; 40 sec)
- Allows Blink Packs upgrade for Shock Troopers (2,000; 80 sec)
- Enables Fusion Core upgrades at Reactors
- Provides Phase field support power

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
10,000	50%	25%	75%	100%	1%

Warp Sphere

Vehicle Production Structure

Cost: 2,000

Build Time: 20 sec

Power: -6

Vision Range: 200

Shroud Clear: 400

Ground Control Bonus: 250

Rotating Turret?: N/A

Prerequisites: Extractor; Reactor

- Builds and deploys Scrin vehicle units
- Repairs nearby allied vehicles (within repair radius)
- Provides Reconstruction Drones support power



Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
10,000	50%	25%	75%	100%	1%

Support Structures

Buzzer Hive

Anti-Infantry Base Defense

Cost: 600

Build Time: 6 sec

Power: -7

Vision Range: 350

Shroud Clear: 400

Ground Control Bonus: None

Rotating Turret?: N/A

Prerequisites: Reactor

- Detects stealthed units
- Strong against hostile infantry
- Largely ineffective against enemy vehicles
- Will not attack hostile aircraft



- If Buzzers are destroyed, new ones are quickly generated

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
1,600	50%	25%	75%	100%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Sniper	400	Instant	120	—

Growth Accelerator

Resource Enhancement Structure

Cost: 1,500

Build Time: 15 sec

Power: -5

Vision Range: 200

Shroud Clear: 400

Ground Control Bonus: 10

Rotating Turret?: N/A

Prerequisites: Extractor

- Must be placed in the middle of a Tiberium field
- Significantly increases Tiberium field regeneration rate



Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
3,000	50%	25%	75%	100%	1%

Photon Cannon

Anti-Vehicle Base Defense

Cost: 1,200

Build Time: 12 sec

Power: -8

Vision Range: 350

Shroud Clear: 500

Ground Control Bonus: None

Rotating Turret?: Yes (normal)

Prerequisites: Portal

- Detects stealthed units
- Strong against hostile vehicles
- Largely ineffective against enemy infantry
- Will not fire on hostile aircraft



Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
4,000	50%	25%	75%	100%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Cannon	350	400	700	—

Plasma Missile Battery

Anti-Air Base Defense

Cost: 800

Build Time: 8 sec

Power: -7

Vision Range: 450

Shroud Clear: 500



Ground Control Bonus: None
Rotating Turret?: Yes (normal)
Prerequisites: Nerve Center

- Detects stealthed units
- Strong against hostile aircraft
- Will not fire on hostile ground forces

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
7,000	50%	25%	75%	100%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Rocket	450	300	750	50

Rift Generator

Superweapon Structure

Cost: 5,000
Build Time: 50 sec
Power: -15
Vision Range: 100
Shroud Clear: 100
Ground Control Bonus: 175
Rotating Turret?: N/A
Prerequisites: Technology Assembler



- Charges the Black Hole superweapon
- Provides Black Hole support power
- Only one Rift Generator may be built at a time

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
20,000	50%	25%	75%	100%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Cannon	Infinite	Instant	20,000	—

Storm Column

Advanced Base Defense

Cost: 1,500
Build Time: 15 sec
Power: -12
Vision Range: 375
Shroud Clear: 500
Ground Control Bonus: None
Rotating Turret?: No
Prerequisites: Technology Assembler



- Detects stealthed units
- Strong against hostile vehicles and aircraft
- Effective against enemy infantry

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
6,400	50%	25%	75%	100%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Rocket	375	Instant	2,500	—

Other Structures

Lightning Spike

All-Purpose Anti-Infantry Defense

Cost: 1,000 (for Lightning Spike support power)

Build Time: 10 sec

Power: N/A

Vision Range: 400

Shroud Clear: 450

Ground Control Bonus: None

Rotating Turret?: Yes (normal)

Prerequisites: Nerve Center; Gravity Stabilizer



- Detects stealthed units
- Strong against hostile infantry
- Largely ineffective against enemy vehicles
- Will not fire on hostile aircraft

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
3,000	50%	25%	75%	100%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Cannon	375	Instant	290	—

Outpost

Base Expansion Facility

Cost: 1,500 (for Explorer)
Build Time: 15 sec (Explorer)/
 30 sec (Unpack)

Power: N/A

Vision Range: 200

Shroud Clear: 400

Ground Control Bonus: 300

Rotating Turret?: N/A

Prerequisites: Explorer



- Explorer vehicle unpacks into this structure
- Once unpacked, Outpost provides a large build radius for structure placement
- Enables the construction of auxiliary bases and forward outposts

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
2,000	100%	100%	100%	100%	1%

Scrin Units

If you thought the Scrin's structures were unique, wait until you take a look at the units that make them such a threat to their foes.

Infantry

Though the Scrin have a sizable advantage in the aircraft department, their infantry leaves something to be desired. They have the smallest selection of infantry units, and none of them is capable of combating airborne threats. On the other hand, Scrin infantry are exceptional at tearing through enemy vehicles and whittling down structures, making them effective as early-game base rushers.

Buzzers are the cheapest infantry units for the Scrin to produce, and they excel at combating enemy foot soldiers. Their ability to instantly clear garrisoned structures makes it tough for hostile troops to defend themselves. Buzzers can also combine with Scrin combat vehicles, dramatically increasing the vehicle's anti-infantry capabilities.



Shock Troopers are advanced Scrin infantry, ideal for use against vehicles and structures. Their true potential comes to light once you upgrade these units with Blink Packs and Plasma Disk Launchers at the Technology Center. These enhancements allow Shock Troopers to instantly teleport into advantageous positions—behind a line of hostile vehicles, for example—and then open fire with increased attack damage.

Masterminds are Scrin's elite infantry units. Only one Mastermind may be trained at a time. Masterminds are not able to destroy buildings and walker units with explosives, however; instead, their unique Manipulator Device ability allows them to seize control of a nearby hostile unit, turning it against the Mastermind's foes. A Mastermind can also use its Teleport Units ability to quickly move allied forces about the battlefield, placing them in strategic locations. Together, these unique abilities make the Mastermind more of a support unit than a direct combatant like the Commando.

Assimilator

Utility Infantry

Cost: 500
Build Time: 5 sec
Vision Range: 100
Shroud Clear: 200
Movement Speed: 30
Attack While Moving?: N/A
Troops per Unit: 1
Prerequisites: Portal



- Weaponless
- Stealthed while standing still
- Can capture hostile and neutral structures for a variety of benefits
- Can instantly repair damaged Scrin buildings
- Can capture husks of fallen walker units to repair them and claim them for the Scrin
- Can repair collapsed bridges by capturing one of the nearby bridge towers

Armor and Health						
Health	Rocket	Gun	Cannon	Grenade	Sniper	Suppression
75	25%	100%	50%	75%	100%	—

Buzzers

Basic Infantry

Cost: 200
Build Time: 2 sec
Vision Range: 225
Shroud Clear: 250
Movement Speed: 75



Attack While Moving?: Yes
Troops per Unit: 1 swarm
Prerequisites: Portal

- Strong against infantry
- Can instantly clear structures garrisoned by hostiles
- Can combine with allied vehicles via Combine with Vehicle ability; adds the Buzzers' attack power to the vehicle and helps protect it

Armor and Health						
Health	Rocket	Gun	Cannon	Grenade	Sniper	Suppression
250	25%	50%	25%	50%	100%	—

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Gun	150	Instant	10	—

Disintegrators

Basic Infantry

Cost: 300
Build Time: 3 sec
Vision Range: 350
Shroud Clear: 400
Movement Speed: 50
Attack While Moving?: Yes
Troops per Unit: 5
Prerequisites: Portal



- Strong against vehicles and structures
- Explode when crushed, dealing damage to attacking vehicle

Armor and Health						
Health	Rocket	Gun	Cannon	Grenade	Sniper	Suppression
350	25%	75%	50%	75%	100%	—

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Rocket	100	Instant	90	—

Masterminds

Elite Infantry

Cost: 1,500
Build Time: 15 sec
Vision Range: 250
Shroud Clear: 200
Movement Speed: 90
Attack While Moving?: Yes
Troops per Unit: 1
Prerequisites: Stasis Chamber; Technology Assembler



- Can instantly transport allied units to any nearby location on the battlefield via Teleport Units ability

- Can take control of hostile infantry, vehicles, and structures via Manipulator Device ability
- Only one Mastermind may be trained at a time

Armor and Health						
Health	Rocket	Gun	Cannon	Grenade	Sniper	Suppression
1,250	25%	100%	50%	75%	100%	—

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
—	200	Instant	—	—

Shock Troopers

Advanced Infantry

Cost: 800
Build Time: 8 sec
Vision Range: 350
Shroud Clear: 400
Movement Speed: 65
Attack While Moving?: Yes
Troops per Unit: 3
Prerequisites: Nerve Center; Stasis Chamber



- Strong against vehicles and structures
- Can learn the Blink Packs ability via Technology Assembler research, allowing Shock Troopers to teleport about the battlefield
- Offensive ability can be improved via Technology Assembler Plasma Disk Launchers upgrade (increases attack damage; allows Shock Troopers to fire on aircraft units)

Armor and Health						
Health	Rocket	Gun	Cannon	Grenade	Sniper	Suppression
900	25%	100%	25%	100%	100%	—

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Rocket	300	400	225	—

Vehicles

Like their infantry, the Scrin also have the smallest selection of vehicles to draw upon out of the three factions. Most Scrin combat vehicles are quite slow, but they're also powerful and resilient; their attack and defense ratings are on par with some of GDI's finest.



The **Seeker** is perhaps the best scout unit in the game. Though it's not quite as fast as GDI's Pitbull or Nod's Attack Bike and Raider Buggy, the Seeker is designed to assault vehicles and is somewhat effective against structures, making it ideal for early-game harassment and scout-vs-scout countermeasures.

Scrin's **Harvester** isn't stealthed like Nod's and doesn't possess a gun turret like GDI's, but it does have a unique advantage: it slowly recovers health while gathering resources amid a Tiberium field. This special benefit often enables Scrin Harvesters to survive longer than others when being harassed by hostiles.



The **Gun Walker** is the Scrin's best land-based unit against enemy aircraft, making it a valuable asset to any Scrin assault force. These freaky-looking vehicles are useful throughout every battle, as it takes some time for the Scrin to amass a powerful air presence, and most of their other ground forces are ill-equipped to deal with aerial threats.

Scrin's slow-moving **Corruptors** are similar in many ways to Nod Flame Tanks. They're designed to decimate hostile infantry, clear garrisoned structures, and reduce enemy structures to rubble. Corruptors are also able to heal allied units by "attacking" them; this makes Corruptors as useful at supporting their troops as they are at assaulting enemy outposts.



Surprisingly, Scrin's heavy walker, the **Annihilator Tripod**, is a bit faster than the other factions' walker units. It's also extremely powerful and can crush lighter vehicles underfoot. When upgraded with the Technology Assembler's Forcefield Generator, Annihilator Tripods become exceptionally difficult to destroy. Though costly, these are by far Scrin's best armored units.

Annihilator Tripod

Heavy Assault Walker

Cost: 3,000

Build Time: 30 sec

Vision Range: 350

Shroud Clear: 500

Movement Speed: 60

Attack While Moving?: Yes

Rotating Turret?: Yes (normal)

Prerequisites: Technology Assembler

- Strong against vehicles and structures
- Can combine with Buzzers for improved defense and anti-infantry capabilities
- Defensive ability can be improved via Technology Assembler Forcefield Generators upgrade (forcefields absorb damage and can negate one EMP attack)



Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
7,500	75%	25%	100%	25%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Cannon	350	400	500	—

Corruptor

Medium Vehicle

Cost: 1,000

Build Time: 10 sec

Vision Range: 350

Shroud Clear: 400

Movement Speed: 60

Attack While Moving?: No

Rotating Turret?: N/A

Prerequisites: Nerve Center



- Strong against infantry and structures
- Can instantly clear structures garrisoned by hostiles
- Can repair allied units by "attacking" them
- Can combine with Buzzers for improved defense and anti-infantry capabilities

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
2,500	75%	25%	100%	25%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Grenade	100	Instant	40	—

Devourer Tank

Medium Tank

Cost: 1,400

Build Time: 14 sec

Vision Range: 350

Shroud Clear: 400

Movement Speed: 55

Attack While Moving?: Yes

Rotating Turret?: Yes (normal)

Prerequisites: Nerve Center



- Strong against vehicles and structures
- Attack laser can be supercharged by using Conversion Beam ability to absorb Tiberium from a field or resource structure
- Can combine with Buzzers for improved defense and anti-infantry capabilities

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
3,200	75%	25%	100%	25%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Cannon	350	Instant	500	—

Explorer

Utility Vehicle

Cost: 1,500
Build Time: 15 sec
Vision Range: 150
Shroud Clear: 320
Movement Speed: 100
Attack While Moving?: N/A
Rotating Turret?: N/A
Prerequisites: Drone Platform



- Weaponless
- Unpacks into Outpost structure
- Outpost provides a wide build radius for additional structure placement, enabling the creation of auxiliary bases

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
2,000	100%	100%	100%	100%	1%

Gun Walker

Medium Vehicle

Cost: 700
Build Time: 7 sec
Vision Range: 350
Shroud Clear: 400
Movement Speed: 75
Attack While Moving?: No
Rotating Turret?: Yes (normal)
Prerequisites: Warp Sphere



- Strong against infantry and aircraft
- Can combine with Buzzers for improved defense and anti-infantry capabilities

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
2,500	75%	25%	100%	25%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Gun	300	Instant	80	—

Harvester

Resource Vehicle

Cost: 1,000
Build Time: 10 sec
Vision Range: 150
Shroud Clear: 320
Movement Speed: 75
Attack While Moving?: N/A
Rotating Turret?: N/A
Prerequisites: Warp Sphere; Extractor



- Gathers Tiberium to process and store at the nearest Refinery
- Carries loads of up to 2,000 green Tiberium or 4,000 blue Tiberium
- Slowly regenerates health over time while exposed to Tiberium radiation
- Can be ordered back to nearest Refinery via Return to Refinery ability

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
7,500	75%	25%	110%	50%	1%

Seeker

Light Vehicle

Cost: 800
Build Time: 8 sec
Vision Range: 350
Shroud Clear: 500
Movement Speed: 90
Attack While Moving?: Yes
Rotating Turret?: Yes (normal)
Prerequisites: Warp Sphere



- Detects stealth
- Strong against vehicles and aircraft
- Can combine with Buzzers for improved defense and anti-infantry capabilities

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
2,400	75%	25%	100%	50%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Rocket	250	400	375	—

Aircraft

The Scrin make up for their lackluster ground forces with a tremendously powerful air presence. They have twice as many combat aircraft as Nod and GDI, and none of their rivals' air units can match the might of the vessels that make up Scrin's aerial fleet. All Scrin aircraft carry unlimited ammunition as well, allowing for prolonged aerial bombardments.



Scrin's version of the MCV is called the **Drone Ship**. This giant weaponless vessel costs a bit more to build than MCVs, and it takes longer to access through the tech tree as it comes from the Gravity Stabilizer. However, the Drone Ship is airborne and capable of flying over land obstacles, making base expansion a bit easier for the Scrin in some regions.

The **Stormrider** is Scrin's fast-attack vessel, and it's far sturdier than GDI's Orca or Nod's Venom. Designed for use against enemy vehicles and aircraft, Stormriders are fast and powerful, forming the backbone of the Scrin fleet.



Think of **Devastator Warships** as airborne artillery craft that can also obliterate infantry. Their substantial attack range is perfect for base assaults, often allowing Devastator Warships to destroy anti-air defenses without fear of return fire. A few Devastators backed by a fleet of Stormriders makes for a fantastic mid-game assault force.

Planetary Assault Carriers are like flying GDI Mammoths. They're lethal against vehicles and structures, and able to support allied aircraft by creating localized Ion Storms, which enhance the armor of Scrin air units by 25 percent. These massive vessels are frightening to behold and can easily turn the tide of any battle.



When push comes to shove, the Scrin call in their **Mothership** to settle the score. This massive flying unit is practically a mobile superweapon, albeit an incredibly slow-moving one. To attack, the Mothership fires its Catalyst Cannon at the ground directly beneath it, sending out shockwaves that obliterate everything in the vicinity. Only one Mothership may be deployed at a time, and they're only available through Mothership support power.

Devastator Warship

Heavy Artillery Aircraft

Cost: 2,400
Build Time: 24 sec
Vision Range: 500
Shroud Clear: 400
Movement Speed: 60
Attack While Moving?: Yes
Weaponry Payload: N/A
Prerequisites: Technology Assembler



- Strong against structures and infantry
- Gain a 25 percent armor boost when positioned amid Ion Storms
- Defensive ability can be improved via Technology Assembler forcefield Generators upgrade (forcefields absorb damage and can negate one EMP attack)

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
6,250	100%	100%	100%	100%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Grenade	500	300	1,750	—

Drone Ship

Construction Aircraft

Cost: 3,000
Build Time: 30 sec
Vision Range: 150
Shroud Clear: 320
Movement Speed: 48
Attack While Moving?: N/A
Weaponry Payload: N/A
Prerequisites: Gravity Stabilizer



- Weaponless
- Unpacks into Drone Platform structure
- Drone Platform provides a wide build radius and production/support structure queues

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
6,250	75%	25%	100%	25%	1%

Mothership

Superheavy Capital Aircraft

Cost: 5,000 (for Mothership support power)
Build Time: 50 sec
Vision Range: 800
Shroud Clear: 1,000
Movement Speed: 15
Attack While Moving?: No
Weaponry Payload: N/A
Prerequisites: Gravity Stabilizer; Signal Transmitter



- Strong against structures
- Effective against all combat units
- Gain a 25 percent armor boost when positioned amid Ion Storms
- Can only be deployed via Mothership support power
- Only one Mothership may be deployed at a time

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
30,000	100%	100%	100%	100%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Cannon	5	Instant	Extreme	—

Planetary Assault Carrier

Heavy Capital Ship

Cost: 3,000
Build Time: 30 sec
Vision Range: 350
Shroud Clear: 500
Movement Speed: 40
Attack While Moving?: Yes
Weaponry Payload: N/A
Prerequisites: Signal Transmitter



- Detects stealth
- Strong against vehicles and structures
- Gain a 25 percent armor boost when positioned amid Ion Storms
- Can create localized Ion Storms via Ion Storm ability; Ion Storms enhance nearby Scrin aircraft units' armor by 25 percent and inflict damage to nearby enemy structures and vehicles over time
- Defensive ability can be improved via Technology Assembler forcefield Generators upgrade (forcefields absorb damage and can negate one EMP attack)

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
12,500	100%	100%	100%	100%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Cannon	400	Instant	360	—

Stormrider

Basic Aircraft

Cost: 1,500
Build Time: 15 sec
Vision Range: 350
Shroud Clear: 400
Movement Speed: 175
Attack While Moving?: Yes
Weaponry Payload: N/A
Prerequisites: Gravity Stabilizer



- Strong against aircraft and vehicles
- Gain a 25 percent armor boost when positioned amid Ion Storms

Armor and Health					
Health	Rocket	Gun	Cannon	Grenade	Sniper
4,000	100%	100%	100%	100%	1%

Attacks and Damage				
Class	Range	Speed	Damage	Suppression
Rocket	350	Instant	100	—

ScrIn Support Powers

Most of the support powers employed by the Scrin are used to heal and defend their forces, with a secondary focus on removing hostile units from combat. **Reconstruction Drones** are available early and are a great way to keep Scrin's heavier units in good repair as they assail enemy bases and outposts. Both the **Phase Field** and **Stasis Shield** are ideal ways to quickly remove large hostile forces from combat. If you can harness enough resources to deploy a **Mothership** while charging up a **Black Hole**, you give your enemies two potentially match-ending threats to focus on.

Rift

Superweapon

The Scrin's devastating superweapon is capable of instantly annihilating enemy bases and crippling their presence on the battlefield. After constructing the Rift Generator, you must wait 10 minutes before the Rift can be summoned. There's an additional 10-minute cool-down period between each use.

Stats					
Source	Pre-requisite	Re-charge	Cost	Use in Shroud?	Use Anywhere?
Rift Generator	None	Very slow	None	Yes	Yes

Lightning Spike

Defensive Power

Creates a Lightning Spike defensive structure at the desired location on the battlefield. This allows you to place defensive structures outside your base's build radius. Lightning Spikes are powerful against enemy infantry.

Stats					
Source	Pre-requisite	Re-charge	Cost	Use in Shroud?	Use Anywhere?
Nerve Center	Gravity Stabilizer	Fast	1,000	No	Yes

Mothership

Reinforcement Power

Summons the Scrin Mothership to the battlefield; a massive, slow-moving aircraft is armed with the Catalyst Cannon, which fires at the ground directly below the Mothership, sending out a destructive shockwave that deals massive damage to everything caught in its wake. Only one Mothership may be deployed at a time.

Stats					
Source	Pre-requisite	Re-charge	Cost	Use in Shroud?	Use Anywhere?
Signal Transmitter	Gravity Stabilizer	Slow	5,000	N/A	N/A

Phase Field

Defensive Power

Phases all ground units within the targeted radius, partially shifting them into another dimension. Phased units cannot attack, but gain a substantial armor bonus. This is a good way to quickly nullify a hostile assault force, or to cripple an enemy base's defenders while your units assail their structures unopposed.

Stats					
Source	Pre-requisite	Re-charge	Cost	Use in Shroud?	Use Anywhere?
Stasis Chamber	None	Slow	1,500	No	Yes

Reconstruction Drones

Utility Power

Repairs all units over time at the targeted location. A good way to keep your forces healthy as they combat hostiles in the field.

Stats					
Source	Pre-requisite	Re-charge	Cost	Use in Shroud?	Use Anywhere?
Nerve Center	None	Fast	1,500	Yes	Yes

Stasis Shield

Defensive Power

Creates an impenetrable shield over a targeted area that disables and protects all units and structures inside for a time. These units cannot move or attack, but may be salvaged for future use when the shield wears off. Can also be used to quickly stop a hostile assault force while you amass additional units to combat them or strengthen your base defenses.

Stats					
Source	Prerequisite	Re-charge	Cost	Use in Shroud?	Use Anywhere?
Stasis Chamber	Technology Assembler	Slow	1,000	No	Yes

The Swarm

Reinforcement Power

Summons a great swarm of Buzzers that engulfs the targeted area. Very effective against hostile infantry battalions.

Stats					
Source	Pre-requisite	Re-charge	Cost	Use in Shroud?	Use Anywhere?
Nerve Center	Stasis Chamber	Med.	1,000	No	No

Tiberium Vibration Scan

Intelligence Power

Reveals on your radar all Tiberium fields, Tiberium-based structures, and Harvesters across the battlefield. A good way to quickly locate additional resources and discover which Tiberium fields your opponents are currently harvesting.

Stats					
Source	Pre-requisite	Re-charge	Cost	Use in Shroud?	Use Anywhere?
Nerve Center	Technology Assembler	Fast	500	N/A	N/A

Wormhole

Creates two portals on the battlefield at the targeted locations. Allied and enemy units alike can instantly travel between these two portals, creating a good way to quickly move your assault parties to your enemy's base and outposts. Can also be used to lure enemy forces into cunning ambushes.

Stats					
Source	Pre-requisite	Re-charge	Cost	Use in Shroud?	Use Anywhere?
Signal Transmitter	None	Med.	2,000	No	No

Neutral Structures and Objects

The forces of GDI, Nod, and Scrin aren't the planet's only inhabitants; there are many other people on Earth who've become caught in the middle of chaotic struggle between these factions. Earth's neutral-aligned populace has developed technology of its own, and clever Commanders will find ways to take advantage of these neutral tech structures.

Capturing Neutral Structures



Neutral structures provide no benefits to any faction until they've been captured by special infantry units. Each faction has one special type of infantry unit that's capable of capturing neutral buildings:

GDI: Engineer

Nod: Saboteur

Scrin: Assimilator

Once captured, a neutral structure's particular brand of benefit is bestowed to the capturing faction. The structure also changes in appearance to reflect the faction that controls it; colored banners are hung from windows and the like. A captured structure can always be recaptured by another faction, so it's wise to leave a few units to protect it.

Note

Engineers, Saboteurs, and Assimilators can also capture enemy buildings and the husks of fallen walker units.

Neutral Structures

Bridge Gatehouse Towers

In *Command & Conquer 3*, bridges aren't invulnerable like other forms of terrain; they collapse after sustaining heavy damage. To repair a bridge, send a unit to capture one of the towers that stand at either end. Capturing either tower fully repairs the bridge, allowing ground units to traverse it.



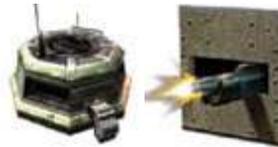
Defensive Tower

Defensive Towers are stationary gun turrets that function much like GDI's anti-vehicle Guardian Cannons. Capture these structures to help your forces defend a region of the battlefield.



Garrisonable Structures

Most civilian buildings can be garrisoned by infantry units. You don't need to capture these structures with Engineers, Saboteurs, or Assimilators; simply move your troops into a garrisonable building to have them occupy it. Garrisoning structures grants your infantry complete protection from attacks until the building is destroyed, and best of all, your soldiers can fire their weaponry from the building's windows. This is a particularly vital tactic to employ when combating rivals in dense urban environments.



Note

Some infantry and vehicle units are able to instantly clear structures garrisoned by enemy forces. This instantly kills the units inside the building without harming the structure. The following units have this valuable ability:

- GDI Grenadier Squad
- Nod Black Hand
- Nod Flame Tank
- Scrin Buzzers
- Scrin Corruptor

EMP Control Center

Capturing this valuable tech structure grants you access to a powerful EMP support power that can be used to disable mechanical units. This power is used just like other support powers, except there's no cost. Taking charge of EMP Control Centers can turn the tide of a battle, making these key structures to capture and defend.



Expansion Points

Expansion Points are highly prized tech structures that provide a significant amount of Ground Control when captured.



This allows the capturing faction to place structures nearby, creating forward outposts at key locations on a battlefield. If you have base defenses constructed and ready to place, you can set them down the moment you capture an Expansion Point, helping you to defend the valuable structure.

Mutant Hovel

Mutant Hovels are unique structures from which Mutant Marauders



can be trained. These elite infantry units are strong against aircraft and other infantry. They're also an incredibly good bargain, costing only 600 Tiberium and taking just 6 seconds to train. Capture Mutant Hovels early in the game to increase your ability to deploy infantry.

Reinforcement Bay

Reinforcement Bays come in different shapes and sizes. Once captured, a Reinforcement Bay grants you access to additional units. The number and type of units you gain depends on the Reinforcement Bay and the faction you're controlling, but one thing's for sure: it's always a good idea to capture these structures.



Subway Entrances and Hubs

Subway Hubs and Entrances enable the rapid transit of ground units. Capturing



Subway Hub



Subway Entrance

a Subway Hub grants your land forces access to all Subway Entrances in the city; your units will automatically use the subway network to travel about the battlefield as quickly as possible.

Tiberium Silo

Tiberium isn't just for military use; many cities derive their power from the substance, storing and processing it within neutral-aligned Tiberium Silos. Capturing a Tiberium Silo provides a one-time bonus of 3,000 Tiberium that's instantly added to your coffers. Once a Tiberium Silo has been captured, there's no future benefit from recapturing it.



Tiberium Spike

Tiberium Spikes are similar to Tiberium Silos, except these valuable structures provide an endless trickle of resources rather than a large one-time boost. Each Tiberium Spike produces 15 Tiberium per second, and the first faction to capture a Tiberium Spike gains an additional 750 Tiberium right off the bat. Move to capture these valuable structures as fast as you can, and make sure to defend your Tiberium Spikes—your rivals will surely try to steal them away.



Neutral Objects

In addition to the aforementioned structures, there are a handful of neutral objects worthy of special mention. Look for these special objects and use them to your advantage whenever possible.

Fuel Drums

Red-and-yellow fuel drums are boldly colored for a reason: they're extremely dangerous. When fired upon, these tiny objects violently erupt, dealing heavy damage to everything nearby. A collection of fuel drums can cause a massive explosion, so steer your forces well clear of them.



Supply Crates

Gray-and-yellow supply crates contain goodies. Move a unit into a supply crate to collect it. Supply crates come in three different varieties; mouse over a crate for a tool tip description on what's inside.



Veterancy Crate: Increases the veterancy of all nearby units by one rank.

Healing Crate: Restores all nearby units to maximum health.

Money Crate: Instantly transfers 1,000 Tiberium to your supply.

Tiberium

In *Command & Conquer 3*, Tiberium is the most potent resource on Earth.

Each faction harvests, processes, and stores the crystalline material, using it to construct



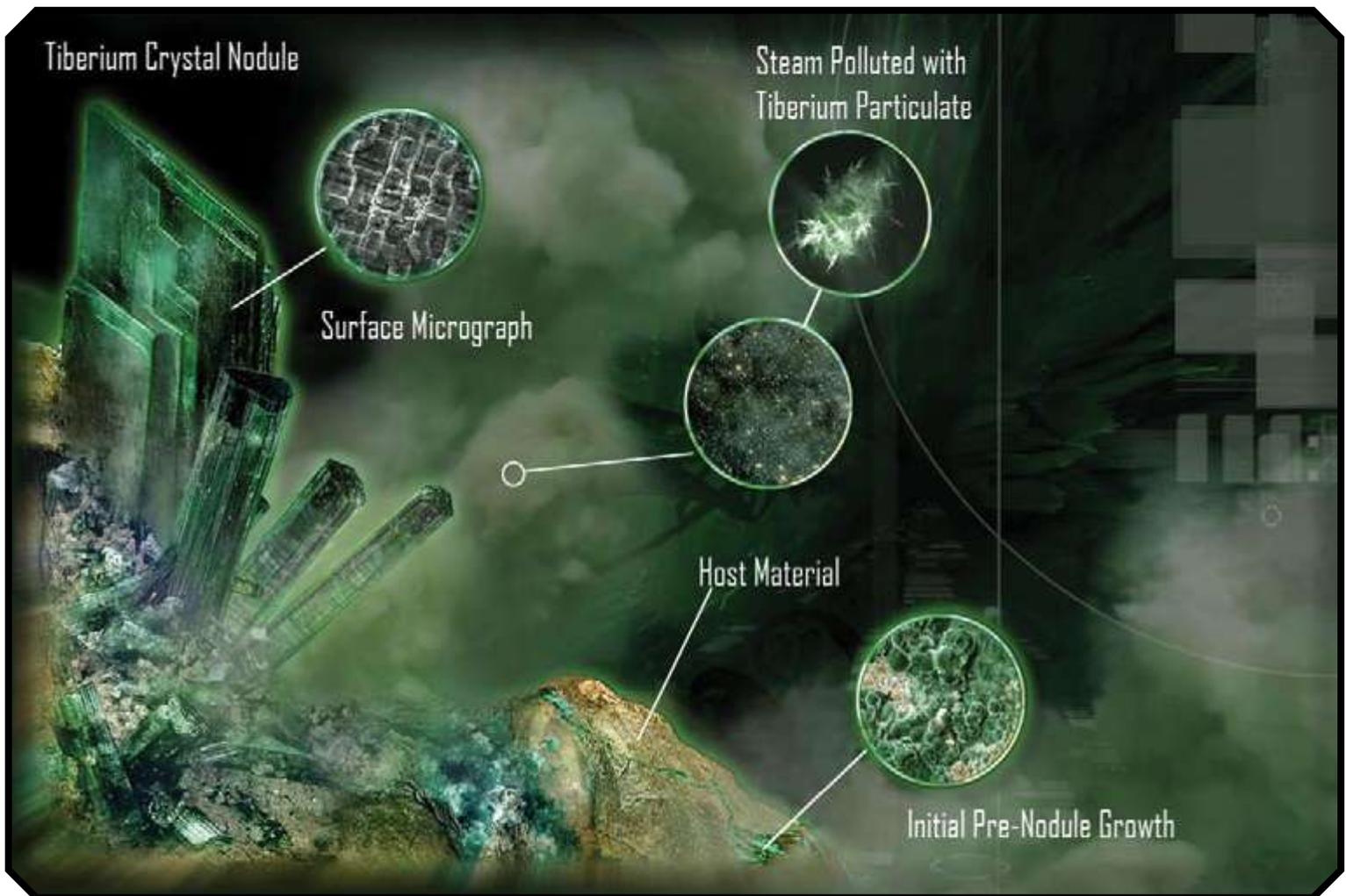
Green Tiberium Crystal



Blue Tiberium Crystal

factions

their military bases and assemble powerful legions of combat units. Green Tiberium is the most common variety; the blue crystal is rare but twice as potent and gets used up much more quickly. When their storage tanks are full, each faction's Harvesters carry standard loads of 2,000 green or 4,000 blue Tiberium.



Prologue

North Carolina Badlands



RECENT SATELLITE INTELLIGENCE POINTS TO A SUSPICIOUS LEVEL OF ACTIVITY IN THE NORTH CAROLINA BADLANDS. INOPS IS CONCERNED THAT THE BROTHERHOOD OF NOD MAY BE SETTING UP SHOP THERE. YOUR MISSION IS TO INVESTIGATE AND REPORT BACK AS SOON AS POSSIBLE. AN ABANDONED GDI TRAINING FACILITY IS LOCATED NEARBY—USE THAT AS YOUR BASE OF OPERATIONS IN THE AREA.

00:04:01:066



The Brotherhood of Nod is up to no good in this area, and their meddling cannot be tolerated—nothing good can come of it. You begin this mission with two Rifleman Squad units; send them east toward the site of the abandoned GDI outpost. You encounter a few infantry units when you reach the outpost; defeat them to secure the base, bring its structures online, and complete your first primary objective.

[Primary Objectives]

1. Determine the status of the GDI outpost
2. Build a Barracks and three GDI Rifleman Squads
3. Build a Power Plant
4. Repair the Command Post
5. Eliminate the Nod outpost
6. Repair the Bridge
7. Build an Airfield
8. Destroy the Nod Barracks, War Factory, and Construction Yard

[Bonus Objectives]

1. Build a Watchtower
2. Build a second Infantry Queue
3. Capture one of Nod's buildings
4. Sell the captured Nod building
5. Capture the Tiberium Spike
6. Build a Tiberium silo

[Acquirable Intel]

- Tiberium Primer
- Mobile Construction Vehicle
- GDI Riflemen
- GDI Base Closure
- GDI Engineer
- Barracks
- GDI Missile Squad

[Areas of Interest]

1. Abandoned GDI outpost
2. Nod outpost
3. Bridge
4. Nod base



Tip

Order your units to stop to attack any hostiles they encounter by pressing **A** and then right-clicking where you want them to go.

GDI Rifleman Squad



Cost: 300
Time to train: 3 sec

Riflemen are the backbone of the GDI infantry. They can cut through enemy infantry in short order, but they're weakly armored and won't last long under heavy anti-infantry fire. Use them to combat enemy infantry, but don't expect them to hold the line against superior forces.



You gain a solid foothold in the region by securing the outpost: a Mobile Construction Vehicle (MCV) enters the area from the west. The MCV parks in the center of the outpost and unpacks, transforming itself into a Construction Yard. You now have the ability to build new structures within the confines of your base.



Your next objective is to build a Barracks and train three Rifleman

Squads to strengthen your arms. Click the Construction Yard to select it, bringing up the Production Structure menu. Now click the Barracks icon from within the Production Structure menu to begin constructing it. Once the Barracks has been built, click its icon a second time to "grab" it.

Note

You can also click the Production Structure tab, located just below the radar, to call up the Production Structure menu. This is handy when you're engaged in a heated battle and can't afford to divert your attention away from the action.



Choose a suitable location for your Barracks within the confines of your base's Ground Control radius, then left-click to place it there. You're now able to train more Rifleman Squads. Click the Barracks to select it, bringing up the Infantry menu. Next, click the Rifleman Squad icon to begin their training. Click their icon more than once to queue up additional units, ordering one after another to be trained.

Caution

Do not build your Barracks too close to the Power Plant as you risk losing it in short order.

Note

You can determine which direction the Barracks will face when you place it. Hold the left mouse button down when you click to place the structure, then move the mouse in the direction you want the Barracks to face. Keep this in mind when placing structures about your base; the direction they face can be an important factor in how well they function.

Tip

Click the infantry tab—located below the radar—to call up the Infantry menu without having to select the Barracks.



After queuing up some Rifleman Squad units, it's wise to build a Tiberium Silo to store more Tiberium resources for future use. Select the Construction Yard (or click the Support Structure tab below the radar) to call up the Support Structure menu, then click the Tiberium Silo icon to begin construction. Once it's ready, place the structure wherever you like, just as you did with the Barracks. This completes the first bonus objective.

Train three additional Rifleman Squad units to complete the second primary objective. Shortly after, a group of hostile Nod Fanatics will charge into your base and destroy your Power Plant before your infantry is able to shoot them down. Quickly build another Power Plant by selecting the Construction Yard (or clicking the Production Structure tab). Once it's fully assembled, set it down to replace the one you've just lost. This restores power to your base and completes the third primary objective.

Note

Your power consumption is indicated by the colored bar along the left side of the radar. The bar is green when you have enough power to support your base's structures, and it turns red when you don't. Your current power consumption is indicated by the white marker; move the mouse over the bar to view the hard numbers regarding your power usage.



With the Command Post repaired, you gain a greater view of the surrounding terrain via radar. It seems that there's a small Nod outpost to the east. You'll need to destroy these fanatical foes, but protecting your base always comes first. Quickly construct a Watchtower through the Support Structure menu, then place it at the east side of your base, near the road. This improves your base defenses against infantry units and completes the first bonus objective.



Tip

In a pinch, you can power-down unneeded buildings to free up power for others. To do this, click the Power Mode icon at the top of the radar (or simply press **X**), then click on each structure you wish to power-down. Click a structure a second time to power it back up. Right-click on any bare patch of terrain to quickly exit Power Mode.

Your next task is to repair your Command Post, which has fallen into disrepair over the years. Click the Repair Mode icon at the top of the radar, then click Command Post to initiate repairs. This completes the fourth primary objective.

Tip

Repair your Refinery to fortify it against forthcoming Nod assaults.



You receive a new bonus objective at this time: build a second Barracks and double the pace at which you can train infantry units. This will come in handy if more Nod forces are nearby. Construct another Barracks, then place it in a suitable spot within the confines of your base's Ground Control radius. Doing so completes the second bonus objective.

Tip

Create additional Watchtowers to fortify your base against enemy infantry.



A V35 Ox transport ship soon deploys two Missile Squad units for you to use. They'll come in handy when you move against the Nod outpost. You can now train additional Missile Squad units; go ahead and queue some up.

GDI Missile Squad



Cost: 400

Time to train: 4 sec

Missile Squads carry powerful rocket-propelled grenades (RPGs), which are well suited to bring down enemy vehicles, structures, and aircraft. They can't handle intense anti-infantry fire though; strive to keep these valuable units behind your frontline and out of harm's way.



Now you're ready to move against the Nod outpost. Send Riflemen into the fray first, with Missile Squads close behind. Instruct your Riflemen to gun down any lingering Nod defenders, and direct your Missile Squads to bring down the base's structures. Target the Hand of Nod building first to ensure no more Nod infantry units pour out to attack.

Caution

Each time you destroy a building, Nod infantry emerge from the rubble and open fire. Keep your Riflemen nearby and they automatically handle these minor threats.

GDI Campaign

Tip

It's wise to control your units in groups. Before attacking the Nod base, double-click on any Rifleman Squad unit to select all Rifleman Squads on the screen. Now hold **[Control]** and press any number key. This assigns all of those Riflemen to that number key, so you can quickly select them by pressing the same number key again at any time. Assign Missile Squad units to a separate group so you can coordinate your assault more effectively.



Level the two closest structures to complete the fifth primary objective. A V35 Ox transport ship will deploy two Engineers for you to use, and you gain a new objective: repair the bridge to the north. Select an Engineer and send him into the tower near the bridge to repair it, completing the sixth primary objective. The Engineer is lost, but don't worry: you can now train additional Engineers at your Barracks.

GDI Engineer



Cost: 500

Time to train: 5 sec

Engineers are non-combatants, but they can help turn the tide of any battle. Use them to capture enemy structures and to create chaos in their base. Engineers can also be used to capture the fallen husks of walker units, resurrecting those you've lost in combat or claiming hostile walkers you've destroyed. Use your imagination to develop sneaky ways to use Engineers to your benefit.



Now that you've repaired the bridge, you receive a new bonus objective: capture a Nod structure. Since you left at least two standing, you can capture both if you like, though you only need to grab one to receive credit for the mission.



Not long after that, another bonus objective crops up: sell the Nod building. Simply click the "\$" icon at the top of the screen and click on the occupied Nod building. The Engineer will be lost, but in the debris you'll find a band of militia that you can add to your burgeoning forces—send them and the bulk of your forces across the bridge and to the northeast.

As soon as you discover the Tiberium Spike, you gain your next-to-last bonus mission: capturing it. Build a new Engineer at your Barracks (you shouldn't have any left if you've completed the previous missions) and have him make a dash for the Spike. Once you've captured it, it's time to take the fight to Nod.



As soon as the two Nod barracks go down, you'll be granted access to the GDI's Ion Cannon. With this weapon of mass annihilation, you can click on the icon on the upper left, then place the crosshairs over the bulk of the Nod base. Click again to let loose death from above to complete the final mission objective.



Time to complete the next mission objective: build an Airfield to prepare for the arrival of two Orca attack craft. Select the Airfield icon from the Production Structure menu to begin construction, then place the Airfield within your base's Ground Control radius. This completes the seventh primary objective. Select your Airfield (or click the Aircraft tab beneath the radar), then queue up two more Orcas to fill your hangars with aircraft.



Orcas are repaired over time while they sit at the Airfield. Return them to the Airfield at once if they sustain heavy damage by clicking the Return to Airfield icon in their Unit Info panel.

GDI Orca



Cost: 1,100
Time to train: 11 sec

The Orca is the GDI's standard fast-attack aircraft. Each one can carry a payload of up to six air-to-surface bombs that inflict tremendous damage on enemy vehicles and structures. Orcas are unable to combat other airborne units, however, and must return to the Airfield to restock their bombs when they run out.



Once your airfield is up, build two more Orcas to expedite the destruction of the Nod base. Once the other two arrive, send all four Orcas across the river to take out the two Hands of Nod. Once they're toast, it's time to end this once and for all.



Eastern Seaboard of the United States

The Pentagon

00:04:01:069



THE PHILADELPHIA IS GONE, REYKJAVIK HAS BEEN OVERRUN, AND NOD FORCES ARE NOW ATTACKING THE ONLY REMAINING GDI WORLD COMMAND HUB IN THE PENTAGON. IF WE LOSE THE PENTAGON, GDI WILL BE THROWN INTO CHAOS AND THE WAR WILL BE LOST. YOUR MISSION IS TO DEFEND THIS VITAL INSTALLATION. THE FIRST PRIORITY IS RESTORING POWER TO THE BUILDING DEFENSES AND SYSTEMS SO YOU CAN REPEL THE MAIN NOD ATTACK. THEN YOU'LL NEED TO GET AN ENGINEER INTO THE PENTAGON TO REESTABLISH THE COMMAND AND CONTROL SYSTEM LINKS. YOUR FINAL OBJECTIVE IS TO COUNTER-ATTACK AND DRIVE NOD OUT OF THE AREA.

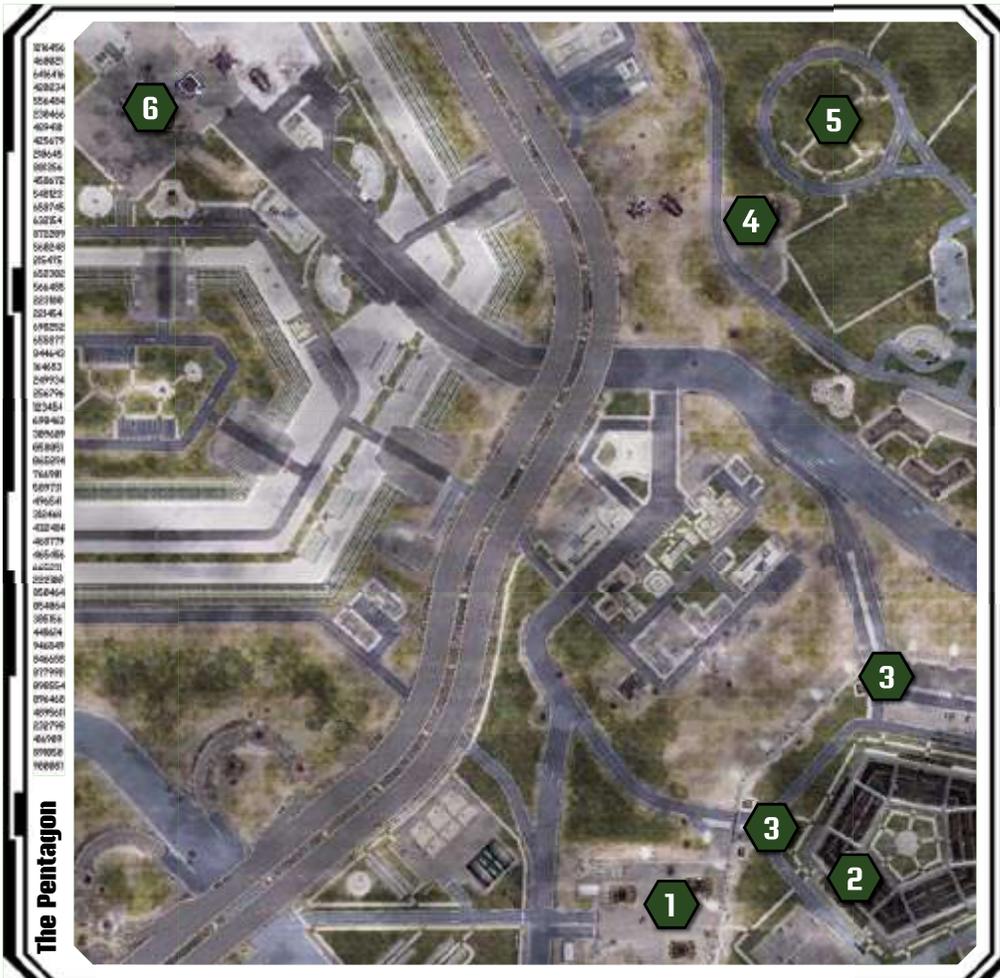


[Primary Objectives]

1. Bring the Pentagon's defensive power system online
2. Capture the Pentagon with an Engineer
3. Garrison each of the four Guard Towers with GDI Riflemen and hold off the Nod infantry wave
4. Eliminate the Nod Central HQ

[Bonus Objectives]

1. Eliminate the small Nod base to the north
2. Take back city by clearing four garrisoned buildings



[Acquirable Intel]

- Garrisoning
- APC
- The Global Defense Initiative
- Grenadier
- About the Brotherhood of Nod

[Areas of Interest]

1. Pentagon power system
2. Pentagon
3. Guard Towers able to be garrisoned
4. North Nod base
5. Medical supplies
6. Nod Central HQ

There's no time to waste—Nod infantry are assaulting the Pentagon in force, and their victory is nearly at hand. Get your two initial Rifleman Squad units and five Engineers over to the Pentagon's power system by moving them east. Nod infantry are unloading on the Pentagon's Power Plants; your Riflemen must repel these attackers so your Engineers can safely capture and repair the Power Plants, activating the nearby Watchtowers. Capture all three Power Plants with your Engineers to complete the first primary objective.



After capturing the Power Plants, immediately send another Engineer east to capture the Pentagon. This completes the second primary objective.

Now order your Riflemen to garrison the two Guard Towers that stand just north, between the Power Plants and the Pentagon. Hide your remaining Engineer in one of these towers as well. Controlling these Guard Towers is crucial, as Nod Vertigo Bombers soon fly overhead and obliterate the Power Plants you've just restored, shutting down the Watchtowers positioned around the Pentagon yet again. Your men must take up position within the Guard Towers if they're to stand a chance at repelling the waves of Nod infantry moving inbound from the north.



Upon capturing the Pentagon, send your men into the other two Guard Towers, just to the east of their position. Capture all four Guard Towers in this manner to complete the third primary objective.



GDI Grenadier Squad



Cost: 800

Time to train: 8 sec

Grenadier Squads excel at destroying enemy buildings, and they're quite effective against infantry and vehicles, too. These hardened soldiers also have the ability to instantly clear any structure that's garrisoned with enemy units, allowing your forces to occupy the building with all speed. However, like most infantry, Grenadiers can't fire on airborne enemies and are not meant to withstand direct assaults; do your best to shield them from anti-infantry fire.



Once you've garrisoned all four Guard Towers, a convoy of six armored personnel carriers (APCs) rolls in from the northeast, giving you some serious firepower. Load them up with your Riflemen and Grenadiers, turning these armored beasts into rolling infantry killers. Send these vehicle units north toward the Nod base.

GDI APC



Cost: 1,000

Time to train: 10 sec

No GDI Commander should overlook the power and versatility of the APC. Each of these armored troop transports can hold one infantry unit, who may fire their weaponry out of slots set in the vehicle's plating. This effectively

adds the infantry unit's firepower to the APC's already formidable anti-infantry and anti-aircraft machine gun, allowing for some truly potent combinations. Though APCs can withstand sustained infantry fire, their plating isn't quite as sturdy as the GDI's other armored units; avoid matching them up against enemy tanks.

Tip



Before moving your APCs north, have them collect the three gray-and-yellow cargo crates that lie northeast of the Pentagon. The goodies they get from these crates increase their overall effectiveness.



You encounter a small Nod base to the north, consisting of two Power Plants and two Hands of Nod. Destroy these four structures with your APCs, moving the APCs close enough to the structures for their onboard Grenadiers to contribute to the destruction. This completes the bonus objective.

Now you'll obtain another bonus mission: clearing out four garrisoned buildings filled with surly Nod troops. Your Grenadiers will make very short work of these. There's a nest of buildings just to the northwest of the Pentagon, so head over there before or after taking down the small Nod base to clear that objective. After doing so, two more APCs arrive from the east.



Just past the Nod base, three more APCs join your convoy from the north. You also find two supply crates near a fenced area, and another one to the east; roll into these to strengthen your vehicles.



Tip

If one of your APCs becomes critically low on health, click on its passenger's icon in the Unit Info panel to make that infantry unit exit the vehicle. This prevents any troops from being killed should the APC explode.



Note

The benefits of a supply crate are bestowed to all nearby units when collected. Try to gather your units together in a tight group before picking one up.

Note

Supply crates can either increase your units' rank by one mark, or fully heal them. Some supply crates hold extra Tiberium to add to your reserves. Move your mouse over a crate to see what it contains.

Order your convoy to Attack Move into the Nod's central headquarters, located at the northwest corner of the city. Your force is more than capable of crushing this outpost, so bring the full weight of your rolling arsenal and level the place. Doing so completes the fourth and final primary objective.

Langley AFB

00:04:01:069



NOD FORCES HAVE OVERRUN ALL OF THE MAJOR GDI AIRFIELDS IN THE REGION. YOUR MISSION IS TO RETAKE LANGLEY AIR FORCE BASE, HOME OF THE AIR COMBAT COMMAND. A SMALL GDI OUTPOST NEAR THE COAST MIGHT BE USEFUL AS A BASE OF OPERATIONS. WE'LL DROP YOUR TEAM OFF NEARBY. ONCE THE OUTPOST IS SECURE, TAKE BACK OUR AIRFIELDS, GET SOME ORCA SCOUT AIRCRAFT IN THE AIR, AND THEN DRIVE NOD OUT OF THE AREA.



[Primary Objectives]

1. Eliminate the Nod forces attacking the GDI base
2. Reclaim the GDI Airfields to the northeast
3. Destroy the Nod base to the northwest

[Bonus Objectives]

1. Rescue all four Snipers from Bravo Squad
2. Recapture the Tiberium Refinery in the city



[Acquirable Intel]

- Command Post
- Sniper Team
- Airfield
- Orca attack craft
- Calling for Transport

[Areas of Interest]

1. GDI base
2. Bravo Squad Sniper Teams
3. GDI Refinery
4. GDI Airfields
5. Nod base



Nod forces are assaulting the last remaining GDI outpost in the area near Langley Air Force Base, and they're doing a good job. Take command of the large infantry battalion deployed on the beach at the start of this mission and order them to repel the attacking Nod infantry, securing the base and bringing it under your control.



Your new base features both a Barracks and a War Factory, but no Construction Yard. Queue up 8 to 10 APCs at the War Factory and 8 to 10 Missile Squads at the Barracks, then send your initial group of infantry units to garrison the buildings across the street from your base.



Grenadier Squads have the ability to clear garrisoned buildings of enemy units. Send them into any buildings that are being held by the enemy to instantly claim them for your forces.

Your infantry will likely face heavy resistance en route to the buildings able to be garrisoned, but the risk is worth the reward. Because you can't construct defensive Watchtowers without a Construction Yard (which you unfortunately don't have), these structures are your best bet for a sound base defense.

There's another reason to capture those buildings: a GDI Sniper Team is pinned down between them, dodging incoming fire from the Nod-controlled building to the east. Send a Grenadier Squad into that building to quickly clear it, thus rescuing the Sniper Team and adding them to your forces. The Snipers inform you that there are three other Sniper Teams in the area that need your help, and a new bonus objective is assigned.

GDI Sniper Team



Cost: 1,000
Time to train: 10 sec

Sniper Teams are designed to rapidly eliminate enemy infantry units from long range, and they excel at doing just that. They're at their best when safely garrisoned inside a building or APC, as they don't have much body armor. Sniper Teams can also sight targets for GDI Battleships and Juggernauts, allowing these massive artillery forces to bombard targets from almost any distance—but the Sniper Team must be standing in open ground to sight targets in this manner.



When things settle down a bit, move your trained Missile Squad units into your newly built APCs to transform those vehicles into highly destructive units. With the area largely under GDI control, queue up some more APCs and a few Pitbulls to leave at your base for added protection, and send your battalion of Missile Squad-toting APCs rolling southwest down the street.

GDI Pitbull



Cost: 700

Time to train: 7 sec

The Pitbull is the fastest vehicle the GDI has to offer, making it ideal for scouting missions. The speed comes at a price, however: Pitbulls suffer from having the lightest armor of all GDI vehicles, so are ill-suited for frontline combat. Use Pitbulls to blast enemy aircraft from the sky, but avoid moving them too close to the frontline when enemy tanks are about.



Several Nod infantry units have garrisoned the buildings down the road. Wipe them out with your APC convoy as you continue south.



If any of your APCs become severely damaged, send them back to the War Factory for cost-free repairs.

You find a GDI Refinery at the south end of town, along with two more Sniper Teams that need rescue. Eliminate all hostiles to save the Snipers, then send an Engineer to capture the Refinery, completing the second bonus objective. You may also want to destroy the Shredder Turrets north of the refinery—move past the walls and destroy their turret hubs to wipe them out permanently.



Once you've secured the south end of town, bring your APCs north to find the fourth and final Sniper Team. Clear the area to rescue them, completing the second bonus objective.



Now head north, then east, to find two GDI Airfields that have been captured by Nod. Wipe out all Nod forces in the vicinity to reclaim the two Airfields for GDI and gain control of eight valuable Orcas.



Leave your APCs to defend the Airfields and send your Orcas northwest toward the main Nod base. Thinking that they've neutralized all GDI Airfields in the region, the Nod have fortified their base with nothing but anti-infantry and anti-vehicle defenses. Show them the error of their ways by bombarding their Power Plants from the sky to cripple their power supply, thus shutting down their grid of defense turrets. When their turrets go black, bring your APCs in from the Airfield and commence with total Nod base destruction. This completes the third primary objective, along with the mission. Well done, Commander.

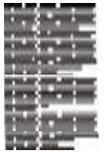


Hampton Roads

00:04:01:069



CUT OFF THE NOD REINFORCEMENTS FLOWING INTO HAMPTON ROADS BY DISRUPTING THEIR PORT OPERATIONS. YOU'LL DO THIS FROM THE INSIDE, INFILTRATING AN ELITE GDI COMMANDO INTO THE FACILITY. TAKE THEIR RADAR OFFLINE BY DESTROYING THE NOD OPERATIONS CENTER. ONCE THEY'RE BLIND, TAKE OUT THEIR NEARBY STEALTH BOMBER BASE. AS SOON AS THE NOD'S BOMBERS ARE OUT OF ACTION, WE'LL SEND IN A FLEET OF BATTLESHIPS AND YOU CAN USE SNIPER UNITS TO SPOT TARGETS FOR THE BIG GUNS.

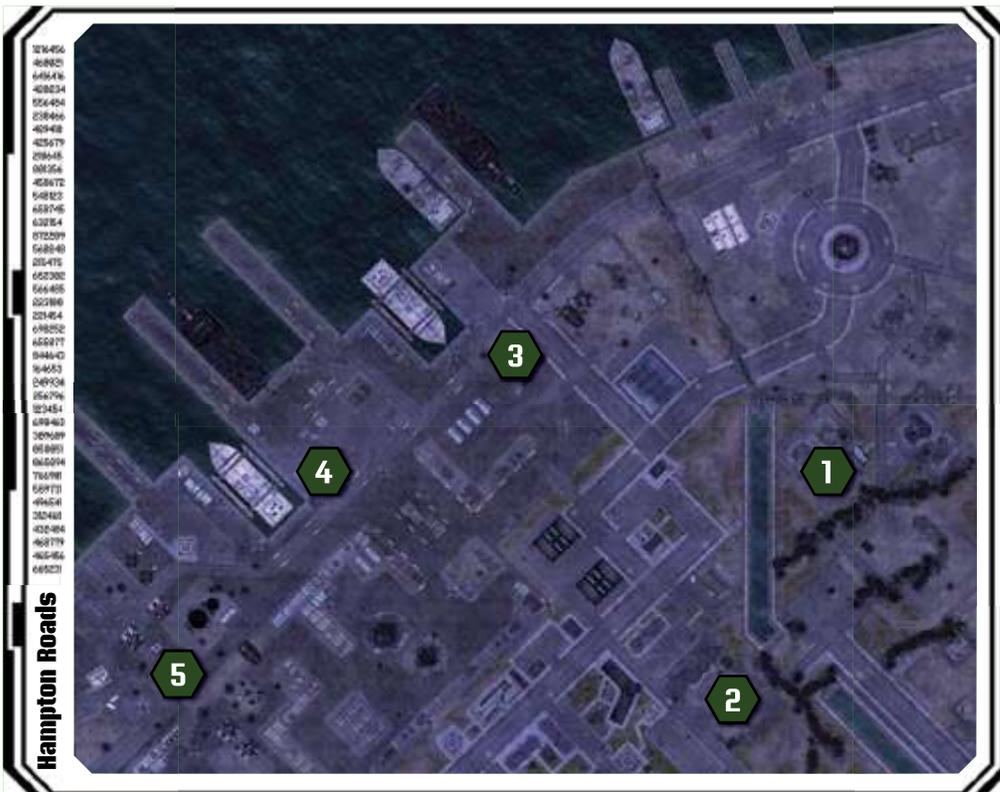


[Primary Objectives]

1. Destroy the Nod Operations Center
2. Destroy the bombers harassing our Battleships
3. Destroy the Nod production facilities

[Bonus Objectives]

1. Complete the mission using only the Commando



[Acquirable Intel]

- The Ghost in the Machine
- Commando
- Logistics Crates: Targets of Opportunity

[Areas of Interest]

1. Nod Operations Center
2. GDI Commando insertion point
3. Nod Air Tower
4. Stacked crates (conceal Sniper Team)
5. Nod base



One lone Commando unit is all you have to work with at the start of this mission, but not to worry. Commandos are the best of the best—the most elite one-man killing machines the GDI has to offer. You find this out very quickly as the Commando opens fire on three Nod Militant Squads who approach from the northwest, cleanly wiping them out in a hail of gunfire.

GDI Commando



Cost: 2,000

Time to train: 20 sec

The Commando truly is an army of one. This elite soldier is the GDI's ultimate infantry unit, capable of ripping through enemy foot soldiers in seconds from range with his high-caliber rifle and expert marksmanship. Commandos wear formidable body armor and come equipped with jump jets that let them soar through the air, clearing obstacles that would prevent normal ground units from progressing. The Commando carries a supply of highly explosive charges, allowing him to destroy any structure he can get close to. This talent, combined with his jump jets, makes the Commando a true threat to any enemy's base.

Move your Commando north up the road after eliminating the Militant Squads, and head for the Nod Operations Center. Another Militant Squad awaits you between two piles of charred rubble, but watch out: a Confessor is part of the Militant Squad, and he'll throw stun grenades at you from time to time. Stay mobile as you combat these foes—if your Commando is hit by one of those grenades, he'll be unable to move and attack. Don't let that happen!



The Nod Operations Center is just ahead, but there's no direct path toward it. Instead, you must use the Commando's jump jets to clear the rubble and reach the building. Click the Jump Jet icon in the Commando's Unit Info panel, then click on the Nod Operations Center. The Commando leaps over the rubble and into the building, destroying the structure with an explosive charge in one swift maneuver (just mind the squad of flamethrower-toting Black Hands around its base). This completes the first primary objective.

Tip

If you're having trouble defeating the previous Militant Squad, simply order your Commando to jump-jet over the rubble and skip past them altogether. They won't be able to follow.



Quickly Attack Move toward the circular crater to the north, blasting the Nod Fanatics that attack you en route. When all is clear, find two supply crates to the east; grab them to strengthen your Commando.

Caution

Be careful not to shoot the red barrels near the north supply crate; they'll explode and hurt your Commando if he's standing nearby.



Next, move west down the street, heading toward the Nod Air Tower. You encounter heavy infantry resistance along the way in the form of Nod Fanatics and Militant Squads; fire on the Fanatics first, as they have the potential to inflict heavy damage on your Commando.

Tip

Garrison the large building nearby if you're having trouble in this fight.



A Hand of Nod and a Nod Power Plant stand just to the north. Defeat more Fanatics and Militant Squads, then fire on the explosive barrels near the buildings to destroy them from range.



You're close to the Air Tower now. Use the Commando's jump jets to leap onto the structure and destroy it quickly with an explosive charge.



With the Air Tower destroyed, several V35 Ox transport ships are able to safely deploy a number of units to your position. This wins you control of four Rifleman Squads, four Missile Squads, two Sniper Teams, and an APC. Though they can help, in order to complete the new bonus objective, do **not** activate them.

Now it's time to take out the base to the southwest. Take your Commando, alone, and head due south until you arrive in an area cordoned off by a series of cargo containers. Make your way through them, eliminating resistance as it comes (it's all minor, so just burn them down).



When you reach the back corner (at the farthest southwestern point on the map), you'll see a Nod generator. Using your jets, leap over the wall and start planting bombs on Nod buildings (primarily the highlighted structures.) Though the resistance by Nod forces will be fierce, the Commando is fiercer still. Keep jumping to the next building until you capture the day!

Tip

There are gray-and-yellow supply crates to the north and south of the garrison-able buildings if you need them.

Note

Sniper Teams cannot sight targets while garrisoned in buildings or riding in APCs. They must be standing in open ground to sight targets for long-range artillery strikes.

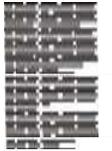


The White House

00:04:01:069



GDI MORALE SAGGED WHEN NOD TROOPS UNFURLED THEIR RED BANNERS OVER THE WHITE HOUSE. NOW YOU'LL TURN THE TIDE BY RETAKING THIS POWERFUL SYMBOL. SINCE NOD HAS A STAGING AREA NEARBY, YOU'LL ALSO GET A CHANCE TO WIPE OUT A LARGE STOCKPILE OF HIGH-END NOD WEAPONS. START WITH A SMALL FORCE TO TAKE OUT NOD'S AIR DEFENSES. A FIREHAWK SQUADRON FROM LANGLEY AFB WILL TURN NOD'S PARKED MILITARY HARDWARE TO BURNING JUNK. THEN ATTACK THE NOD BASE RIGHT OUTSIDE THE WHITE HOUSE ITSELF.

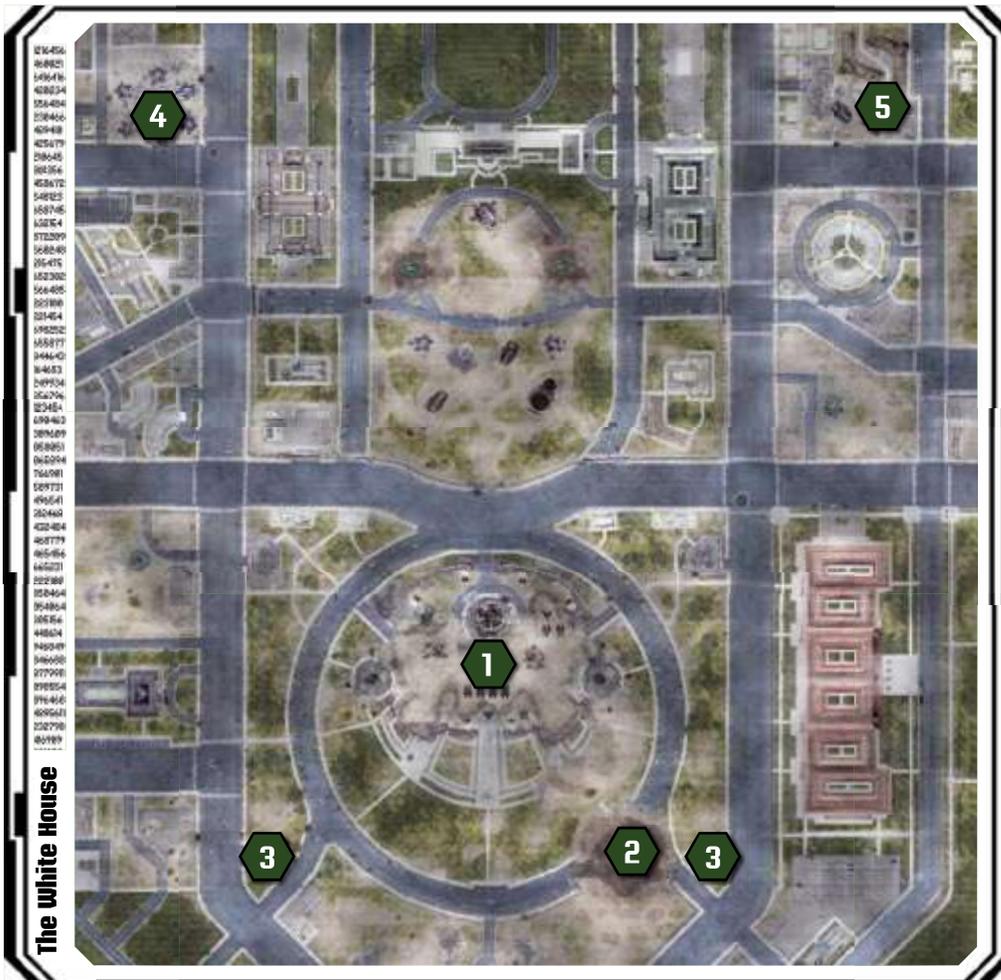


[Primary Objectives]

1. Destroy the Nod air defenses
2. Use your Firehawk Airstrike power on the Nod's artillery outpost
3. Destroy the surrounding Nod base to reclaim the White House
4. Destroy the Disruption Towers around the Nod base

[Bonus Objectives]

1. Suppress the Nod infantry advances by putting Snipers into the designated buildings
2. Destroy the Nod's Power Plants



[Acquirable Intel]

- Nod Base Defenses
- GDI Base Defenses
- Predator Battle Tank
- Nod Stealth Technology
- GDI Crane

[Areas of Interest]

1. Nod weaponry cache
2. Tiberium Field
3. Advantageous garrison-able buildings
4. Nod Power Plants
5. Tiberium Silo



Four Missile Squad units are all you've got at the start of this mission, so make them count. A Nod weaponry cache lies just north of your Missile Squad units, well defended by two SAM Turrets and three Shredder Turrets. Carefully move your Missile Squad units to the left, keeping your distance from the southernmost Shredder Turret. Destroy the weaponry cache's west SAM Turret from range.

Note

All Nod defense turrets feature three "satellite" turrets that are controlled by a central hub unit. This unit quickly repairs the individual turrets if you destroy them, so target the hub instead.



Move your units southeast next, again keeping clear of the weaponry cache's south-most Shredder Turret as you make for the east SAM Turret. A nearby pile of Tiberium also poses a threat to your men; avoid walking through it as you move them into position to fire on the east SAM Turret's hub. Destroy the SAM Turret to complete the first primary objective.



With both SAM Turrets down, you're able to safely order a Firehawk Airstrike on the Nod weaponry cache. Order your Missile Squads to move south out of harm's way, then click the Firehawk Airstrike icon that now appears at the left side of your screen. Target the middle of the weaponry cache and enjoy the fireworks.

Destroying the weaponry cache completes the second primary objective. Shortly afterward, several V35 Ox transport ships drop off a number of vehicle and infantry units, along with an MCV, to help you establish a base and eliminate the Nod presence near the White House. There's no time to waste; Nod infantry are now well aware of your presence and they're headed your way.



Immediately unpack the MCV to create a Construction Yard, and quickly load your infantry units into your APCs. Begin construction on a Refinery. Then build a Power Plant next, followed by a War Factory. Also begin building Watchtowers, placing them all about your base.



Tip

War Factories automatically repair all nearby friendly vehicles. Position your War Factories near the frontline of your base so your vehicles can repel attackers while remaining in good repair. Click on a War Factory to view its effective repair radius and try to keep your vehicles within this zone.



Once your War Factory is in place, queue up additional APCs to house the rest of your infantry, followed by a Harvester to increase your inflow of Tiberium. Construct a Barracks next as you continue to fortify your base with Watchtowers. Once your War Factory is idle, queue up six Predator Tanks to strengthen your arms.

GDI Predator Tank



Cost: 1,100

Time to train: 11 sec

Predator Tanks are the GDI's medium-armored, anti-vehicle assault tanks. They're much cheaper and far quicker to assemble compared to the hulking Mammoth Tank, and they move about the battlefield with greater speed. The Predator Tank's heavy cannon delivers a devastating blow to enemy vehicles and structures, but it's unable to target hostile aircraft and slow to defeat squads of infantry. However, in a pinch, Predator Tanks can simply squash infantry units by rolling over them.

Build an Armory next, followed by a Command Post. When you're able, begin building Sniper Teams from your barracks.



Send your six Predators north, followed by your host of infantry-toting APCs. Target the Nod base's southernmost Disruption Tower with your Predators and order your APCs to Attack Move into the base. Your APCs will mow down the Nod infantry, allowing your Predators to concentrate their fire on each of the remaining three Disruption Towers. Destroy all four Disruption Towers to de-cloak the Nod base, completing the fourth primary objective.



While orchestrating your assault on the Nod base, queue up additional Predator Tanks and APCs to use as reinforcements.

Destroy the Nod base's unit-producing structures as soon as they've been revealed, but leave the other buildings for now. Send your Sniper Teams to garrison the two buildings south of the now-smoldering Nod base to complete the first bonus objective, then send your main force rolling northwest.



Nod has constructed a collection of Power Plants at the northwest corner of the region. These structures are defended by Nod infantry, who've garrisoned the surrounding buildings. Eliminate the Nod presence here, then blast apart the Power Plants to complete the second bonus objective. As the battle continues, consider exploring the northeast portion of the map, where a Nod Secret Shrine and its Shadow Team defenders reside. It shouldn't pose much trouble to a handful of Predators, APCs, and Pitbulls (for stealth detection).



Now return to the crippled Nod base and destroy the remaining buildings to secure the White House and complete your third (and final) primary objective. Well done, Commander; you've given the GDI forces a huge boost to morale. Your business here in the states is now concluded.





Casabad



INOPS FLAGGED AN IRRIGATION PLANT IN CASABAD AS A POSSIBLE CHEMICAL WEAPONS FACTORY. A GDI FORWARD BASE WAS ESTABLISHED NEARBY IN PREPARATION FOR A RAID, BUT WE'VE SINCE LOST CONTACT WITH THE BASE.

WE'VE ALSO LOST CONTACT WITH A TEAM OF ZONE TROOPERS SENT TO INVESTIGATE. GET IN THERE, SECURE THE BASE, AND THEN FIND OUT WHAT'S GOING ON IN THAT FACTORY.



00:04:01:069

[Primary Objectives]

1. Secure the Barracks by defeating the surrounding Nod forces
2. Destroy the Weapons Research Lab
3. Destroy the Nod War Factories

[Bonus Objectives]

1. Destroy the Nod outpost
2. Capture all three Tiberium Spikes



[Acquirable Intel]

- Nod aircraft
- Commandeering Tiberium Spikes
- Zone Troopers
- Liquid Tiberium Research
- Red, Yellow, and Blue Zones
- New Nod Flame Tank

[Areas of Interest]

1. GDI outpost
2. Northwest Tiberium Spike
3. Southeast Tiberium Spike
4. Nod outpost
5. Nod Weapons Research Lab
6. Nod War Factories



Your initial forces for this mission consist of two Rifleman Squads and one Missile Squad. You also have one Engineer. Move your infantry up to the GDI outpost and defeat the two Militant Squads that engage you en route to secure the base. This completes your first primary objective and activates your radar.



A squadron of Zone Troopers boosts into view from the west, landing near one of your newly claimed outpost's Barracks. Add these guys to your attack team, then quickly move your men north into the base, with your Engineer in tow. Queue up two Rifleman Squads and two Missile Squads from your outpost's Barracks.

Tip

Your outpost has two Barracks, so be sure to use both Infantry production queues. This will help you get your troops to the field twice as fast.

Caution

A few Nod Venoms soon make a one-time pass over your base, firing on your infantry. If your Engineer happens to fall to their gunfire, immediately train another from one of your base's Barracks.

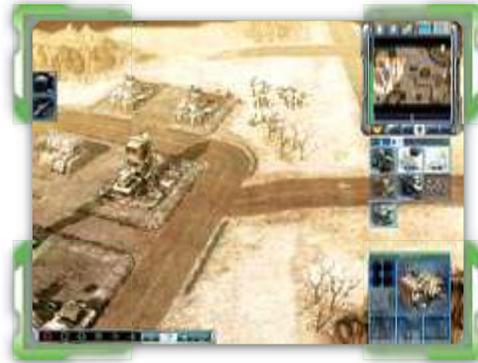
GDI Zone Troopers



Cost: 1,300

Time to train: 13 sec

Zone Troopers are the GDI's most powerful infantry squadrons. Their high-impact railguns are designed to rip through vehicle plating like a hot knife through butter, and they inflict significant damage against enemy structures and infantry units as well. Zone Troopers wear armored combat suits that can withstand incredible amounts of punishment, but it's unwise to leave them in range of anti-infantry fire for long. Use their jump jets to pull them out of harm's way when the going gets rough, or to boost them to advantageous positions before initiating an assault.



Have your infantry take up position at the northeast corner of your base, then direct your Engineer to capture the Tiberium Spike that stands in the center of your outpost. This provides you with a steady trickle of Tiberium so you can continue to produce combat units.



Now set up rally points for your two Barracks. Click on Barracks to select it, then right-click on the ground at the northeast corner of your base. Do the same for the other Barracks. This causes your newly trained units to automatically march to the northeast corner of your base, joining up with your main army to help repel the Nod infantry and Attack Bikes that assault your outpost in periodic waves.

Tip

Be sure to train Missile Squads to protect against Nod's Venoms, but train plenty of Zone Troopers, too. They're extremely lethal against Nod vehicles, and you'll face a lot of those as the mission progresses. Queue up a bunch of them so they're produced as often as possible.



Add a few more infantry units to strengthen your army, then train another Engineer and send your entire force north to capture another Tiberium Spike. You'll face a small group of Attack Bikes near the Spike; keep them occupied with your ground troops so that your Engineer can slip past and take the Tiberium Spike without delay. When the dust settles, group your men together and move them into the nearby supply crate, adding one full rank to all units in your army.

Note

Rank upgrades increase your units' overall effectiveness in battle. There are three upgrades in total: one gold bar beneath the unit's health denotes a Veteran unit; two gold bars indicates the unit has reached elite status, and a gold star shows that the unit is Heroic—the highest attainable rank. Units can gain additional ranks by defeating enemy units and structures, or by collecting certain supply crates.



Note

This Nod outpost features the only Hand of Nod in the area. Destroying it means you'll no longer have to face Nod infantry units.

By this point, you should have another good-size force of Zone Troopers at your base, defending it from the occasional Nod assault group. Assign this force to its own group and then order them to escort your recently trained Engineer southeast to capture the Tiberium Spike you noticed a moment ago. Capturing this third Spike completes the second bonus objective.

When your main force reaches your base, use your Armory to heal your wounded. Move your most injured units into the Armory, and each one will be fully healed in turn. Only one unit may occupy the Armory at a time. Also, begin researching infantry upgrades from the Armory by clicking on their icons in the Armory's Structure Info panel. All three are worthy of your Tiberium.



When assaulting the Nod outpost, use the Assault Move command by pressing **F** before right-clicking. This causes your forces to target the outpost's structures along with the enemy units. Destroy the Nod outpost to complete the first bonus objective, grab the crate (increasing your rank once more), then march your troops back to base.





Once your main forces have finished resting up, march them east, sending them back into the field. Attack Move your way east, heading for the Nod Weapons Factory. Destroy the structure to complete the second primary objective.

Tip

Your Zone Troopers can reach the supply crate on the hill near the Nod Weapons Factory with their jump jets. There's also another supply crate far to the north.



Now order your men to assault the War Factories to the north. Set them to Aggressive Stance and Attack Move your way to victory. Your men should be at Heroic rank status by now and will have little trouble decimating this small outpost, as Zone Troopers were built for just this sort of task. Level both War Factories to complete this mission's third and final primary objective.

Alexandria

00:04:01:069



NOD IS USING THE PORT OF ALEXANDRIA TO EXPORT NUCLEAR AND CHEMICAL WEAPONS. YOUR MISSION IS SIMPLE: SHUT THIS OPERATION DOWN. DESTROY THE LOADING CRANES TO CRIPPLE THEIR PORT OPERATIONS, SINK THEIR SHIPS TO BLOCK THE DOCKS, WIPE OUT THEIR ADMINISTRATION AND CONTROL CENTERS, AND OBLITERATE ANY MILITARY UNITS AND STRUCTURES NEARBY. YOU'LL HAVE MAMMOTH TANKS AT YOUR DISPOSAL. ROLL OVER THEM, COMMANDER.



[Primary Objectives]

1. Destroy all Nod loading dock Cranes
2. Destroy all Nod Port Authority buildings

[Bonus Objectives]

1. Destroy all Nod ships docked at the port
2. Capture the EMP Control Center in the city
3. Deploy a Surveyor at the northern Tiberium field

[Acquirable Intel]

- Base expansion using the Surveyor
- War Factory Repair Drones
- Discontinuation of the Mammoth MK II Walker
- EMP Control Center

[Areas of Interest]

1. GDI base
2. North Tiberium field
3. EMP Control Center
4. Nod loading docks
5. Nod base and Port Authority buildings



You've finally been given full construction capabilities in this mission—units, structures, you name it. Group your initial units together, which consist of two Zone Trooper squads, two Rifleman Squads, and a Mammoth Tank, and use them to repel the first few Nod raiding parties. While your men go about their business, begin constructing four or five Watchtowers to place around your base, along with a War Factory.

GDI Mammoth Tank



Cost: 2,500

Time to train: 25 sec

The Mammoth Tank is the GDI's most powerful ground unit. Slow-moving and supremely armored, these rolling behemoths are meant for the frontline. Though Mammoth Tanks stack up well against any type of unit, their primary purpose is to annihilate enemy vehicles, structures, and aircraft. It can take a while for Mammoth Tanks to gun down hordes of infantry though, and it's usually easier to simply roll right over them.



Set your Watchtowers about your base in a tight perimeter and focus on defending its east and southeast sides. Once your War Factory is ready to place, set it down to the southeast and quickly queue up a Harvester, followed by three to four Predator Tanks. The Harvester doubles your Tiberium income, while the Predator Tanks will greatly strengthen your ability to defend against armored threats.

Tip

Keep your vehicles close to your War factory so they're constantly being repaired.

GDI Campaign



Now begin construction on a Command Post, followed by several Guardian Cannons. Place the Guardian Cannons near your Watchtowers along the east and southeast sides of your base. This helps you put a stop to both infantry and vehicular threats without tying up your mobile forces.

Note

Keep an eye on your power consumption and don't forget to build Power Plants to keep the juice flowing.



Place your Command Post at the rear of your base and then begin construction on a Tech Center. Once this expensive building is complete, you'll be able to construct Mammoth Tanks from your War Factory. Queue up a couple as soon as you're able to—there's no need to build any other types of assault vehicles from this point forward.



Tech Centers also let you to upgrade your Power Plants with advanced turbines, allowing you to squeeze more power out of each one without tying up your production construction queue. Select a Power Plant, then click the Advanced Turbines icon in its Structure Info panel to perform this upgrade.



Now queue up a Surveyor truck from within the Support Structure menu. Once the Surveyor truck is ready, send it north, toward the nearby Tiberium Field. The Surveyor truck is not a combat unit, so be sure to send a couple of Mammoth Tanks along to protect it. Unpack the Surveyor truck near the Tiberium Field by selecting the unit and clicking the Unpack icon in its Unit Info panel. This transforms the Surveyor truck into an outpost, completing the third bonus objective.

Quickly begin constructing Watchtowers to defend your new outpost; Nod will soon bring forces in to attack it.

GDI Surveyor



Cost: 1,500

Time to train: 15 sec

The Surveyor truck is a slow-moving, non-combat vehicle with relatively light armor. Its one and only purpose is to drive to a remote destination and “unpack”, transforming itself into an outpost. The outpost it becomes is a stationary structure that provides you with a wide Ground Control radius, allowing you to set up additional structures in key regions (such as near Tiberium Fields).



Construct a Refinery near the north Tiberium Field to begin harvesting more resources. Also build another War Factory near the field so you can churn out more Mammoth Tanks and keep them in good repair as they fend off hostiles.

You now have two well-defended bases, a steady inflow of Tiberium, and lots of Mammoth Tanks in production. The next step is to train an Engineer and an APC. Place the Engineer inside the APC, then send the unit east, into the ruined city. It's dangerous out there, so order a convoy of four to six Mammoth Tanks to accompany.



The Mammoth Tanks will easily crush all Nod forces you encounter in the ruined city. Have them secure the area around the EMP Control Center, then move your APC up and drop off the Engineer. Order the Engineer to capture the EMP Control Center to complete the second bonus objective and gain access to a handy support power: the EMP blast.



There's a supply crate to the north of the EMP Control Center. Have your Mammoth Tanks grab it after securing the perimeter.



Now you're ready to begin your assault on the Nod base. Send all Mammoth Tanks from your northern and southern bases east, crushing any Nod forces you encounter along the way.



Assault the Nod base from the north and south. If you have at least 10 to 12 Mammoth Tanks between your two battalions, this is an easy fight. Simply set both groups to Aggressive Stance and order them into the fray.



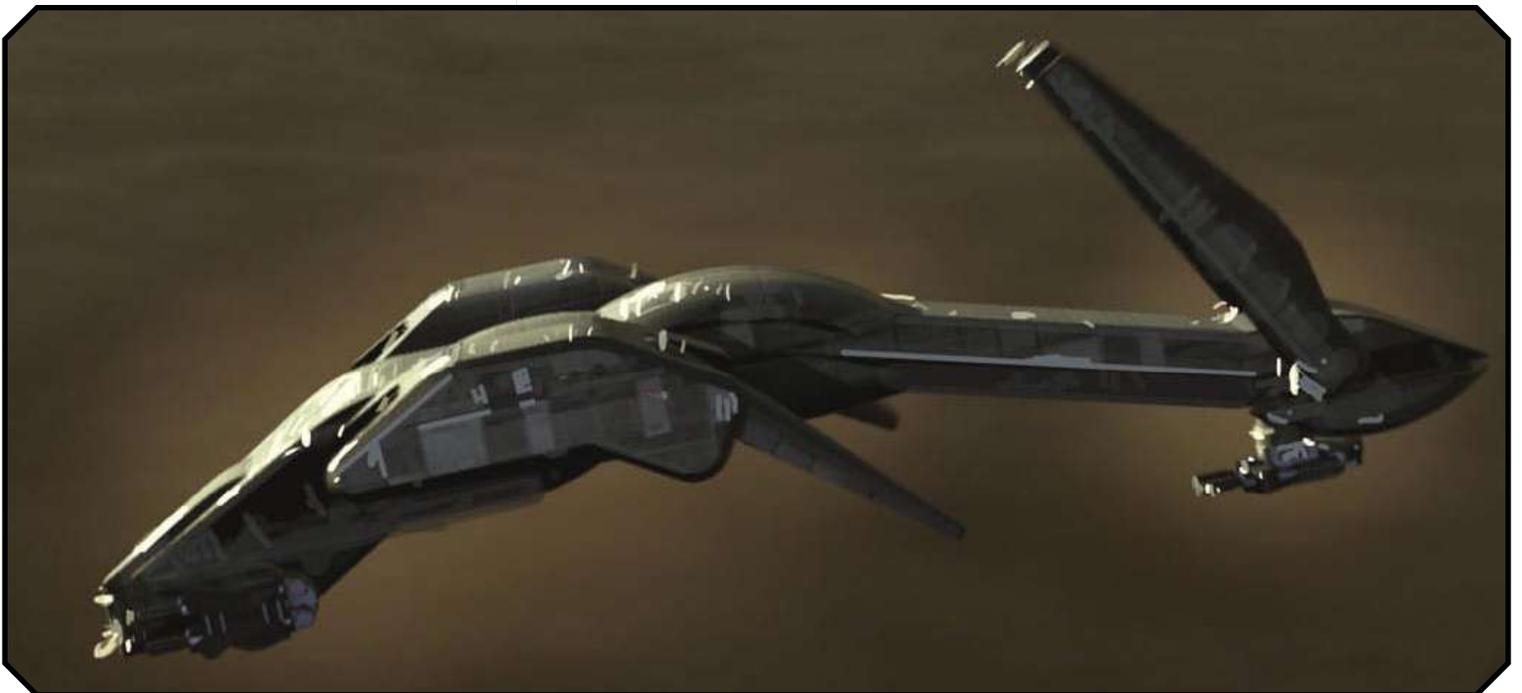
While your Mammoths are tearing through the Nod base, create an Airfield and build some Orcas. Fly your Orcas over to the docks to the north and destroy the two Battleships and two Loading Cranes to complete both the first primary and the first bonus objectives.

Note

After you destroy both Nod Battleships at the docks, two GDI Hovercraft cruise across the water and supply you with two additional Mammoth Tanks. You probably won't need them at this point, but it's nice to know they're thinking of you.



Your Mammoths have probably finished having their fun with the Nod base by now. Order them to destroy the Nod Port Authority buildings to complete the second primary objective and end this mission in dramatic fashion. Well done, Commander.



Cairo

00:04:01:069



YOUR MISSION IS TO TAKE OUT A MASSIVE NOD NUCLEAR WEAPONS FACILITY IN NORTHERN CAIRO, THE SAME BASE THAT WAS USED TO LAUNCH THE STRIKE ON THE PHILADELPHIA. THIS IS NOW THE HIGHEST PRIORITY GDI TARGET WORLDWIDE. TIME IS OF THE ESSENCE: NOD IS LIKELY TO LAUNCH EVERYTHING THEY HAVE IF THEY THINK YOU'RE GETTING TOO CLOSE.



[Primary Objectives]

1. Destroy the Nod Nuclear Silo
2. Destroy the Nod Compound Headquarters

[Bonus Objectives]

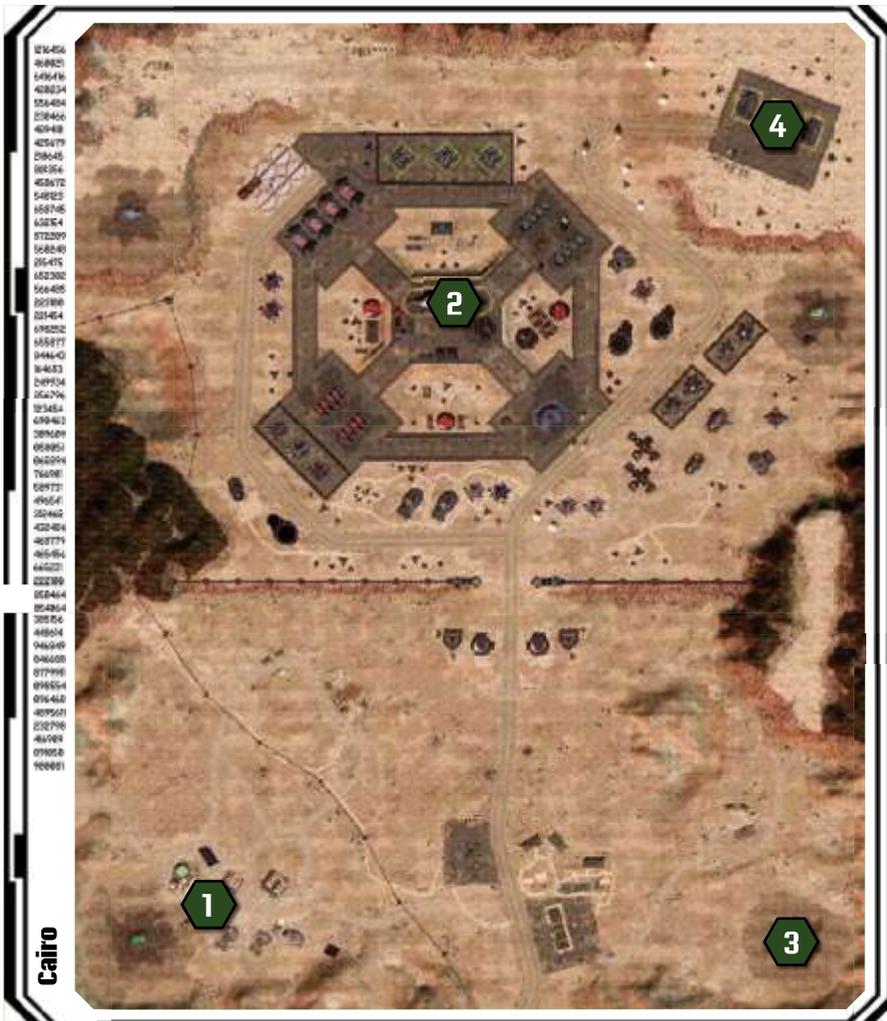
1. Capture or destroy the Nod Power Plants
2. Destroy all Nod structures

[Acquirable Intel]

- GDI's nuclear weapons
- The blunder that nearly finished GDI
- Cairo Nuclear Launch facility
- Nod's nuclear arsenal

[Areas of Interest]

1. GDI base
2. Nod Nuclear Silo
3. Blue Tiberium Field
4. Nod Compounds



You're under the gun from the start of this mission; you have only eight minutes to destroy the Nod Nuclear Silo to the north before they launch a lethal weapon of mass destruction (WMD). You've got to fortify your base before you can worry about the nuke, however; begin by building a War Factory and a Guardian Cannon, and queue up four Missile Squad units. Also move your Zone Troopers safely back into base; you need them in perfect health for later use.



Place the War Factory at the north end of your base and set the Guardian Cannon nearby. Quickly queue up a Harvester and four APCs at the War Factory. Each time an APC pops out, load it with a Missile Squad. Continue building Guardian Cannons as well, placing them in front of your Barracks and War Factory. Set down three Guardian Cannons, then start building AA Batteries—two or three are plenty. Place those about your War Factory to help your APCs fend off Venoms.



While repelling attacks and fortifying your base, simultaneously construct an Armory, followed by a Tech Center. Place both of these near the rear of your base. Now you can train a Commando; go ahead and queue one up.



Build an Airfield next and immediately fill its hangars with four Orcas. These aircraft will be crucial in destroying the Nuclear Silo before time runs out.



The moment your Orcas are ready, send your two squads of Zone Troopers and your Commando directly north toward the Nod base. Use these units' jump jets to leap over the wall of the Nod base, landing them near a Nod War Factory. Order the Commando to destroy the War Factory, and have the Zone Troopers open fire on the SAM Turret to the east.

Note

Remember to destroy the SAM Turret's hub unit, or else it will continually repair its "satellite" turrets.



Move your troops north once the SAM Turret is down. Have your Commando destroy the Hand of Nod while your Zone Troopers open fire on another SAM Turret nearby. Once the Hand of Nod is down, have your Commando help the Zone Troopers out with the destruction of the SAM Turret hub.

By now, the Nod have caught on to your scheme and are surely moving forces against your men. The damage has been done, though; you're now able to get your Orcas close enough to the Nuclear Silo to destroy it. Be forewarned: there are many other SAM Turrets near the silo, and this is usually a suicide run for your Orcas. Time is running out, however, so send your Orcas northward and take out that silo to complete the first primary objective.

Excellent work: you've destroyed two Nod unit production facilities and ended the nuclear threat in one attack. Your Tiberium Field is not up to the task at hand, but another one lies to the east. Build a Surveyor truck from the Support Structure menu and start queuing up some Mammoth Tanks for escort duty.





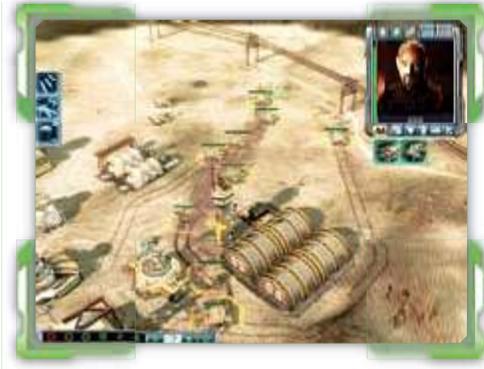
Once you've got at least two Mammoth Tanks, send them east toward the Tiberium Field, along with your Surveyor truck. Make sure the Surveyor truck survives the trip, and have it unpack itself near the Tiberium Field. Continue to build Mammoth Tanks and set your War Factory's rally point near the east Tiberium Field so that the tanks roll there automatically as they're constructed.

Note

The east Tiberium field features blue Tiberium. This material is twice as potent as green Tiberium, making each Harvester's load worth double.

Construct a Refinery and place it near the Tiberium Field once the Surveyor truck finishes unpacking into an Outpost. Now your resources are back in order. Build a War Factory and set it down near your new Outpost so your Mammoth Tank defenders can become repaired.

Now that the Tiberium's flowing strong and your bases are well protected, it's time to amass an army to crush the Nod. Queue up Mammoth Tanks at both War Factories and change your main base War Factory's rally point so that your Mammoth Tanks stop traveling to your eastern outpost. Build up two forces of at least five Mammoth Tanks at both War Factories, then construct two Rigs to support them.



GDI Rig

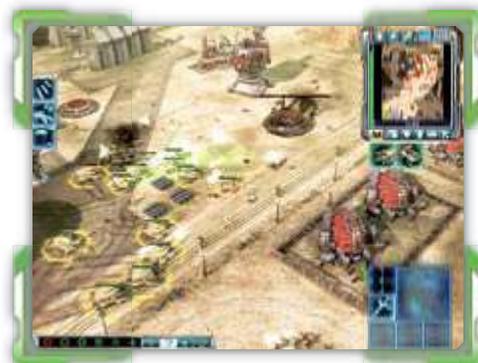


Cost: 2,000
Time to train: 20 sec

The Rig is a mobile battle station designed to keep your armored vehicles in good repair as they hold the frontline of a fierce assault. Though it rolls out of the War Factory as a slow-moving vehicle with no weaponry, the Rig can "unpack" on any flat terrain, transforming itself into a fearsome structure with potent anti-vehicle and anti-air weaponry. Most importantly, the Rig automatically repairs all nearby friendly vehicles while unpacked, just like a War Factory. Rigs can also pack themselves up again at any time to follow your forces wherever they go.



Roll your Mammoth Tanks north into the main entrance of the Nod base. This is a heavily fortified area, but it's no match for two groups of Mammoth Tanks backed by Rigs.



Simply set your tanks to Aggressive Stance and move through the Nod base, obliterating everything. Destroy all of the Nod structures, including the trio of Power Plants that stand behind the former Nuclear Silo, to complete both of this mission's bonus objectives.



After decimating the Nod base, send your forces to its northeast corner and wipe out the three Nod Compounds standing there. This completes your second primary objective and wraps up your business here in Cairo.

Eastern Europe

Croatia

00:04:01:069



GDI HAS A FORWARD OPERATING BASE IN CROATIA, BUT IT'S BEEN CUT OFF FROM SUPPLY LINES AND IS UNDER HEAVY ATTACK BY NOD FORCES. THEIR POWER IS LOW, THEIR CONSTRUCTION YARD HAS BEEN DESTROYED, AND THEY DON'T HAVE MUCH IN THE WAY OF FIREPOWER. YOU NEED TO TAKE COMMAND OF THAT BASE AND HOLD OUT LONG ENOUGH FOR US TO SEND IN A REINFORCEMENT CONVOY.

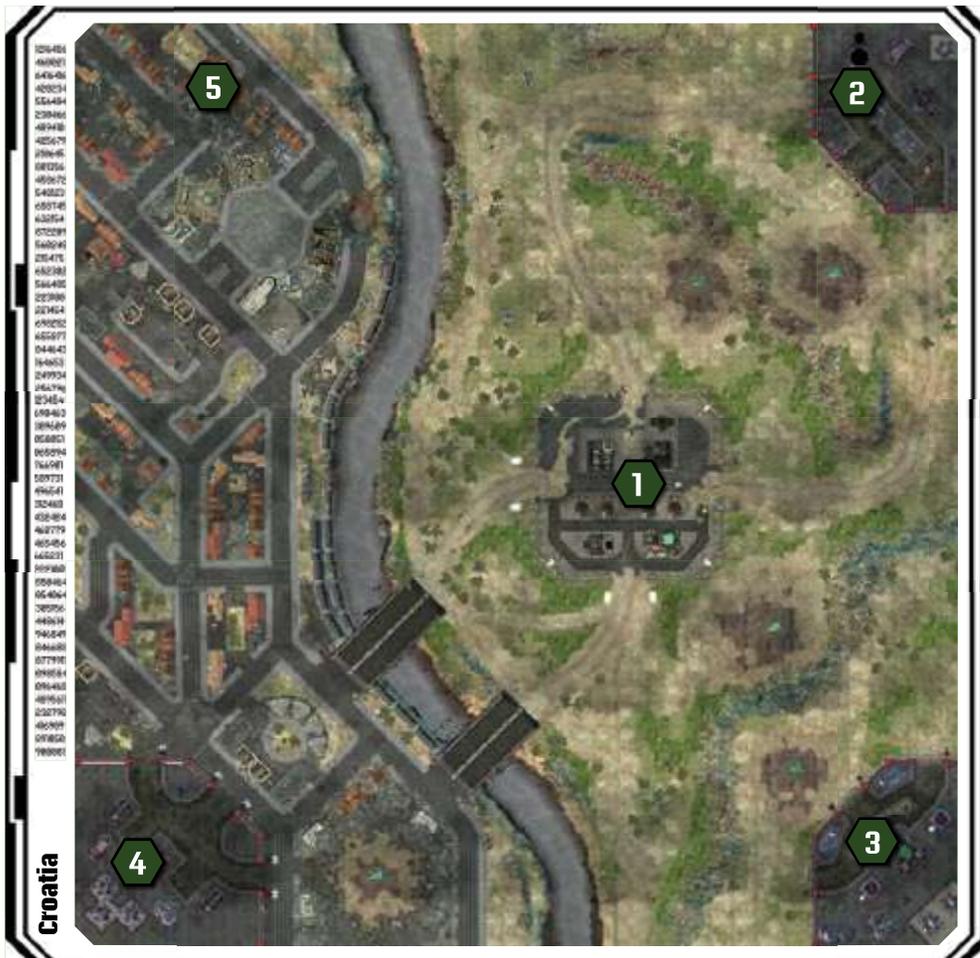


[Primary Objectives]

1. Secure this GDI base until reinforcements arrive
2. Send aid to the reinforcement team ambushed in the city
3. Destroy the northeast Nod base
4. Destroy the southwest Nod base
5. Escort the MCV safely back to the GDI base and deploy the Construction Yard
6. Destroy the southeast Nod base

[Bonus Objectives]

1. All base defenses survive until the reinforcement team arrives
2. Return the MCV to the GDI base unharmed



[Acquirable Intel]

- Power management
- Kane's fascination with Eastern Europe

[Areas of Interest]

1. GDI base
2. Nod vehicle outpost
3. Nod aircraft outpost
4. Nod infantry outpost
5. GDI reinforcement convoy entry point

Croatia



This mission kicks off with a bang: a Nod assault group destroys two of your base's Power Plants, drastically reducing the available power supply. Your small detachment of combat units is able to repel the invaders, but the damage clearly has been done. Keeping your base's defensive turrets functioning will now be quite a challenge.



Begin by using Power Mode (X) to shut down your base's Barracks and War Factory; you don't need to create new units just yet. This frees up enough power for you to activate all of your base's Watchtowers and Guardian Cannons—do so. Keep your four AA Batteries powered down for now, powering each one up only when the occasional Nod Venom flies in to attack.

Note

If you need to power-up an AA Battery, be sure to shut down another turret first to free up power. It's usually best to draw this power from your base's north-westernmost Watchtower.

Pull your combat units into the center of your base and set them to Hold Ground Stance by either pressing (Alt)+D or clicking the Hold Ground Stance icon in the Tactics panel. This will keep them out of harm's way, which is ideal for now. Your defense turrets can defend your base very effectively if you carefully manage their power supply, and they're easy enough to repair.

Tip

Use Repair Mode (C) to prevent your base's defense turrets from being destroyed. This helps you complete the first bonus objective and makes defending your base much easier in the long run. To quickly see which turrets have sustained damage, press and hold (Control)+~.



Your base is in rough shape, so use Repair Mode to fix all of its structures, starting with the defense turrets. Until your reinforcements arrive, simply continue to keep your base functional, managing your power carefully and keeping your eye on your radar to prepare for incoming assaults.

Tip

Expect Nod vehicles to attack from the north and east, and their infantry to attack from the west and south. Venoms will harass you from time to time, but they can emerge from any direction.



Once your base is in good shape and you're feeling comfortable managing its defenses, power-down the Refinery so you can restore power to the War Factory. Queue up six Predator Tanks and six APCs. House your infantry units in your APCs as they're assembled and continue to keep your forces safely nestled within your base. Shut down the War Factory and power-up the Refinery again each time your Tiberium reserves run low, but do this only when the Harvester is ready and waiting to deposit a fresh load of resources.

Note

Keeping your base's defense turrets in good shape is your top priority; building vehicles is secondary. If you're out of Tiberium and need to repair a turret, cancel your build queues by right-clicking on their icons to free up resources.



GDI reinforcements soon arrive in the form of a vehicle convoy that rolls in from the northwest corner of the field. This completes the first primary objective, along with the first bonus objective (assuming all of your defense turrets have survived). You must send some units to destroy the Nod Laser Turret that's preventing the convoy from proceeding to your base, but don't worry about that just yet; the convoy is in no immediate danger. Instead, continue to defend your base from Nod assault waves and keep constructing armored vehicles.



Once you've built six to eight Predator Tanks and enough APCs to transport your initial crew of infantry, send your vehicles rolling northeast, heading to assault a nearby Nod outpost.

This Nod outpost is responsible for all of the vehicle raids against your base. Wiping it out will eliminate the Nod's armored presence in Croatia (and also completes the third primary objective). Attack Move your Predators into the base, focusing on destroying its Laser Turrets first. Target the War Factories once you've crippled their defensive capabilities, and move your APCs into the base to help with the cleanup. Set your forces to Aggressive Stance so you don't need to micro-manage them, then return your attention to your base.



With the Nod's vehicle-producing outpost destroyed, you no longer need your base's Guardian Cannons. Use Sell Mode (Z) to sell off those four cannons, adding a tidy sum of Tiberium to your coffers and gaining four free Rifleman Squads. Best of all, you can now restore power to your entire base.



Queue up a Harvester and four Pitbulls. Set a rally point for your War Factory so your Pitbulls station themselves near your base's southeast AA Battery—they'll need to defend this position soon. Return your attention to your attack force, and send them back to base once they've finished having their fun with the Nod vehicle outpost. Repair these vehicles at your War Factory, then send them rolling southwest.



Cross the bridges and begin your assault on the southwest portion of Croatia. Nod infantry have garrisoned the buildings in this city; destroy each building with your Predators and mow down the infantry that emerge with your APCs. Just keep pressing southwest until you reach another Nod outpost.



This southwestern Nod base is the source of all Nod infantry units in the area. Annihilate it with your forces to complete the fourth primary objective. Use your APCs to cut down all Nod infantry and direct your Predators to destroy the defense turrets, Hands of Nod, and Construction Yard. As this battle ensues, queue up a host of Missile Squads at your base's Barracks—you'll need lots and lots of them in a moment, so just keep churning them out.



Now send your war-torn forces north to assist the reinforcement convoy that's been waiting so patiently for you all this time. Have your tanks level any Nod-held buildings along the way and set your APCs to support them by wiping out the infantry that emerge.

Destroy the Nod Laser Turret that's keeping your reinforcements at bay by decimating its hub unit with your Predators. This completes the second primary objective. Bring down any nearby buildings that are garrisoned by Nod forces to secure the area, then roll your entire force back to base.

Note

Keep your APCs and Pitbulls near the MCV at all times during the trek back home—Venoms may try to strike the MCV and you cannot afford to lose this critical vehicle.



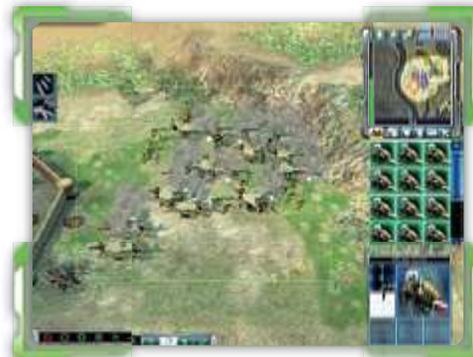
Send your damaged vehicles to the War Factory for repairs once you reach base. Unpack your MCV in the designated area to acquire a Construction Yard and complete the fifth primary objective. If the MCV took no damage along the way to your base, then this also completes the second bonus objective. You're now able to build structures; you should begin with construction of an Airfield.

Tip

You may also want to construct a Command Post so you can deploy additional AA Batteries at the south-east edge of your base.



Nod Venoms soon begin assaulting your base from the southeast in force. Had you not destroyed the Nod's other two outposts, you'd be getting overrun by vehicles and infantry at this point as well. You've got to destroy that final Nod Outpost, but a bit of recon shows that it's positioned on a tall plateau, completely unreachable by land.



Now for the fun part. Select all of the Missile Squads you've trained (you should have at least 20 to 30) and click the Call for Transport icon in their Unit Info panel to summon a fleet of V35 Ox transport ships to pick them up. Once everyone's onboard, send the transport ships northeast to the site of the former Nod vehicle outpost. Then send them directly south, heading toward the Nod air base.



Deploy your Missile Squads at the northernmost tip of the plateau so the Nod forces don't notice your V35 Ox transports. Send your men into the Nod air base and initiate your assault. Target the Venoms and Air Towers first, as they pose the greatest threat to your infantry. Then move to destroy the Construction Yard to prevent the Nod from raising new Air Towers.



Depending on the size of your initial assault force, you may need to deploy additional Missile Squads to get the job done. Do so in the exact same manner and continue your assault until the Nod air base is no more.



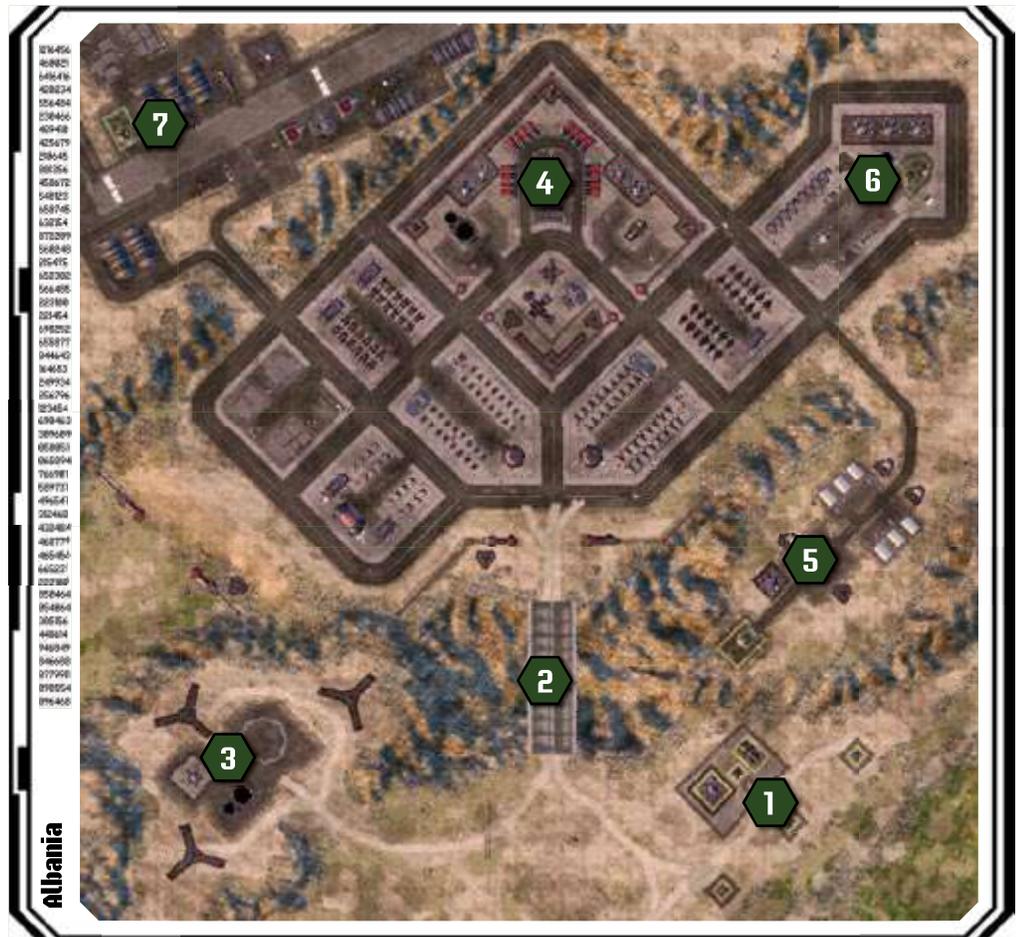
For an even sneakier approach, send some Engineers in with your Missile Squads and have them capture the Nod Air Towers and other structures. Have some AA Batteries at the ready and deploy them once you've captured a structure to really stir things up.

Albania

00:04:01:069



RECENT SAT-SURVEILLANCE CONFIRMS A SIGNIFICANT BUILD-UP OF ARMORED VEHICLES AND WEAPONS AT A LARGE NOD LOGISTICS BASE IN ALBANIA. THE SAT IMAGES SHOW ROW UPON ROW OF STEALTH, SCORPION, AND FLAME TANKS WAITING TO BE DEPLOYED IN DEFENSE OF KANE'S TEMPLE PRIME IN SARAJEVO. YOUR MISSION IS ABOUT DESTROYING THIS ARSENAL BEFORE IT IS USED AGAINST YOU IN COMBAT. YOU'LL START WITH A SMALL FORCE TO CLEAR THE WAY, THEN WE'LL SEND YOU FIREHAWK ATTACK JETS TO FINISH THE JOB.



Albania

[Primary Objectives]

- | | |
|---------------------------------|---|
| 1. Clear Nod border defenses | 4. Capture east ridge Reinforcement Bay |
| 2. Infiltrate Nod supply depot | 5. Destroy Nod supply depot |
| 3. Eliminate Nod rocket bunkers | |

[Bonus Objectives]

- | | |
|---------------------------------------|--|
| 1. Survive the Nod assault unharmed | 3. Capture Motorpool Reinforcement Bay |
| 2. Capture Airfield Reinforcement Bay | 4. Arm a firehawk with a missile loadout and destroy a Nod Venom |

[Acquirable Intel]

- Rig deployment into a Forward Battle Base
- Firehawk Attack Jets

[Areas of Interest]

1. Nod border defense outpost
2. Bridge
3. Nod rocket bunker outpost
4. Nod supply depot and main base
5. East ridge Reinforcement Bay and Nod infantry outpost
6. Motorpool Reinforcement Bay and Nod vehicle outpost
7. Airfield Reinforcement Bay and Nod aircraft outpost



This mission starts you off with two Rifleman Squad units and two Grenadier Squads. Order them to assault the Nod border defense outpost and wipe out its structures to complete the first primary objective. It's best to destroy the Nod infantry and the Hand of Nod building first, then take out the other structures. If all four of your units survive this initial assault, you complete the first bonus objective as well.

Note

Don't fear the Nod Laser Turrets; they're largely ineffective against infantry.



Armored reinforcements roll in from the southeast once you succeed in destroying the Nod border defense outpost. You now have access to four Predator Tanks, three APCs, two Pitbulls, and a Rig. These are all the units you'll have at your disposal for quite a while, so do your best not to lose any of them.



Nod vehicle assault groups are inbound from the west, so quickly move your Predator Tanks and APCs to take position where the Nod border defense outpost used to be. Place your infantry units into your APCs, and keep your Rig and Pitbulls near the rear of the pack. Order your forces to head west, Predators in front, blasting apart all Nod vehicles they encounter along the way.

Tip

Throughout this mission, you'll find it extremely helpful to group all units of the same type (such as Predators, APCs, etc.) together under the same number key. This will help you quickly select the appropriate types of units during the heat of combat.



Nod knows you're coming for their supply depot and they decide to destroy the only bridge leading north toward it. You'll have to find a way to repair the bridge, but for now, unpack your Rig and repair your vehicles. Pack up the Rig afterward and continue moving west toward the nearby Nod rocket bunker outpost.



Move your Predators up the hill, setting them within range of the Nod outpost's War Factory. Have them target any Scorpion Tanks that emerge from the Factory, and when none are about, direct your tanks' fire at the War Factory itself. Move your Rig up behind the Predators and unpack it so it can support them during this fight.

Tip

The supply crate near the explosive barrels will heal your units. Make sure your Rig collects it if it has taken damage.



A V35 Ox transport ship deploys four Engineers and two Missile Squads once you obliterate the SAM Turrets. You need every one of those Engineers, so guard them with your life. Place three Engineers inside your APCs, then move your forces back east, making for the bridge the Nod destroyed a moment ago.



Nod vehicles and infantry will begin to assault your forces the moment you repair the bridge, so be prepared. Position your Predators at the foot of the bridge, with your Rig and APCs close behind. Keep your Pitbulls at the rear of your pack so they don't become a target.

Send the one Engineer that's not riding in an APC into the nearby tower to repair the bridge. Quickly order your Predators to move up, and have them destroy the Laser Turret by targeting its hub unit. Once the turret is down, move your Rig across the bridge and unpack it at the other side, right behind your Predators. Then move your APCs across, followed by the rest of your forces.



Note

Reaching the other side of the bridge completes this mission's second primary objective.



Maintain this position for a while and destroy the variety of Nod vehicles and infantry that engage you. Make a special effort to destroy each Scorpion Tank that rolls into view with your Predators and have your APCs gun down all Venoms and Nod infantry. With your Rig backing up your forces, you should be able to raise your vehicles' ranks to Heroic very quickly just by sitting here—and it's best to do just that. Don't leave this spot until all of your APCs and Predators have a gold star beneath their health bars.

Note

In addition to dealing extra damage and firing twice as fast as normal, Heroic-ranked units also have extra hit points and slowly recover health over time.



When the time is right, pack up your Rig and order your forces to travel north-east along the road. You've got to move fast, so issue standard move orders and take the shortest route toward your next primary objective: the east ridge Reinforcement Bay.

Move your forces up the hill and onto the east ridge. Don't unpack your Rig until your entire army climbs the hill and reaches the top. Have one of your Heroic-rank Predator Tanks assault the Nod outpost at the west end of the ridge, focusing on destroying the Hand of Nod first. If infantry threatens to overwhelm the tank, pull it back to your Rig and let the infantry fall on your APCs' machine guns. The bulk of your forces must remain on the hill, standing between your Rig and the Nod forces who attempt to scale the hill.

Note

It's important to leave as many vehicles as possible near the Rig to prevent Nod infantry from getting too close to it. One Heroic-rank Predator Tank is more than capable of obliterating the Nod outpost on the ridge.



Tip

Assign your vehicles to the Hold Ground Stance to prevent them from chasing after enemies and moving outside of your Rig's repair radius.



Destroy the Nod outpost to secure the ridge, then move your Predator back over to your Rig to help seal off the area. Have an APC unload an Engineer when it's safe to do so, then send the Engineer to capture the Reinforcement Bay on the ridge. This completes the fourth primary objective.



With the ridge secure and the Reinforcement Bay captured, a V35 Ox transport is able to fly in and deploy two Surveyor trucks. The Surveyors unpack themselves, transforming into two Airfields. Eight Firehawks then fly in and touch down on the landing pads, granting you powerful airborne assault capabilities.

GDI Firehawk



Cost: 1,500

Time to train: 15 sec

The Firehawk is a fast-attack aircraft designed for rapid delivery of high-yield explosives. When docked at an Airfield, Firehawks can be outfitted with either anti-aircraft missiles or air-to-surface bombs, making them the GDI's most versatile air units. Use Firehawks to combat hostile air units and wipe out key enemy structures in seconds.

Note

Now that you have two Rigs, you can use one to repair the other. Rigs can be repaired just like any other vehicle when traveling in their vehicle form.



Arm your Firehawks with bombs by clicking the Bomb Loadout icon in their Unit Info panels, then send them north, heading for a small Nod outpost. Target the outpost's War Factory to destroy it in one swift attack, then call your Firehawks back to base. This drastically reduces the number of Nod vehicles your forces will have to contend with in the region.

Tip

Send a Heroic-ranked APC to defend your Airfields from Venoms. One APC is enough; the Venoms won't come at your Airfields in force.



Next, move one Predator and one Engineer-toting APC down from the ridge and then north, heading toward the Nod outpost that your Firehawks just assaulted. Get there quickly and fire on the Shredder Turret to destroy it, then unload the Engineer from your APC and have him capture the Reinforcement Bay to complete the third bonus objective. A V35 Ox transport ship then deploys two Predator Tanks and another Rig for you to use.



The time has come to assault the main Nod base at the center of the region, but it's unwise to do so with your ground units until the powerful Obelisks of Light that surround the base have been taken out. Use your Firehawks to safely destroy the two Obelisks of Light that are closest to the south, then roll your vehicles toward the base and begin your attack.

Caution

Watch out for the explosive barrels in the parking lots that surround the base; if they're struck by fire and detonate, they'll damage everything nearby.



After destroying the two southern Obelisks of Light, use your Firehawks to obliterate the one in the middle of the Nod base. Once that's gone, have your Firehawks focus on bombarding the Construction Yard at the northeast corner of the central base. It may take two or three bombing runs to level it, but Nod won't be able to raise new structures once it's down.

Note

For a bit of fun, arm your firehawks with missiles and have them hunt down some Venoms. Destroying even one completes this mission's fourth bonus objective.

Now order your Firehawks to destroy the two remaining Obelisks of Light at the north end of the base while your ground forces pound away at the outpost from the south. Slow and steady progress will win this battle; just keep your Rigs close to your vehicles and have them repair each other if they suffer too much damage.



This mission is all but wrapped up once you've wiped out Nod's central base. Have your vehicles take up defensive positions and fly your Firehawks north to take out the Nod Air Towers and Hand of Nod at the northern airstrip. Once these structures are down, Nod no longer has the ability to produce combat units.

It's now safe to roll your tanks through the area without fear of reprisal. Set them to Aggressive Stance and send them into the heart of the Nod supply depots, letting them blast away until there's *almost* nothing left. With one last Engineer, you can complete the last bonus objective by climbing the western ridge and seizing the last Nod building. After that, raze the remainder of the base to complete the fifth and final primary objective.



Note

Before ending the mission, use your last Engineer to capture the Reinforcement Bay at the far west end of the northern airstrip. This completes the second bonus objective and gains you two Mammoth Tanks to help you finish your cleanup work in Albania.

Sarajevo

00:04:01:069



KANE IS MAKING HIS LAST STAND AT TEMPLE PRIME IN SARAJEVO. YOUR MISSION IS TO TAKE OUT HIS DEFENDING FORCES, DESTROY THE SURROUNDING COMPOUND, AND DISABLE THE ION DISRUPTION TOWERS PROTECTING THE TEMPLE COMPLEX FROM ENERGY WEAPONS. KNOCKING OUT THE DISRUPTION TOWERS WILL OPEN UP OPTIONS FOR GDI CENTRAL COMMAND NOW THAT THE ION CANNONS ARE NEARLY BACK ONLINE. HOWEVER, BE AWARE THAT KANE AND HIS SCIENCE MINISTERS HAVE BEEN WORKING ON A LIQUID TIBERIUM DEVICE OF CONSIDERABLE DESTRUCTIVE POWER WITHIN TEMPLE PRIME. IT IS IMPERATIVE THAT YOU DO NOT USE THE ION CANNON ON TEMPLE PRIME YOURSELF WITHOUT AUTHORIZATION. AN ION CANNON STRIKE COULD DETONATE THE LIQUID TIBERIUM IN THE TEMPLE AND SET OFF A CHAIN REACTION IN THE LARGE TIBERIUM FIELDS FOUND THROUGHOUT THIS YELLOW ZONE—THE RESULTING BLAST WOULD BE MASSIVELY DESTRUCTIVE AND MAY KILL MILLIONS. THIS IS A DECISION THAT WILL HAVE TO BE MADE AT THE HIGHEST LEVELS OF THE GDI COMMAND STRUCTURE.



[Primary Objectives]

- | | |
|---|---|
| 1. Destroy Ion Disruption Field Generator 1 | 4. Build an Ion Cannon Control Center |
| 2. Destroy Ion Disruption Field Generator 2 | 5. Destroy Temple Prime with the Ion Cannon |
| 3. Destroy Ion Disruption Field Generator 3 | |

[Acquirable Intel]

- Nod Avatar Walker
- Nod Ion Cannon Disruption Tech

[Bonus Objectives]

- | | |
|--|--|
| 1. Capture Nod's science ministry building | 3. Capture the Liquid Tiberium factory |
| 2. Capture the Mutant Hovel | 4. Destroy an Avatar with the Commando |

[Areas of Interest]

1. South Tiberium Field
2. Southeast Tiberium Field
3. Northwest Tiberium Field and Mutant Hovel
4. Ion Disruption Field Generator 1
5. Ion Disruption Field Generator 2
6. Ion Disruption Field Generator 3
7. Nod Temple Prime
8. Nod Science Ministry Building
9. Nod Liquid Tiberium Factory

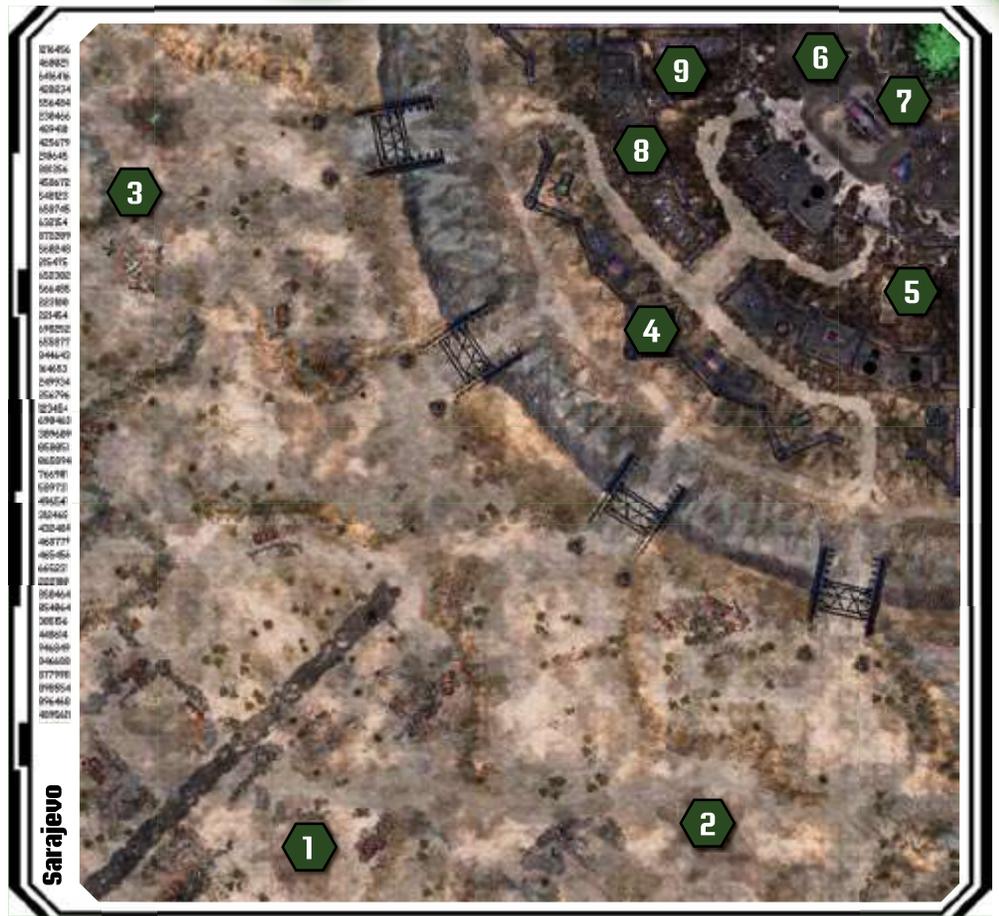


Temple Prime is the Nod's headquarters—the place where Kane himself resides—so expect an extremely difficult fight in this mission. Your most important asset is speed; if you're not building up your forces as quickly as possible and adapting to the Nod's attack patterns, you'll soon become overwhelmed.

Begin by grouping your units as you like and then moving them north, combating Nod infantry along the way. You soon reach a Tiberium Field; unpack your MCV and immediately begin construction on a Refinery.



Send your vehicles to the north and unpack your Rig behind them to set up a forward defense post. Have your infantry standing close by and don't worry about protecting them too much—their main purpose is to keep



Tip

While in its Battle Base mode, a Rig can be repaired just like any other structure via Repair Mode. Make good use of this and strive to keep your Rig intact.

the enemy out of your hair while you establish your base. Keep your Pitbulls behind your Rig and out of harm's way; you'll need them in good shape when Nod Venoms begin making attack runs later on.

Build a Power Plant after the Refinery, followed by a War Factory, a Barracks, and a Command Post. Set your War Factory at the east side of your base, then queue up a Harvester, followed by two Predator Tanks. Keep your Predator Tanks close to the War Factory so they remain in good repair as they combat each wave of Nod vehicles that attacks from the east. Also, as you build these units and structures, simultaneously construct Watchtowers, placing them across the northern perimeter of your base to ward off Nod infantry.



Note

The Nod will change up their attack patterns as they see fit, but their base is largely set up to send vehicles at you from the east and infantry from the north-west. Nod infantry and vehicles alike will attack you from the north, so keep an eye on your radar and check your defense grid's status regularly with **[Control]+[~]**.



Once you've set down three or four Watchtowers, switch gears and build a few Guardian Cannons. Place these near your War Factory to simplify the task of defending your Tiberium Field from the waves of Nod vehicles that assault your base from the east.

Note

It takes a lot of power to keep your base defenses running. Make sure to keep an eye on your power consumption and build Power Plants whenever they're needed.

Start building AA Batteries next, setting three of them around your base's northern perimeter. This will help you fend off future Venom attacks, which can become quite troublesome later on.

Your base is fortified for now, but it won't last forever—the Nod will continually increase the size and strength of their assault groups, so you've got to move fast. Build a Tech Center so you can start constructing Mammoth Tanks from your War Factory, followed by an Airfield so you can queue up some Orcas. Build two or three Mammoths and fill your Airfield's hangars with craft as soon as you're able.



You'll eventually need to span out and establish an outpost near a fresh Tiberium Field. Once you've assembled your Mammoths, queue up four APCs and a Rig. Load your APCs with whatever infantry you have to spare (Zone Troopers and Grenadiers are the top picks), then send your Mammoths, APCs, and Rig rolling north to secure the distant northwest Tiberium Field. These units will chew through any Nod infantry they encounter along the way, so don't worry about them.



As your convoy heads north, build a Surveyor truck and send it after them. Have your Orcas escort the Surveyor truck along the way to ensure its survival.



Establish an effective outpost near the Tiberium Field with your vehicles and Rig. Nod forces will primarily attack from the east, and their assault groups will largely consist of infantry

at first. Your APCs will be able to handle these foot soldiers without much trouble, but be forewarned: the Nod will quickly smarten up and send armored vehicles to assault your outpost in force. That's where your Orcas and Mammoths come in; make sure they're stationed near your outpost to combat vehicular threats.

Note

When your main base's Tiberium Field becomes depleted, your Harvesters will automatically seek out the next closest source, which is the Tiberium Field to the east. Don't let them go there; instead, direct the Harvesters north toward your new outpost.



As soon as the Surveyor unpacks itself, set down your Refinery and construct a War Factory, followed by an Airfield. Place these structures near your new outpost, as it will soon become the Nod's #1 target. Of course, Nod forces will also continue to attack your main base, so this is where the action really heats up. Do your best to stay on top of Nod's assault groups as you establish your new outpost, and as soon as you're able, fill your outpost's Airfield with Orcas and begin rolling Mammoth Tanks out from the War Factory—securing this forward base is absolutely vital.

Note

Use a Commando to instantly destroy an Avatar Warmech with explosive charges. Be careful, though, because the Commando may be crushed underneath the Avatar's feet. It's best to run in from the side.

Caution

All paths leading toward the massive Nod stronghold are guarded by lethal pairs of Obelisks of Light, including the route to the east of your new outpost. Do *not* let your vehicles near these towers; use your Orcas to obliterate them instead.



By the time your outpost's War Factory and Airfield are in place, Nod forces will likely be assaulting the place with waves of powerful vehicles and infantry. They'll send Beam Cannons to level your structures, backed by frightening Avatar Warmechs that can rip through your defenses in seconds. The moment you spy a Warmech, send your Orcas to bombard it; Nod Beam Cannons are troublesome, but they aren't nearly as large a threat.

Tip

Send Engineers to capture the husks of any Avatar Warmechs that fall in combat and remain on the field. Afterward, move these captured units close to your War Factory to repair them, greatly increasing your outpost's defenses.



Keep producing Mammoth Tanks from your outpost's War Factory as your APCs shred Nod infantry and your Mammoths tackle their vehicles. As soon as chance permits, send your Orcas to bombard the Obelisks of Light to the east—you've got to begin your assault on Nod's stronghold soon, or they'll just keep coming and eventually overwhelm you.

Note

An Engineer can capture the Mutant Hovel near your Outpost. Doing so allows you to train Mutant Marauders, powerful infantry units who are effective against enemy infantry and aircraft. Capturing the Mutant Hovel is not only advantageous, it also completes the second bonus objective.



Once the Obelisks of Light are destroyed, pack up your Rig and send your Mammoth Tanks and APCs east, heading toward the Nod stronghold. You should have at least five or six Mammoths in your group before heading out. Leave your Orcas near your outpost to combat any Nod forces that might loop around to attack from the south. Continue to produce Mammoth Tanks from your outpost's War Factory as your assault force heads into the fray.

Caution

It can be tempting to send your Orcas into Nod's stronghold, but don't do it. There are far too many SAM Turrets in there.

Nod's stronghold is certainly imposing, but your crew of Mammoths and APCs, backed by your Rig, will have little trouble smashing through. Set your boys to Aggressive Stance and let them do their work, but make sure to target any Obelisks of Light or Avatar Warmechs you encounter with your Mammoths to quickly annihilate them. Your APCs will cut down all Nod infantry units while your Mammoths crush all armored and structural threats.

Tip

Use **[Control]+[~]** to keep a close watch on your assault force's health status, and pull any heavily damaged vehicles back toward your Rig using the Reverse Move command **[D]**, then click to move). If your unpacked Rig becomes a target, use Repair Mode **[C]** to keep its health in the green.

Take it nice and slow as you move through Nod's stronghold. Don't allow any of your units to move too far ahead or they'll probably encounter an Obelisk of Light and get slaughtered. Try not to let your Rig become a target, and if Nod manages to destroy it, immediately construct another from your outpost's War Factory and send it in, along with a second convoy of Mammoths.



Note

The Nod may continue to assault your base and outpost as you conduct your attack on their stronghold, but their strike groups won't be nearly as potent as they were before. Still, keep an eye on your radar and do your best to keep your base defenses intact.



Once you've breached the walls of the Nod stronghold, you're given a boon: three Juggernauts are deployed at the south end of the region, close to the southeast Tiberium field. Send your main base's Orca fleet over to the Juggernauts, then order them north to destroy the Obelisks of Light that guard the nearest entrance to the stronghold. Move your Juggernauts through this path and into the Nod base, led by as many ground units as you can spare from your main base.

GDI Juggernaut



Cost: 2,200

Time to train: 22 sec

The Juggernaut is the GDI's walker unit. Its primary purpose is to destroy enemy structures from range, but the Juggernaut is quite effective at obliterating enemy vehicles as well. Being an artillery unit, the Juggernaut has a significant range advantage and can quickly destroy defensive turrets from afar, without fear of counterattack. However, the Juggernaut is unable to combat airborne threats and its armor plating leaves something to be desired. Keep Juggernauts in the rear of your assault forces and make sure you've got some anti-air units nearby to support them.

Note

You can construct additional Juggernauts from your War Factories.



You're now assaulting the Nod from two angles and the momentum of the battle has surely swung in your favor. Wipe out everything in your path and continue to construct Mammoths at your bases' War Factories to be used as reinforcements, should the need arise. Destroy everything beyond the Nod stronghold's outer-most wall before moving northeast into the heart of the stronghold.

Note

There are two important buildings in the Nod stronghold: the science ministry building and the liquid Tiberium factory. Capture both of these with Engineers when it's safe to do so to claim two additional pieces of intel and complete the first and third bonus objectives.



Make sure to destroy the three Disruption Field Generators as you assault the Nod stronghold. This is secondary to leveling the base itself, but you must destroy these targets to complete the first three primary objectives and enable the use of GDI's devastating Ion Cannon.



Once you've crippled the Nod base, you can safely devote resources to constructing an Ion Cannon Control Center. This highly expensive (and power-hungry) support structure allows you to communicate with GDI's Ion Cannon, which is currently in orbit over earth. Once the Ion Cannon Control Center is in place, and provided the Nod's three Disruption Field Generators have been destroyed, you'll be able to use the Ion Cannon to eradicate Temple Prime.

Only the Ion Cannon is powerful enough to destroy Temple Prime, Nod's ultra-hardened facility and the place where Kane resides. As soon as you're able, obliterate Temple Prime by firing the Ion Cannon directly at it. This completes the fifth and final primary objective, totally annihilating Kane and his vile Brotherhood of Nod.

Congratulations, Commander. You fought brilliantly. At long last, this horrific war is finally over...



Northern Europe

Munich

00:04:01:069



THE SAVAGE, UNEXPECTED ATTACK ON MUNICH BY THE INVADERS HAS TAKEN THE CITY'S GARRISONED GDI FORCES COMPLETELY BY SURPRISE. THE BATTLE WAS OVER BEFORE IT BEGAN. AS THE INVADERS RUTHLESSLY WIPE MUNICH FROM THE FACE OF THE EARTH, YOU MUST MARSHAL THE SURVIVING GDI FORCES AND FIGHT A DESPERATE REARGUARD ACTION, HOLDING OFF THE ENEMY JUST LONG ENOUGH TO ALLOW THE GDI F-T LAB ENGINEERS TO ESCAPE IN ARMORED TRANSPORTS. THESE ENGINEERS HAVE KEY INFORMATION ABOUT OUR NEW ENEMY, AND MUST REACH SAFETY.

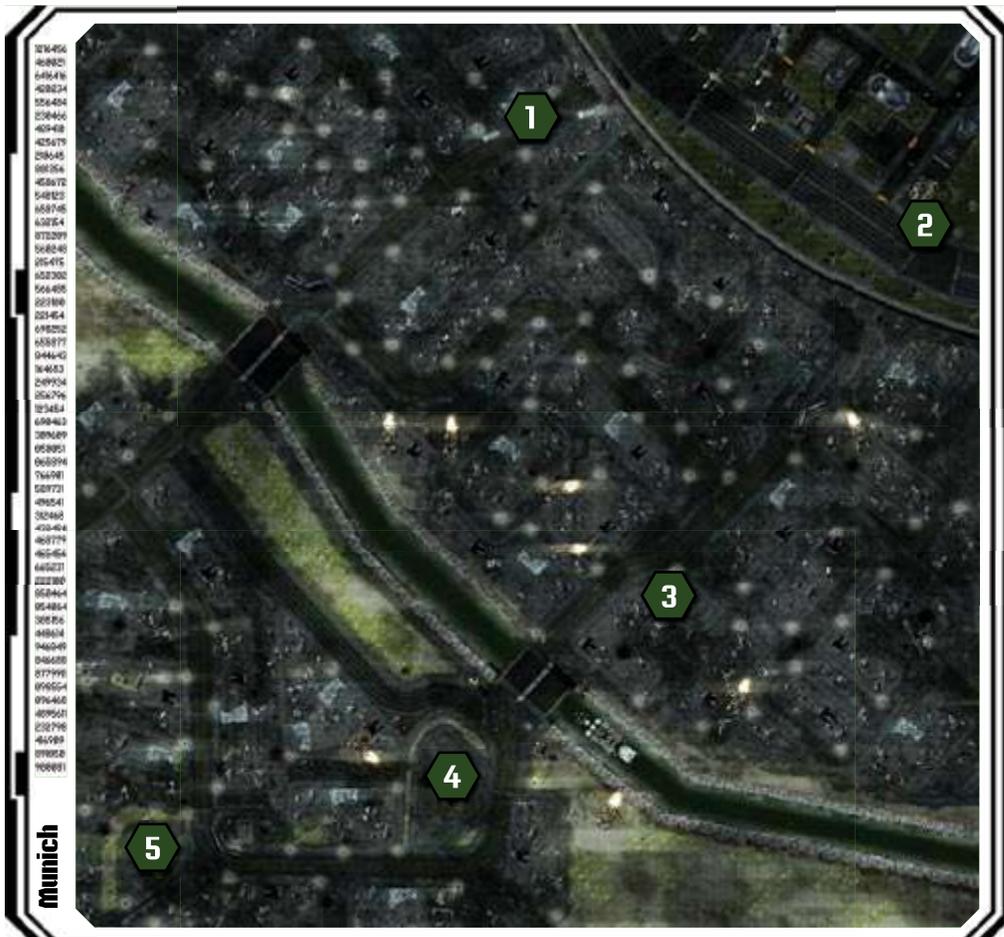


[Primary Objectives]

1. Protect the Civilian Transports

[Bonus Objectives]

1. Capture the GDI Lab
2. Capture the Power Plant



[Acquirable Intel]

- Effects of Sonic Weaponry on the invaders
- GDI Storm Shelters

[Areas of Interest]

1. Initial GDI escort force deployment site
2. GDI Lab
3. GDI Engineers and reinforcements
4. Power Plant
5. Subway entrance



You begin this harrowing escort mission with a detachment of two Pitbulls, two Rifleman Squads, and a squadron of Zone Troopers. Group these units together, set them to Aggressive Stance, then move them close to the convoy of armored Civilian Transports.

Note

The Civilian Transports won't move if your men are in their way. Try to keep your units either behind or beside them, and do your best to not block their path.

Note

The alien invaders you're currently battling are known as the Scrin. Complete the GDI and Brotherhood of Nod campaigns to unlock the Scrin campaign.



The alien invaders come mostly from the north portion of the city, so it's best to keep your men to the north of the convoy. The convoy will take damage from time to time, but each truck is heavily armored, so don't worry about them too much.



Just before the transports reach the first bridge, alien aircraft fly past and bombard it. The bridge collapses, preventing the convoy from crossing the river. The trucks are forced to continue along the road, heading southeast toward a second bridge. Keep your men north of the convoy and stay out of their way so they can move along unhindered.



Suddenly, the aliens tear down the city's northern wall and begin flooding the streets. Shortly afterward, the Civilian Transport trucks begin to experience some engine problems and the entire convoy grinds to a halt. Order your men to attack the massive Annihilator Tripod that comes stalking in from the north; it poses the greatest threat to the convoy.

As luck would have it, GDI reinforcements were holed up right near the place where the convoy breaks down. You gain control of two more Rifleman Squads and two extra Missile Squads, along with three Engineers. Immediately send one Engineer south across the bridge, moving to capture the south Power Plant. Move the other two Engineers north; one should capture the GDI Lab, while the other assumes control of the Annihilator Tripod your northern infantry recently brought to the ground.



Capturing the Power Plant brings the two Sonic Emitters at the south end of the bridge online. The sonic blasts these massive weapons unleash rip through the alien ground forces. The convoy soon gets its engines up and running again; quickly order your troops to follow them south across the bridge.



Caution

It's imperative that you move your troops across the bridge fast; alien aircraft fly past and destroy the bridge shortly after the convoy goes over it.



Right after Civilian Transport trucks cross the bridge, their engines die out on them yet again. Some sort of electrical interference could be the cause, but there's no time to debate this—move your men to the right side of the convoy, as waves of alien ground forces attack from the east.



The trucks eventually patch up their engines and the convoy starts rolling once more. Follow behind the vehicles, preventing the alien ground forces from getting too close. You complete this mission's one and only primary objective once the convoy reaches the Subway Entrance to the southwest. Only one truck needs to survive the trip for the mission to be considered a success.

Stuttgart



00:01:069
00:01:0:00

WHILE STUTTGART IS OSTENSIBLY UNDER COMPLETE ALIEN CONTROL, GDI HAS RECEIVED SEVERAL DISTORTED TRANSMISSIONS FROM WITHIN THE CITY INDICATING THERE ARE SURVIVORS EITHER IN HIDING OR PINNED DOWN BY ALIEN FORCES. ONE OF THESE SURVIVING UNITS—AN ELITE COMMANDO—HAS MANAGED TO EVADE HIS ATTACKERS. YOU WILL WORK WITH THIS COMMANDO TO ROUND UP AS MANY OTHER SURVIVING UNITS AS POSSIBLE, THEN USE THE RESULTING FORCE TO TAKE OUT THE ALIEN BASE DOMINATING THE CITY. KEEP AN EYE OUT FOR A GDI COMBAT ENGINEERING TEAM—THEY ARE CAPABLE OF REACTIVATING BOTH GDI'S STUTTGART BASE AND THE CITY'S DEFENSIVE GRID, WHICH WOULD MAKE THE MISSION FAR EASIER.

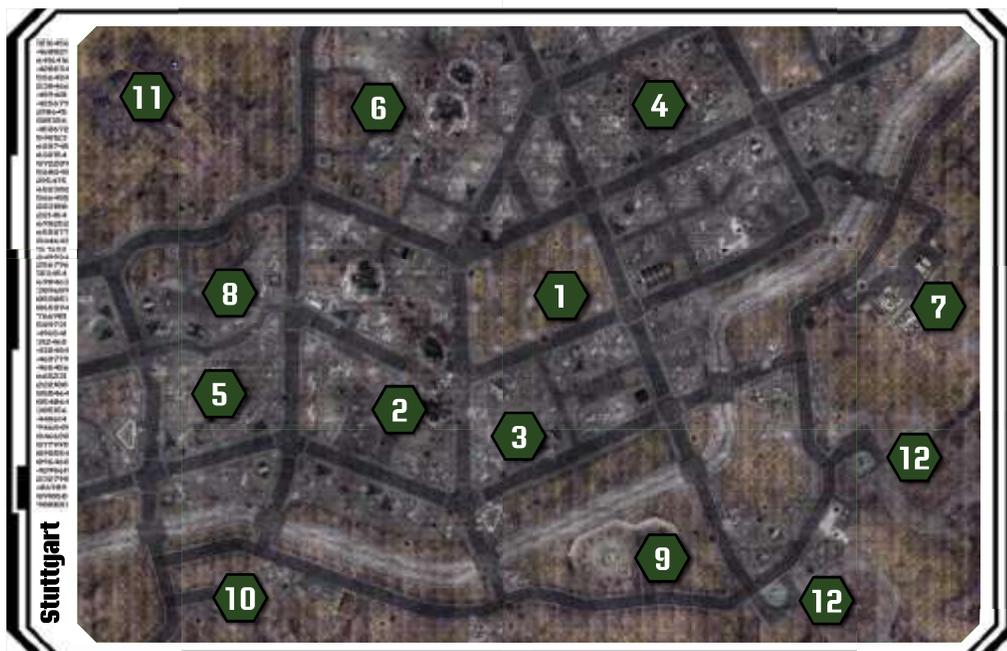


Primary Objectives

1. Capture or destroy alien structure
2. Rescue Engineers
3. Capture the eastern Power Plant, activating the GDI base

Bonus Objectives

1. Rescue Zone Troopers
2. Rescue Snipers
3. Rescue Infantry Squad
4. Destroy a Tripod with the Commando
5. Capture the northern and western Power Plants to activate the Sonic Emitter arrays
6. Capture the southern Power Plant to activate the Command Post
7. Capture the southwest Power Plant, activating the Armory



[Acquirable Intel]

- Alien Origins

[Areas of Interest]

1. Commando starting point
2. Pinned-down Engineers
3. Pinned-down Rifleman Squad
4. Pinned-down Sniper Team
5. Pinned-down Zone Troopers
6. Northern Power Plant
7. Eastern Power Plant
8. Western Power Plant
9. Southern Power Plant
10. Southwest Power Plant
11. Scrin base
12. Tiberium Silos (2); Tiberium Spikes (2)



As in Hampton Roads, you have control of only one lone Commando at the start of this mission. The fate of Stuttgart hinges on your ability to guide this Commando in his effort to rally the few surviving GDI forces in the city. Begin by moving the Commando south, where you discover a lone Rifleman Squad. Add to your group, then march your men west.



You soon encounter a group of Engineers being pinned down by a host of Scrin Disintegrators. Your Commando

and Riflemen make short work of these hostiles, and the Engineers are easily rescued. This completes the second primary objective.

Note

Though you now have a whopping seven Engineers at your command, don't take any for granted. You need at least one of them to survive and capture the city's eastern Power Plant, and there are many other structures to capture in the city.



Send your combat units south next. You encounter more Scrin Disintegrators, along with a fearsome Annihilator Tripod walker. Fortunately, your Commando can destroy walker units as easily as he can structures; use his jump jets to close in fast, dropping the Annihilator Tripod with an explosive charge. This completes the fourth bonus objective.

Time to add some serious firepower to your team. Secure the immediate area with your Commando and Riflemen, then send an Engineer to capture the husk of the Annihilator Tripod you've just destroyed. Now you're getting somewhere.



Move your squad directly south until you reach the edge of the city, then head east, where you discover the city's southern Power Plant. Capture the structure with an Engineer to supply power to the Command Post and—count them—six Guardian Cannons that surround it. This provides you with an ideal place to lure enemy ground forces if the need should arise, and also activates your radar. Furthermore, capturing this Power Plant completes the sixth bonus objective.

But wait, there's more: two supply crates lie next to the Power Plant. Group your men together and then move to collect the crates to increase all of their ranks by one and replenish their health bars.

Tip

Leave your Engineers at the Command Post for the time being so you don't have to worry about them being squashed in combat.



There's another supply crate just to the east, next to a Tiberium Silo. Another Tiberium Silo and two Tiberium Spikes stand a bit farther to the east as well. Leave the Tiberium Silos alone and grab the crate to increase your combat units' ranks by another mark. Then send two Engineers to capture the Tiberium Spikes so you gain a steady trickle of resources throughout this mission.

Send your combat crew northeast next, heading for the underpowered GDI base. Move your forces north of the base and engage the Scrin hostiles you encounter there, which include two more Annihilator Tripods. After securing the perimeter, send an Engineer to capture the base's Power Plant, restoring power to its structures.

Note

You could power-up the base before engaging the hostiles to the north, but then your base's valuable structures might become targets of the Scrin. It's best to leave the base without power until the area is secure—your attack force should all be at Heroic rank by now and capable of handling the nearby alien presence.



Once you've secured the base and activated its Power Plant, build two APCs from the War Factory, then house your infantry units inside them. Queue up a ton of Predator Tanks after that, let a few of them join your group, then head north to continue your search of the city.

Note

At this point, you can finish this mission fairly easily just by creating a bunch of units and going after the Scrin base at the northwest corner of the city. If you'd like to continue searching the city instead of going for the quick win, our walkthrough continues to guide you along the way.



A few GDI infantry squadrons are garrisoned inside some buildings southwest of your newly claimed base. Defeat the Scrin Buzzers and Shock Troopers surrounding the buildings to secure the area, adding two more Rifleman Squads and two Missile Squads to your team. This also completes the third bonus objective.

Tip

Build APCs to house your new infantry units and keep them safe.



North of the infantry, two Sniper Teams are being pinned down by Scrin Shock Troopers. Wipe the aliens out to rescue the Sniper Teams, completing the second bonus objective in the process.



Move your team southwest now, cutting clear across the city and ignoring the nearby northern Power Plant for the time being. You find two squadrons of Zone Troopers in the city's southwest region; add them to your gang and eliminate any Scrin in the area to secure it.



Head south next to find the southwest Power Plant and Armory. Send an Engineer to capture the Power Plant if your base's Barracks is still intact. (With your Barracks intact, you can train more Engineers at any time.) If your Barracks has been destroyed, don't bother capturing this Power Plant—it's more beneficial to save your last two Engineers for the city's northern and western Power Plants instead.

Note

You must capture the southwest Power Plant to complete all bonus objectives. Hopefully your Barracks has survived!



Speaking of Power Plants, head north from the Armory to find the western one, which will power the two nearby Sonic Emitters that face the Scrin base to the north. Don't capture this Power Plant just yet, though; leave your forces to guard the structure and send all of the vehicles your War Factory has produced to the city's northern Power Plant. Send Engineers to both Power Plants as you ready your forces for the assault.



The northern Power Plant also fuels two Sonic Emitters; those two are pointed toward the Scrin base as well. When you're ready to begin your assault, use your Engineers to capture both Power Plants, bringing all four Sonic Emitters online simultaneously. Your attack on the Scrin base has now begun; move both of your armies into the base, laying into it from the east and south.

If you have overwhelming numbers of units on your side, then this battle will be short work; send your boys into the fray and let them have at it.

On the other hand, if your forces aren't exactly legion, you may want to coordinate your assault with a bit more finesse. Send your units into the base, then quickly pull them back using the Reverse Move command. This will draw the Scrin out of their lair, right into the path of your Sonic Emitters. This tactic also keeps your units relatively safe from the Scrin base's array of defensive structures.



Obliterate the Drone Platform in the center of the Scrin base to complete the first primary objective and eliminate the Scrin presence here in Stuttgart. Feels good to strike a blow for the good guys, doesn't it?

Tip

For a super-quick victory, begin your full-scale assault on the Scrin base, then order your Commando to jump-jet directly into the Drone Platform. He'll level the building with an explosive charge, ending the mission in seconds.



Cologne

00:04:01:069



COLOGNE IS UNDER ATTACK BY THE INVADERS AND THE CITY IS IN ITS LAST THROES. HOWEVER, INITIAL RECON HAS REVEALED THAT THE GDI BASE IN COLOGNE WAS LEFT RELATIVELY INTACT BY THE ENEMY AFTER IT WAS ABANDONED BY THE GARRISON FORCE WHEN THE ALIEN ATTACK STARTED. AN ADVANCE TEAM IS BEING DISPATCHED TO DETERMINE THE SIZE AND SCOPE OF THE ALIEN PRESENCE IN THE CITY AND YOU'LL BE IN COMMAND. ONCE YOU DETERMINE WHAT YOU'RE UP AGAINST, WE'LL SEND YOU AN ENGINEERING TEAM TO GET THE GDI BASE UP AND RUNNING AGAIN. PROTECT THE ENGINEERS UNTIL THEY CAN REACH THE BASE, THEN BUILD UP A STRIKE FORCE AND DRIVE THE ALIENS FROM COLOGNE ALTOGETHER. IT'S NOT TOO LATE TO SAVE THE CITY.



Primary Objectives

1. Scout alien structure
2. Protect the Engineers
3. Capture the northeastern Power Plant
4. Destroy alien Command Post

Bonus Objectives

1. Capture the Reinforcement Bay
2. Capture the northwestern Power Plant

Areas of Interest

1. GDI scout force deployment site
2. Scrin base
3. Engineering crew deployment site
4. GDI base
5. Reinforcement Bay
6. Northwest Power Plant

Acquirable Intel

- GDI Field Recon—The Fall of Cologne



The aliens have clearly overrun the city of Cologne, but it is believed that GDI's unmanned northeast base has been left largely intact. Send your initial scout force marching northwest, heading toward your first objective. Obliterate all Scrin you encounter along the way.



Your Commando destroys the Scrin's Annihilator Tripods in short order with his explosive charges.



Reaching the objective site, your scout force discovers the Scrin's base of operations in Cologne. This completes the first primary objective. Back your team up and let your boys eliminate the Scrin that rush out to



Cologne

attack you. Don't order your men into the base; your force isn't nearly strong enough to get the job done.

Tip

If your Commando's in good health, have him destroy the nearby Scrin Portal. This structure is on the southern outskirts of their base, making it easy for the Commando to boost in and destroy.



Send your men across the east bridge next, heading for the abandoned GDI base. You can't restore power to the base without an Engineer, but you can wipe out the Scrin presence there. Afterward, send your team south, moving toward the site of the recently deployed engineering crew. Eliminate all hostiles you encounter along the way to secure the route back to base.



Group up with the Engineers (and their guardian infantry units), then send your whole squad north, heading back to the abandoned GDI base. Be careful, though: there's quite a lot of Tiberium near the engineering crew. Don't let any of your men walk through it, or they'll suffer Tiberium exposure and slowly lose health.



Send one of your Engineers into the GDI base's Power Plant to capture the structure and restore power to the outpost. This completes the second and third primary objectives, and grants you access to all of the base's facilities. Immediately begin construction on a War Factory, and move your remaining Engineers to the north, out of harm's way.

The Scrin have ravaged the GDI base, and there's been some structural damage. Begin repairing its structures, starting with the two Sonic Emitters to the south. Once your War Factory is ready, place it as far to the south as possible, then construct a Harvester to double your resource collection speed.

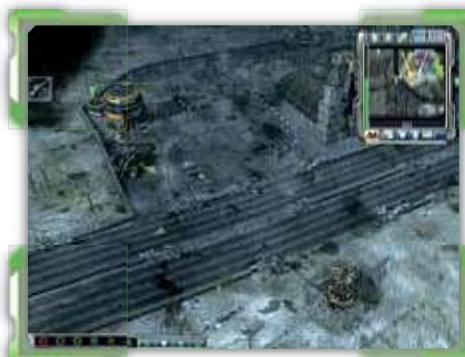


Build a Tech Center next, placing it out of the way near your base's northern Power Plants. Now you can build Mammoth Tanks. Start rolling them out of your War Factory.



Tip

Eventually, the Scrin will send a lone Annihilator Tripod to attack your base from the south. Your Sonic Emitters will drop it in seconds; send an Engineer to capture its husk, strengthening your forces with a powerful walker unit.



As you assemble your Mammoths, send an Engineer south to capture the nearby Reinforcement Bay. This completes the first bonus objective and grants you control of two Juggernauts and two Sniper Teams. Send your Mammoths to Reinforcement Bay to protect these units.

Note

After capturing the Reinforcement Bay, you're able to construct additional Juggernauts from the War Factory.



After building six Mammoths, assemble a Rig. Move your force of Mammoths, Juggernauts, and Snipers south, crossing the bridge and heading toward the Scrin base. Send your Rig along and unpack it to set up a forward battle base at the south end of the bridge, near the inactive Power Plant.

After securing the south end of the bridge, send an Engineer to capture the nearby Power Plant. This restores power to the numerous Sonic Emitters that surround the Scrin base, giving you a distinct tactical advantage—though you may need to construct an additional Power Plant to keep them all running. Capturing this Power Plant also completes the second bonus objective.



Continue assembling Mammoths as you assault the Scrin base, rolling them down to reinforce your primary attack group. Use your Juggernauts to obliterate defensive structures from range, particularly the Storm Columns, which can be troublesome for your vehicles. Your Sniper Teams can sight targets for your Juggernauts, allowing them to bombard buildings from great distances.



Conduct a well-coordinated assault on the Scrin base and you'll have little trouble crushing them with your superior firepower. Destroy the Scrin's Drone Platform to loosen their grip on the city, completing the fourth primary objective and the mission.

Berne

00:04:01:068



AFTER LAUNCHING A COSTLY BUT SUCCESSFUL COUNTERATTACK AGAINST THE ALIEN INVADERS, THE NEWLY RECONSTITUTED GDI IS FINALLY IN A POSITION TO PUSH THE ALIENS OUT OF EUROPE ONCE AND FOR ALL. THE KEY IS THE INVADER'S CENTRAL BASE IN BERNE, SWITZERLAND. THE INVADERS HAVE TURNED BERNE INTO A BRUTAL URBAN WASTELAND, A VAST STAGING AREA FOR THE INVASION OF NORTHERN EUROPE. THE ALIEN ENCAMPMENT IS SPREAD OUT ACROSS THE RUINED CITY AND SPLIT INTO THREE SECTIONS: A HEAVILY DEFENDED CENTRAL BASE TO THE NORTHEAST OF THE CITY AND TWO ADJACENT SUPPORT BASES, ONE ARMOR AND ONE AIR, ALL RINGED WITH WHAT SEEM TO BE NEWLY SEEDING TIBERIUM FIELDS. THIS IS GOING TO BE A TOUGH ONE. DESTROY THE MAIN BASE. NO SURVIVORS. THIS IS PERSONAL.



[Primary Objectives]

1. Destroy the primary base Drone Platform

[Bonus Objectives]

1. Destroy the armor base Drone Platform
2. Destroy the Alien Signal Transmitter
3. Destroy the Mothership
4. Destroy the air base Drone Platform

[Acquirable Intel]

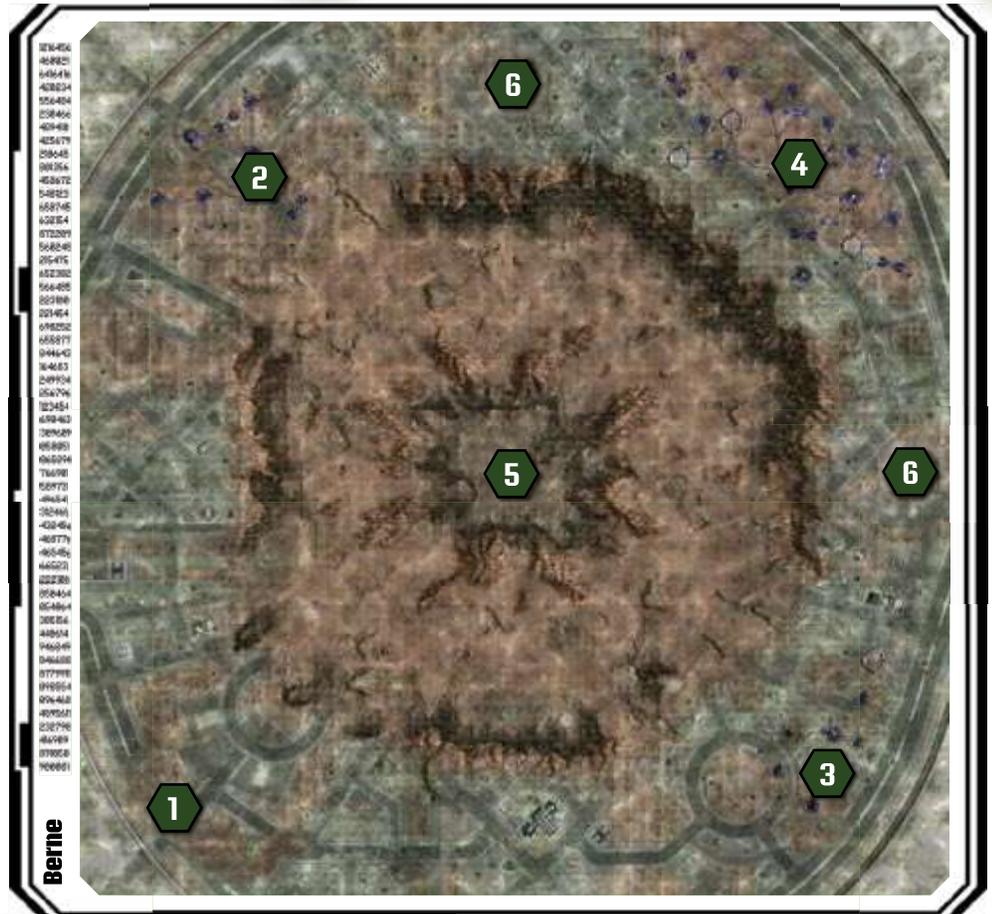
- What is it like in a Red Zone?
- GDI Field Recon—The Fall of Berne

[Areas of Interest]

1. GDI insertion point
2. Scrin armor (vehicle) base
3. Scrin air base
4. Scrin primary base
5. Giant blue Tiberium field
6. Tiberium Spikes



Hope you're ready for a brawl, because this mission is one of the toughest yet—waves of Scrin vehicles and aircraft will soon be crashing against you. As soon as your MCV unpacks itself into a Construction Yard, immediately build a Crane to double your structure-production capabilities. With two production queues at the ready, build a Power Plant and a War Factory, setting the latter building to the north of your Construction Yard. Queue up Predator Tanks at the War Factory as soon as you're able, then build a Tech Center and another War Factory, placing the secondary War Factory to the east of your Construction Yard. Research the Railgun Upgrade at the Tech Center and build a Harvester from your secondary War Factory right away.



Repel the first few waves of Scrin vehicles with your Predators, moving them to eliminate each group in turn. As soon as your Tech Center is in place, cancel any Predators in production and queue up Mammoth Tanks at both of your War Factories instead. Mammoths are the keys to victory here; build them exclusively ASAP.

Bind your Predators and Mammoths into two separate groups; one being the tanks assembled at the north War Factory, and the other the tanks that roll out of the east facility. This allows you to quickly select these units to repel attacks at any front. Keep a close eye on the health of your tanks and pull any injured units back to the nearest War Factory for repairs using the Reverse Move command ([D]). Hold your ground here as you amass more and more Mammoths, ranking them up as they repel each Scrin force.



Tip

The Scrin soon send fearsome Annihilator Tripods to assault you. Build a Barracks and train some Engineers, sending them out to capture the fallen husks of these walkers to strengthen your forces.



You'll need to secure additional resources eventually. Once you've assembled six or more Mammoths from your northern War Factory, construct a Rig at that same facility, then send all of these units rolling northwest to locate one of the Scrin's two auxiliary bases in Berne. This northwest Scrin base is where the majority of Scrin's armored units are being constructed; eliminating it deals them a blow and secures you the base's surrounding Tiberium Fields in the process.

Caution

The south end of the base is defended by a pair of powerful Storm Columns, which are a serious threat to your Mammoths; make the Storm Columns your primary targets, concentrating fire to destroy each one in turn.

Tip

Naturally, continue building Mammoth Tanks at your northern War factory to replace the ones you've just moved.



Annihilating Scrin's armor base completes the first bonus objective. Send a Surveyor and begin setting up an outpost here, constructing a War Factory for Mammoth support and a Refinery so you may harvest the surrounding Tiberium. You may also want to build a Barracks to train Engineers and capture any Annihilator Tripods that attack your new outpost.

Shortly after you eliminate the Scrin armor base, you receive a warning of an unusually high power surge somewhere in Scrin's primary base. This surge comes from a Scrin Signal Transmitter, which calls in a Scrin Mothership to attack your main base. It takes a while for the slow-moving Mothership to reach your base, but don't waste time: devote all available resources to assembling Mammoths from your main base's twin War Factories. As the Mothership draws near, move your Mammoths north to intercept it, blasting it from the sky before it can reach your Construction Yard. Obliterating the Mothership completes the third bonus objective.



You've got a load of Mammoths at your disposal now. Queue up a Rig at one of your main



base's War Factories, then send it east along with another crew of six or more Mammoths to assault Scrin's second auxiliary base, from which most of their aircraft are deployed. This base has far fewer defenses compared to the last one; reduce it to rubble and set up another outpost here in the same manner you did before. This completes the fourth bonus objective.

Once both outposts are up and running, you're ready to assault Scrin's primary



stronghold to the north. Use your outposts as staging grounds for your assault, hammering the Scrin base from both sides. Send all of your Mammoths and support them with Rigs. Roll over everything in sight, Commander; these vile aliens deserve no mercy.



During your assault on Scrin's primary base, make sure to destroy their Signal Transmitter. This prevents them from potentially calling in another Mothership, and also completes the second bonus objective. Level the primary base's Drone Platform to complete your primary objective of eradicating the alien presence in Berne.

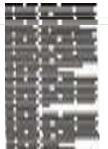
Italian Red Zone

Rome

00:04:01:069



IT'S TIME TO TAKE THE FIGHT INTO THE RED ZONES AND DESTROY THE GIANT TOWERS UNDER CONSTRUCTION BY THE INVADERS. CENTRAL COMMAND ISN'T KEEN ON WAITING AROUND TO FIND OUT WHAT THOSE THINGS ARE ACTUALLY GOING TO BE USED FOR...THE ANSWER IS SURE TO BE ONE THAT WE WON'T LIKE. YOU'RE THE TEST CASE; YOU'RE GOING TO TAKE DOWN THE TOWER NEAR ROME. YOU WILL DEPLOY INTO THE ITALIAN RED ZONE AND SET UP SHOP BEHIND A LARGE TIBERIUM CHASM THAT IS NOT CONNECTED TO THE MAIN LANDMASS. WHILE THIS PROVIDES A NATURAL DEFENSE, YOU'LL HAVE TO UTILIZE JUMP JETS, CALL-FOR-TRANSPORT, AND AERIAL UNITS TO MOVE ACROSS THE CHASM AND CREATE EXPANSION BASES. SCANNERS INDICATE SEVERAL SPATIAL ANOMALIES IN THE AREA AND ALIEN ENTITIES ARE FLOODING INTO THE REGION AT AN ALARMING RATE. TO MAKE THINGS WORSE, NOD HAS SET UP CAMP IN THE NORTHWEST. GIVEN NOD'S ERRATIC BEHAVIOR SINCE THE ARRIVAL OF THE INVADERS, YOU SHOULD BE PREPARED FOR ANYTHING. THE SITUATION IS CRAZY AND GETTING MORE SO BY THE MINUTE.



[Primary Objectives]

1. Destroy three Alien Phase Generators
2. Destroy the Alien Tower

[Bonus Objectives]

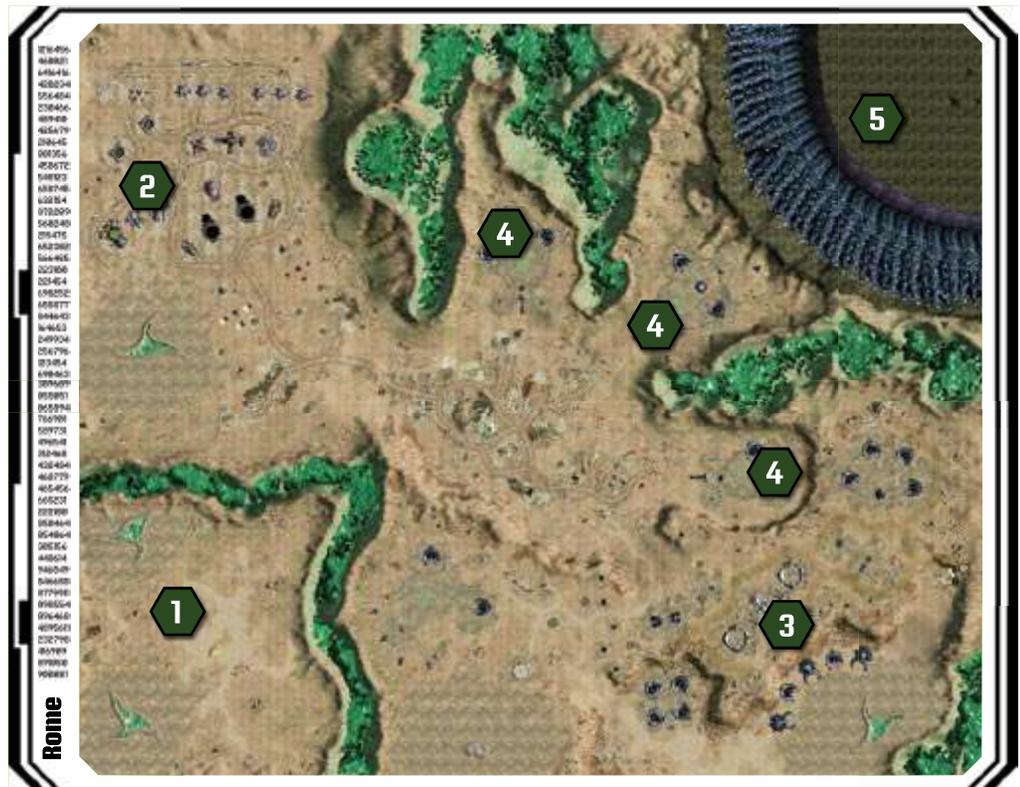
1. Destroy the Alien Masterminds teleporting the forces
2. Prevent Aliens from using Rift Generator

[Acquirable Intel]

- Alien Rift Generator
- Red Zone Terrain: Tiberium Chasms
- Alien Mastermind

[Areas of Interest]

1. GDI insertion point
2. Nod base
3. Scrin primary base
4. Phase Generators
5. The Tower



As this mission begins, three drop pods deploy six squadrons of Zone Troopers next to your Construction Yard. Group your Zone Troopers together and send them north to defend the perimeter. Fortifying your base is critical; begin construction on a Refinery, followed by a Power Plant, Barracks, and Command Post. These structures will allow you to build base defenses; begin with a few Watchtowers, then build three AA Batteries and three Guardian Cannons. Set all of these defenses around your base in a tight perimeter.

Caution

Scrin assault groups periodically warp in to attack your base. Use your Zone Troopers to defeat them, and utilize Repair Mode to keep your base's structures and defense turrets up and running.



Tip

You may also want to construct an Armory so you can heal your wounded Zone Troopers.

The Space Command Uplink grants you access to GDI's Zone Trooper Drop Pods and Shockwave Artillery; the latter of which can be extremely helpful at certain points in this mission. Your next task is to assault the Scrin outpost to the east. Begin by ordering your Zone Troopers to leap across the east chasm with their Jump Jets ability.

Note

A bit of micro-managing may be required to ensure that all of your Zone Troopers reach the other side of the chasm. Leave no squad behind!

Note

Nod has a formidable base to the north. They're at odds with the Scrin here in Rome, but they won't shy away from ordering aerial attacks on your base, either. As the battle wears on, beef up your anti-air defenses to the north.

After constructing the aforementioned buildings, assemble a War Factory so you can build additional Harvesters. Queue up two of them, then build a Tech Center, followed by two Airfields, and then a Space Command Uplink. Queue up eight Firehawks at the Airfields, and continue to tighten up your base's defenses as you go about these tasks.

Caution

Do *not* build an Ion Cannon Control Center. If you do, Scrin's superweapon—the Rift Generator—instantly comes online. You don't want that to happen just yet!



Your Zone Troopers won't last forever against the Scrin defenders at the outpost, but that's okay; their role is simply to cripple Scrin's anti-air defenses, clearing the way for your Firehawks. Have them target the Scrin Seekers first, followed by Plasma Missile Batteries. Keep an eye out for the Scrin Mastermind, which will be teleporting reinforcements into your base; your Zone Troopers should be able to stop it. Keep up the pressure until all of your Zone Troopers have fallen, then order a Shockwave Artillery strike on any Scrin anti-air defenses that still stand.



Immediately follow up the artillery strike with a Firehawk bombing run. Have them destroy all remaining anti-air defenses so they can wipe out the remaining Scrin structures with little resistance. Once your Firehawks clear the area, train an Engineer and move him across the chasm with a V35 Ox Transport. Queue up a War Factory and an AA Battery while the Engineer is in transit, and once he touches down, immediately order the Engineer to capture the Expansion Point near the giant blue Tiberium Field.



Once captured, the Expansion Point provides you with a bit of Ground Control. Immediately set down your War Factory to the east and your AA Battery to the north, and queue up a host of Mammoth Tanks at the War Factory. Order your Firehawks to return to their Airfields so you can outfit them with anti-air missiles, then station them above the blue Tiberium Field, ready to neutralize any airborne threats to your new outpost. Construct a Refinery so you can begin harvesting blue Tiberium, followed by a secondary War Factory so you can deploy Mammoths with all speed.



Build a Harvester from your secondary War Factory before you start constructing Mammoths; this greatly increases your inflow of blue Tiberium.



By this point, the Scrin will likely have begun charging up their Rift Generator, which stands a bit further to the east. It takes a full seven minutes for this superweapon to come online, and you must destroy it before that time comes or suffer the consequences. Send a few Mammoths to assault the Rift Generator, which is only defended by anti-air Plasma Missile Batteries.



If need be, use GDI's Shockwave Artillery support power to temporarily shut down the Rift Generator and buy yourself some time.



Destroying the Rift Generator draws the full ire of the Scrin, who quickly send multiple Planetary Assault Carriers against your new outpost. Use your Firehawks and Mammoths to dispatch these airborne brutes, pumping out additional Mammoth Tanks throughout the assault. Continue to fortify your outpost with AA Batteries, and just keep rolling out those Mammoths.

Once your outpost is secure and you're flooding the battlefield with Mammoths, your task here in Rome becomes a simple matter. Send a Rig and a battalion of ten or more Mammoths rolling toward Scrin's Phase Generators, which prevent you from obliterating the Tower with an Ion Cannon strike. Annihilate all three Phase Generators in turn to enable the use of the Ion Cannon against the Tower. As you conduct this assault, build an Ion Cannon Control Center at your main base so that it charges up as you go.



Once all three Phase Generators have been destroyed, and once the Ion Cannon has been brought online, use the superweapon against the Tower. Even a structure this massive can't withstand the unleashed force of GDI's mighty Ion Cannon. Obliterate the Tower to complete your primary objective; the world is better off without this frightening alien structure.

Ground Zero



RIGHT AT THE HEART OF GROUND ZERO IS A UNIQUE ALIEN STRUCTURE THAT GDI SCIENTISTS ARE CALLING THE CONTROL NODE. IT APPEARS TO BE CHANNELING TIBERIUM RADIATION TO THE ALIEN FORCES ALL OVER THE PLANET. IF YOU CAN DESTROY THE CONTROL NODE, THERE IS A GOOD CHANCE THAT ALL OF THE ALIEN UNITS WILL CEASE FUNCTIONING AND THE INVASION MAY BE STOPPED DEAD IN ITS TRACKS. YET AGAIN, NOD FORCES HAVE ARRIVED AHEAD OF YOU AND THEY APPEAR TO HAVE ENGAGED THE ALIENS. THE TWO SIDES ARE CURRENTLY FIGHTING OVER A CENTRAL HILL NEAR GROUND ZERO AND WILL LIKELY USE THIS LOCATION TO STAGE ATTACKS OR CONSTRUCT SUPER WEAPONS. YOU'LL HAVE TO IMPROVISE. TRY CAPTURING ENEMY STRUCTURES FOR YOUR OWN USE. WIPE OUT THE NOD AND ALIEN FORCES THAT GET IN YOUR WAY. ALSO, BE ADVISED THAT WE HAVE INTEL ON AN UNIDENTIFIED ALIEN ENTITY EN ROUTE TOWARD THE CONTROL NODE.



[Primary Objectives]

1. Destroy the Alien Control Node
2. Defeat the Nod forces

[Bonus Objectives]

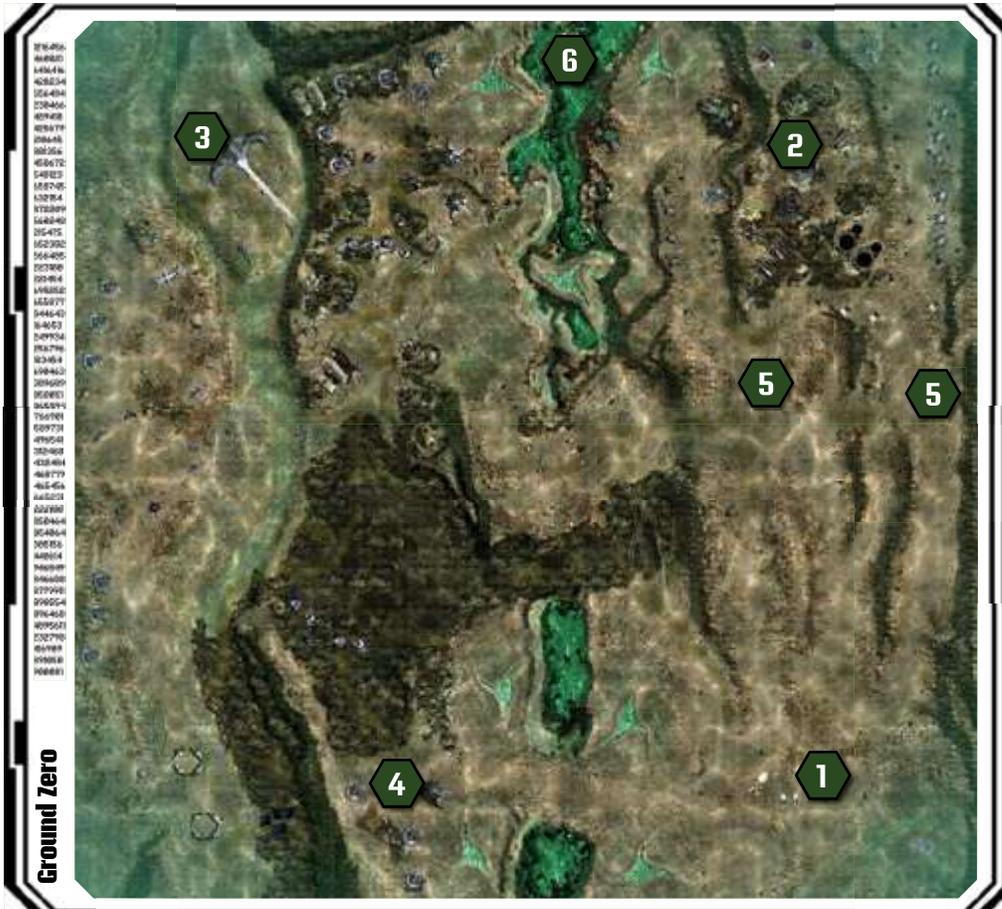
1. Divert the Alien Mothership to the Nod base
2. Capture an enemy superweapon

[Acquirable Intel]

- Alien tower destroyed!
- Alien Control Node

[Areas of Interest]

1. GDI insertion point
2. Nod base
3. Scrin base
4. Scrin outpost
5. Nod Disruption Towers
6. Money Crate plateau



This is it: GDI's final showdown against the Scrin and Nod. You need to act fast here at Ground Zero and you can't afford to make any mistakes if you expect to save Earth from its two greatest foes. You begin with nothing more than a Construction Yard, Crane, and a Power Plant, along with a handful of vehicle and infantry units. While this isn't much, it does give you two construction queues to work with

from the start—take full advantage by queuing up two Refineries and two Watchtowers. Place one Refinery to the west near the southern Tiberium Field, and set both Watchtowers nearby to guard it from Scrin assault groups. Place the second Refinery to the east near the blue Tiberium Field.

Note

Scrin will attack your base from the west and Nod will assault you from the north. Group your initial units together and move them about to repel the first few waves of attackers.

Caution

A Scrin Rift Generator stands just to the east of your base. You must neutralize this superweapon structure within the first seven minutes of the match or it'll be used against you.



Build two Power Plants next, along with another two Watchtowers. Place the Watchtowers to the north of your east Refinery to defend it from Nod attack parties. Once the Power Plants are in place, build a Barracks and a War Factory. Set the War Factory to the north of your western Refinery and place the Barracks somewhere nearby. Queue up six Predators at your War Factory.



Next, construct another Power Plant and War Factory. Set this second War Factory north of your east Refinery and then queue up another six Predators there. Begin construction on a Command Center next, and once it's in place, queue up a Tech Center. The moment you set down your Tech Center, begin research on Railgun upgrades for your tanks, and start construction on an Ion Cannon Control Center—access to a super-weapon will come in handy later on.

Also, cancel all Predators you have in assembly at your War Factories, instead queuing up ten Mammoths at your eastern War Factory and three APCs at your western War Factory, followed by another ten Mammoths.

Train three Engineers from your Barracks and load them into your APCs, then order all of the tanks you've amassed at your western War Factory to move west, heading to assault the nearby Scrin outpost where their Rift Generator is located. Move your Predators and Mammoths close to the Rift Generator, and use them to keep the surrounding Scrin forces occupied while you slip your APCs in behind them. Order your APCs to unload all three of their Engineers right next to the Rift Generator, then quickly move these Engineers to capture the superweapon structure. This completes the first bonus objective.



Tip

If you have spare Engineers after capturing the Rift Generator, send them to capture the nearby Reactor and Extractor.



Assemble another War Factory to place near your newly captured Rift Generator; this gives your nearby armored units a place to receive repairs. Also build a Refinery to begin reaping the surrounding Tiberium Fields—or if you captured the Extractor, simply build a Harvester or two from your new War Factory.



You should have a good-sized force of Predators and Mammoths near your east War Factory by now. Group these units together and then send them north to assault two Nod Disruption Towers that are cloaking Nod's base. If you do this quickly, you'll divert an inbound Scrin Mothership's attention away from your base, causing it to assault the Nod base instead! This has clear advantages and completes the mission's second bonus objective.

Note

At this point, you receive a transmission from GDI command and gain the ability to use a devastating new superweapon: the Liquid Tiberium Bomb. This superweapon will obliterate all units in the region—Scrin, Nod, and GDI—completing the mission in short order, but at a very heavy price. There are two separate endings to the GDI campaign, and your actions on the battlefield today determine which ending you'll arrive at. The choice is yours, Commander.



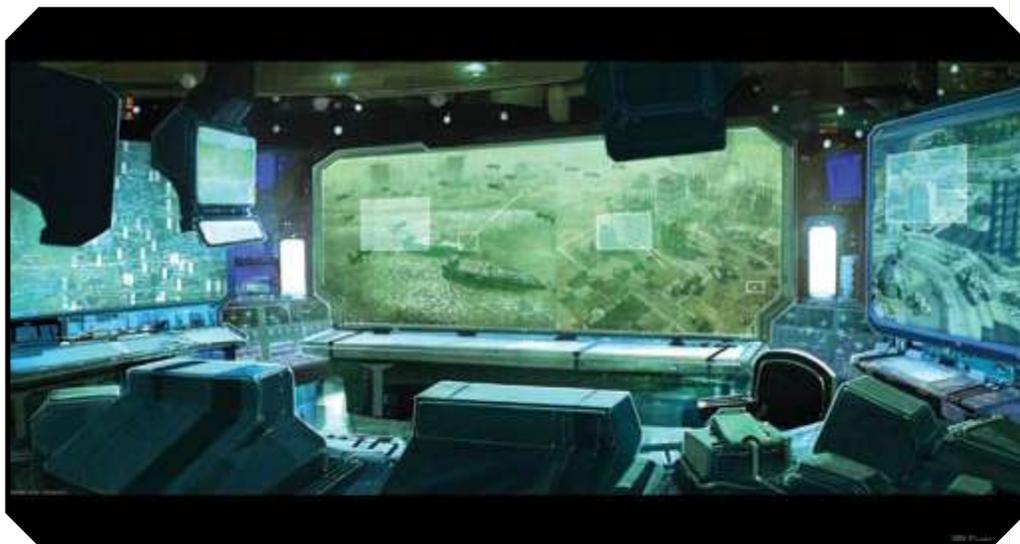
Scrin will soon deploy heavy capital warships against you, so the time has come to construct an Airfield and build some Firehawks. Outfit these craft with anti-air missiles and group them so you can quickly respond to any airborne threats. Show Scrin's air forces no mercy.



As long as you have access to at least one superweapon, simply focus on defending your base and newly captured outpost, building Mammoths to dominate the ground and Firehawks to rule the skies. Whenever your Ion Cannon or captured Rift Generator is ready to use, employ these superweapons against your foes. Their bases are your primary targets, but you may need to strike their superweapon structures if you don't have enough time to destroy these facilities with a direct Mammoth-based assault.



Destroying Scrin's Control Node completely decimates their forces. It takes two direct superweapon strikes to destroy the hardened structure. Obliterate the Control Node along with Nod's base to complete both primary objectives. Excellent work, Commander; you've saved the planet from the critical threat posed by Nod and from a terrifying alien invasion all at once. The people of Earth are forever in your debt.

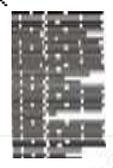


Prologue

Goddard Space Center

00:04:01:069

 YOU WILL BE TAKING AN ELITE TEAM OF NOD'S BEST SHOCK TROOPS INTO GODDARD SPACE CENTER TO STAGE A LIGHTNING STRIKE ON THE GROUND CONTROL SYSTEMS FOR GDI'S ANTI-MISSILE DEFENSE SYSTEMS. WITH A-SAT SYSTEMS OFFLINE, GDI ASSETS IN EARTH WILL BE VULNERABLE TO A MISSILE ATTACK. YOUR RAID WILL START WITH THE BASE COMMAND POST: CAPTURE IT TO DISABLE THEIR COMMUNICATIONS. THAT WILL GIVE YOU A 20-MINUTE WINDOW TO DESTROY THE A-SAT CONTROL SYSTEMS.



[Primary Objectives]

- | | |
|---|--|
| 1. Destroy the wall | 4. Destroy the primary Power Plants |
| 2. Capture the GDI Command Post. Do not destroy it! | 5. Destroy the Ground Control for GDI's A-SAT System |
| 3. Destroy the secondary Power Plants | |

[Bonus Objectives]

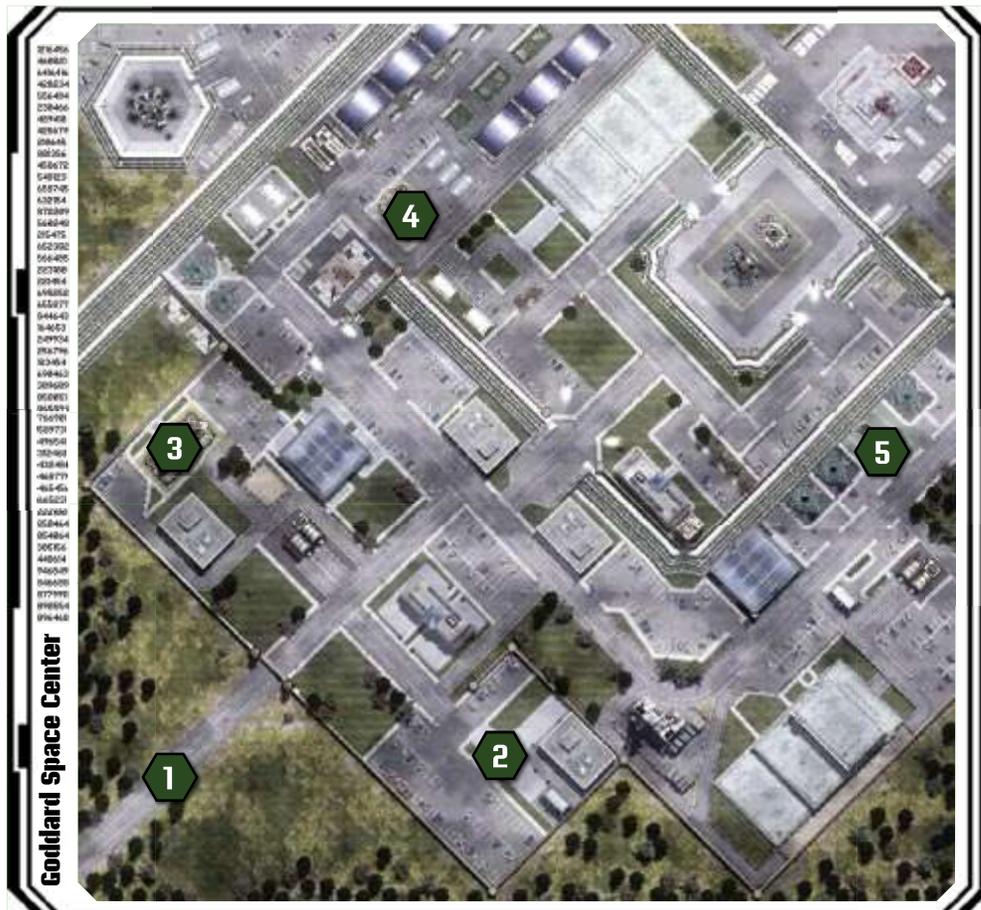
- Use these Shadows to destroy the final Power Plant
- Capture the Reinforcement Bay

[Acquirable Intel]

- Saboteur
- Militants and Rocket Troopers
- The Brotherhood of Nod
- Fanatics
- Nod's place in the world
- Ground Control for GDI's A-SAT Systems

[Areas of Interest]

- Nod insertion point
- GDI Command Post
- GDI secondary Power Plants
- GDI primary Power Plants
- Final GDI Power Plant and Orbital Shield Control Center





The time has come for the Brotherhood of Nod to retaliate against the fascist GDI regime. Begin by ordering your squad of Fanatics to attack the wall of the GDI compound to the east. Don't let them near the Guardian Cannon to the north as they go, and leave your Saboteur safely at the insertion point until the wall is destroyed.



You've lost some of your Fanatics, but they've sacrificed themselves for a most worthy cause. Now order your Saboteur through the wall and into the GDI compound. Capture the nearby GDI Command Post to knock out their radar surveillance and complete this mission's first primary objective.

Nod Fanatics



Unit cost: 800
Time to train: 8 sec

Fanatics are suicidal infantry units who are willing to make the ultimate sacrifice for the good of the Brotherhood. Their one and only method of attack consists of charging directly at their prey, detonating the explosive charges they've strapped to their waists when they make contact. Though this suicide run is detrimental to the Fanatics' health, its effect on enemy vehicles and structures is truly fearsome to behold.

Nod Saboteur



Unit cost: 500
Time to train: 5 sec

Saboteurs are comparable to GDI Engineers. Though weaponless, they're able to capture valuable structures, repair ruined bridges, and reclaim the husks of fallen walker units. Saboteurs can also rig certain civilian structures and bridges with proximity-detonated explosive charges to catch the enemy off guard.



Capturing the GDI Command Post not only prevents them from sending a distress call, it also provides you with a radar view of the entire surrounding compound. Your radar shows that you'll need more forces to accomplish your mission here—fortunately, Carryall transport ships soon arrive, deploying veteran-rank Fanatics, along with veteran Militant Squads and veteran Militant Rocket Squads for you to use.

Note

Unit ranks are shown beside their health bars when selected. The more ranks a unit has, the more effective it is in battle. For complete details on unit ranks, please refer to the Introduction portion of this guide.

Nod Militant Squad



Unit cost: 200
Time to train: 2 sec

Militant Squads are Nod's basic infantry units—teams of nine who strive to survive, with nothing between themselves and their enemy except their rapid-fire machineguns. Militant Squads are cheap to train, quick to deploy on the field, and very effective at combating other enemy infantry. They've little in the way of body armor, however, and shouldn't be sent against superior anti-infantry forces.

Nod Militant Rocket Squad



Unit cost: 400
Time to train: 4 sec

When faced with airborne or armored hostiles, your best choice of infantry is usually the Militant Rocket Squad. The shoulder-mounted RPGs carried by these units are extremely accurate and pack a serious punch. Like Militant Squads, these units are inexpensive to train and quick to deploy. They're also lightly armored and won't last long under heavy anti-infantry fire, so try to keep them away from the frontlines.

Tip

Carryalls continually deploy infantry units for you to use throughout this mission. If you're faced with superior numbers, call in some reinforcements and turn the tables on GDI.

Tip

Always keep an eye out for supply crates. Hold your mouse cursor over one for a tool tip that tells you what the crate contains.



Group your units and send them northwest to engage a few GDI Rifleman Squads. Wipe them out with your Militants, then order your men to fire on the nearby Barracks. Destroy the structure to stem the flow of GDI infantry.



Continue northwest to find two GDI Power Plants. Order your Fanatics and Militant Rocket Squads to destroy both structures. This disables the nearby GDI Watchtowers, which are absolutely lethal against infantry. This also completes the third primary objective.



A gray-and-yellow supply crate lies on the ground just south of the secondary Power Plants. If any of your units are wounded, group them together and have them collect the crate to replenish their health.

Move your soldiers north and then west, following the road to reach the compound's two primary Power Plants. Send your Fanatics in first to destroy the GDI APC that guards the area, and if any Fanatics survive the assault, order them to rush the nearby GDI War Factory. Move your Militants and Rocket Squads in afterward as cleanup, and have them finish off the War Factory if need be. Obliterate the two Power Plants afterward to shut down the compound's second pair of Watchtowers, completing the fourth primary objective in the process.



You're given command of a veteran Shadow Team unit to help you destroy the compound's final Power Plant. Select this unit, then click the Activate Glider icon in their Unit Info panel to make them take flight. Send the Shadow Team flying along the region's eastern border to reach the northeast corner of the compound undetected.

Note

It can be difficult to keep track of all those reinforcements. Try periodically pressing the **Q** hotkey to select all available combat forces on the map, then move them to your location.

Tip

It may help to destroy the remaining APCs in the compound before moving your Stealth Team about. Your fanatics and Militant Rocket Squads are well suited to this task.

Nod Shadow Team



Unit cost: 800

Time to train: 8 sec

Shadow Teams are elite infantry units who can take to the skies using their incredible gliders. As their name implies, these units are stealthed, and therefore undetectable to the naked eye—only defense turrets and units who have the ability to detect stealth can notice them. While airborne, Stealth Teams are unable to combat other units—but they are quite adept at combating enemy infantry while traveling on foot. However, the Stealth Team's true power lies in their ability to destroy enemy structures; they can seriously damage any building with their potent explosive charges.



While flying along the region's eastern edge, your Shadow Team notices a building of interest: a Reinforcement Bay. Upon sighting this structure, a Saboteur is deployed near your captured GDI Command Post. Send your infantry units to eliminate the Barracks and Rifleman Squads near the Reinforcement Bay, then order your Saboteur out to capture the building.

Capturing the Reinforcement Bay provides you with an army of infantry units, but nothing you haven't seen before. Still, there's strength in numbers, and it never hurts to have more of the faithful on your side. Capturing this structure also completes this mission's bonus objective.



Now it's time to finish the job you came here to do. Your Stealth Team should still be circling the skies at the northeast corner of the complex; fly them directly toward the Power Plant, ordering them to land right nearby. Immediately click the Explosive Charge icon in their Unit Info panel and then click the Power Plant to blow it up, cutting the power supply to the surrounding defense turrets before they have a chance to round on your Shadow Team and rip them to shreds. This completes the second bonus objective.



You've handled yourself well so far, Commander. Now comes the fun part. Order every unit you have at your disposal to destroy the GDI Orbital Shield Control Center. Doing so completes the fifth primary objective, along with the mission—the first of many successful strikes against the vile GDI oppressors.



Eastern Seaboard of the United States

The White House

00:04:01:00:09



AN ATTACK ON THE WHITE HOUSE WILL SIMULTANEOUSLY DEAL A TERRIBLE BLOW TO GDI MORALE AND SERVE AS A DISTRACTION FROM MORE IMPORTANT TARGETS. WE'VE INFILTRATED A STRIKE TEAM INTO DOWNTOWN DC AND THEY ARE STANDING BY FOR YOUR ORDERS. TAKE COMMAND OF YOUR FORCE AND PROCEED WITH YOUR MISSION.



Primary Objectives

1. Destroy the GDI logistics Center
2. Destroy the GDI forces guarding the White House

Bonus Objectives

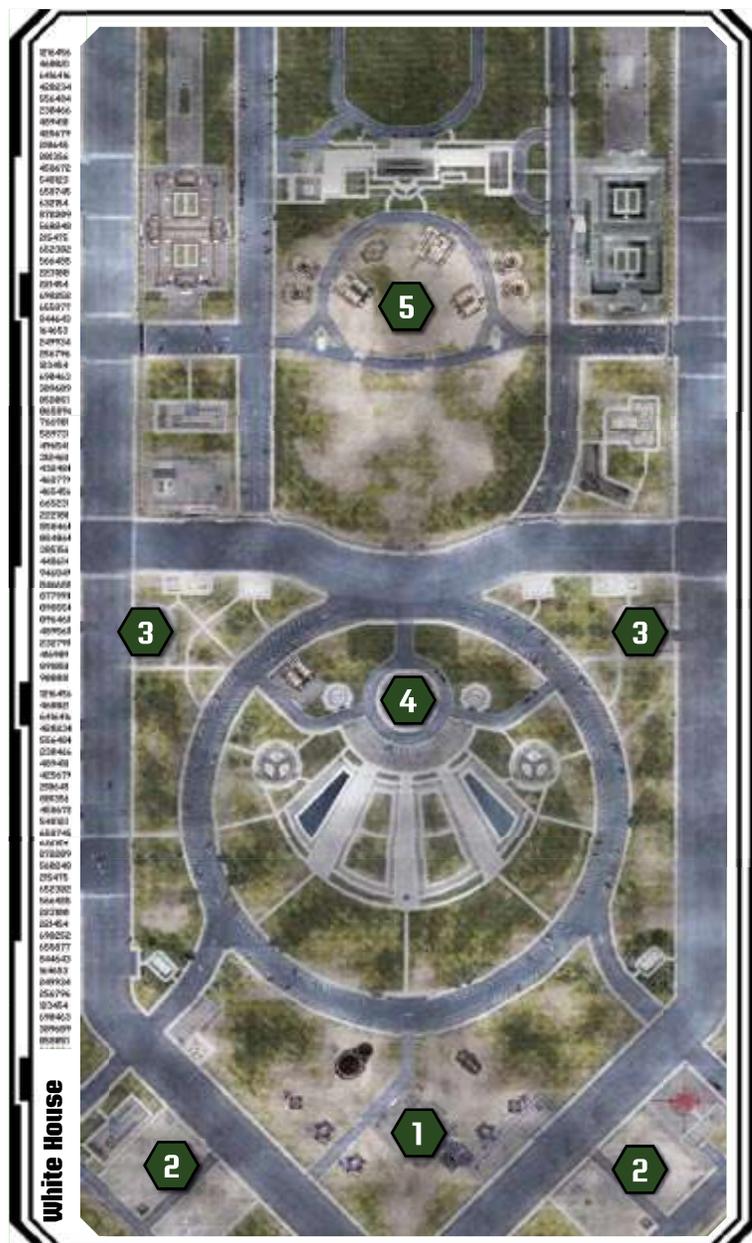
1. Capture two Tiberium Spikes to fund this mission
2. Capture two Tiberium Silos to fund this mission
3. Destroy 5 Ox Transports

Acquirable Intel

- Tiberium Spikes
- Hand of Nod
- Nod War Factory

Areas of Interest

1. Nod base
2. Tiberium Spikes
3. Tiberium Silos
4. GDI Logistics Center
5. GDI base



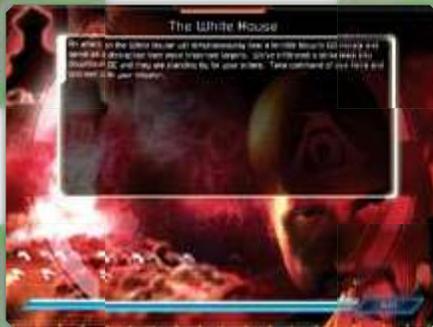
White House

Nod Raider Buggy



Unit cost: 400
Time to build: 4 sec

Fast and agile, Raider Buggies are designed to mow down infantry units with their mounted heavy machinegun and pelt away at slow-moving enemy aircraft. These versatile vehicles are cheap to build, and they can be assembled faster than any other Nod vehicle—it's not uncommon for Nod commanders to flood the battlefield with Raider Buggies in the early stages of a battle. Don't expect their light armor plating to withstand anti-vehicle attacks, however; instead, use the Raider Buggy's speed to your advantage and run circles around your foes, harassing them to no end.



You have a good-size force as this mission opens, and an outpost capable of producing many more units, including infantry from your Hand of Nod and vehicles from your War Factory. Begin by queuing up 20 Raider Buggies at your War Factory and three Saboteurs at your Hand of Nod, followed by 20 Militant Rocket Squads.



Send two of your Saboteurs to capture the Tiberium Spikes to the southeast and southwest of your outpost. This provides you with a steady inflow of resources throughout this mission—it will also satisfy the first bonus objective.

While constructing new units, send the two Attack Bikes you were provided north for a bit of recon. You'll find that the Logistics Center isn't particularly well defended; only a few GDI Rifleman Squads seem to be guarding it. They've got a Barracks to the west, however; that will have to be your first target.



Nod Attack Bike



Unit cost: 600
Time to build: 6 sec

The Attack Bike is one of the fastest ground units in the game. Designed for quick scouting missions, this speedy vehicle can combat airborne hostiles quite effectively with its tracking missiles. Attack Bikes weren't built for direct combat, however; they're lightly armored and quick to buckle under anti-vehicle fire. Use Attack Bikes to quickly learn the lay of the land, and to lure your enemies into cunning traps.



Once you've assembled six or more Raider Buggies, send them north to assault the GDI forces you spied with your Attack Bikes. Have your Rocket Squads tag along to speed up the destruction of the GDI Barracks.



Before leveling the Logistics Center near the Barracks, send out two more Saboteurs to capture the Tiberium Silos that flank the structure. Each one you capture gives you a one-time bonus of 5,000 Tiberium to help you increase the strength of your forces. Capture



If your Attack Bikes are fired upon by the Riflemen, order them back to base. The Riflemen usually follow, marching straight into your gang of Raider Buggies.

both Tiberium Silos to gain 10,000 Tiberium and complete the second bonus objective.



Queue up several more Raider Buggies and a few more Rocket Squads as you assault the GDI. When you're ready, destroy the Logistics Center to complete your first primary objective.



Now you've made an impression. GDI is quick to react to your incursion; they send several units down from their northern base to attack. Don't wait for them to come to you; order your host of Raider Buggies and Rocket Squads north to assault their base, and queue up many more replacement units as you begin your attack.



Set rally points for your Hand of Nod and War factory into the heart of the GDI base. This causes your newly trained units to travel there automatically, allowing you to focus on the conflict at hand while gaining reinforcements on a regular basis.



Once you cripple the GDI base's infantry and vehicle defenders, focus your firepower on their unit-producing structures, particularly the War Factory. It takes a while to destroy the War Factory, but the battle is practically over once you manage to do so. Your Raider Buggies can easily wipe out any GDI infantry that emerge from their Barracks; their vehicles take a bit more effort. Keep up the pressure and level all structures within the GDI base to complete the second primary objective and secure the White House for the Brotherhood of Nod.



Don't lose heart if GDI manages to repel your initial assault force; you surely inflicted damage to their base during the attempt. Simply build up another gang of Raider Buggies and send them in to finish the job.

Waves of GDI V35 Ox transports periodically fly into range, attempting to deploy reinforcements to their endangered outpost. These airships are weakly armored and easy to destroy, so don't let them touch ground. Blast them from the sky before they land to keep the momentum going in your favor. Dispatch five Oxen to complete the mission's third bonus objective.

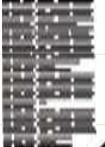


Andrews Air force Base

00:04:01:069



OUR THEATRE COMMAND CELL HAS ORDERED A COORDINATED ATTACK ON ALL GDI AIR BASES IN THIS REGION TO TAKE OUT GDI'S AIR SUPPORT. YOUR TARGET IS ANDREWS AIR FORCE BASE IN WASHINGTON, DC. YOU'LL TAKE COMMAND OF A STRIKE FORCE NEAR THE BASE ENTRANCE. START BY CLEARING ANY GDI TROOPS IN THE SURROUNDING AREA, ESTABLISH AN OUTPOST, AND THEN INFILTRATE THE BASE ITSELF. ONCE YOU'RE INSIDE THE BASE, JOB ONE IS TO DESTROY THE AIRFIELDS USED BY ORCA GROUND ATTACK AIRCRAFT. YOUR VERY PRESENCE INSIDE THE BASE WILL ALSO SHUT DOWN GDI'S USE OF MILITARY AIRLIFT CAPABILITY.



[Primary Objectives]

1. Destroy the two Airfields at the rear of the air base
2. Eliminate the GDI patrols and destroy the GDI outpost
3. Disable the GDI defenses
4. Destroy the Control Tower

[Bonus Objectives]

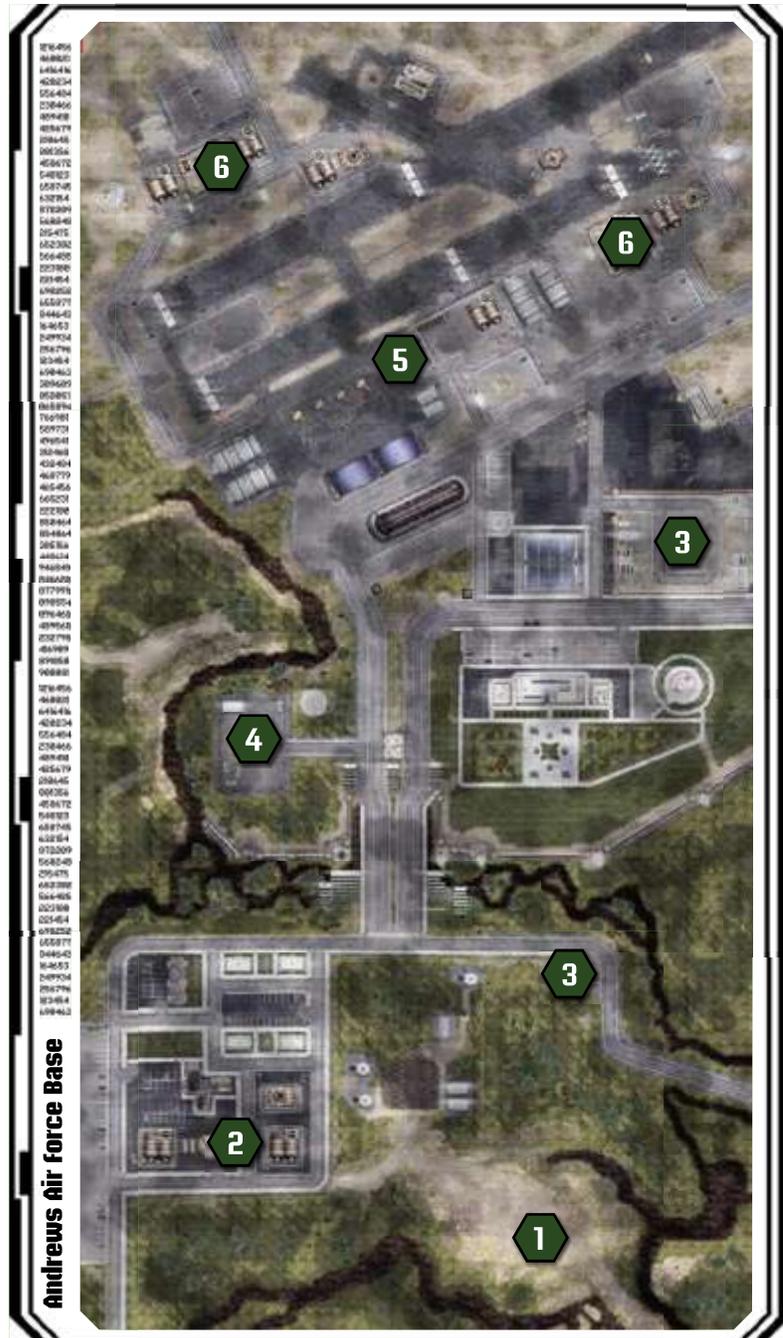
1. Capture two Tiberium Spikes to fund this mission

[Acquirable Intel]

- Nod Tactical Doctrine
- Shadow Team

[Areas of Interest]

1. Nod insertion point
2. GDI outpost
3. Tiberium Spike
4. GDI defense grid Power Plant
4. GDI Control Tower
5. GDI Airfields and outposts



Mod Campaign



You're inserted into the GDI air base with a sizable force of infantry and vehicles, but you'll need additional troops if you're to cripple GDI air support in the region. Begin by moving your combat forces west to locate a small GDI outpost consisting of two Barracks and a Power Plant. Destroy this outpost to make room for one of your own, completing the second primary objective in the process.



A fragile fuel Depot stands between the two GDI Barracks; order your Militant Rocket Squads to fire on it to obliterate the entire outpost in short order.



A Nod base is erected to the east shortly after you annihilate the GDI outpost. You now have the ability to construct new structures and vehicles, and to train infantry units. You'll need capital to fund this incursion, however; send your Saboteur to capture the Tiberium Spike that stands just north of your base, along with a few Raider Buggies to escort him there safely. Then queue up additional Raider Buggies and Militant Rocket Squads to strengthen your arms.

Send one Raider Buggy unit rolling north for a bit of recon. Your Raider Buggy encounters heavy defenses north of the GDI outpost; several GDI Watchtowers and Guardian Cannons are stationed on a hill, making it impossible for your ground forces to progress. Return the Raider Buggy to your base, setting it near your War Factory for repairs if need be. Then send the two Shadow Teams you're provided northwest, flying them over to the GDI Power Plant that stands atop the hill.



Order your Shadow Teams to land next to the Power Plant, then target the structure for destruction with the Stealth Teams' Explosive Charge ability. Obliterate the building to disable the surrounding GDI defense turrets, enabling your ground troops to progress. This completes the third primary objective.

Return your Shadow Teams to base, then order your battalions of Raider Buggies and Militant Rocket Squads to move north up the hill—you should have roughly 15 to 20 Raider Buggies and five to six Rocket Squads before moving out.



Orcas may periodically attack your base during your assault, so it's best to leave a few Militant Rocket Squads behind to defend your outpost. Garrison these units inside the hangar-shaped buildings near your base to protect them from the Orcas' potent bombs.



As your forces progress north, they discover the GDI air base's Control Tower, which stands just north of the region's second Tiberium Spike. If you destroy the Control Tower, GDI will be unable to coordinate their air forces against you. Order your Raider Buggies to Attack Move up to the Control Tower, and they'll easily dispatch GDI's defending infantry and Orca units. Move your Rocket Squads in right behind your Raider Buggies, ordering them to bombard the Control



Tower, completing the fourth primary objective. Once the tower is destroyed, use your Rocket Squads to level the nearby GDI structures, beginning with the Barracks and Airfield.

Tip

After you've destroyed the Control Tower and secured the area, send a Saboteur to capture the nearby Tiberium Spike to increase your inflow of resources and complete this mission's bonus objective.



Order your assault force to work their way northwest, obliterating each GDI unit and structure they encounter along the way. Your Raider Buggies should focus their fire on infantry first, followed by vehicles and GDI-garrisoned buildings. Your Rocket Squads should make hostile vehicles and structures their primary targets, but don't let them move too close to anti-infantry fire if you can avoid it.

Let your Raider Buggies absorb the brunt of GDI's counterattack while your Rocket Squads move through to dish out the heavy damage. Destroy both Airfields to deal the final blow to Andrews Air Force Base and complete your first primary objective.

Caution

Watch out for red-and-yellow fuel drums during your assault; they're extremely fragile and damage everything nearby when they blow. Try to use them to your advantage whenever possible by firing on them, particularly the ones that sit near GDI structures.

Hampton Roads

00:04:10:06

YOU'RE GOING TO SEIZE THE LARGEST NAVAL BASE IN NORTH AMERICA AND DESTROY ONE OF GDI'S AIRCRAFT CARRIERS IN THE PROCESS. WITH THE BROTHERHOOD IN CONTROL OF HAMPTON ROADS, WE CAN START BRINGING IN SUPPLIES AND REINFORCEMENTS IN BULK TO FEED OUR GROWLING OFFENSIVE IN THIS BLUE ZONE. THE PLAN FOR THIS OPERATION IS A MASTERSTROKE. A COMMANDO HAS BEEN SMUGGLED INTO THE PORT VIA CARGO CONTAINER. USE THIS ELITE TROOP TO TAKE OUT A GDI AIRCRAFT CARRIER AT ITS DOCK. ONCE THE CARRIER IS OUT OF THE EQUATION, WE'LL SEND IN SOME FORCES TO HELP YOU TAKE THE REST OF THE PORT. ONE FINAL NOTE: WE ALSO SMUGGLED IN A SABOTEUR BUT LOST CONTACT WITH HIM A FEW HOURS AGO. IF YOU CAN FIND HIM, PUT HIS TALENTS TO USE.

00:04:10:06

[Primary Objectives]

1. Destroy the GDI Aircraft Carrier
2. Destroy the GDI Port Authority Building

[Bonus Objectives]

1. Find the lost Saboteur
2. Capture the GDI Command Post

[Acquirable Intel]

- Venom Patrol Craft

[Areas of Interest]

1. Nod Commando insertion point
2. GDS Pathe (GDI aircraft carrier)
3. GDI outpost
4. Nod Saboteur
5. GDI Command Post
6. GDI Port Authority building



Destroying the GDI Aircraft Carrier, the GDS Pathe, is critical to Nod's success, but the area is heavily defended by a host of GDI infantry. Your one and only unit for this mission is a veteran Commando—Nod's one-woman army. Begin by moving the Commando north, ordering her to open fire on the first few Rifleman Squads she encounters.

Nod Commando



Unit cost: 2,000

Time to train: 20 sec

The Commando is Nod's top-tier infantry unit. This elite foot soldier has seen many glorious battles, and her tactical experience is second to none. A Nod Commando can easily eliminate hostile infantry units with her laser rifle, but her real talent lies in her ability to destroy enemy structures and walker units with her explosive charges—all she needs to do is get close enough to plant one. This task is simplified by the Commando's stealth field, which becomes active whenever she remains immobile for a few seconds. A Commando is a true benefit to Nod infantry; she increases their combat effectiveness just by standing nearby.



Many more GDI infantry guard the docks to the north. Have your Commando garrison a nearby building so she can handle their superior numbers without losing health.



There are **Veterancy Crates** and **Healing Crates** nearby. Save the **Healing Crates** until your Commando needs them, but have her collect the **Veterancy Crates** to quickly boost her rank up to Heroic.

Nod Campaign



Continue moving the Commando north toward the GDS Pathe. Garrison her into the building that's directly south of the aircraft carrier so she can defeat the nearby infantry, then have her exit the structure and fire at the nearby fuel drums to quickly destroy a GDI Predator Tank and APC. Finish off any other infantry in the immediate area.

A GDI Commando guards the GDS Pathe. Though formidable, he's no match for your Heroic-rank Commando. Gun him down and then right-click the aircraft carrier to make your Commando move up and destroy it with an explosive charge. This completes the first primary objective.





With the GDS Pathe out of the way, the coast is clear for Nod Carryalls to fly in and reinforce you with a hoard of Fanatics. Four Nod Venoms fly into view as well. These forces give you enough firepower to assault the GDI outpost to the south, but leave your Fanatics near the docks for now. Group up your Venoms and send them south, followed by your Commando.

Caution

Don't let any of your forces stray to the east; the GDI Port Authority building is heavily defended by anti-infantry and anti-aircraft turrets, and you're not ready to assault it just yet.

Nod Venom



Unit cost: 700
Time to build: 7 sec

Venoms are Nod's fast-attack aircraft. Think of them as airborne Raider Buggies with the valuable ability to detect stealth. They come standard with a heavy machinegun that's well suited to cutting through infantry and other aircraft, but largely ineffective against well-armored targets. As the Venom's plating can't withstand very much punishment, wise Commanders will make good use of their superior speed to keep them out of harm's way—and to harass their foes, luring them into vicious traps.

are GDI Missile Squads; have your aircraft eliminate these units without delay. Once you've thinned the outpost's infantry defenders, simply leave your Venoms hovering overhead to slaughter any infantry that come from the Barracks, gaining veterancy credit as they do so. Don't destroy the outpost until all four of your Venoms have attained Heroic rank.



Venoms automatically detect stealth, so they're perfect for flushing out the hidden GDI Sniper Teams in the south half of the city, which pose a serious threat to your Commando. Attack Move your Venoms south toward the GDI outpost, which consists of two Power Plants and a Barracks. Order your Commando to garrison buildings and support the Venoms as needed, but don't let her draw too much fire.

The only threats to your Venoms are GDI Missile Squads; have your aircraft eliminate these units without delay. Once you've thinned the outpost's infantry defenders, simply leave your Venoms hovering overhead to slaughter any infantry that come from the Barracks, gaining veterancy credit as they do so. Don't destroy the outpost until all four of your Venoms have attained Heroic rank.



While your Venoms use the GDI outpost to rank up, move your Commando west to locate a GDI Predator Tank and APC parked near a collection of fuel drums. Fire on the fuel drums to obliterate these armored vehicles; doing so causes a nearby Saboteur to come out of hiding and join your forces. This completes the first bonus objective; move your Commando and Saboteur close to your Venoms again, garrisoning them inside a nearby building to keep them safe.



After maxing-out your Venoms' veterancy ranks and destroying the GDI outpost, send your aircraft west to locate yet another GDI outpost. This one features armored support and a War Factory capable of producing additional vehicles, but still no stationary defense turrets. Eliminate the GDI Pitbulls and Missile Squads first, then concentrate fire on the War Factory and Barracks to destroy them both in turn. With their unit-production facilities in ashes, have your Venoms finish off the remaining GDI vehicles and infantry as you move your Commando, Saboteur, and host of Fanatics to take up position in the outpost's smoldering remains.

Washington, DC



Once all of your forces are in position, move your Saboteur north to capture a GDI Command Post. This completes the second bonus objective and grants you access to GDI's Orca Strike support power, which you can use against GDI's own forces. Go ahead and target the Port Authority building with an Orca Strike—or anything else you want to bombard, for that matter.



You can just keep using the Orca Strike to finish your mission here, but it'll take quite a while, as the Orca Strike doesn't have a huge impact against the hardened Port Authority building. For a much faster victory, simply order your large contingent of Fanatics to charge north from the captured GDI Command Post, initiating a suicide bombing run on the Port Authority building. You've more than enough Fanatics to level the building in short order; do so to complete your second and final primary objective, ensuring the dominance of Nod air forces in the Eastern United States.



00:04:01:069

WITH GDI FORCES ON THE ROPES AND A FLOOD OF REINFORCEMENTS POURING INTO OUR NEW BASE AT HAMPTON ROADS, THE BROTHERHOOD IS NOW POISED TO TAKE WASHINGTON, DC. YOU HAVE BEEN GIVEN THE HONOR OF STRIKING THIS BLOW. WE'VE SET UP A BASE ON THE OUTSKIRTS OF THE CITY AND WE'RE NOW BRINGING IN SUPPLIES. YOU'LL NEED TO BUILD AN ARMY, TAKE OUT THE GDI DEFENDERS, AND CLAIM THIS CITY FOR NOD.



Primary Objectives

1. Destroy the primary GDI base

Bonus Objectives

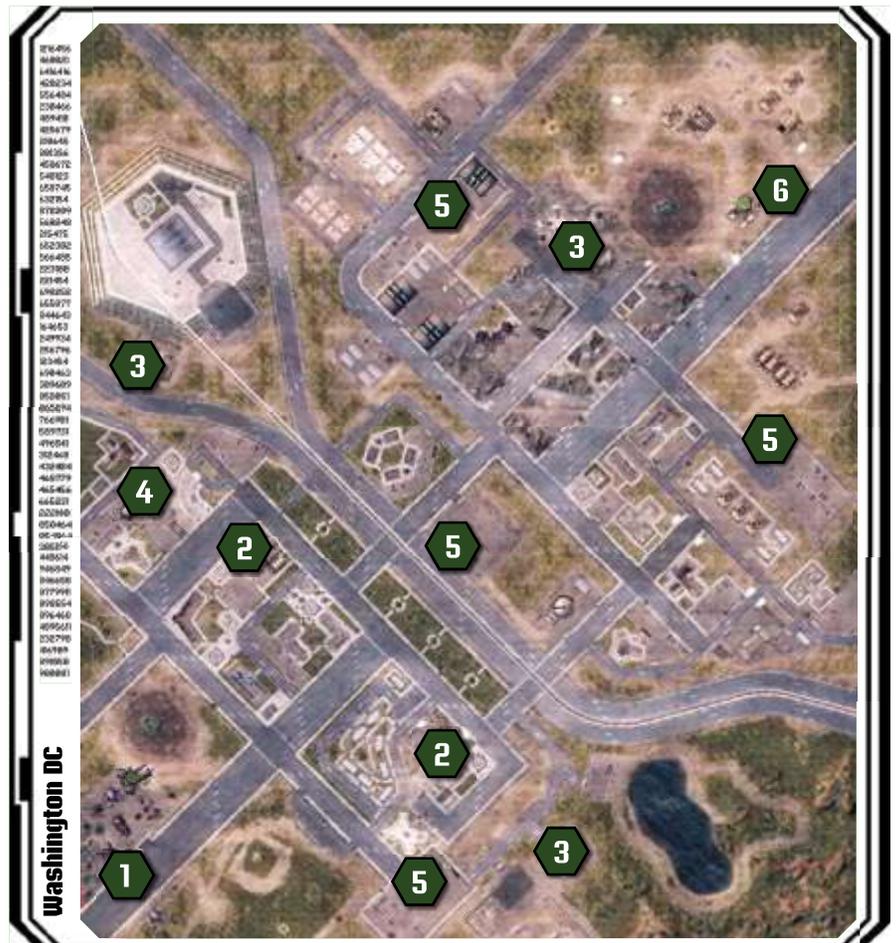
1. Build a Shredder Turret base defense
2. Build a Laser Turret base defense
3. Destroy Tiberium Silos

Acquirable Intel

- Flame Weapons
- Base Defenses
- Refinery and Harvesting Operations

Areas of Interest

- | | |
|-----------------------|---------------------|
| 1. Nod base | 4. Subway Hub |
| 2. GDI outpost | 5. Subway Entrances |
| 3. GDI Tiberium Silos | 6. GDI base |



All previous roads have led us to this great pass—the time has come to strike a crippling blow against the fascist GDI scum who have poisoned the eastern U.S. for far too long. Your initial base leaves much to be desired, however; begin construction on a War Factory immediately, then quickly assemble a Shredder Turret from the Support Structure menu. Place the Shredder Turret's hub unit within your base's construction radius, and station its three "satellite" turrets about your outpost's perimeter to ward off GDI infantry.



Tip

Fortify your base with at least one Shredder Turret and one Laser Turret to complete this mission's first two bonus objectives.

Note

Nod defense turrets are made up of a hub unit and three "satellite" turrets. The hub unit can repair its satellites even after they're destroyed, but if the hub is eliminated, all of its turrets go with it. Place satellite turrets in front of their hub unit to draw your enemy's fire away from the hub.



It doesn't take long for GDI to send Grenadier Squads to assault your base. Fortunately, your newly placed Shredder Turret and initial crew of infantry—which includes a squadron of the Black Hand—will make short work of them. You also acquire reinforcements during this fight; Carryalls deploy two Flame Tanks to help you secure your base. Use everything at your disposal to crush the first wave of invaders.

Nod Black Hand



Unit cost: 900
Time to train: 9 sec

Black Hands are elite infantry units who honorably serve the Brotherhood by eradicating enemy infantry and structures with their mighty flamethrowers. These stalwart units are incredibly effective against ground troops, but they must enter close range in order to bathe their enemies in their righteous flames—this can often spell their demise when anti-infantry vehicles are about. Fortunately, Black Hands are adept at swiftly clearing buildings garrisoned by hostile forces; this enables them to quickly find cover when enemy vehicles roll into view.

Nod Flame Tank



Unit cost: 1,000
Time to build: 10 sec

Flame Tanks are medium-armored combat vehicles that excel at burning the flesh off their enemies with searing flame. Designed to reduce hostile infantry units and structures to ash, Flame Tanks are often found leading the charge of grand-scale assaults. Like Black Hand units, Flame Tanks can quickly clear buildings garrisoned by hostile forces, making them ideal for inner-city incursions. The Flame Tank's two largest weaknesses lie in its lack of attack range and highly vulnerable backside; don't let the enemy flank these vehicles and always issue the Backward Move command when retreating them from combat.



As soon as you're able, build a Laser Turret and place it along your base's northern perimeter to defend your Tiberium Field—enemy vehicles are inbound from the north. Construct an additional Laser and Shredder Turret to fortify your base against forthcoming GDI attack groups, then focus on building up an assault force of your own. Begin by queuing up six Militant Rocket Squads.

Note

Defense turrets consume lots of power. Keep an eye on your power consumption and build Power Plants as needed, placing them at the south end of your base. If you exceed your base's power output, use Power Mode to shut down non-vital structures and free up power for your turrets.



Once your War Factory is in place, construct a Harvester, followed by six Raider Buggies. Simultaneously build an Operations Center so you may begin assembling Flame Tanks from your War Factory—queue up six of those as soon as you're able. The Operations Center also allows you to train Black Hands, but don't bother—there are too many infantry-killing APCs patrolling DC for Black Hands to be of value in this mission.



Send your Flame Tanks north to clear out the many buildings garrisoned by GDI infantry near your base. This will allow your lighter vehicles and infantry units to safely move from your outpost and explore the city. Target buildings that contain GDI Missile Squads first, as they pose the greatest threat to your Flame Tanks—Rifleman Squad gunfire does little damage to your armored strike force.

Mod Campaign

After clearing the garrisoned buildings, send your Rocket Squads and Raider Buggies to join up with your Flame Tanks. Now move your entire force north to locate two small GDI outposts not far from your base. These outposts are the staging grounds for GDI's infantry assaults against you; order your Flame Tanks to assault the enemy infantry and Watchtowers, and direct your Rocket Squads to pound away at any GDI vehicles that move to assist their troops—as always, APCs are your Rocket Squads' #1 targets. Destroy these outposts after crippling their defenses, and queue up additional units to replace the ones you lost in the conflict as you do so.



Next, move your forces southeast to discover a pair of GDI Tiberium Silos. This brings up a new bonus objective: destroy every GDI Tiberium Silo in the city to spread the glorious green crystals all about in the name of the Brotherhood. Start with these two as you continue to train and construct new units to strengthen your raiding party.

Now send your army rolling northwest to find the next Tiberium Silo. Destroy it, then gather your troops and collect the nearby supply crates. Finally, after securing the area, train a Saboteur and send him to capture the Subway Hub building that's just south of the Tiberium Silo; this grants you the ability to move troops through the many Subway Entrances in the city, allowing you to quickly deploy reinforcements to heated combat zones.



Tip

There are several other supply crates in this section of the city; keep a lookout for them.



You've now secured the majority of the city; the time has come to cure this place of the GDI plague. Send your entire force north to locate a GDI War Factory and the remaining Tiberium Silo storehouse; destroy both structures with your superior arms.

Now simply roll over the GDI base to the east, crashing through it like a cleansing tidal wave. Let your Flame Tanks lead the way, melting down all Watchtowers they encounter so your Rocket Squads can bombard key structural targets without fear of being torn apart. Your Raider Buggies are there for support; order them to Attack Move through the base, firing on all GDI soldiers that rush to take up arms. Annihilate the GDI presence to complete your primary objective and purify the city in the name of Nod.



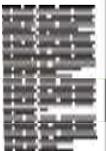
Brazilian Yellow Zone

Amazon Desert

00:04:01:069



THE BROTHERHOOD HAD TWO SECRET LABS WORKING ON NEXT-GENERATION TIBERIUM WEAPONS RESEARCH. THE MAIN LAB IN NORTH AFRICA WAS RECENTLY CAPTURED BY GDI. THE REMAINING LAB IS LOCATED IN BRAZIL, IN A STRETCH OF DESOLATE TERRAIN CALLED THE AMAZON DESERT. GDI HAS TWO FORWARD BASES AND A LARGE ARMY IN THE REGION, AND THEY ARE MOUNTING ATTACKS ON THE SMALL DEFENSIVE FORCE WE HAVE DEPLOYED AROUND THE LAB. YOU NEED TO DEFEND THE LAB AGAINST GDI FORCES UNTIL YOU CAN BUILD UP AN ARMY OF YOUR OWN. THEN TAKE THE FIGHT TO GDI AND KNOCK OUT THEIR BASES. THE LAB FACILITY MUST BE KEPT INTACT AT ALL COSTS.



Primary Objectives

1. Protect the Nod Lab
2. Eliminate the GDI Expansion Base to the north
3. Destroy the GDI Construction Yard, Command Post, and Refinery

Bonus Objectives

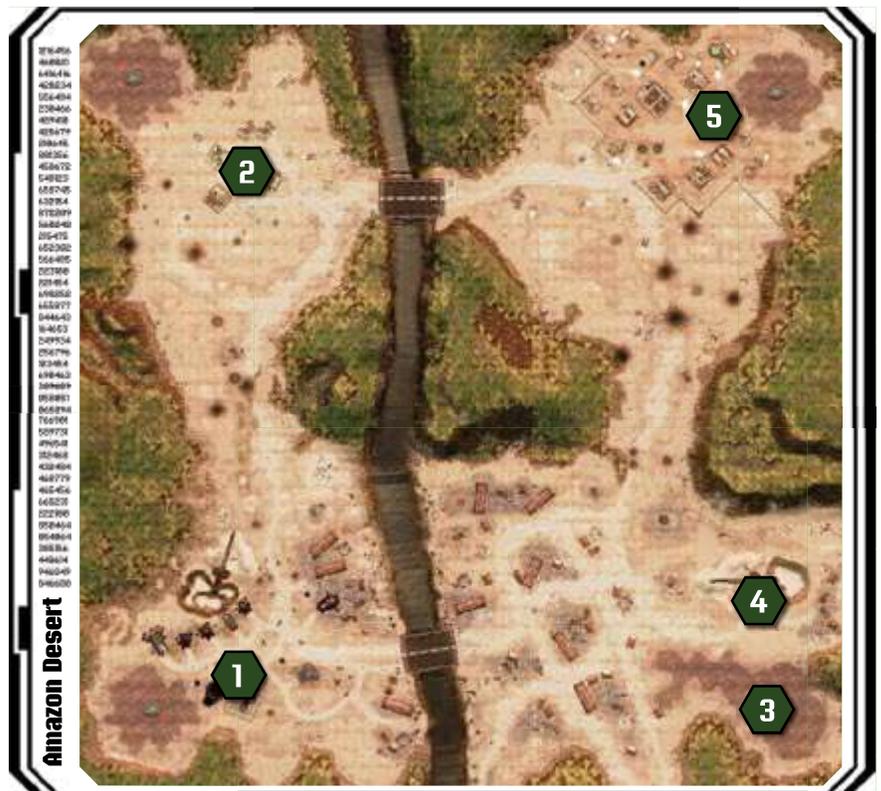
1. Capture the Reinforcement Bay

Acquirable Intel

- Disruption Tower
- Calling for Transport

Areas of Interest

1. Nod outpost and Research Lab
2. GDI expansion base
3. Blue Tiberium Field
4. Reinforcement Bay
5. GDI main base





GDI has caught wind of Kane's efforts to construct a new breed of Tiberium weapon, and they're closing in on his final Research Lab. The situation is quite grim: the Nod base surrounding the Research Lab has sustained heavy damage, and GDI assault forces are flooding in from the north. Begin this mission by constructing a Laser Turret and assembling a Harvester, then enter Repair Mode (Page Down) and start undoing the damage GDI has inflicted on your base's northern defense turrets.

Tip

GDI's forward base is positioned to the north, so concentrate your efforts on repairing and fortifying the north side of your base.



Place the Laser Turret in close proximity to the one that stands at the north end of your base, effectively doubling your outpost's anti-vehicle defense capabilities. Afterward, queue up six Raider Buggies from your War Factory to use against GDI infantry while you construct a Shredder Turret to set at the north end of your base as well.

Note

Don't waste resources on building SAM Turrets just yet; GDI aircraft won't assault your base until after you destroy their northern outpost.

Tip

Send your initial Black Hand squadron to garrison the long dome-shaped buildings at the north end of your base; they'll toast any infantry that move too close.



With two Laser Turrets and a Shredder Turret defending your base's northern trail, nothing's going to get through. Continue to use Repair Mode to keep your turrets running, repairing other structures when the chance permits. Once your base is in good shape, construct a Secret Shrine and a Tech Lab, then research the upgrades available to you at these facilities. (The only upgrade you need to research at the Tech Lab is the Laser Capacitors.) After that, build an Air Tower and queue up 20 Venoms.

Note

Now that you've built an Air Tower, you're able to call in Carryalls to transport your ground forces through the air, dropping them off at nearly any location on the map. This can help you stage surprise assaults, but be careful: Carryalls are extremely fragile and shouldn't be flown anywhere near anti-air defenses.

To help you assault this imposing stronghold, Nod command sends reinforcements: four Scorpion Tanks are deployed via Carryall at your main base. You may now construct additional Scorpion tanks from your War Factory as well; go ahead and queue some up.

Send your fleet of Venoms north to obliterate the GDI forward base. Have them tear through any anti-aircraft units they encounter—such as APCs and Missile Squads—then focus their fire on the outpost's Barracks and War Factory. Don't destroy the Refinery just yet; things really heat up when you wipe out this outpost, and there's no point in moving forward too quickly. Simply cripple the base, sparing only the Refinery from your wrath.

Call up the Support Structure menu and assemble an Emissary vehicle. Send this unit north toward the now-smoldering GDI outpost. When it arrives, click the Unpack icon in the Emissary's Unit Info panel; the Emissary then sets down and begins to transform itself into a forward outpost. Once the transformation is complete, you're able to erect structures and establish an auxiliary base.





Build a Refinery and set it close to the Tiberium Field near your new outpost. Now you've got a fresh supply of resources. Set Laser Turrets and Shredder Turrets about your outpost's eastern border next, fortifying the area against forthcoming GDI incursions. Place Disruption Towers to conceal your outpost as well. Afterward, place a Shredder Turret at the east side of your main base, right near the Laser Turret that's already stationed there. Then begin

setting SAM Turrets about your bases to ward off any GDI aircraft that might try an attack run in the future.



feel free to queue up another 20 Venoms while you establish your new outpost; it certainly can't hurt. In fact, at this point, you're free to fortify your base and construct as many units as you like, so don't hold back.



Nod Scorpion Tank



Unit cost: 800
Time to build: 8 sec

When you're ready to move on with the mission, order your Venoms to destroy the GDI Refinery you've so kindly spared. This completes the second primary objective, and your radar opens up, providing you with a view of the massive GDI base to the east.

This lightly armored tank moves about the battlefield with surprising speed and packs a tremendous punch against hostile vehicles and structures. However, it's not well suited to combating enemy infantry (unless it rolls over them) and completely incapable of firing on airborne threats. Scorpion Tanks can be churned out at an alarming rate from the War Factory, and many Commanders will send large battalions of them to assault enemy bases, destroying key structural targets to simplify their imminent full-scale assault.



With all the prep work you've done, you should have little trouble obliterating the GDI presence here in the desert. Send waves of units to assault them—if you start with the southeast corner of the map, you can secure a large blue Tiberium Field. Raider Buggies, Flame Tanks, and Venoms are ideal for clearing out this area, as you'll primarily encounter GDI infantry that have garrisoned the surrounding buildings.



Just north of the blue Tiberium Field is the sole bonus objective: seizing the Reinforcement Bay. Train up a Saboteur and send him east to claim it (be sure to send some back up with him if the area isn't completely secure yet.) From this structure you can then construct a third base by sending along another Emissary.

Atlantic Coast

Note

Blue Tiberium is twice as potent as the green form of the crystal, making every harvester's load worth double the resources.

Tip

If the GDI destroy the bridges that lead to their base, send a Saboteur to capture the tower near the bridge and repair it.



When assaulting the main GDI base, a sound strategy is to send a fleet of Venoms in first to destroy its Guardian Cannons. Doing so allows your Scorpion and Flame Tanks to overrun the base; use them to destroy their AA Batteries. With their turret defenses down, a Commander of your talents should have little trouble overwhelming the GDI with endless waves of Venoms and vehicles. Crush the GDI base to complete your first and third primary objectives, ensuring the safety of Kane's precious Research Lab.

00:04:01:069

THE TIBERIUM WEAPON COMPONENTS FROM THE AMAZON DESERT LAB MUST BE AIRLIFTED TO TEMPLE PRIME IMMEDIATELY. UNFORTUNATELY, GDI IS USING MASSIVE ARTILLERY EMPLACEMENTS NEAR THE COAST TO BLOCK THE EVACUATION ROUTES TO YOUR LANDING ZONES. YOUR JOB IS TO TAKE OUT THESE BIG GUNS AS QUICKLY AS POSSIBLE. YOU'VE ESTABLISHED A FORWARD BASE NEAR THE FIRST EMPLACEMENT AND YOUR FORCES ARE AWAITING YOUR COMMAND. TWO VERTIGO STEALTH BOMBERS HAVE BEEN ASSIGNED TO YOU TO HELP COMPLETE THIS MISSION.

Primary Objectives

1. Destroy the GDI Artillery Emplacement
2. Destroy the GDI Artillery Emplacement to the south
3. Destroy the GDI Artillery Emplacement in the northeast

Bonus Objectives

1. Destroy the GDI Construction Yard
2. Eliminate the GDI Aircraft Carrier
3. Destroy the Rig before it can reach the Artillery Emplacement

Acquirable Intel

- Vertigo Bomber
- Calling for Transport
- The Guns of the Amazon
- Stealth Tank

Areas of Interest

1. Nod outpost
2. First GDI Artillery Emplacement
3. Blue Tiberium field
4. GDI base
5. Second GDI Artillery Emplacement
6. GDI Aircraft Carrier
7. Third GDI Artillery Emplacement



Three GDI Artillery Emplacements near the Atlantic coast must be destroyed before Kane's Tiberium weapon components can be safely transported to Temple Prime. The first of these massive artillery towers stands just north of your outpost, but there's no rush to destroy it. Instead, spend some time fortifying the north side of your base with additional Laser and Shredder Turrets, and if you really want to gain an advantage, build up a fleet of eight Vertigo Bombers by constructing an additional Air Tower, followed by 30 to 40 Venoms and 20 to 30 Scorpion Tanks.



Tip

You've two Tiberium fields near your base; construct a second Refinery to speed up the harvesting process.

Nod Vertigo Bomber



Unit cost: 1,800
Time to build: 18 sec

The Vertigo Bomber is Nod's heavy assault aircraft. Designed to level enemy structures with its potent air-to-surface explosives, Vertigo Bombers also have the advantage of stealth, which greatly enhances their ability to stage devastating assaults on enemy bases. Though the Vertigo Bomber wasn't designed to combat other aircraft, a machinegun turret is mounted to its rear to discourage airborne hostiles from hunting it down. Vertigos can carry only one potent bomb at a time and must land at an Air Tower to reload and repair.

Note

You're able to construct Stealth Tanks from the War factory after your reinforcements arrive; queue some up before proceeding with your assault.



When you're ready, send your Vertigos out to destroy the first GDI Artillery Emplacement, completing the first primary objective. Everything goes pear-shaped after that; GDI vehicles and infantry start assaulting your base from the north, and they upgrade the bases that surround their two remaining Artillery Emplacements with AA Batteries, Orcas (to detect your stealthed units), and Firehawks (to blast your aircraft from the sky). On the bright side, Nod sends you reinforcements in the form of Attack Bikes, Venoms, and Stealth Tanks to help you accomplish your mission.

Tip

Depending on how long you sat and built up your forces, you might be able to cut straight through and wipe out the two remaining Artillery Emplacements with your Venoms and Vertigos. If you're after the easy win, go ahead and do just that.

Nod Stealth Tank



Unit cost: 1,000
Time to build: 10 sec

Stealth Tanks are quick-assault vehicles designed to hammer armored vehicles and aircraft with their long-range projectile explosives. However, a Stealth Tank's armor won't stand up to direct anti-vehicle bombardments, and Commanders who don't know how to use them will often litter the battlefield with their smoldering shrapnel. As their name implies, Stealth Tanks are completely invisible to the naked eye when they remain docile and motionless—but their presence is known to all when they begin to move or open fire. This ability allows Stealth Tanks to strike from unexpected angles, making them ideal for ambushes, and fantastic forward outpost defenders.



While there are many different ways for you to carry out your mission from this point onward, it's usually best to put a stop to GDI's assaults on your base, and to pave the way for an auxiliary base of your own. Begin by sending your massive force of Scorpions and

Tip

If you don't have quite enough Venoms to take down the whole base, have them destroy the Guardian Cannons on its southeast side, then roll in your Scorpion Tanks.

Venoms north, ordering them to obliterate every GDI menace they encounter along the way. Continue pushing north until you reach a massive blue Tiberium Field, and queue up reinforcement units as you go.



Secure the area near the blue Tiberium Field, then send an Emissary vehicle to set up an outpost there, with an escort of Venoms to protect it. Make establishing an outpost at this site your top priority—station the majority of your forces here to defend the area until you've constructed a Refinery and a War Factory, then queue up some Stealth Tanks and leave a handful of Venoms to keep the place secure.



Once your auxiliary outpost is up and running, order your host of Venoms to assault the GDI base that lies a short distance to the southwest. This base is entirely geared toward anti-armor defense, allowing your fleet of Venoms to easily trash the place. Wipe out their anti-air units, then eliminate their Construction Yard to halt their production capability and complete the first bonus objective. Target their unit-producing structures next, then simply level the rest of the base.

Destroying the central GDI base seriously compromises their hold on the region; nearly all of their armor units are produced there. Now it's time to lash out at their southeast Artillery Emplacement. Send a fleet of Venoms to scout the defenses stationed near the structure, and you'll see that all of their AA Batteries are without power—yet another advantage of leveling GDI's central base. Order your Venoms to open fire on any anti-air units lingering about as you send your Vertigo Bombers to make a run on the Artillery Emplacement. Destroy the structure to complete the third primary objective.



Next, send your Vertigos southeast to find a GDI Aircraft Carrier. Sink the mighty vessel to complete the second bonus objective and cut off some of their air support options.



Your final task is to destroy GDI's third Artillery Emplacement, which is stationed at the northeast corner of the region. Again, your efforts in obliterating the central GDI base have earned you a boon: all of the defense turrets surrounding this Artillery Emplacement are without power. There are many anti-air units in the surrounding hills, however; keep them occupied with your Venoms while your Vertigos make their final bombing run. Annihilate the structure to complete the third primary objective and clear the way for Kane's Tiberium weapon components to reach Temple Prime.



Eastern Europe

Slovenia

00:04:01:069



GDI'S RAID ON OUR PRIMARY NORTH AFRICAN WEAPONS LAB CONTINUES TO MAKE LIFE DIFFICULT FOR US. THE TRANSPORT CARRYING THE WEAPONS COMPONENTS FROM THE BACKUP LAB IN BRAZIL HAS BEEN SHOT DOWN IN SLOVENIA. NOD TROOPS RECOVERED THE COMPONENTS AND WERE ABOUT TO TAKE THEM TO A NEARBY NOD BASE WHEN THEY WERE ATTACKED BY GDI. NOW IT'S UP TO YOU. USE AN ELITE COMMANDO TO INFILTRATE THE AREA, FIND THE CRASH SITE, AND SECURE THE WEAPON COMPONENTS. WE'LL FLY IN SOME REINFORCEMENTS AT THAT POINT. THEN ESCORT THE TRANSPORT TO THE BASE AND RESTORE THE FACILITY TO WORKING ORDER. GDI HAS A LARGE FORCE IN THE AREA, SO YOU'RE GOING TO GET HIT HARD. YOU NEED TO HOLD OUT UNTIL WE CAN GET YOU HEAVY ARMOR THAT YOU CAN USE TO BREAK THROUGH THE GDI CORDON AND ESCORT THE WEAPON COMPONENTS TO TEMPLE PRIME.



Primary Objectives

1. Investigate the crash site
2. Escort the device into the Nod encampment
3. Protect the device until the Avatar Warmechs arrive
4. Move the device to the evacuation point

Bonus Objectives

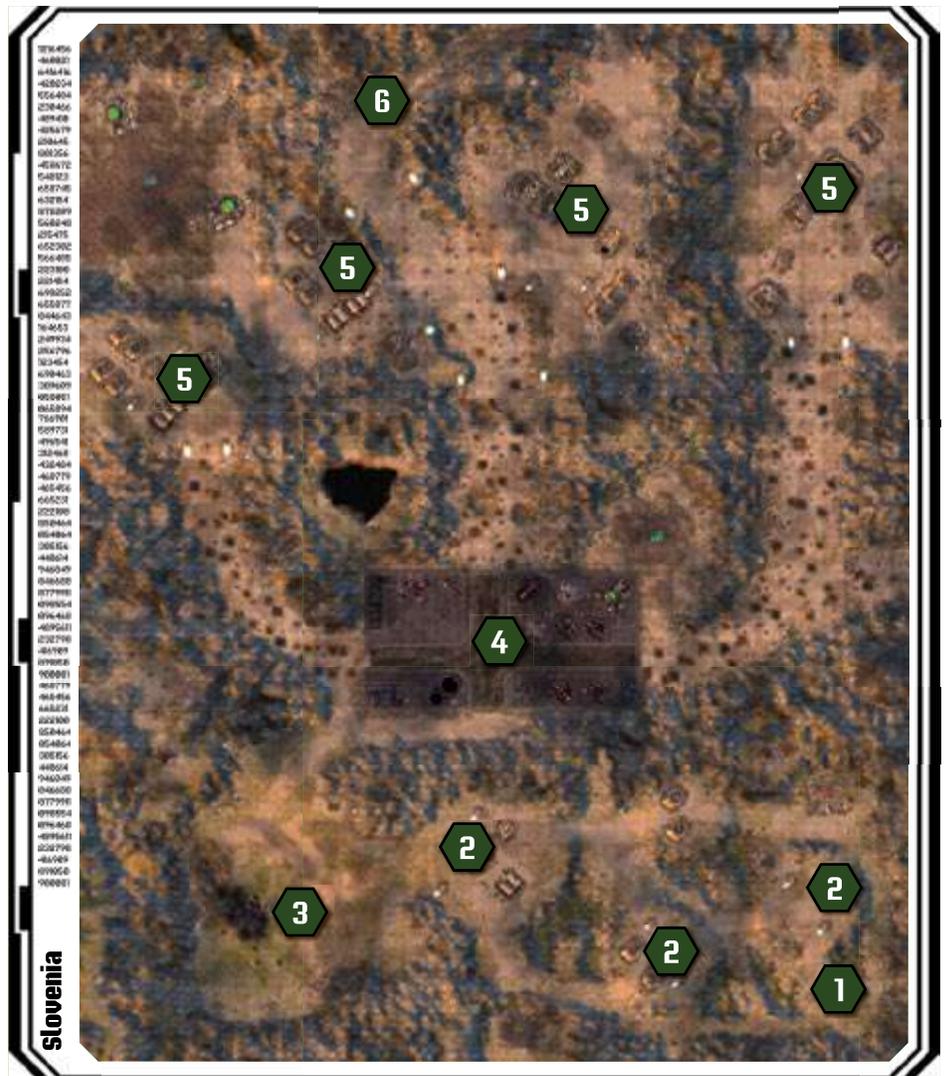
1. Destroy the anti-air guns to obtain reinforcements
2. Build and maintain three Obelisks of Light
3. Upgrade an Avatar Warmech

Acquirable Intel

- Obelisk of Light
- Avatar

Areas of Interest

1. Nod Commando insertion point
2. GDI AA Batteries
3. Liquid Tiberium device crash site
4. Abandoned Nod base
5. GDI outposts
6. Liquid Tiberium device evacuation point





GDI has heavy anti-air defenses in Slovenia, which are preventing Nod Carryalls from supplying reinforcements to this region. Fortunately, a Nod Commando has managed to slip into the area undetected. Begin by ordering your Commando to attack the Rifleman Squads who defend the two nearby AA Batteries. After securing the area, destroy the AA Batteries with the Commando's explosive charges to clear the way for the Carryalls.

Tip

There's a Healing Crate near the first pair of AA Batteries, and many more scattered about this portion of the region. Don't let them go to waste.

Caution

GDI infantry and APCs quickly storm in from the north. Target the fuel drums near the AA Batteries to destroy these threats in short order. There are many other fuel drums in this region, so keep this tactic in mind for future use.



Once you've destroyed both AA Batteries, a Carryall flies in and deploys two Militant Rocket Squads to help you combat armored threats.

Move your strike team north to find a Veterancy Crate and another Healing Crate. Collect the Veterancy Crate to increase your troops' ranks by one, then quickly send your team west.

Note

There are more Veterancy Crates in the area. Keep an eye out for them.

Note

With so many Riflemen in the area, it's tough to keep your Militant Rocket Squads alive. Do the best you can but don't worry too much if they don't last long; your Commando is far more valuable.

Two GDI Power Plants stand on a small hill to the west. Have your Commando fire on the fuel drums near these structures to obliterate them, along with any nearby GDI units. Continue moving your team west afterward.



Note

Don't destroy fuel drums just for the fun of it; save as many as you can to use against APC patrols.



You face a steady stream of GDI infantry as you move your troops west. These units are being generated from the Barracks just ahead. Fight your way to the Barracks, then fire on the surrounding fuel drums to quickly destroy the structure, stemming the tide of GDI infantry. Eliminate the AA Batteries afterward to clear the way for another Carryall that drops off a squad of Fanatics.

Now send your strike team south and then east, looping around the area. You soon discover another pair of AA Batteries. Again, fire on the nearby fuel drums to quickly wipe out GDI resistance, and once the area is clear, finish off the AA Batteries to acquire more reinforcements in the form of two Stealth Teams. Destroying these last two AA Batteries also completes the mission's first bonus objective.



Tip

Your Shadow Teams can fly over and grab the four Money Crates behind the southernmost ridge. These crates are guarded by GDI Grenadiers though, so use caution.



Now that you've pillaged this area and built up a respectable strike force, send your units west, heading toward the crash site where Kane's Liquid Tiberium weapon components are located. Quickly gun down the two GDI Engineers who are busy inspecting the Liquid Tiberium Transport truck; this completes the first primary objective and prompts a few Carryalls to fly in, deploying several units of Militant Squads, Militant Rocket Squads, and fearsome Black Hand

infantry units to strengthen your arms. Immediately send these new recruits north to combat the host of GDI infantry that pour in to attack. As your forces cut through the GDI ground troops, quickly order the Liquid Tiberium Transport truck to follow right behind them.

Caution

Waste no time moving the Liquid Tiberium Transport truck north; V35 OX transports soon deploy additional GDI units to the south, and you don't want them catching up to the fragile transport.

The GDI infantry stem from an abandoned Nod base to the northeast. Push your forces into the base and secure it by eliminating all GDI hostiles in the vicinity. Have your Commando obliterate the formidable GDI Battle Base with an explosive charge. Once you've secured the base, all of its resources become yours to utilize—and once the Liquid Tiberium Transport truck arrives, you complete your second primary objective. Kane then sends you a transmission, informing you that a detachment of heavy Nod Avatar Warmechs are inbound to help you defend his Liquid Tiberium device and annihilate the GDI presence in the region.



You've got a lot of resources to draw upon, so waste no time in fortifying your new base against waves of inbound GDI infantry and vehicles. Begin by queuing up 10 Raider Buggies at your War Factory. You've got two structure production queues to work with, so begin assembling a second War Factory and a Power Plant. As soon as your secondary War Factory is in place, queue up 10 Scorpion Tanks. Also begin construction on two Obelisks of Light; these advanced base defenses can quickly obliterate even the toughest infantry and armored units. Focus on fortifying the north and west sides of your base, where the vast majority of GDI assault forces will strike. Begin repairs on all damaged buildings in your base as well.

Tip

Obelisks of light are great, but they take lots of juice to run. Research Liquid Tiberium Cores at each of your Power Plants for a fast and cost-effective way of increasing their power output.

Tip

Research the Laser Capacitors upgrade at your Tech Lab to increase the attack damage of your Raider Buggies and Scorpions.



GDI's assault groups become more and more fierce, eventually pitting you against

formidable Predator and Mammoth Tanks. Your Obelisks of Light are a great help in defending against these armored threats; be sure to station at least two of them to the north and two more to the west, and strive to keep them in good repair. The moment you build three Obelisks, you complete the mission's second bonus objective. However, don't hesitate to build several more Obelisks to bolster your defenses at every entrance.



Eventually, a trio of Avatar Warmechs trudges into your base from the east. You then gain control of these massive walkers, along with the ability to assemble more at your War Factories. You'll definitely want to do so, as these are by far Nod's heaviest assault vehicles. Queue up several more Avatars at both War Factories in preparation for your forthcoming trek through a GDI base to the north, which stands in the way of the Liquid Tiberium device's evacuation point.

Nod Avatar Warmech



Unit cost: 3,000

Time to build: 30 sec

The Avatar Warmech is the very embodiment of Nod's boundless power and wrath. Designed to crush all who oppose the will of the Brotherhood, this massive walker unit strikes fear into the hearts of the unfaithful just by stomping onto the battlefield. Avatar Warmechs can demolish hostile vehicles with frightening speed and level enemy structures in short order. As if their initial firepower weren't enough, an Avatar Warmech can tear the primary weapon off a variety of Nod vehicles and install these devices

Nod Avatar Warmech (continued)

onto itself; this act destroys the pillaged vehicle, however. If these colossal walkers have a weakness, it lies in their inability to defend themselves against airborne threats—keep this in mind when deploying them to the field and always protect them with some form of anti-air support.

Tip

Use an Avatar Warmech's Commander Technology ability to sacrifice a Nod vehicle for the benefit of increasing the Avatar's combat prowess. Doing so also completes this mission's third bonus objective. Avatars can commandeer the following technology from Nod vehicles:

Flamethrower from a Flame Tank

Mobile Stealth Generator from a Stealth Tank

Stealth Detection from an Attack Bike

Secondary Laser from a Beam Cannon (not yet available at this point in the Campaign)

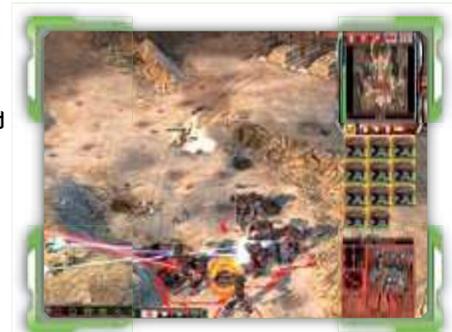


While assembling Avatars, send all of your Scorpion Tanks rolling west to strike at a small GDI outpost on a hill. Obliterate the outpost to bring a stop to GDI assaults against the west side of your base, then bring your Scorpions back to your War Factories for repairs.



You soon receive a warning of a large unknown force heading toward your base. Group your Avatars together and send them east to confront a battalion of inbound GDI Juggernauts. Destroy all of these walker units, then move your Avatars and Scorpions northeast to assault another GDI outpost on a nearby hill. While your armored units crush the GDI outpost, train Saboteurs to capture the fallen husks of the GDI Juggernauts you recently destroyed, adding their impressive artillery firepower to your arsenal.

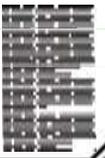
Return your Avatars, Scorpions, and newly captured Juggernauts to base for repairs. Afterward, send all of your combat units north to clear the path that leads to the Liquid Tiberium device extraction point. There are two more GDI outposts for your forces to dismantle along the path; one stands to the northeast, and the other to the northwest. Decimate both outposts and clear the entire area of GDI forces before moving the fragile Liquid Tiberium Transport truck north toward the extraction point, completing your final primary objective when it reaches the north-most road. Well done, Commander; Kane will be pleased with your efforts here in Slovenia.



Sarajevo

00:04:01:069

JOB ONE IS TO ESCORT THE WEAPON COMPONENTS FROM BRAZIL TO TEMPLE PRIME SO KANE CAN FINISH HIS WORK ON THE LIQUID TIBERIUM DEVICE. THIS MISSION WILL BE TRICKY BECAUSE GDI HAS A LARGE FORCE IN THE AREA PREPARING FOR AN ASSAULT ON THE TEMPLE. YOUR ROUTE BACK RUNS RIGHT THROUGH A MASSIVE GDI FORWARD BASE. YOU CAN'T TAKE ON GDI DIRECTLY WITH THE SMALL ESCORT FORCE, SO YOU'LL HAVE TO THINK OF SOMETHING CLEVER. ONCE THE WEAPON TRANSPORT HAS REACHED THE TEMPLE, YOU CAN FOCUS YOUR EFFORTS ON DEFENDING TEMPLE PRIME, BUILDING UP AN ARMY, AND THEN CLEARING GDI OUT OF OUR MOST SACRED SITE. ALSO, BE ADVISED THAT A NOD FORCE FROM KILIAN'S DETACHMENT IS BEING AIRLIFTED OUT OF AUSTRALIA IN SPITE OF THEIR DIRE SITUATION THERE. THEY MIGHT BE HEADED FOR SARAJEVO; IF SO, MAYBE THEY CAN HELP YOU OUT.



Primary Objectives

1. Escort the transport truck back to Temple Prime
2. Eliminate GDI blockade by destroying all GDI forces
3. We've been betrayed! Destroy the forces of the traitors!

Bonus Objectives

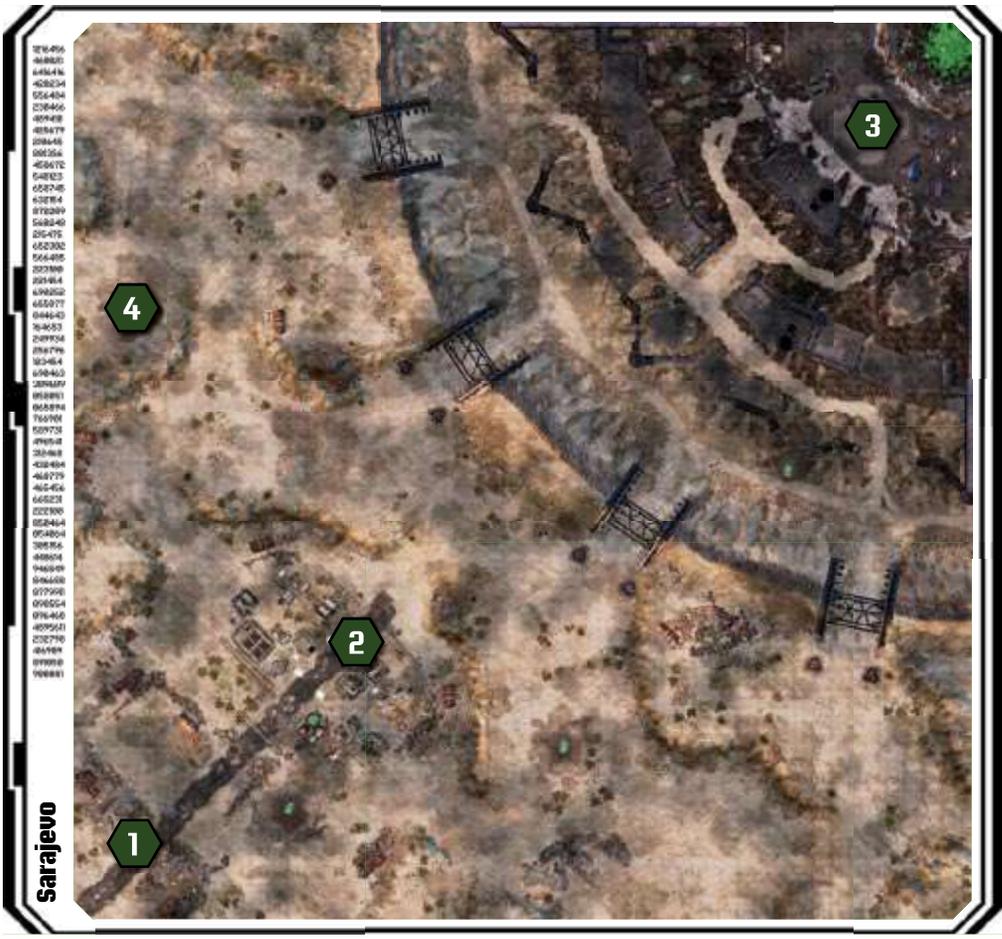
1. Return the transport truck to Temple Prime unharmed

Acquirable Intel

- Intercepted Transmission
- Beam Cannon

Areas of Interest

1. Tiberium weapon convoy insertion point
2. GDI base
3. Nod Temple Prime
4. Future site of Kilian's southeast base
5. Future site of Kilian's northwest base



GDI's base lies just north of the Liquid Tiberium device convoy's insertion point, so you must move your units with extreme caution to reach Temple Prime safely. Begin by sending the entire convoy northwest, moving your units along the west-most edge of the region to keep them as far away from the GDI base as possible. A GDI Guardian Cannon will be able to fire on your units as you pass by the base; this isn't much of a problem unless you're attempting to fulfill the first bonus objective of bringing the Liquid Tiberium Transport truck to Temple

Prime unharmed. If your heart's set on completing that objective, order both of your Flame Tanks to assault the Guardian Cannon while the rest of your convoy rolls onward to the northwest corner of the battlefield.

Caution

Make sure you don't issue the Attack Move command to the convoy, or they may begin assaulting the GDI base!



You stumble upon a fierce battle between GDI and Nod infantry at the region's northwest corner. Fortunately, your escort force is largely composed of anti-infantry units—and one colossal Avatar Warmech—so take a moment to help your brethren squash the GDI insects. Then order the convoy east to reach the outer walls of the massive Nod stronghold surrounding Temple Prime.



You're home free once you enter the Nod stronghold. Move your vehicles to the nearest War Factory for repairs, and send the Liquid Tiberium Transport truck rolling toward Temple Prime at the northeast corner of the fortress. You complete the first primary objective when the truck reaches Temple Prime, along with the first bonus objective, provided the transport truck suffered no damage along the way.



Kane praises your deeds and rewards you by handing over control of Temple Prime and all its resources. He then orders you to destroy the GDI base to the south and cleanse Sarajevo of their vile presence. Expect GDI to put up a stalwart resistance; they've no intention of letting Kane succeed with his plot.

Your first order of business is to beef up your newly acquired stronghold's defenses. Begin by placing Laser and Shredder Turrets near openings in the

stronghold's outermost wall. Conceal their hub units behind the wall and place their satellite turrets in front of it; this makes them quite difficult to permanently destroy. Afterward, set a few SAM Turrets between the inner and outer walls to ward off Orcas. Finally, place at least one Obelisk of Light near each gap in the outer wall; these are extremely effective against infantry and vehicles.

Tip

Construct a Crane and two additional Harvesters to give yourself an extra build queue and a heavy inflow of Tiberium. This will allow you to lay down your base defenses with all speed.

Once your base is able to fend off GDI's attack groups, divert resources to amassing an assault army of your own. Construct an Air Tower and assemble four Vertigo Bombers and 20 Venoms. Roll 20 Scorpion Tanks and 20 Flame Tanks out of your War Factories. This will be more than enough firepower to obliterate the GDI base to the south, but trust us: you'll need the extra firepower....



While the GDI base is exposed to assaults from all sides, a bit of recon will show that its eastern and western perimeters are most vulnerable to ground forces—the meat of its anti-armor defenses are stationed to the north, including two fearsome Sonic Emitter arrays. Send half of your Flame Tanks and Scorpions rolling out of your stronghold's west entry point, eventually steering them south to assault the west side of the GDI base. As your forces exit Temple Prime, queue up an equal number of replacement units at your War Factories.





The GDI base is extremely vulnerable to your approaching tanks. Simply let your armored forces crash into the west side of the base and do their work. Once the base's downfall is imminent, something truly unexpected occurs...

A vast number of Nod Vertigo Bombers fly overhead, carpet-bombing the entire GDI encampment, including your attacking vehicles. There's no sparing your forces from this widespread attack—good thing you left most of your units back at Temple Prime.



You soon receive a transmission from Ajay, informing you of what you already know: Killian has moved against Kane and established two formidable bases in the region, one to the northwest and the other to the southeast. She must be plotting to stage an assault on Temple Prime. This betrayal cannot go unpunished, Commander; show Killian the high cost of treason.



You gain the use of Nod Beam Cannons from this point forward, which can be constructed from your War Factories. These units will help you assault Killian's outposts, so queue up 10 or more.

While building Beam Cannons, send all of the Flame and Scorpion Tanks you've amassed at Temple Prime to assault the east side of Killian's southeast outpost—you should have at least 15 of each to ensure you get the job done. While your tanks are in transit, order your Vertigos to bombard the outpost's east-most Obelisk of Light; this will hasten your tanks' infiltration when they crash into the outpost's east flank. Also move your Venoms close to the outpost, keeping them out of harm's way but ready to respond to Killian's Venoms.



Nod Beam Cannon



Cost: 1,000

Time to build: 10 sec

The Beam Cannon is Nod's medium-armored, long-range artillery vehicle. It's designed to cut down enemy structures from range and can also be used to slice through armored units with impressive speed. When multiple Beam Cannons target the same structure, their lasers conjoin to form an incredibly devastating blast. Beam Cannon lasers can also be reflected off distant Venoms to strike remote targets from afar, and "fire" on Obelisks of Light, using their lasers to supercharge these already potent defense turrets. The Beam Cannon is light enough to move about with impressive speed, but it's not designed to withstand direct frontline combat. Keep Beam Cannons out of harm's way and use them to support your frontline assault forces.



When assaulting the southeast outpost, target its SAM turrets and Air Tower first; this allows your Venoms to play a larger role in the assault. Eliminate the rest of the outpost's defenses and unit-producing structures afterward, then simply level the place once it's been crippled.

Australia

Outback



While you assault Kilian's southeast outpost, keep producing Flame Tanks, Beam Cannons, and other armored units back at Temple Prime. Use these units to repel assault groups hailing from Kilian's northwest outpost. Also build five to ten Raider Buggies.



After reducing Kilian's southeast outpost to ashes, return your surviving vehicles to Temple Prime for repairs. While they're in transit, order your quartet of Vertigo Bombers to obliterate the Obelisks of Light that stand at the east side of Kilian's northwest outpost; it takes two attack runs to down them both. Once their base defenses are no more, group all of your armored forces together and use them to stage a grand-scale assault on the outpost, slamming into its east side with tremendous force. Eradicate the outpost to send a clear message to all who would betray the glorious vision of Kane.

GDI IS MOVING NUCLEAR WARHEADS FROM ONE OF THEIR BASES ON THE EDGE OF THE AUSTRALIAN RED ZONE. IF WE CAN INTERCEPT THE CONVOY, DESTROY THE ESCORTS, AND CAPTURE THE WARHEADS, THEN WE CAN MAKE THE BROTHERHOOD OF NOD INTO A NUCLEAR POWER ONCE AGAIN. YOU NEED TO RECOVER AT LEAST ONE TRANSPORT BUT MORE IS BETTER. ONCE YOU'VE SECURED THE WARHEADS, THE BROTHERHOOD WILL DISPATCH A CARRYALL EVACUATION TEAM. BE AWARE THAT THE WARHEADS ARE HIGHLY VOLATILE AND MAY EXPLODE IF FIRED UPON. TREAD CAREFULLY!

Primary Objectives

1. Capture convoy
2. Escort convoys to the evacuation point
3. Wait for Nod Carryalls

Acquirable Intel

1. Destroy the Tiberium Tower
2. Capture GDI Research Facility

Bonus Objectives

- Black Hand Interrogation Report
- An Invasion Global in Scope
- Australia–New Zealand Theatre Assessment
- Once Again a Nuclear Power

Areas of Interest

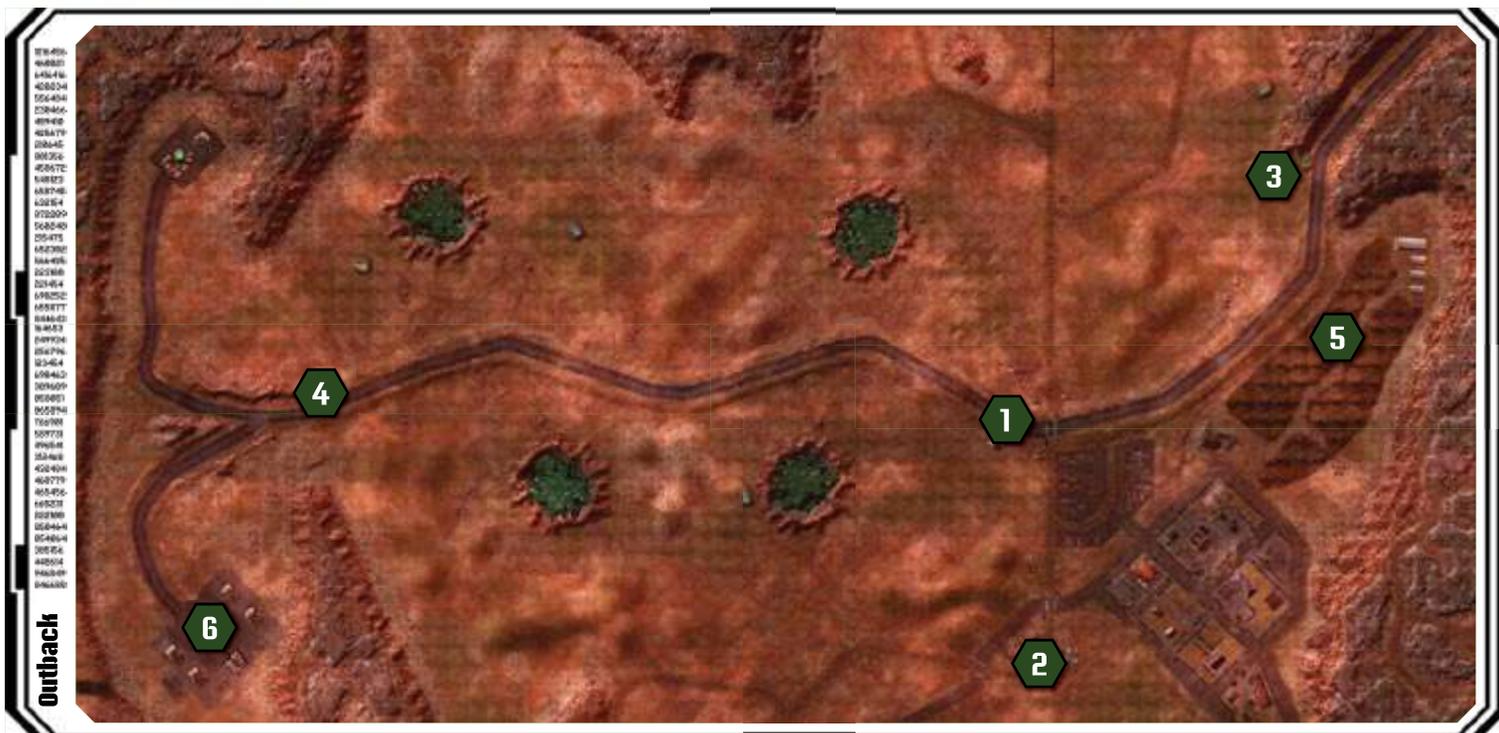
1. Nod strike force insertion point
2. Mutant Hovel
3. Tiberium Tower
4. GDI Nuke Transport convoy start point
5. Nod outpost/Nuke Transport extraction point
6. GDI outpost/Research Facility



You begin this operation with a number of Heroic-rank units, including Scorpion and Stealth Tanks, Venoms, and two Saboteurs. Immediately assign units to your groups so you can command them with speed and efficiency. Your Saboteurs are vulnerable out in the open like this, and you need at least one of them to stay alive in order to complete a bonus objective in this mission. Send your Venoms and Saboteurs south to locate a Mutant Hovel structure; order your Venoms to slaughter the surrounding Mutant Marauders while one of your Saboteurs captures the structure. This gives you the ability to train Mutant Marauders to fight for your cause; you have resources to spare, so queue one up. Move your other Saboteur to garrison a nearby building at the dilapidated village to the east to keep him safe.

Note

Mutant Marauders are elite infantry units designed to combat aircraft and other infantry. Their cost is quite low compared to how effective they can be against their intended targets.



Outback



While your Saboteurs and Venoms work at capturing the Mutant Hovel, simultaneously order your Scorpions and Stealth Tanks to assault the Tiberium Tower at the northeast corner of the battlefield. Make a quick strike against the Tiberium Tower to destroy it, completing the first bonus objective. Then return your vehicles and Venoms to their previous position on the central road north of the Mutant Hovel.

Tip

Set your units to Aggressive Stance (**Alt**+**A**) so they attack everything in sight. This is especially important to Stealth Tanks, which often won't attack without orders so that they always remain hidden.



The first GDI nuclear warhead convoy is inbound from the west, rolling along the battlefield's central road. Wait for the convoy to approach your forces, then order your units to attack it. Eliminate all GDI escort units to force the Nuke Transport truck to surrender to you, granting you total control over it.

Caution

Don't order your forces to move west and engage the convoy head-on; several GDI Sonic Emitters stand in the valley near the central road, and they'll rip your tanks apart if they move too close.



With the first Nuke Transport truck captured, the Brotherhood establishes an outpost to the east for you to utilize. Quickly order the Nuke Transport truck east to rendezvous at the Nod outpost—this is the safest place for it to hide. As the truck rolls off, queue up four Stealth Tanks at your

new outpost's War Factory—these anti-vehicle/anti-air units will come in handy very soon.



After witnessing the demise of the first Nuke Transport escort, the other two convoys split off, one of them rolling north and the other south. Move your forces south to rendezvous at the Mutant Hovel you recently captured, then assault the south Nuke Transport convoy when it rolls within range. After securing the second Nuke Transport truck, send it east to rendezvous at your outpost.



Something terrible happens after you secure the second Nuke Transport: alien invaders make a shocking arrival, darkening the skies with a host of frightening warships. The aliens seem to have no objective other than complete annihilation of your forces and the forces of GDI. Pull all of your tanks back to your outpost to defend the Nuke Transport trucks you've captured.

Caution

A GDI Mammoth Tank assaults your outpost from the north road. Focus on destroying the Mammoth right away; it poses the greatest threat to your outpost and Nuke Transports.



If you wish to complete the second bonus objective, order your Venoms to escort your remaining Saboteur southwest at this point, heading toward the southwest GDI outpost, where their Research Facility is located. Don't move your Saboteur along the central road; those GDI Sonic Emitters will rip him to shreds. Instead, sneak him through the southernmost valley, with your Venoms nearby to ward off any GDI and/or alien hostiles that might attack him. Any unit firing on your Saboteur *must* become your Venom's primary target; his survival is paramount.



After passing through the southernmost valley, the Saboteur will need to move north to circumvent a tall, rocky ridge. As he does so, move your Venoms north, west, and then south to strike at the GDI outpost's Watchtower—you could fly them across the mountains, but this places them within range of the outpost's southern AA Batteries. Your Venoms will still draw fire from the AA Batteries, but they'll be able to destroy the Watchtower before they're shot down. Once the Watchtower is no more, your Saboteur can infiltrate the outpost without incident and capture the GDI Research Facility, completing the second bonus objective.

Return your attention to your outpost. With the Mammoth out of the way, your host of Stealth Tanks and Scorpions should have little trouble defending the Nuke Transports until Carryalls arrive to shuttle them out of the area. Remember to park any injured vehicles near the War Factory for repairs, and simply allow your Aggressive-Stance units to ward off the alien assault ships until the Carryalls arrive. Doing so completes the third and final primary objective, bringing the Brotherhood one step closer to reclaiming their nuclear capabilities.



Sydney City Wall

00:04:01:069



WHILE THE NUCLEAR WARHEADS ARE SECURED, THE BROTHERHOOD STILL LACKS LAUNCH CODES AND DELIVERY SYSTEMS. GDI HAS WHAT WE NEED IN THE SYDNEY BLUE ZONE, CURRENTLY UNDER HEAVY ALIEN ATTACK. WITH GDI'S FORCES UNDER DURESS, KILIAN HAS REACHED OUT TO THE LOCAL GDI COMMANDER AND OFFERED TO "HELP" IN SYDNEY. GDI ACCEPTED. WE HAVE COMMITTED TO THE ELIMINATION OF THREE KEY ALIEN STRUCTURES, THE PORTAL, GRAVITY STABILIZER, AND GATEWAY, GIVING GDI THE LEVERAGE THEY NEED TO TURN THE TIDE OF BATTLE. UNOFFICIALLY, WE NEED TO ENSURE THAT THE GRAVITY STABILIZER DOES NOT GO DOWN TOO FAST; THE BROTHERHOOD'S PRIMARY TARGET IS A GDI FACILITY IN SYDNEY, WHICH, WHEN CAPTURED, SHOULD PROVIDE THE LOCATION OF THE CODES AND MISSILES. THAT BUILDING IS WITHIN SYDNEY'S CITY WALLS, AND NOTHING PENETRATES THOSE FASTER THAN AN ALIEN DEVASTATOR WARSHIP.



Primary Objectives

1. Eliminate three alien targets for GDI
2. Capture the GDI Lab

Bonus Objectives

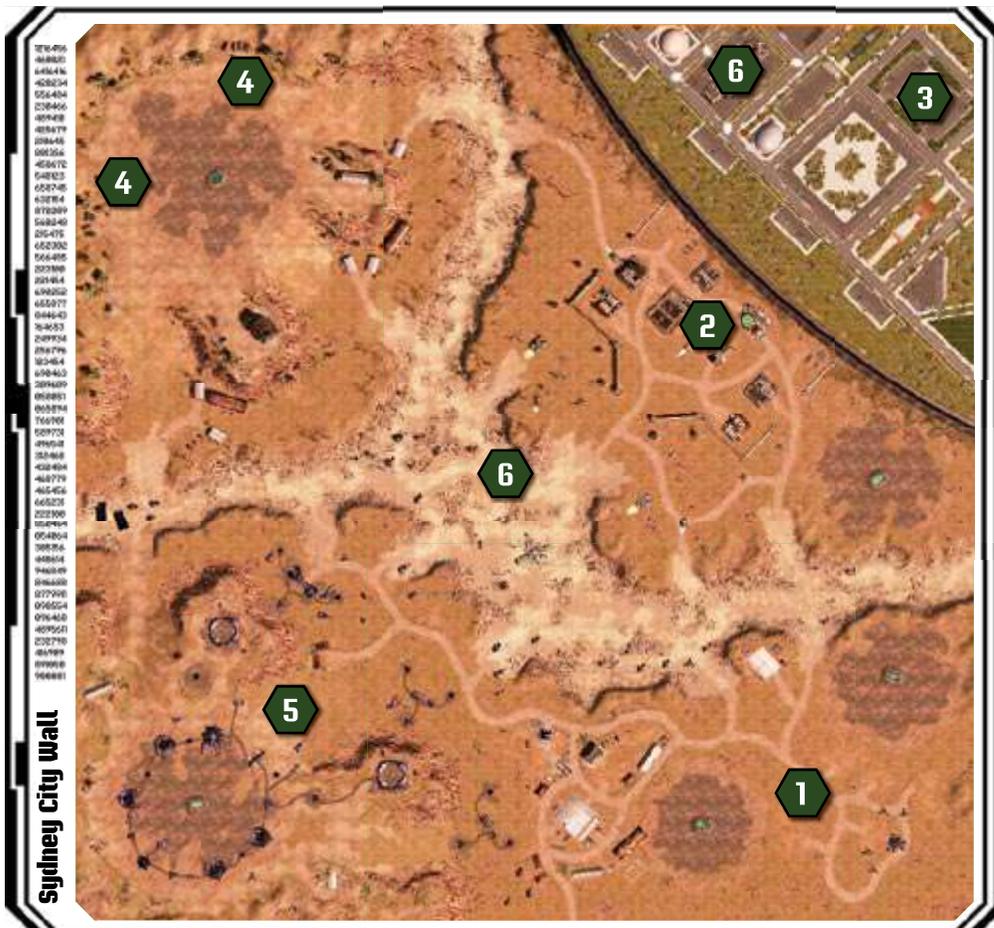
1. Capture two Tiberium Spikes
2. Destroy the Ion Control Center

Acquirable Intel

- Cease-fire Order
- Excerpt from Signal Intelligence Briefing

Areas of Interest

1. Nod base
2. GDI base
3. GDI Research Lab
4. Tiberium Spikes
5. Scrin base
6. Mutant Hovel



Working with GDI is the worst form of heresy, but you've little choice when faced with a foe as formidable as these pitiless Scrin invaders. The moment you gain control of your outpost, immediately queue up two Harvesters from your War Factory, followed by ten Flame Tanks. Then begin construction on a second War Factory and an Obelisk of Light. Also research Liquid Tiberium Core upgrades at each of your base's Power Plants to increase their power output; you'll need the extra juice as you build up base defenses.



Once your second War Factory is in place, queue up ten Stealth Tanks and start building an Air Tower. Set your Obelisk of Light down at the east side of your base when it's ready, right near the Tiberium Field, then begin construction on another. Keep building Obelisks until you've fortified your base's west-northwest perimeter with four of them, then build a couple of SAM Turrets to ward off airborne threats. As you go about strengthening your base defenses, continue rolling Stealth and Flame Tanks out of your War Factories, using them to defend your base from assault groups as necessary.



If Scrin Annihilator Tripods attack your base, send Saboteurs to reclaim their husks after they've fallen to your Obelisks.



Once your base defenses are up and running, train three Saboteurs from your Air Tower and order Carryalls to pick them up for transport. Move the Carryalls directly north to fly them over the walls of Sydney, then drop off one of your Saboteurs near the GDI Research Lab at the northeast corner of the city. Capture the structure with your Saboteur to complete the second primary objective, then move your Carryalls directly west along the northern edge of the battlefield.



The area near the Tiberium Spikes is a good place to set up a forward outpost. It's not mandatory, but it allows you to assault the Scrin base from two different angles, which can be a great help. Use Carryalls to safely transport an Explorer to the site, along with a few tanks to defend the Explorer while it unpacks into an Outpost.

You should have a respectable force of Stealth and Flame Tanks by now. Assuming you have 15 or more of each, roll these units west toward the Scrin base, which is heavily defended with capital warships, Annihilator Tripods, and loads of defense turrets. Use the Flame Tanks to obliterate Scrin structures while your Stealth Tanks fire on their vehicles and aircraft. Planetary Assault Carriers are primary targets for your Stealth Tanks, followed by Devastator Warships.



A Mutant Hovel stands in the battlefield's central valley. Capture this structure with a Saboteur and you'll be able to train Mutant Marauders—infantry units that are cheap to produce and lethal against Scrin infantry and aircraft.

Even an assault force of this magnitude won't last long against the well-fortified Scrin base, which features several fearsome Storm Columns. As you conduct your assault, start assembling another raiding party back at base, this time including Avatar Warmechs and more Stealth Tanks. Keep sending units to support your forces as needed, laying heavy pressure on the Scrin encampment.



During your assault, Scrin warships blast a large hole in the seemingly impenetrable walls of Sydney. Ajay contacts you immediately afterward and informs you of a new bonus objective: destroy a GDI Ion Cannon Control Center, located deep within the city. As the battlefield is quite chaotic, it's best to send airborne Shadow Teams to assault the Ion Cannon Control Center. It takes multiple attempts for these units to destroy the structure with their explosive charges, so work at it while you go about decimating Scrin's base. You could also transport a Commando via Carryall if you wish.



Working together with GDI, you shouldn't have much trouble defeating the Scrin. Just keep building and moving small teams of suitable assault units into their base and steadily wear down their defenses. The Scrin will be on the defensive after suffering heavy losses at the hands of your initial attack force; don't let these wretched aliens catch their breath.

Downtown Sydney

00:04:10:00

WITH THE DESTRUCTION OF THEIR ION CANNON CONTROL CENTER, GDI COMMANDERS IN SYDNEY FIND THEMSELVES IN DIRE STRAITS. THE CITY IS ALL BUT LOST, WITH GDI CENTRAL COMMAND ISSUING AN EVACUATION ORDER FOR CIVILIANS. YOU MUST COORDINATE WITH GDI TO CARRY OUT THEIR EXODUS. DEFEND AGAINST THE ALIEN ASSAULT AND PROTECT THE OX CONVOYS MOVING THE CITY'S RESIDENTS TO SAFETY, WHILE AT THE SAME TIME TAKING STEPS TO ENSURE YOUR OWN SURVIVAL WITH A LARGE-SCALE TIBERIUM HARVEST.

00:04:10:00

[Primary Objectives]

1. Help GDI hold out against the aliens for ten minutes
2. Destroy GDI

[Bonus Objectives]

1. Help GDI protect the Ion Cannon Control
2. Mine 25,000 Tiberium
3. Use a nuke against GDI

[Acquirable Intel]

- KANE LIVES!
- The Alliance Is Off

[Areas of Interest]

1. Nod base
2. GDI base/Ion Cannon Control Center
3. Tiberium Spike
4. Scrin base

Set your forces to Aggressive Stance (**[Alt]+[A]**), then leave them to their unholy fate.



The sacrilege must continue: your orders are to help the GDI scum defend themselves yet again from an overpowering Scrin onslaught while they evacuate the citizens of Sydney. You have a large contingent of forces at your disposal from the start; order all of these units to move west through a nearby Tiberium Field and then north, taking up position near the GDI base's foremost War Factory.

While your forces are in transit, construct a Refinery and place it at the west side of your outpost so you may begin harvesting resources from the large Tiberium Field nearby. Queue up three Harvesters from your War Factories, then build a total of 10 Stealth Tanks. When the tanks are ready, send them to reinforce the GDI base, just as you did with your initial forces.

Tip

A Tiberium Spike stands just north of the west Tiberium field. Send a Saboteur to capture it as soon as possible for a steady supply of resources.



Now you simply need to hang tight and wait for GDI to evacuate the city and charge up their Ion Cannon super-weapon. Don't build or train any units or structures in the meantime; allow your Harvesters to fill your coffers with 25,000 Tiberium and you'll complete the second bonus objective.



Once the Ion Cannon is ready, GDI wields it against the Scrin base to the north, with frightening results. Naturally, the Ion Cannon Control Center must survive in order for this devastating attack to occur; do your best to defend it and you'll help GDI deal the Scrin a mighty blow, completing the first bonus objective in the process.



You've dealt GDI a terrible blow, and it's now clear to them that the alliance is over. Start amassing a strike force to storm the GDI encampment. Assemble teams of 10 Flame Tanks and 10 Stealth Tanks, sending these vehicles west to annihilate their base. Keep building more and more Flame and Stealth Tanks to replace any that fall, flooding GDI's base with the superior forces of Nod.

A shocking twist occurs shortly after GDI hammers the Scrin base with their Ion Cannon: Kane sends a transmission, ordering you to obliterate the GDI base. Kane lives! Prove your loyalty to him by launching a nuclear missile at GDI. Their Ion Cannon Control Center makes for a perfect target; decimate it with a nuke to complete the third bonus objective.





In this mission, it takes only three minutes for your Temple of Nod to ready another nuclear missile. With your forces pounding GDI's base from the south and Scrin forces tearing into it from the north, GDI's end is surely close at hand. The Scrin base to the north is a greater threat, so use your nuke against it to cripple both your foes.



A bit of cleanup work is all that remains. Keep sending tanks against GDI's base until there's nothing left. This completes your second primary objective, setting to rights Kilian's recent deeds of treachery and sacrilege. Kane is alive and well, and the alliance with GDI is over. Rest easy, Commander; today is a day for celebration.

Ayers Rock



THIS IS A SAD DAY WHEN BROTHER MUST FIGHT BROTHER. USE A SMALL FORCE TO CAPTURE THE SOUTHERN REBEL BASE AND THEN USE THE RESOURCES YOU'VE ACQUIRED TO SECURE KILIAN'S HEADQUARTERS FACILITY ON AYERS ROCK. KILL ANYONE WHO GETS IN YOUR WAY BUT LEAVE KILIAN ALIVE TO FACE KANE. NOTE THAT GDI IS DEPLOYING A FORWARD BASE TO THE EAST AND THEY ARE NONE TOO HAPPY ABOUT WHAT HAPPENED IN SYDNEY. EXPECT A LARGE GDI ASSAULT SHORTLY AFTER THE BATTLE FOR AYERS ROCK GOES DOWN AS GDI MOVES IN FOR THE KILL.



[Primary Objectives]

1. Capture Kilian's southern base
2. Capture or destroy Temple of Nod
3. Prevent GDI from using the Ion Cannon
4. Eliminate the GDI base

[Bonus Objectives]

1. Capture three Tiberium Silos
2. Recruit five Mutant Marauder Squads

[Acquirable Intel]

- Mutant Exodus

[Areas of Interest]

1. Avatar/Saboteur insertion point
2. Kilian's southern base
3. Kilian's main base and Temple of Nod
4. Mutant Hovel
5. Blue Tiberium field and Tiberium Spikes
6. Tiberium Silos
7. GDI Ion Cannon Control Center
8. GDI main base



The time to put an end to Kilian's treachery has finally come. First you must establish a foothold in this region; Kilian's southern outpost should serve you quite well. Send your Avatar and quartet of Saboteurs west, heading for the southwest corner of the battlefield. Keep them as far away from Kilian's southern outpost as possible—you don't want to draw too much fire from the Laser Turrets along its south wall.



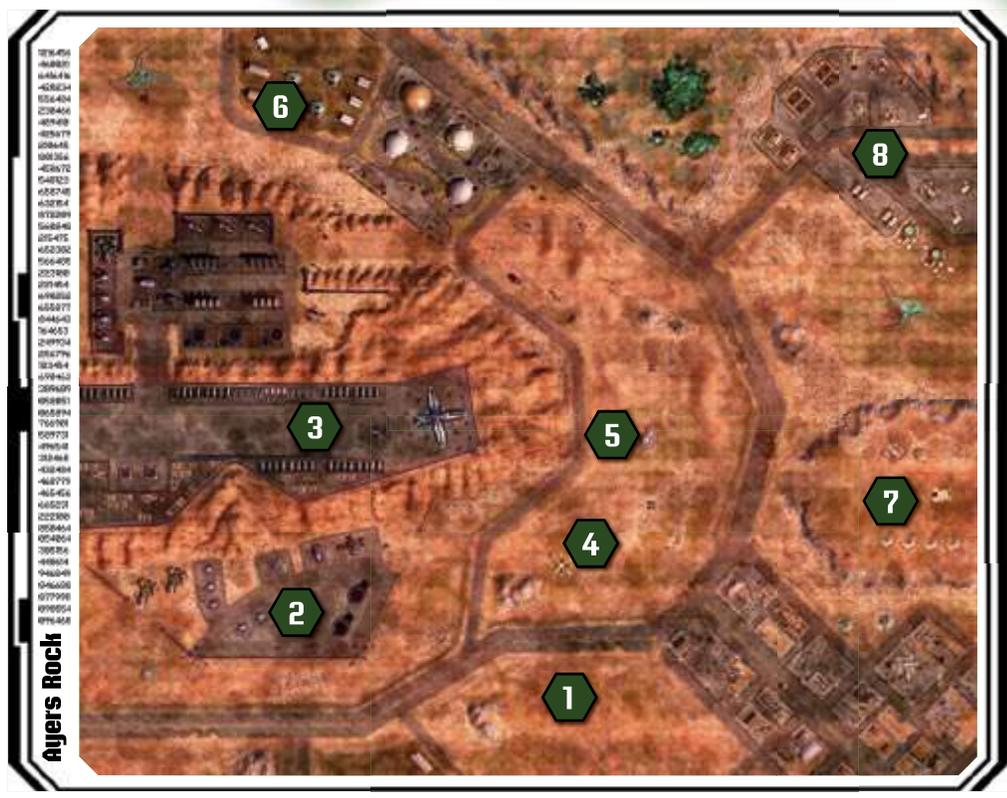
Once your Saboteurs have reached the southwest corner of the battlefield, send them north and then back east, looping around the Tiberium Field and slipping into Kilian's southern outpost from its western entrance. Order your Saboteurs to capture the outpost's Operations Center, and once it's in your control, have them capture the nearby Construction Yard. This places total control of Kilian's southern outpost and all of its forces in your hands, and also completes the mission's first primary objective.

Caution

Harvesters sent by Kilian and a remote GDI encampment to the east will attempt to steal your outpost's resources. Station your Avatar near your Tiberium field and set it to Aggressive Stance so that it destroys these thieves before they can make off with your goods.



Kilian will be quick to respond to your incursion, so waste no time in queuing up three Stealth Tanks at each of your newfound War Factories. Immediately begin construction on an Air Tower as well. Once your Air Tower is in place, fill its hangars with four Vertigo Bombers.



The moment you have two Vertigos, group them up and send them north to destroy one of Kilian's two Air Towers, both of which stand to the west of her Temple of Nod. If you don't destroy these towers quickly, Kilian will turn the tables and send Vertigos to assault your structures—and you don't want that. Position your Stealth Tanks near your Air Tower and set them to Aggressive Stance; this causes them to fire on any hostile Venoms that chase your fragile Vertigos back to base.



You're out of immediate danger once both of Kilian's Air Towers are destroyed; her only option now is to assault your base directly with ground forces. Fortify your outpost by setting two Obelisks of Light to defend its east entrance, then begin construction on a Temple of Nod.

Note

Once your Tiberium Field runs dry, your Harvesters will move to collect resources from the blue Tiberium Field in the center of the battlefield. Build another two Harvesters to speed up the collection process, and don't worry too much about them; Nod Harvesters are stealthed, so they're tough to detect even when venturing into open ground.



Once your Temple of Nod is in place, it only takes four and a half minutes for it to ready a nuke. During this time, send your Vertigos to bombard Kilian's Temple of Nod. They'll draw fire from the many SAM Turrets that defend her headquarters, but they'll be too fast to destroy.

Caution

Avoid using nukes to destroy Kilian's Temple of Nod—the resulting blast might destroy her headquarters, causing you to fail the mission!



Kilian will eventually send large ground forces to assault your base's east side. Your twin Obelisks and array of vehicles will make short work of them. Use Repair Mode to keep your Obelisks up and running, and move any injured vehicles to your nearest War Factory for repairs. If Kilian sends Avatars against you, be sure to train Saboteurs to capture their fallen husks.

You complete the second primary objective once your Vertigos obliterate Kilian's Temple of Nod. This also gives you control over Kilian's primary base and all of its resources. Kilian had an incredibly vast army stationed about her base; send all of these units to assault the main GDI encampment at the northeast corner of the battlefield, along with all of the forces you've mustered at your southern outpost. You've got a ton of resources and several War Factories now, so queue up a variety of replacement units to send as backup should the need arise.



Tip

Defeat the Mutant Marauders near the region's central Mutant Hovel and northern Tiberium Silos, then capture all of these structures with Saboteurs to complete this mission's two bonus objectives.



While your forces are en route to the northeast GDI base, launch your nuke at the GDI Ion Cannon Control Center, located in the small valley at the southeast corner of the region. Cripple GDI's superweapon threat with one of your very own nukes, and then move in for the kill to complete the third primary objective.



Now simply flood the GDI base with your overwhelming force of vehicles and infantry. Use your Vertigos to strike down key targets such as Sonic Emitters as well. Keep steamrolling into the base until there's nothing left to destroy. This completes the final primary objective—Kilian's fate now rests in Kane's hands.

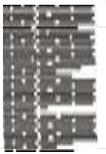
Italian Red Zone

Northern Italy

00:04:01:069



KANE FORESAW THE ARRIVAL OF THE VISITORS AND KNEW A GREAT WEAPON WOULD BE NEEDED TO HELP CHANNEL THE INVASION IN A PRODUCTIVE DIRECTION. KANE ORDERED A RESEARCH FACILITY AT THIS NORTHERN ITALIAN LOCATION TO PRODUCE THE CATALYST MISSILE. THE WEAPON IS READY TO USE, HOWEVER, THE VISITORS ARE BEHAVING CAPRICIOUSLY AND ARE BEGINNING AN ATTACK ON THE FACILITY. STOP THE VISITORS FROM DESTROYING THE MISSILE SILO AND THEN REPAIR THE FACILITY. AT THAT POINT YOU'LL BE ABLE TO TURN THE TIDE OF BATTLE WITH THE NEW WEAPON.



[Primary Objectives]

1. Capture the Catalyst Launch Facility
2. Repair the Catalyst Launch Facility to full health
3. Destroy three alien Gravity Stabilizers

[Bonus Objectives]

1. Capture the Reinforcement Bay
2. Destroy all three Gravity Stabilizers without using the Catalyst Missile

[Acquirable Intel]

- Catalyst Missile

[Areas of Interest]

1. Nod base
2. Catalyst Launch Facility
3. Reinforcement Bay
4. Scrin Gravity Stabilizers
5. Blue Tiberium Fields
6. Tiberium Spike



Kane's new weapon must be protected at all costs. You have a small outpost and fledgling armor division to work with from the start, which simply won't do. Build a War Factory to set at the north end of your base, and train two Saboteurs from your Hand of Nod. The moment your Saboteurs are ready, send them north across a bridge, along with your vehicles. Place your War Factory while they're in transit and build two Harvesters, then queue up 10 Raider Buggies; their anti-infantry/aircraft fire will come in handy. Begin construction on a Tech Lab afterward.



Tip

Set rally points for your War Factory and Hand of Nod at the opposite end of the north bridge. This causes your newly trained units to move to where they're needed as they're assembled.



After your units cross the north bridge, move them east toward an abandoned Nod base, where Kane's Catalyst Launch Facility is located. The facility is in a grave state of disrepair; quickly send a Saboteur to capture it, completing the first primary objective. Then use Repair Mode to begin mending the structure back to full health. Also, the moment your Tech Lab is in place, start building Stealth Tanks from your War Factory instead of Raider Buggies. Research the

Laser Capacitors upgrade to enhance your existing Raider Buggies' attack power, and upgrade each of your base's Power Plants to increase their power output.

Caution

Scrin Stormriders will assault your units as they move toward the abandoned base. Use your Raider Buggies and other vehicles to ward them away from your Saboteurs. If your Saboteurs are killed, quickly train more.

Note

You can instantly repair the Catalyst launch Facility up to full health by capturing it with a second Saboteur, but doing so causes the battlefield to expand, and the Scrin to initiate a full-scale assault. It's better to use Repair Mode to slowly fix the structure; this gives you more time to build up your forces and fortify your southern base.

After capturing the Catalyst Launch Facility, send your other Saboteur to capture the nearby Reinforcement Bay to the south. This completes the first bonus objective and supplies you with four Stealth Tanks. Put these units to use in defending the abandoned base along with your Raider Buggies. While defending the base, fortify your southern outpost's northern perimeter with a Shredder and SAM Turret; they'll come in handy soon. If you have resources to spare, also build a second War Factory so you can deploy Stealth Tanks twice as fast.



Caution

Scrin Shock Troopers periodically attack the abandoned base from the north. Station a number of Raider Buggies there to dispatch each wave.



You complete the second primary objective once the Catalyst Launch Facility is fully repaired. The battlefield then expands to reveal a massive Scrin base to the northwest, along with smaller Scrin outposts to the north and southwest. You're obviously outnumbered here, but have faith, Commander: you now have access to Kane's potent new weapon, the Catalyst Missile. It costs nothing for you to employ this devastating attack against the Scrin, and it only takes about 30 seconds for the Catalyst Launch Facility to ready subsequent missiles. Go ahead and test Kane's new toy against the Scrin's southwestern outpost, which is too close to your southern base for comfort.

Note

If you wish to complete this mission's second bonus objective, you cannot use the Catalyst Missile against the Scrin. This makes the mission far more difficult. If you're dead-set on meeting this objective, build a Temple of Nod so you can use nukes against the Scrin instead. Also, work at establishing an outpost near the region's southeast Tiberium field so you can fund the cost of amassing a large army.

Italian Hills



The Catalyst Missile devastates the southwest Scrin outpost, obliterating most of its defenses and crippling its Gravity Stabilizer. Send some units from your southern base to finish off the outpost—or simply wait a few seconds and use another Catalyst Missile to level the place in style.

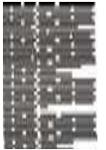


The Scrin are quick to respond with a full-scale assault on your southern outpost. Keep producing Stealth Tanks and Raider Buggies, and continue to fortify your base with additional defenses as you see fit. Each time your Catalyst Missile is ready to use, launch it at the Scrin to score a devastating blow. Annihilate their northern and northwest Gravity Stabilizers to complete your third primary objective and ensure the survival of Kane's awesome Catalyst Missile technology.



00:04:01:069

KANE WANTS TO GAIN ACCESS TO THE TOWERS BEING CONSTRUCTED BY THE VISITORS. WHEN THEY ARE FINISHED, THESE HUGE STRUCTURES WILL BECOME INTERSTELLAR GATEWAYS, OPENING UP A PATH TO THE STARS FOR THE BROTHERHOOD. THE KEY THAT UNLOCKS OUR DESTINY TAKES THE FORM OF A CODE EMBEDDED IN A CRYSTAL LATTICE, SOMEWHAT LIKE THE TACITUS. YOUR MISSION IS TO STORM AN ALIEN RELAY NODE STRUCTURE IN ITALY TO ACQUIRE ONE OF THESE KEYS. WHAT LITTLE INFORMATION OUR SENSORS CAN GIVE US INDICATES THERE IS AN ABANDONED CONSTRUCTION FACILITY IN THE AREA. WE CAN'T DROP IN ANY HEAVY EQUIPMENT, SO USE THE CONSTRUCTION SITE AS A BASE OF OPERATIONS TO BUILD UP AN ATTACK FORCE. ULTIMATELY YOU NEED TO GET A SABOTEUR INTO THAT RELAY NODE AND HE'LL DO THE REST. EXPECT HEAVY RESISTANCE.



[Primary Objectives]

1. Retrieve the Mapkey from the alien Relay Node

[Areas of Interest]

1. Nod insertion point
2. Southwest Tiberium Field
3. Scrin Extractors/outposts
4. Scrin Gravity Stabilizers
5. Scrin Stasis Chamber
6. Scrin Relay Node

[Bonus Objectives]

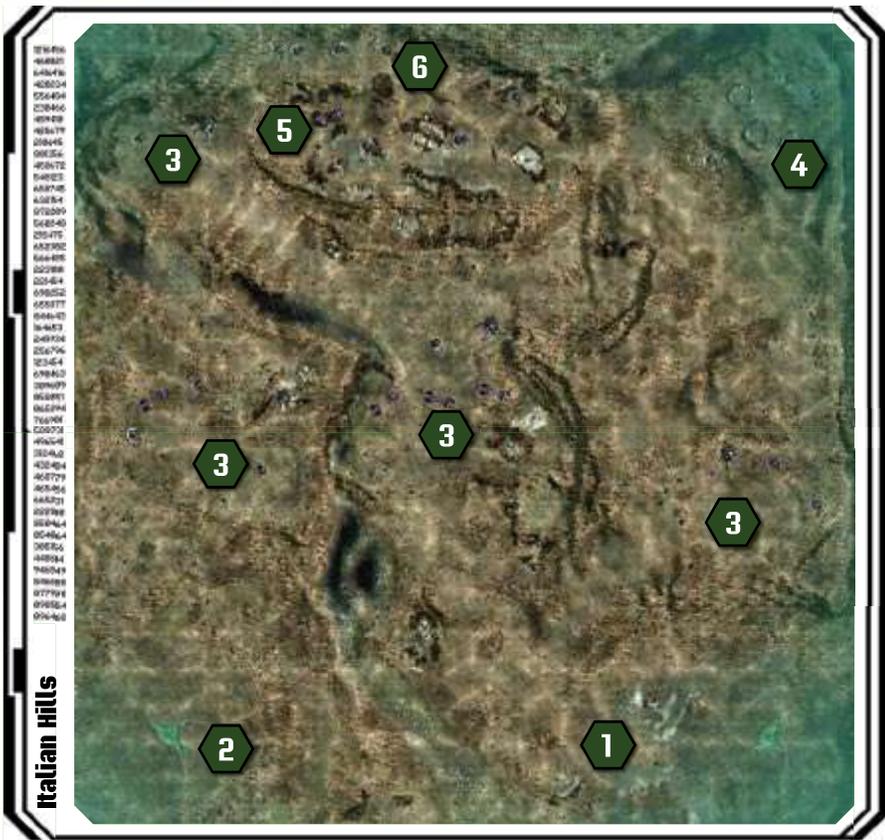
1. Destroy the Gravity Stabilizers on the north ridge
2. Destroy the Stasis Chamber
3. Capture three alien Tiberium Extractors

[Acquirable Intel]

- The Key to the future: Part I
- The Towers Begin to Fall

Kane's vision of the future must be realized, Commander. It is your great honor to assist in obtaining the Mapkey from the Scrin Relay Node; this will pave the way for the Brotherhood's glorious ascension to the stars. You'll need to greatly expand your initial outpost in order to breach the Scrin's defenses here in Italy, however; begin by building a Power Plant, followed by a Refinery and Shredder Turret. Then construct a Hand of Nod so you can train a Saboteur to capture the Tiberium Spike that stands right near your outpost.





Italian Hills

Build another Power Plant and a Laser Turret next, then construct a War Factory. Roll two additional Harvesters out from your War Factory, followed by four Raider Buggies and four Scorpion Tanks. Continue to climb the tech tree as these vehicles are produced, quickly building a Tech Lab to unlock advanced units and structures. Once your Tech Lab is in place, immediately upgrade your Power Plants to enhance their energy production and begin research on the Laser Capacitors upgrade for your vehicles.



Build an MCV once your Raider Buggies and Scorpions have been assembled, then queue up ten Stealth Tanks. Send the MCV west to unpack near the region's southwest Tiberium Field, establishing an auxiliary base. While the MCV is in transit, set your War Factory's rally point near the southwest Tiberium Field so each Stealth Tank you build automatically moves there to defend the site.



Once your MCV has unpacked into a Construction Yard, build a War Factory, followed by a Refinery. Assemble two Harvesters from your new War Factory to speed up resource collection, then fortify your new outpost with two Obelisks of Light. Finally, build a Hand of Nod.

After assembling the Harvesters, queue up more Stealth Tanks from your new outpost's War Factory. Cancel any Stealth Tanks still in production at your initial base's War Factory and instead create additional Raider Buggies and Scorpion Tanks, adjusting that War Factory's rally point so the vehicles remain near your main base. Also build an Obelisk of Light to set down near your initial base, further enhancing its defensive capabilities.



Once all of your base defenses are in place and you've amassed some good-size assault groups, move all of your Raider Buggies and Scorpion Tanks north to assault the Scrin outpost that lies directly north of your main base. Simultaneously send all of the Stealth Tanks into position near your auxiliary outpost north, to assault the Scrin base that lies there as well. Make sure you have at least ten of each of these vehicles before you initiate your attacks.



The Scrin forces at these outposts are a fair match for your assault teams, so keep producing Stealth Tanks, Raider Buggies, and Scorpions to reinforce your troops. Pull your forces back to base if the going gets really rough; otherwise, just keep up the pressure until you've secured both areas. At that point, train Saboteurs at both of your Hands of Nod, sending these units to capture the Scrin Extractors you've just secured. This provides you with a massive boost in resources, along with a bit of Ground Control; place a War Factory next to each Extractor so your vehicles can receive repairs, then queue up more reinforcements at these new facilities. Also build and place a few Obelisks of Light for stalwart base defenses.



With all of the resources you've just gained, you can easily afford a Temple of Nod. Begin construction on one as you work at fortifying both of your new forward outposts with additional units and Obelisks of Light. Place your Temple of Nod back at your main base once it's ready, and continue to roll Stealth Tanks, Scorpions, and Raider Buggies out from each of your War Factories.

Tip

Set your two southern bases' War Factories' rally points close to your two northern outposts so your newly trained units automatically move to help defend the frontlines.

Once you've built up respectable armies, send your western forces north to secure another Extractor site, while simultaneously moving your eastern vehicles north and then west, crashing into Scrin's central outpost, where yet another Extractor is located. Again, send a few Saboteurs to capture these Extractors as soon as it's safe to do so, then place War Factories and Obelisks of Light to help defend these outposts. Capturing your third Scrin Extractor completes the third bonus objective.



The momentum of the battle is largely in your favor now. Just keep producing vehicles to send against the Scrin to the north, steadily wearing them down as you blaze a trail toward the Scrin Nerve Center at the northernmost tip of the battlefield. Make sure to destroy the Stasis Chamber to the west of the Nerve Center to complete the second bonus objective along the way.

Tip

Your Temple of Nod should be close to readying a nuke by this point in the battle. When one is ready to deploy, target the trio of Scrin Gravity Stabilizers at the northeast corner of the battlefield. Destroy them all to complete the mission's first bonus objective. Or simply send your vehicles in to destroy them.



Build a Hand of Nod near the northeast Extractor and train a few Saboteurs as your forces smash through Scrin's northern encampment. Once you've secured the area, order your Saboteurs to capture the Relay Node, obtaining the Mapkey for Kane and completing your primary objective.

Operation Stiletto

00:04:01:069



GDI IS ADVANCING THROUGH THE ITALIAN RED ZONE MORE QUICKLY THAN ANTICIPATED AND WILL SOON THREATEN EVERY VISITOR INSTALLATION IN ITALY. WE NEED TO SLOW THEM DOWN. THE LARGEST DANGER COMES FROM A LARGE GDI FORCE CURRENTLY ROUTING THE ALIEN FORCES ON THE EAST BANK OF THE TIBER. GIVEN OUR SMALL NUMBER OF TRUE BELIEVERS, DIRECT ENGAGEMENT IS NOT AN OPTION. INSTEAD, USE A COMMANDO TO LEAD AN INFILTRATION FORCE COMPRISED OF SHADOWS AND SABOTEURS. SEIZE CONTROL OF BOTH GDI CONSTRUCTION YARDS, THEN ELIMINATE YOUR MOST HATED ENEMIES WITH THEIR OWN FORCES. THEN CAPTURE BOTH ALIEN DRONE PLATFORMS. ONLY THEN WILL KANE'S PLAN BE ALLOWED TO COME TO FRUITION. DESTROY ANYONE AND ANYTHING THAT GETS IN YOUR WAY: GDI, NOD, OR VISITOR.



[Primary Objectives]

1. Capture both GDI Construction Yards
2. Capture or destroy all GDI Barracks, War Factories, and Airfields
3. Capture both alien Drone Platforms
4. Capture or destroy all alien Gravity Stabilizers, Portals, and Warp Spheres

[Bonus Objectives]

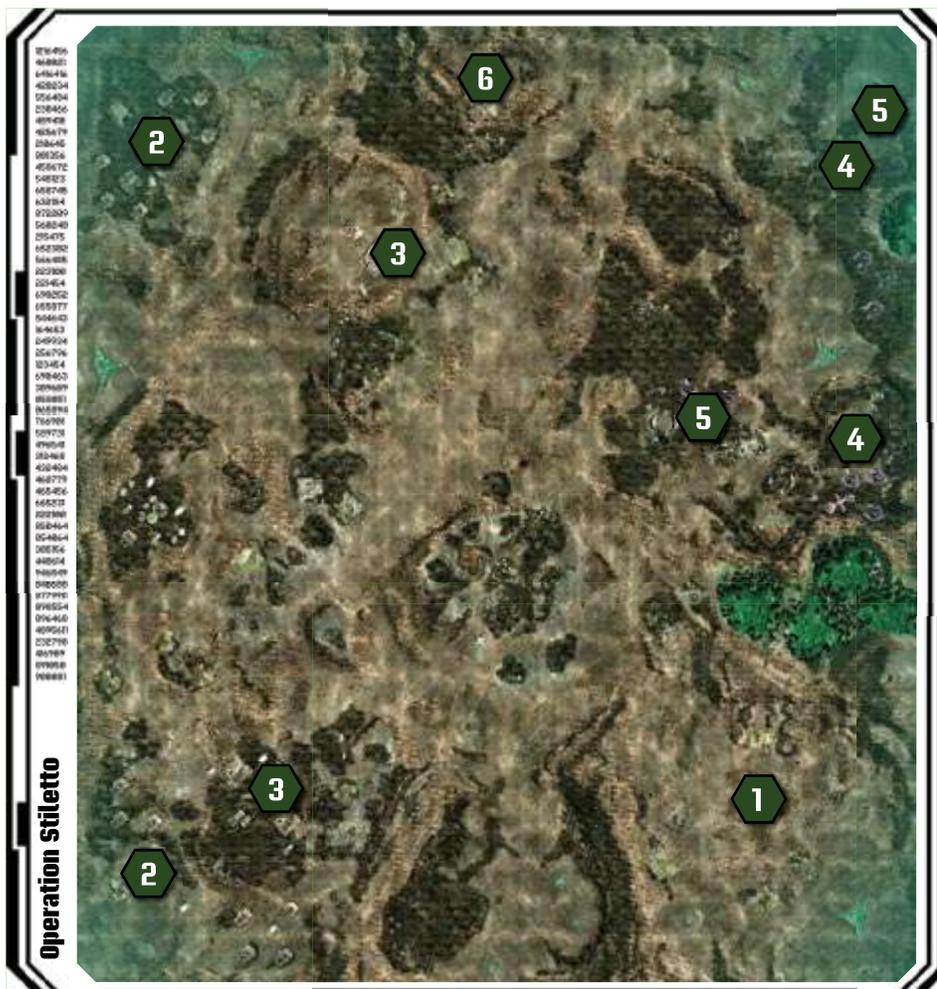
1. Build a Mammoth Tank
2. Build an Annihilator Tripod

[Acquirable Intel]

- The Towers Sacrosanct
- Shadow Team Report: Gravity Stabilizer

[Areas of Interest]

1. Nod base
2. GDI Construction Yards
3. GDI unit production facilities
4. Scrin Drone Platforms
5. Scrin unit production facilities
6. Mutant Hovel



GDI must be allowed to annihilate the Scrin here in Italy. Your initial outpost has no structure production capabilities and also lacks any means of producing vehicles or aircraft. This won't do. Select one of your four Saboteurs and assign it to a group, then do the same with another. Send the first Saboteur to infiltrate the GDI base at the southwest corner of the region, and move the other to the GDI base at the battlefield's northwest corner. Leave your other two Saboteurs at base.

Note

The Scrin and GDI are too involved with their own conflict to consider your meager presence in the region a threat. They won't attack your forces in any way until you assault them directly or capture one of their structures.



Position your first Saboteur right next to GDI's southwest Construction Yard and station your other Saboteur close to their northwest Construction Yard. When both Saboteurs are in position, order the first one to capture its Construction Yard, then quickly do the same with the second. You must act fast or GDI will kill your second Saboteur before it can capture its Construction Yard.

Tip

After ordering your first Saboteur to capture the southwest Construction Yard, double-tap the number key to which you bound the other Saboteur to quickly select him and center your viewpoint on him. Then immediately right-click its Construction Yard to hand down the capture command.



Capturing both GDI Construction Yards completes the first primary objective and grants you the ability

to build GDI structures. It also causes GDI to view you as a threat from this point forward. For now, return your attention to your initial Nod encampment, and begin construction on a GDI Power Plant and two Refineries. Place each Refinery next to one of the two Tiberium Fields near your Nod base. Build two GDI War Factories next, setting them at the northern end of your outpost, and queue up two additional Harvesters at each one. Finally, construct a GDI Command Post, followed by a Tech Center. Once all of these structures are in place, begin rolling Mammoth Tanks out of your War Factories. Research the Railgun upgrade at your GDI Tech Center as well to increase the attack power of these massive tanks.



GDI forces will eventually begin to assault the Construction Yards you've stolen from them. Though these structures are quite resilient, they won't hold out forever. Use Repair Mode to keep them up and running while you build Mammoths back at your initial Nod outpost. Once you've amassed eight Mammoth Tanks, send them to assault the southwest GDI base. Obliterate all of its defenses and structures, but leave the War Factory there intact.

After crippling the southwest GDI base, order your Mammoths to neuter the northwest GDI base in a similar fashion. Spare no GDI structures this time; destroy all of their Airfields along with their base defenses to ensure the survival of the Construction Yard you captured there. Afterward, set down a War Factory in front of the Construction Yard so your war-torn Mammoths can receive some much-needed repairs. Beef up your forces here by assembling additional Mammoths as well.



While your Mammoths assault the northwest GDI base, send out a second group of four to six tanks from your initial Nod outpost to defend your southwest GDI Construction Yard from possible Scrin incursions. While this second group of Mammoths is en route, build a GDI APC from one of your War Factories and load it with a Saboteur. Then send the APC to the southwest GDI base, unloading the Saboteur near the War Factory there and ordering him to capture the structure.



This brings a new bonus objective to light: build a GDI Mammoth Tank. Hey, what a great idea! Go ahead and queue some up to further fortify your southwest GDI base, completing the first bonus objective in the process.



As soon as you're able, construct a Tech Lab so you can gain access to advanced units and upgrades. After placing your Tech Lab, construct an Air Tower and fill its hangars with Vertigo Bombers. Then upgrade your Power Plants with Liquid Tiberium Cores to increase their power output. Finally, build two Obelisks of Light to further fortify the east side of your base, which by this point will be under heavy assault from GDI infantry and vehicles.



Once you've built four Vertigos and are able to defend your base without much trouble, send your quartet of bombers northeast to assault the four GDI Juggernauts that are firing on the Scrin Phase Generators from the battlefield's central plateau. Ignore the Juggernauts for now and instead order your Vertigos to strike at one of the two AA Batteries on the hill—it takes a full payload of four bombs to destroy each one. As your Vertigos assault the AA Batteries, queue up six Venoms at your Air Tower and begin researching the Laser Capacitors upgrade at your Tech Lab. Also, begin construction on a Temple of Nod.



Once your Temple of Nod is in place and charging up a nuke, build a second Air Tower and train another four Vertigo Bombers. If you have any resources to spare, devote them to building Venoms. Send your Venoms to defend your Juggernauts on the plateau against possible GDI assault groups, and also use them to assault GDI infantry and vehicles that move against Scrin's base. Put your captured Juggernauts to use by firing on remote GDI targets about the battlefield, such as the Airfield to the north and any Mammoth Tanks that move against Scrin's base.

Once both AA Batteries have been destroyed, send your Venoms to assault the Zone Troopers and Juggernauts on the central plateau. Have your Vertigos support your Venoms as needed, and simultaneously train four Saboteurs from your Hand of Nod. Once your aircraft have secured the plateau, order Carryall transports for your Saboteurs, then send them to capture the Juggernauts to gain some serious firepower and complete the first bonus objective.





GDI will eventually construct an Ion Cannon Control Center and begin charging their Ion Cannon superweapon. Don't waste a nuke on this facility; use your Vertigos and Juggernauts to obliterate it instead. Destroying this facility completes the second bonus objective.

The moment your nuke is ready, launch it at GDI's southeast base. Strike at the heart of this outpost to completely decimate it with one lethal attack. This stems the flow of GDI assault groups against your base; your only worry now lies in keeping GDI assault teams away from those Phase Generators.



Send your Vertigos on regular bombing runs against GDI's northeast base as you ready another nuke. Strike at their War Factories and Barracks. Continue to produce Venoms, using them and your Juggernauts to thwart the attempts of GDI's assault groups at breaching Scrin's defenses. Don't move your Venoms too close to Scrin's base, though; they aren't exactly on your team, and they'll fire on your aircraft if given the chance.



Keep up the pressure on GDI's northeast base with your Vertigos until you gain access to another nuke. The moment you do, launch it against GDI's base to completely decimate it. If any key structures happen to survive the nuclear blast, simply use your Vertigos to obliterate them. Annihilating GDI's final base completes your two primary objectives. Fantastic work, Commander; you've ensured the survival of the Scrin tower, and with it, the glorious ascension of the Brotherhood of Nod.



Note

You must complete all GDI and Nod campaign missions in order to unlock the Scrin campaign.

Europe

Scrin Campaign

London

690:00:40:00 FOREMAN, YOU'VE BEEN COMMISSIONED A SMALL ARMY TO BEGIN ATTACKING THE MAJOR INDIGENOUS POPULATION CENTER ON THE ISLAND NEAR CONTINENT THREE. THIS ATTACK WILL PROCEED IN CONCERT WITH OTHER ASSAULTS ON ALL SIGNIFICANT POPULATION CENTERS. THE INTENT IS TO DISTRACT THE INDIGENOUS POPULATION FROM INITIAL THRESHOLD CONSTRUCTION AND INTIMIDATE THEM TO THE POINT WHERE THEY WILL NOT THREATEN ONGOING CONSTRUCTION EFFORTS. ASSESS DEFENSIVE AND OFFENSIVE CAPABILITIES. ELIMINATE ALL LIFE FORMS YOU COME ACROSS.

[Primary Objectives]

1. Destroy 15 civilian buildings in the city
2. Destroy the GDI presence

[Bonus Objectives]

1. Destroy Parliament and Big Ben
2. Destroy Buckingham Palace
3. Construct Growth Accelerators at each of the Ichor fields

[Acquirable Intel]

- All Units functional
- Unexpected Developments
- A Campaign of Distraction

[Areas of Interest]

1. Scrin insertion point
2. Ichor (Tiberium) fields
3. GDI infantry base
4. GDI armor (vehicle) base
5. House of Parliament and Big Ben
6. Buckingham Palace



There seem to be no defensive forces for you to assess in this zone. Perhaps destroying some of the surrounding structures will convince the indigenous population to send a force for you to combat. Order your initial deployment of Seekers and Disintegrators to destroy 15 nearby civilian structures, along with anything that gets in your way. Doing so completes the first primary objective and should provoke a militant response.



Note

The Scrin refer to Tiberium as Ichor.

Scrin Disintegrators



Unit cost: 300
Time to train: 3 sec

Disintegrators are Scrin's basic anti-vehicle/structure infantry. They're largely ineffective against other infantry, but Disintegrators are quite valuable when it comes to overrunning enemy bases fortified with armored units. Vehicles not intended to combat hostile infantry have very few options against Disintegrators, as even rolling over them to crush these creatures inflicts severe damage to the vehicle when the Disintegrators explode. Disintegrators have a limited attack range, and unlike most other infantry units, they're unable to garrison buildings; these two drawbacks often spell their demise when pitted against other basic infantry units, such as GDI Riflemen and Nod Militant Squads.

Well done, Foreman; the battlefield expands and the indigenous population quickly responds with aggressive forces. These GDI worms start establishing two outposts: one to the northeast and another to the southeast. You must annihilate both encampments. Fortunately, you're given a Drone Ship to help you set up a base of your own, along with four Gun Walkers to help you combat GDI infantry. Move the Drone Ship to the nearby Ichor Field, then unpack it to form a Drone Platform and enable structure production. While the Drone Ship is in transit, order your Seekers to fire on the southwesternmost nodes of the forcefield surrounding the Ichor Field so your Harvesters may access it.

Tip

Destroy the buildings to the southwest of the nearby Ichor Field. This clears an ideal site for you to establish a forward base.

Scrin Seeker



Unit cost: 800
Time to build: 8 sec

Seekers are light anti-vehicle/aircraft units who often form the backbone of Scrin assault forces. Though lightly armored, their impressive speed and natural ability to detect stealth make them perfect scouts. Seekers are extremely dangerous in large packs, and they can combine with Scrin Buzzers for improved defense and anti-infantry capabilities.



Scrin Gun Walker



Unit cost: 700
Time to build: 7 sec

Gun Walkers are similar to Seekers, except they move a bit slower due to their heavier brand of armor. They're also designed to shred through enemy infantry and aircraft rather than vehicles. Though these freakish-looking units walk about on six spindly legs, they are in fact vehicles. A Gun Walker's defensive and anti-infantry capabilities can be significantly enhanced by combining them with Scrin Buzzers.



Once your Drone Platform is in place, begin construction on an Extractor, followed by a Reactor. Then begin fortifying your base against GDI infantry raiders by creating Buzzer Hives, setting them near your Ichor Field. Build two Warp Spheres next so you may begin amassing legions of Seekers and Gun Walkers. After placing your first Warp Sphere, queue up three Harvesters to increase your Ichor inflow, then start producing the aforementioned combat vehicles.

Note

Though Scrin structures have some very unusual names, the aliens' tech tree is quite similar to that of Nod and GDI.

Tip

Place a Growth Accelerator in the middle of your Ichor Field to enhance its regeneration rate. Placing Growth Accelerators at all three Ichor fields in the city completes the third bonus objective.

Scrin Buzzers



Unit cost: 200
Time to train: 2 sec

These swarms of small, razor-like insects may not be the most intelligent life forms in Scrin's military, but their effectiveness against hostile infantry cannot be denied. Though Buzzers must move into contact with enemy soldiers in order to shred them, they're extremely fast and can close the distance with frightening speed. Buzzers are also able to instantly clear buildings garrisoned by enemy troops, making them extremely useful in urban warfare. They can also be combined with many Scrin vehicles, increasing the vehicle's defense and anti-infantry prowess.



When you have 10 Seekers and 10 Gun Walkers to spare, send them north, along with an Explorer, to establish an outpost near the northern Ichor Field. Set down a Refinery near the Ichor Field as soon as your Explorer unpacks into an Outpost structure, then place a Warp Sphere near the bridge to the east so your vehicles can receive repairs as they ward off GDI assault groups.



Scrin Stormrider



Unit cost: 1,500
Time to build: 15 sec

Stormriders are the backbone of Scrin's incredibly powerful air force. Each Gravity Stabilizer can hold up to four Stormriders, which can be ordered to dock at these structures to receive repairs. These craft are fast and surprisingly sturdy, and they're armed with potent lasers that can quickly melt down enemy aircraft and vehicles. Unlike every other aircraft unit capable of docking for repairs, Stormriders never run out of ammunition or need to reload their weaponry. They also receive a significant armor bonus when positioned amid Ion Storms generated from Scrin Storm Columns and Planetary Assault Carriers.

Continue building Gun Walkers and Seekers from your three Warp Spheres to amass large armies of both units. Seekers are better at destroying structures, so build two of them for every Gun Walker. Also construct a Nerve Center followed by a Gravity Stabilizer so you can begin building Stormrider aircraft. Fill the Gravity Stabilizer's landing pods with four Stormriders to construct a formidable air presence.



When you're ready, send 5 to 10 Gun Walkers and 15 to 20 Seekers from each of your bases to assault both GDI outposts. Continue building reinforcement units as you send these forces into the fray. While conducting these battles, send your Stormriders to assault the House of Parliament/Big Ben structure that stands between your two bases. It'll take a while for them to destroy the structure, but doing so completes the first bonus objective.

Tip

While assaulting GDI, send a handful of Gun Walkers to attack Buckingham Palace, which stands at the northwest corner of the city. Level the structure to complete the second bonus objective.

Set your forces to Aggressive Stance (**Alt**+**A**) and keep assailing both GDI outposts until nothing remains of them. Obliterate their Construction Yards to complete your second primary objective and capture the city of London in the name of Scrin. Not bad for your first operation on this little planet, Foreman.



Munich

00:04:01:069



THE HOSTILE INDIGENOUS POPULATION IS MORE ADVANCED THAN EXPECTED AND REPRESENTS A CRITICAL THREAT TO OUR FORCES. DURING DIVERSION ATTACKS ON THE MAJOR POPULATION CENTER OF SECTOR 2-5, CONTINENT THREE, TWO OF OUR SCOUT SHIPS WERE DISABLED IN-FLIGHT BY HOSTILE INDIGENOUS FORCES. THESE SHIPS WERE CARRYING DATA NODES THAT ARE CRITICAL TO THRESHOLD CONSTRUCTION ACTIVITIES. THE NODES ARE NOW STRANDED IN ENEMY TERRITORY. HEAVY LOCAL ACTIVITY IS REPORTED NEAR THE SCOUT SHIPS AND THIS ACTIVITY IS DISTRIBUTED OVER A WIDE AREA—BUT ENERGY FOR THEIR FORCES SEEMS TO BE COMING FROM A LOCALIZED SOURCE. ELIMINATE THIS SOURCE AND YOU'LL SECURE THE AREA AND CLEAR THE WAY FOR REINFORCEMENTS.



Primary Objectives

1. Plant the Mastermind's manipulator device on the GDI Barracks and train an Engineer
2. Use the GDI Engineer to shut down the Defense Grid for the city
3. Destroy the GDI base

Bonus Objectives

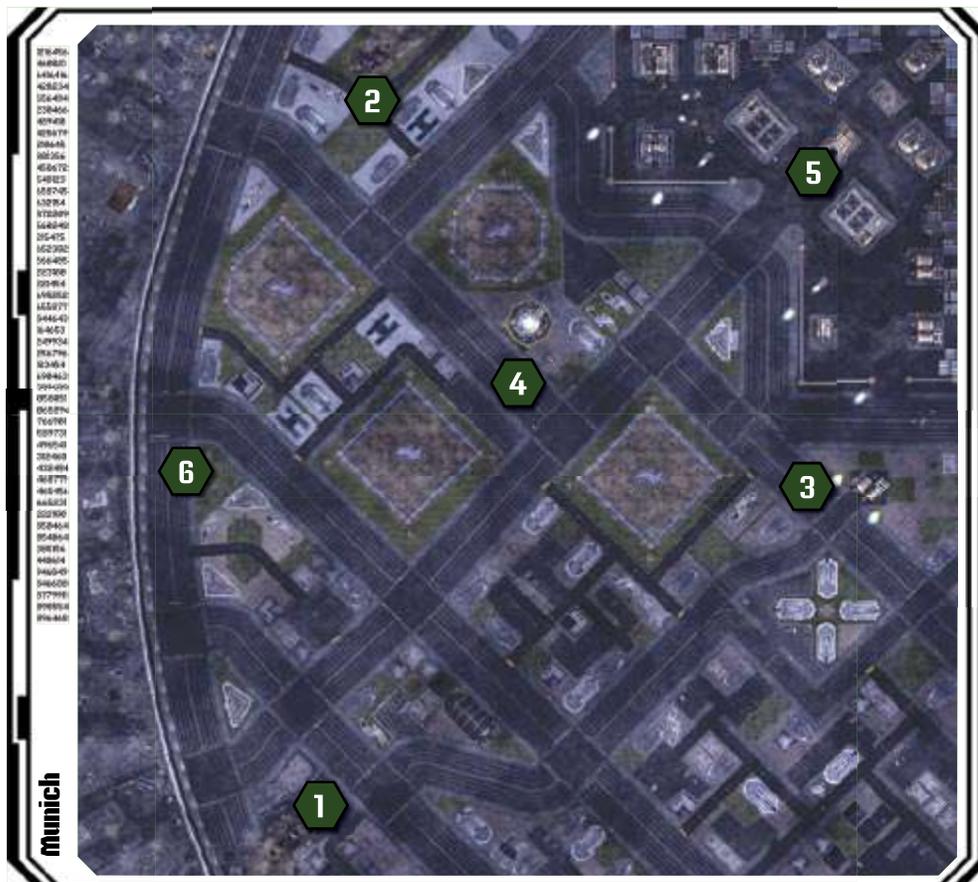
1. Keep your Mastermind alive throughout the entire mission

Acquirable Intel

- Beyond Blunt Force
- Retaliation by Hostile Indigenous Population

Areas of Interest

1. Mastermind insertion point
2. Devourer Tank insertion point
3. GDI Barracks
4. GDI Defensive Grid Station
5. GDI base
6. Scrin reinforcements insertion point



You'll learn to respect the power and versatility of Scrin's Mastermind in this mission, Foreman. Masterminds are precious units, so do your best to keep this one alive. Begin by selecting the Mastermind, then wait for a GDI Grenadier Squad to come its way. Quickly right-click on the Grenadier Squad to order the Mastermind to dominate their minds and take control over the unit. This allows you to issue commands to the Grenadier Squad as if it were your own.

Tip

Once a Mastermind has taken control of a unit, it doesn't need to stay closeby. You can move a dominated unit quite a long distance away from its controlling Mastermind.

Note

You also have the use of two Scrin Devourer Tanks, who've crash-landed at the northwest section of the city. Your Mastermind can use its Teleport ability to bring the Devourers close, but leave them be for now. They'll come in handy later on.

Scrin Mastermind



Unit cost: 1,500
Time to train: 15 sec

Masterminds are Scrin's most elite infantry units. Unlike GDI and Nod Commandos, Masterminds aren't designed for frontline combat or structure-razing; they play more of a support role in Scrin's military instead. For starters, Masterminds have the unique ability to take control over enemy infantry and vehicles. This allows a Mastermind to turn the most powerful unit in a hostile assault group against its peers. Masterminds can also remotely control enemy structures using their Manipulator Device ability; this enables Scrin Commanders to use hostile structures as they see fit—to train new units, for example. Finally, Masterminds can use their Teleport Units ability to quickly warp Scrin forces about the battlefield. This allows crafty Commanders to stage surprise assaults, place their forces at advantageous positions during combat, or quickly pull wounded units out of danger.



There are loads of defenses in Munich that can quickly kill your Mastermind if you're not careful. Keep your Mastermind out of harm's way by moving it east along the southernmost edge of the city, hopscooting the Mastermind from one garrison-able building to the next. As you do so, send your dominated Grenadier Squad northeast to locate a couple of buildings garrisoned by GDI infantry. Use your Grenadiers to quickly clear both buildings, then allow a nearby GDI Predator Tank to slaughter the Grenadiers so they no longer pose a threat to your Mastermind.

Once the Grenadiers are no more, have your Mastermind exit its garrisoned building and then use the Mastermind to take control over the closest GDI Predator Tank. Continue moving the Mastermind east along the southernmost edge of the city, garrisoning it into buildings for safety.



Scrin Devourer Tank



Unit cost: 1,400
Time to build: 14 sec

Next to Annihilator Tripods, Devourer Tanks are Scrin's heaviest assault vehicles. Their massive cannons fire long-range blasts designed to smash through hostile structures and obliterate enemy armored units; this makes the Devourer perfect for base and outpost assaults. As their name implies, Devourer Tanks are able to consume nearby sources of Ichor with their Conversion Beam ability. This allows the Devourer to supercharge its cannon for an even more devastating attack. As with most other Scrin vehicles, a Devourer Tank's defense and anti-infantry capabilities can be enhanced by combining them with Buzzers.



Send your dominated Predator Tank northeast, using it to destroy every nearby GDI Watchtower that stands in your way of reaching the GDI Barracks. This clears a safe path for your Mastermind to approach and capture the structure. Have the Predator collect the numerous Healing Crates to keep it in good repair.

Caution

Other GDI Predator Tanks may move to assault your Predator, or worse, the building your Mastermind has garrisoned. Predators aren't good at combating infantry, however, and their attacks won't do much damage against your Mastermind. Don't be afraid to have your Mastermind exit its building and take control over a fresh Predator Tank should the need arise—just make sure to keep him far away from GDI Watchtowers.

Two Watchtowers are stationed right next to the GDI Barracks you must capture. Use the Predator to destroy them both, then send it rolling toward a nearby blue Tiberium Field, which is guarded by fearsome GDI Sonic Emitters. Allow the Sonic Emitters to destroy the Predator, then move your Mastermind out of hiding and use its Manipulator Device ability to capture the GDI Barracks. Immediately move the Mastermind into the building to the east of the Barracks afterward, then train a GDI Engineer to complete the first primary objective.



GDI won't view one of their Engineers as a threat, so simply send the Engineer west to capture their Defense Grid Station to shut down all of GDI's Sonic Emitters in Munich. This clears the way for a huge Scrin force to assault the city—multiple Scrin Devastator Warships, Planetary Assault Carriers, and Annihilator Tripods storm in from the southwest, backed by fleets of Stormriders and Seekers.



Scrin Devastator Warship



Unit cost: 2,400
Time to build: 24 sec

No base assault is complete without the aid of Scrin's Devastator Warships. These massive aircraft are built to decimate hostile structures and infantry with their long-range artillery blasts, which blanket large areas and inflict tremendous damage. Though slow, these huge warships are very well armored, and their defensive capabilities can be greatly enhanced by researching the Forcefield Generators upgrade at Scrin's Technology Assembler. Furthermore, Devastator Warships gain a significant armor boost when positioned amid Ion Storms generated by Scrin Planetary Assault Carriers and Storm Columns.

Scrin Planetary Assault Carrier



Unit cost: 3,000
Time to build: 30 sec

Planetary Assault Carriers are the largest vessels in Scrin's air fleet next to their colossal Motherships. These capital warships are so massive, they carry a host of smaller fighters within their hull. When the need for battle arises, the Planetary Assault Carrier sends out its fighters to darken the skies, raining terror down on all enemy vehicles and structures below. Though these fighters are destroyed when the Planetary Assault Carrier is shot down, doing so is no easy feat; Planetary Assault Carriers are plated with thick armor, and they can be outfitted with Forcefield Generators to further enhance their defensive capabilities. As if this weren't enough, Planetary Assault Carriers are also able to generate localized Ion Storms to galvanize their armor plating, as well as the armor of all nearby Scrin aircraft.

Scrin Annihilator Tripod



Unit cost: 3,000
Time to build: 30 sec

Annihilator Tripods are Scrin's most powerful ground units by far. Faster than the walkers employed by Nod and GDI, Annihilators are also large enough to crush enemy vehicles underfoot. Their multiple lasers quickly inflict tremendous damage to enemy vehicles and structures from range, making Annihilator Tripods perfect units to employ for base assaults. Naturally, these walkers enjoy heavy armor plating, and they can be further protected by Forcefield Generators researched at the Technology Assembler as well. A shielded Annihilator is a truly fearsome sight for the enemies of Scrin to behold.



There's no need for finesse from this point forward. The GDI base to the north is your primary target, and you have more than enough forces to get the job done. Simply press **Q** to select all of your units, then order them to Attack Move directly into the heart of the GDI encampment. Once its defenses have been crippled, set your forces to Aggressive Stance (**Alt+A**) to have them completely obliterate the base, completing your final primary objective. Excellent performance, Foreman.

Croatia



FOREMAN, THE HUMANS' DATABASES FOR THEIR ICHOR-LQ TECHNOLOGY ARE BEING STORED IN TWO FACILITIES IN THIS REGION. THESE DATABASES MAY HOLD THE KEY TO UNDERSTANDING HOW AND WHY THE SIGNAL THAT BROUGHT US HERE PREMATURELY WAS GENERATED. CAPTURE THESE STRUCTURES AND SECURE THEM FROM THREATS BY ANY MEANS NECESSARY. WE'VE ISSUED YOU ACCESS TO OUR CORRUPTORS. THEY SHOULD PROVE VERY USEFUL IN THIS REGION.

[Primary Objectives]

1. Capture the two Nod information facilities
2. Destroy the defenses around the information facilities

[Bonus Objectives]

1. Destroy the GDI base

[Acquirable Intel]

- Premeditated Ichor-LQ Detonation
- Factions
- Attacks by Indigenous Populations Worsening

[Areas of Interest]

1. Scrin base
2. GDI base
3. Nod compounds/base
4. Mutant Hovel



Croatia

Scrin Corruptor



Unit cost: 1,000
Time to train: 10 sec

Corruptors are slow, well-armed vehicles that can be used to either harm Scrin's foes or heal allied units. They attack by spewing short-range gobs of a liquidized Ichor-based substance that quickly eats away at enemy infantry and structures. A Corruptor's attack is so vile that it's capable of instantly clearing structures garrisoned by hostile infantry. Since the Scrin thrive on Ichor, the Corruptor's attack can be used to heal wounded Scrin units. This unique trait allows Corruptors to function as support units for frontline Scrin warriors until the time comes to besiege the enemy's base. Also, like many other Scrin vehicles, Corruptors can be combined with Buzzers for improved defense.

Queue up two additional Harvesters the moment your Warp Sphere is in place to ensure a steady stream of resources. Once your Portal is down, start placing Photon Cannons about your base's northern perimeter, right in front of your Warp Sphere. Photon Cannons are your keys to security here, as GDI and Nod will send little else besides vehicles at you. Place plenty of these defensive structures all about your base's northern and eastern borders, and strive to keep them functional.



Foreman, you must capture two compounds in Croatia that are being defended by the human forces known as the Brotherhood of Nod. GDI also has a base to the northeast and should be eliminated to ensure the safety of the Nod compounds. Order your Drone Ship to unpack and then begin construction on an Extractor, followed by a Reactor, a Warp Sphere, and a Portal. Set your Warp Sphere at the north end of your base and position your vehicles around it. You've been given two Corruptors to use during this operation; they'll come in handy later, so do your best to keep them alive.



Note

Nod often strikes at your base before GDI, but GDI sends heavier units at you, such as Mammoths and Juggernauts. Place Photon Cannons about your base quickly or you'll soon be overwhelmed.

Tip

If any walker units fall to your base defenses, quickly train Assimilators from your Portal to capture them.



While fortifying your base with Photon Cannons, work at constructing a few Gravity Stabilizers, filling each one's landing pods with Stormriders. These aircraft are your keys to victory here in Croatia, as both your enemies' bases are outfitted with numerous advanced anti-vehicle/infantry defenses. As soon as you have eight Stormriders, send them to attack the GDI base, starting with their AA Batteries.

Tip

When your Stormriders have sustained heavy damage, order them to return to base and dock at their Gravity Stabilizers to receive repairs. Then send them back into the fray.



Once you've destroyed GDI's AA Batteries, order your Stormriders to assault their APCs, Pitbulls, and Mammoth Tanks, all of which are capable of attacking your Stormriders with surface-to-air fire. Once you've crippled their anti-air defenses, begin destroying their unit-producing structures, along with their Construction Yard so they can't replace these buildings. Then simply set your Stormriders on Aggressive Stance (Alt+A) and let them finish off the rest of the GDI base, completing the mission's bonus objective.

primary objective, concluding your business in Croatia. Your victory here was well earned, Foreman, but now you must prepare yourself: the final conflict draws near.

Threshold 19



00:04:01:069

FOREMAN, YOU MUST PROTECT THE TOWER AT THRESHOLD 19 UNTIL ITS CONSTRUCTION IS COMPLETE. EVERYTHING HANGS IN THE BALANCE: THE SUCCESS OF YOUR OVERALL MISSION AND THE FATE OF THE RACE DEPENDS ON THRESHOLD 19 TOWER ACTIVATION AND PHASING. YOU NOW HAVE ACCESS TO ALL YOUR OFFENSIVE AND DEFENSIVE CAPABILITIES. TAKE COMMAND OF THE BASE THAT IS ESTABLISHED THERE AND KEEP THE HOSTILE INDIGENOUS POPULATION FROM DESTROYING THE TOWER AT ALL COSTS.



[Primary Objectives]

1. Defend the tower
2. Construct a Signal Transmitter and summon the Mothership
3. Guide and protect the Mothership to the tower

[Bonus Objectives]

1. Destroy the GDI base

[Areas of Interest]

1. Southeast Scrin base
2. Northwest Scrin base/the tower
3. GDI base

[Acquirable Intel]

- Threshold Assemblies Under Attack
- Threshold Tower Construction



Continue to fortify your base with Photon Cannons as you orchestrate your aerial assault on GDI. When your Tiberium Field starts running low, build a Growth Accelerator to enhance its rate of regeneration. If you have resources to spare, build additional Gravity Stabilizers and train more Stormriders—you really can't have enough.



After obliterating GDI, send your Stormriders to assault Nod's base, which has only two SAM Turrets for you to worry about. Destroy the SAMs first, then start assaulting Nod's unit-producing structures and Construction Yard, just as you did against GDI. Keep up the pressure until you've completely annihilated Nod's base, securing the entire region in the name of Scrin.



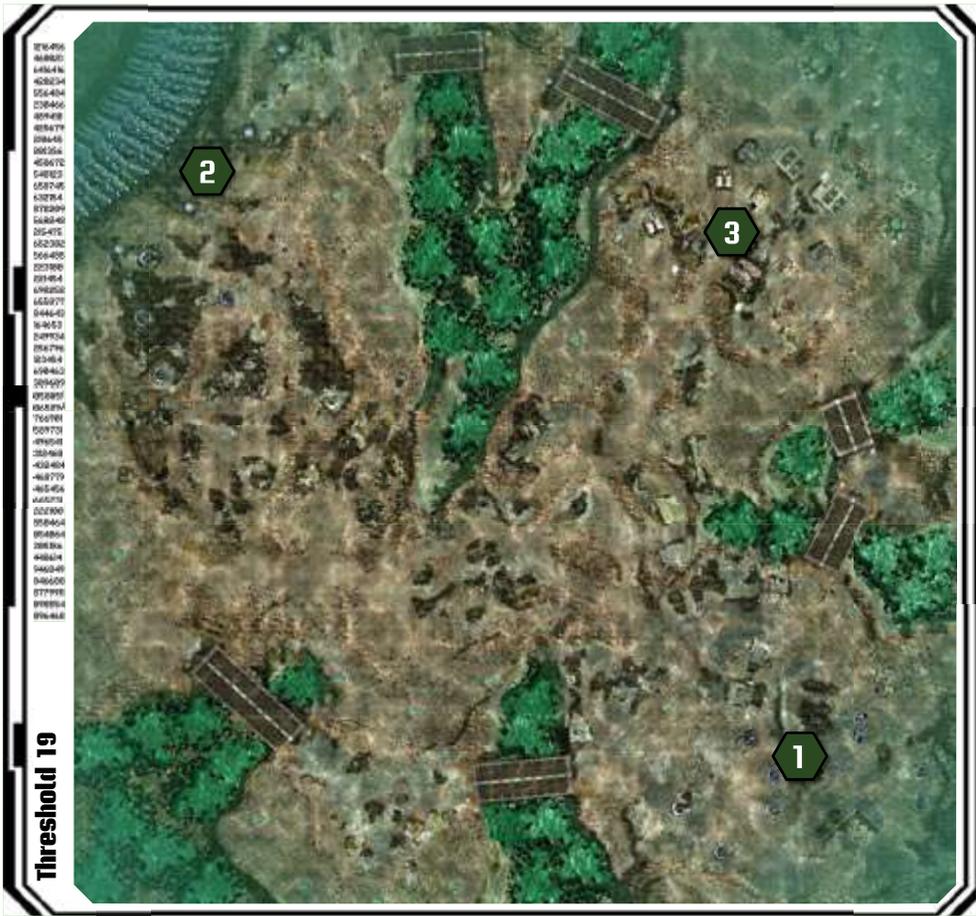
With Nod's base completely decimated, train two Assimilators and send them north to capture both Nod compounds. This completes your



GDI has a massive encampment to the northeast, Foreman. Expect them to strike hard at your southeast base, where the majority of your advanced structures are located. Begin by fortifying your southeast base with Storm Columns—these mighty defenses can quickly obliterate any type of threat, be it land-based or airborne. Place a number of Storm Columns near your north Ichor Field, as GDI assault groups often strike from the north bridge. Also queue up three Harvesters from your Warp Sphere, followed by five Annihilator Tripods. Enhance your walkers' defense by researching Forcefield Generators at your Technology Assembler.



Storm Columns are your keys to surviving GDI's relentless assault parties. Build lots of them and strive to keep them in good repair.



Caution

GDI will periodically bombard your bases with Shockwave Artillery strikes. There's no defense against these surprise attacks, and your fragile Extractors are often their targets. Use **[Control]+[~]** to monitor your structures' health and repair them as needed.



It doesn't take long for GDI to send heavy assault parties against your northwest base. Their intent is to destroy the tower before its construction is complete. Fortify the east side of your northeast base by placing multiple Storm Columns near the east Ichor Field. Also build two Warp Spheres and queue up three Annihilators at each. Finally, assemble a Gravity Stabilizer, filling its landing pods with Stormriders and building Devastators for superior air defense.

Tip

Scrin foundries act just like GDI and Nod Cranes. Build a foundry or two to gain additional structure production queues so you can set down Storm Columns with great speed.



You begin with plenty of resources, so as you fortify your southeast base with Storm Columns and Annihilators, simultaneously amass a fleet of Stormriders and Devastator Warships. Build a second Gravity Stabilizer and construct additional Stormriders and Devastators from there as well. Use these aircraft units, along with your Annihilators and potent Storm Columns, to repel all GDI assault groups.

Tip

Your two bases are connected by Scrin Wormholes. If GDI assaults your northwest base with overpowering might early in the battle, send additional units through your southeast Wormhole to help repel the invaders.



Now just sit tight and focus on defending both of your bases from GDI. Keep building Stormriders, Devastators, and Annihilators as you place more and more Storm Columns wherever GDI seems to strike. Defend the tower until its construction is complete, fulfilling the first primary objective.



You gain a hoard of resources and a new primary objective once the tower is fully assembled: construct a Signal Transmitter so you can call for the Scrin Mothership. You now have access to this technology; build a Signal Transmitter, then use the Deploy Mothership support power it provides to cause the Scrin Mothership to appear at your southeast base.



Now that you have a Signal Transmitter, you're able to assemble Planetary Assault Carriers. You should have plenty of Devastators by now, so cancel all Devastators in production at your Gravity Stabilizers and queue up loads of Assault Carriers instead.



Your final primary objective comes to light once the Mothership arrives: escort the Mothership to the tower to evacuate Scrin forces from Earth. GDI's massive presence in the region presents a serious threat to your Mothership, however. Before you send the Mothership drifting toward the tower, order all of the Annihilators, Devastators, and Planetary Assault Carriers you've assembled to assault the GDI encampment to the northeast. You should have plenty of units to get the job done by now; simply steamroll the GDI encampment until nothing remains, completing the mission's bonus objective in the process.



You complete your final primary objective once the Mothership reaches the tower. Well done, Foreman. Your performance on Earth has been quite acceptable and will be duly noted as such. With the tower fully functional and impervious to attack, it's only a matter of time before a vast force arrives to conquer Earth in the name of Scrin.

Scrin Mothership



Unit cost: 5,000

Time to train: 50 sec

The Mothership is the most powerful unit in Scrin's army. Though this colossal vessel moves extremely slowly, it is heavily armored with the thickest, most durable plating in existence. The Mothership's only method of attack is the Catalyst Cannon, which strikes the ground below with tremendous power, sending out a large shockwave that obliterates everything nearby. The Mothership is unable to defend itself from airborne threats, so make sure to defend this precious unit with Stormriders or other anti-air units.

Continue building Devastators and Planetary Assault Carriers as your forces obliterate GDI. When the GDI base has been completely decimated, send your Mothership floating toward the tower, with a few Devastators and Planetary Assault Carriers to escort it there safely. You may encounter a GDI outpost or two along the way; if so, destroy them with your escort craft before the Mothership draws near.



Multiplayer *Command & Conquer* is back, and the vast amount of information found in this area of the guide will help you dominate the online competition. We begin with a look at the various modes, options, and ranking systems, then quickly move on to discuss basic and advanced multiplayer strategies. Faction-specific tactics then follow, in which we showcase each faction's greatest assets in a variety of common multiplayer scenarios—including some very nasty co-op strategies. The later pages are devoted to the game's 20+ multiplayer battlefields, where we provide tips and labeled maps for each one. There's plenty of ground for you to cover here, so you'd best start reading!

Modes and Options

All of the strategies on the following pages can be applied to both offline skirmishes played against computer-controlled opponents and actual online multiplayer matches. But before we start dishing out the tactics, let's briefly discuss the larger aspects of these modes.

Skirmish Mode

Choose **Skirmish** from the Main Menu to access Skirmish mode. Skirmishes are exciting offline battles played against one or more computer-controlled adversaries. Your goal in a skirmish is simple: annihilate the opposition by destroying all of their units and structures. If you like, you can even place computer-controlled allies on your team, allowing you to participate in grand-scale offline wars. Skirmish mode is a fantastic way to test out your multiplayer tactics and sharpen your skills when you're unable to connect to the Internet, or when you simply don't want to play against human opponents.

You have complete control over all aspects of a skirmish match. You choose which map to play on and determine what the basic rules will be, including game speed and initial resources. You also get to choose how many computer allies and opponents will be involved in the battle, what faction they'll use, and how difficult they'll be. You can even determine what sort of strategy each computer-controlled force will employ.



Skirmish mode: match setup

Here's a quick rundown of the six strategic options, and how you can expect the computer to act when set to each one:

Turtle: The computer faction will act like a turtle, securing itself behind heavy base defenses and thwarting all of your attempts at cracking its shell. Rush tactics and heavy assaults are the last things you need to worry about against a turtler. Steamrolling is your best option for victory.

Steamroller: The computer faction will invest heavily in tech-advancement facilities, climbing the tech tree as quickly as it can and eventually sending huge armies of advanced units against you. Rushing is your best option for victory.

Rusher: The computer faction will immediately begin assaulting your base with fast raiding parties, attempting to overwhelm you with incredible numbers of light and medium units. Turtling is your best option for victory.

Guerilla: The computer faction will use stealth, deception, and hit-and-run tactics against you, attempting to cause chaos and confusion, and to lure your forces into cunningly devised traps. Guerillas are hard to predict, but rushing is usually the best option.

Note

To acquire a feel for how each faction will act under each type of AI personality, check their write-ups in the Faction Tactics section that follows.

Multiplayer Mode



Multiplayer match setup

Choose **Multiplayer** from the Main Menu, then select either **Network**, **Online**, or **Replay** to visit that mode. Multiplayer matches are just like skirmishes, except they're played against other human opponents. Here's a quick rundown on the two multiplayer modes:

Network mode: Host, join, observe, or provide live commentary for a local area connection (LAN) match. Your deeds in network matches aren't recorded in *Command & Conquer 3*'s online ranking system.

Online mode: Go online and test your skills against the greatest competition of all: other online players from around the world! Swap strategies with friends, learn from your rivals, and see how your

skills stack up through *Command & Conquer 3's* dedicated online ranking system. You can also join matches as an observer, or spice up the fight as a real-time commentator.

Replays: View replays of your most memorable battles. Useful for study, or just for laughs.

Ranked Matches

When playing *Command & Conquer 3* online, you have the option to participate in either Ranked or Unranked multiplayer matches. Playing Ranked matches is the only way to increase your online Rank and climb the *Command & Conquer 3* Ranking Ladder—you'll never climb the Ranking Ladder if you don't participate in Ranked matches.

Note

Beating opponents of a higher Rank than you helps you climb the Ranking Ladder with greater speed. Constantly challenging low-Rank Commanders won't cause you to climb the ladder very quickly. Get out there and challenge yourself!

You also gain Level points when playing online. These points help you build up your online Reputation Insignia, and they're awarded regardless of whether you play Ranked and Unranked matches. Here's how Level points are gained:

Online Level Points	
Match Type	Level Points
Ranked Win	+5
Ranked Loss	+2
Unranked Win	+2
Unranked Loss	+1

Note

Level points help you build up your Reputation Insignia but won't affect your placement on the Ranking Ladder.

Your online identity is represented by your Reputation Insignia. This helps other players determine how skilled you are and how much experience you've had at playing online matches. Your Reputation Insignia is made up of four individual parts, as follows:

Level: The marker in the center of your Reputation Insignia represents your current Level. This marker changes as you gain Level Points by participating in online matches.

Sportsmanship: The top-left corner of your Reputation Insignia represents your Sportsmanship rating. Players you challenge to online battles get to vote on your Sportsmanship after each match, so fight nice!

Skill: The top-right corner of your Reputation Insignia represents your Skill rating. This is an average of the votes cast by each of your online rivals.

Favorite Faction: The background color of your Reputation Insignia denotes your favorite faction—the group you've used the most during online play. Blue is for GDI, Red is for Nod, and Purple is for the Scrin.

Basic RTS Strategies

No matter which faction you play as, or which one you're battling against, there are a number of general strategies that will help you succeed when playing *Command & Conquer* online.

He Who Hesitates Is Lost



under way, you should simply be executing your game plan without pause and reacting to your opponent's moves.

This is RTS Strategy 101: if you're not moving faster than your opponent, you're going to be overrun by superior numbers and advanced firepower. Everything occurs in real time in *Command & Conquer 3*, so every second counts. Never rest on your laurels pondering what to do next; move quickly and decisively, multitasking as much as possible. Ideally, the vast majority of your strategizing should be done mentally, before the match even begins. Once battle is

Note

You should never have too much Tiberium in reserve. If you find you've always got plenty of spare funds, you're simply not building units and structures quickly enough. If your production queues are all tied up and you've got cash to spend, purchase some upgrades, repair your base, or use a few support powers. Never sit still when you have resources to spend.



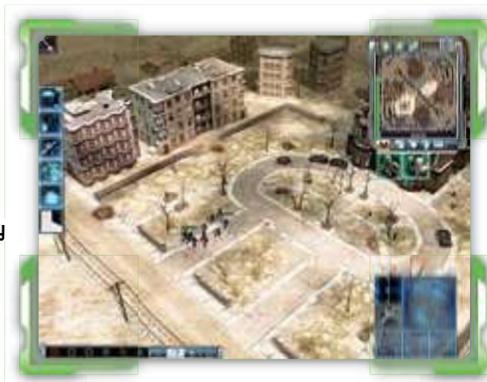
Constructing certain structures early in a match, such as GDI and Nod's Crane, provides you with additional production queues, which can help you to build up your base defenses more quickly and climb through the tech tree faster than normal. Of course, building a Crane consumes funds and temporarily ties up your Production Structure queue; in the short term, this slows your advance up the tech tree. The same basic principle applies to the construction of

multiple unit-producing facilities; doing so will allow you to flood the battlefield with troops twice as fast as your opponent, at the short-term cost of funds and production time. You'll need to weigh the advantages against the drawbacks, but, generally speaking, it's a good idea to build Cranes and Foundries, and to double-up on at least one type of unit-producing structure (vehicle-production facilities are usually best).

Knowledge Is Power

Fortifying your base and building up an army is all well and good, but how will you know what sorts of defense turrets and units to construct if you don't know what your opponent is up to? For this reason (and several others), it's wise to send scouts about the battlefield as early as possible.

Infantry units make for ideal early-game battlefield explorers, as they're the first units you're able to deploy through the tech tree. Send infantry to explore the battlefield as you build up your base, searching for additional Tiberium Fields to secure and tech structures to capture with Engineers and the like. Early infantry units aren't designed for base raids, so it's wise to keep them away from your opponent's stronghold. Also, favor anti-infantry soldiers at first, in the event that you encounter infantry scouts sent by your rival.



The following infantry units are ideal for early-game exploration:

- GDI:** Rifleman Squads and Engineers
- Nod:** Militant Squads and Saboteurs
- Scrn:** Buzzers and Assimilators



Scrn Assimilators become stealthed while standing still. Send them out in pairs to capture neutral tech structures, leaving one hidden nearby to recapture the structure in the event that a rival steals it away.



As the game unfolds, start using light vehicles to explore the battlefield; they're faster and sturdier than infantry, and each of the vehicles in the following list can detect stealthed units (except for the Raider Buggy). Send these scouts to examine your rival's base and learn its layout as quickly as possible. Search for weaknesses in his defenses and spot vulnerable structures—such as Power Plants—to assault with forthcoming raiding parties.

Also view the types of units your opponent is constructing and adapt your game plan accordingly. For instance, do you notice two War Factories? If so, then it's a safe bet you'll be battling lots of vehicles—favor anti-vehicle base defenses and focus on building armor-penetrating units.

The following vehicles are well suited to early and mid-game scouting operations:

- GDI:** Pitbulls
- Nod:** Attack Bikes and Raider Buggies
- Scrn:** Seekers



Using vehicles to harass your rival's Harvester is another basic early-game strategy to employ. This tactic often requires a bit more firepower than most scout vehicles bring to bear; medium-armored anti-vehicle units are better suited to the task. Send

two or three such vehicles to strike at your enemy's Harvester and give your opponent something to worry about. While doing so, continue to build your army and climb the tech tree at your base. Destroying your rival's Harvester is a fantastic achievement, but don't hesitate to retreat your vehicles if they encounter stiff opposition—a fleeing Harvester brings in just as much Tiberium as a dead one, and you never want to sacrifice your units if you can avoid it.

The following vehicles are ideal for early and mid-game Harvester assaults:

GDI: Predators and APCs w/Missile Squads

Nod: Scorpion Tanks

Scrin: Seekers

Note

Scrin's Seekers are strong against enemy vehicles, so they serve double duty as scouts and Harvester harassers. Combine them with Buzzers for a real early-game threat!



Enemy base expansion efforts are also primary targets for the aforementioned vehicles. Crafty Commanders may try to establish auxiliary bases very early in a match to secure additional resources, and this tactic can often determine a match's outcome when executed correctly. Hampering your opponent's ability to secure additional resources in this manner is a sound strategy, and the sooner you assault these auxiliary outposts, the easier they are to destroy.

After scouting your enemy's primary base and initiating "operation Harvester harassment," send a few more scouts to locate Tiberium Fields in close

proximity to your rival's main stronghold. If you discover an enemy outpost in the works, send another small raiding party to assault it. While keeping tabs on both a Harvester and outpost assault can be tricky, imagine its effect on your opponent; he'll be scrambling to divide his forces in response.

Tip

Many battlefields are designed to be symmetrical, so if you've discovered Tiberium Fields near your base, chances are you'll find others in similar proximity to your rival's.



your vehicles to base for repairs as necessary, hoping to lure your rival's forces into giving chase—and subsequently crashing against your base defenses.

Tip

When retreating your vehicles, *always* issue them the Reverse Move command by pressing **[D]** before right-clicking to move them. Vehicles suffer an additional 50 percent damage to rear attacks!

Naturally, aircraft make for perfect later-game scouts; they're super-fast and can quickly reach any region of the map. Once you're able to construct aircraft, stop assembling light scout vehicles and divert resources to the production of heavier ones, which are better suited to assaulting your opponent's base. Use your aircraft as scouts as you amass a fearsome ground force, moving to attack with your medium and heavy armored units when the time is right.

Most aircraft are fast enough to use as scouts, but the speed and price-points of the following vessels make them ideal for mid-to-late game aerial recon:

GDI: Orcas

Nod: Venoms

Scrin: Stormriders



Control and Conquer

Battlefield dominance begins with a thorough knowledge of the region and all of its traits. Knowing the unique layout of each battlefield allows you to formulate strategies in advance and act decisively throughout each match. Those who fight in unfamiliar territory against a knowledgeable opponent are at an immediate disadvantage, so study the maps and think things through before meeting your adversaries on the field.

Nearly every multiplayer battlefield features one or more neutral tech structures that can be captured (and recaptured) by utility infantry units, such as GDI Engineers. While the effect of capturing these structures varies depending on the facility, they all bestow important benefits to your forces, providing you with significant advantages over your rivals. Thus, neutral tech structures become highly sought-after prizes that should be captured as quickly as possible and defended against hostile recapture efforts.

There are many different types of neutral tech structures; here are some of the most valuable:

Tiberium Spikes and Silos: There's nothing better than free resources, and these structures provide you with just that.

EMP Control Centers: These buildings give you access to free EMP blast support powers, which can temporarily disable an entire force of enemy vehicles.

Expansion Point: Capturing these structures gains you a radius of Ground Control, allowing you to set down structures and establish auxiliary outposts with great speed.

Note

We detail all of the various neutral tech structures near the end of the factions portion of this guide; refer to those sections for additional information.



Other advantageous structures to seek out are civilian buildings that can be garrisoned by infantry units. Garrisoning your troops inside of these neutral buildings provides them with superb protection, allowing them to fire on nearby threats without fear of retaliation. When fighting in urban environments that feature lots of civilian structures, pump out infantry units as fast as you can, sending them out to garrison as much of the city as possible.

In addition, each faction has at least one unit capable of "clearing" structures garrisoned by enemy forces. This allows them to instantly kill all of the hostile units inside a building without causing any damage to the structure itself. Make

good use of (and watch out for) the following units, each of which possesses this powerful ability:

GDI: Grenadier Squads

Nod: Black Hands and Flame Tanks

Scrin: Buzzers and Corruptors

Base Expansion Options



Of course, the most vital areas to secure at any battlefield are Tiberium Fields. Establishing outposts at these sites in the early stages of a match is somewhat risky, but it can pay huge dividends later on, as you'll have access to twice as many resources as your adversary. Since base-expansion vehicles (such as GDI's Surveyor truck) are assembled at the Construction Yard/Drone Platform, it's possible to begin establishing an auxiliary outpost from the very start of a match—and daring Commanders will often do just that.

Tip

Blue Tiberium Fields are especially valuable, as their crystals are twice as potent as the common green variety. Don't expect your rivals to give up these regions without a fight.



Another method of early-game base expansion is to quickly construct a Crane/Foundry and then pack up your Construction Yard/Drone Platform into

an MCV/Drone Ship, moving the unit to a nearby Tiberium Field and then unpacking it again when it arrives. This maneuver has the advantage of providing you with a much stronger forward base, as Construction Yards/Drone Platforms have 10 times the health of unpacked Outposts. Building a Crane/Foundry is a critical first step in this tactic, however; if you don't, you won't be able to produce structures while your MCV/Drone Ship is in transit!

Tip

If you build two or more Cranes/Foundries before packing up your Construction Yard/Drone Platform, you can queue up base defenses to deploy around your Construction Yard/Drone Platform the moment it reaches the Tiberium field, while still being able to fortify your main base with stationary defenses.



Immediate base expansion isn't for everyone, of course. Some Commanders don't like dividing their forces until they're left with no other option. If you're not keen on the idea of establishing an early outpost, build one or two additional Harvesters to speed up your resource collection instead. You may even want to construct an additional Refinery/Extractor to ensure that your Harvesters never need to wait before depositing their Tiberium. These tactics grant you the same basic benefits you get from securing a secondary Tiberium Field: your inflow of resources becomes substantially increased. You'll chew through your initial supply of Tiberium in short order though, and you may need to venture out and secure another Tiberium Field later in the battle.

Tip

Sick of tying up your War Factory/Warp Sphere with the assembly of additional Harvesters? Construct a second Refinery/Extractor instead, then immediately sell the structure. This essentially gives you a Harvester at fair cost, and although it takes twice as long to build, selling the Refinery gains you a free infantry unit for your trouble.

Base Construction 101



Haphazard base construction is a common mistake that's quickly capitalized on by veteran Commanders. Fortunately, it's an easy problem to correct. The trick lies in training yourself to think about the environment, then placing your structures and base defenses accordingly. As the battle begins, consider which direction(s) your enemy is likely to attack from, then follow these basic guidelines:

- Power-supplying structures** should be placed near the rear of your base, farthest away from possible hostile entry points. These buildings are easily destroyed, and losing just one of them can cause a traumatic power outage.
- Defense turrets** should be positioned about your base's forward perimeter, providing even coverage against all unit types. Modify your defenses once you've determined which types of units your rival is likely to send against you.
- Infantry-production facilities** should be stationed in the middle of your base, a good distance from the perimeter. These structures are surprisingly fragile.
- Vehicle-production facilities** are best set near your base's forward perimeter, in the middle of your network of defense turrets. These structures are quite sturdy and will automatically repair nearby vehicles, keeping your armored forces in good repair as they defend the frontline.
- Tech-advancement structures** should be set near the rear of your base. While some of these structures are fairly sturdy, others are much easier to destroy. Know which ones can take the heat and which ones can't, and place them accordingly.
- Aircraft-production facilities** are best kept near the rear of your base; these structures are extremely vulnerable, and any aircraft docked at them will be lost if the structure is destroyed.

These aren't hard-and-fast rules, mind you; some battlefields and scenarios will require subtle creative variations to the above guidelines. Keep these general rules in mind, but always look for ways to improve the layout of your base.

Spread It Out Or Keep It Tight?

Placing structures in relation to your rival's position on the battlefield is a fairly straightforward task, but the decision to keep your base tight or spread it out requires a bit more thought. Both options present their own advantages and drawbacks, and depending on the size and shape of the battlefield—and your own unique style of command—you may find one option to work better for you than the other.



The greatest advantage of a smaller, compact base is that it's much easier to defend compared to a sprawling layout. Each defense turret you place is able to cover more ground at a compact base, and it takes less time for defending units to move and respond to attacks from various angles. On the other hand, a compact base design is extremely vulnerable to devastating area-of-effect (AoE) attacks, such as EMP blasts and superweapons. Though this sort of weaponry

usually isn't employed until the later stages of a battle, it only takes one or two strikes to cripple a compact stronghold. For this reason, tight base design tends to be favored by rush-happy Commanders who have no intention of allowing their adversaries to bring superweapons online.

By contrast, a sprawling base layout is harder to defend initially, as your defense turrets must be spread thin and it takes longer for your units to react to assaults on multiple fronts. However, this base design has a greater rate of survival against later-game AoE and superweapon assaults. In addition, spacing out your structures greatly increases your Ground Control, allowing you to place defense turrets across a larger portion of the battlefield; this can be a great way to conjoin your bases and outposts, securing whole regions of a map.

Base Defense

Your base and outposts will always be the primary targets of your enemies, so establishing proper defenses is crucial. Defense turrets are the easiest and most effective ways to protect your base from enemy-raiding parties; they're quite powerful, easy to repair, and they're all accessed from the Support Structure queue—this means building them won't hamper your ability to place production structures and advance along the tech tree. As long as you have funds to devote to base defense, you should be constructing and placing turrets about your base.



Until your scout vehicles have helped you to determine which sorts of units your adversary is favoring, it's best to begin with an even spread of defense turrets, placing two or three in somewhat regular intervals along your base's forward perimeter. This helps ward off enemy attackers, allowing you to send the majority of your forces into the battlefield to secure vital areas and pester your rival with hit-and-run assaults. Start with a mix of anti-infantry and anti-vehicle turrets, making sure your base's key structures—such as your Refinery/Extractor—are covered. Wait to add anti-aircraft turrets later; it will take time for hostile aircraft to come at you.

Note

Every defense turret detects stealthed units—another good reason to place them around your base.

As the battle unfolds, and as you send scouts to examine your opponent's base, you'll soon discover which types of units your adversary will be sending against you. Put this information to use and modify your base defenses accordingly. For example, if your adversary isn't using vehicles in favor of a large aerial presence, you might as well sell off a few of the anti-vehicle turrets you've built and devote those funds to placing additional anti-air defenses.



Your War Factories/Warp Spheres are key elements in base defenses as well. These vehicle-producing structures automatically repair all nearby armored units stationed within their repair radius, helping to keep your vehicles in good shape as they defend your base from enemy incursions. War Factories and Warp Spheres are also quite resilient to attacks and easy to repair, so don't shy away from placing them close to the frontline—just make sure they aren't destroyed!



No matter how tight your base defenses may be, there's always a chance that something will go horribly wrong—this is war, after all. It's tough to predict every move a cunning adversary will make, and you'll periodically find your base on the receiving end of some very nasty assaults. Keeping your cool during these times of crisis is what separates the good Commanders from the great; the following tips will help you survive brutal base attacks:

1. Assess the situation. Determine which types of units you're up against, then quickly move the appropriate forces to combat them. Target the most threatening units first, such as heavy walkers, tanks, artillery, and airborne bombers.

2. Immediately queue up reinforcements. Use all of your unit-producing facilities and favor lighter units that can be deployed with speed. Right-click to set rally points for your unit-production facilities so that new recruits automatically move to the frontline. If your enemy is using walkers, train some utility infantry to capture them once they've fallen.
3. In the event of a power outage, quickly shut down a structure or two to restore power to your base's defense turrets. Start with any defenses that won't help you repel the attack. Once you've brought your base defenses back online, build a replacement Power Plant/Reactor.
4. If your base is simply being overrun, consider calling your field units back to base to help you repel the attackers. If you choose this option, have these reinforcements target enemy vehicles when they arrive; they'll hit them from behind, dealing extra damage.
5. On the other hand, if your enemy has left his base largely undefended, and you think your base defenses can repel his incursion force, you may want to stage a counterassault against his base with your field units instead. A powerful enough force often causes your rival to break off his offensive and recall his units to his base.

Teching Up

Devoting resources to technological advancements is always a wise policy. Tech-advancement structures grant you access to heavier, higher-tier units, which are far more valuable in many ways than lighter, cheaper arms. Many tech-advancement facilities also enable the use of high-end support powers and allow for potent unit upgrades; these can help you strengthen and maintain your preexisting forces as you construct new, more powerful units.

Early high-tech advancement can be dangerous, however. Investing heavily in technological upgrades consumes loads of resources and ties up your production queue. This hampers your ability to execute early-game "rush" tactics, such as constructing two War Factories and pounding your rival with waves of armored units early in a match. It also makes defending against early rush assaults extremely difficult, and pretty much guarantees that you'll need to secure additional resources before long.

How you choose to invest in tech advancement is entirely up to you. Some Commanders simply purchase tech-advancement structures whenever they've got the funds to do so and nothing better to build. If you've determined that your opponent isn't likely to rush against you, definitely devote some resources to tech advancement—it's very likely that he's doing the same.



Faction Tactics

Now that we've covered the basics, let's discuss some of the unique strengths that each faction brings to the table when used in a variety of online multiplayer and skirmish strategies. No matter which style of play you enjoy, you're sure to find a few useful strategies for your favorite faction here.

GDI

GDI's primary strength lies in their wide selection of medium and heavy armored units, which become extremely dangerous once they've been upgraded with advanced weaponry. GDI also features an impressive array of unit-reinforcement support powers, allowing them to quickly deploy units anywhere on the battlefield while simultaneously cranking them out from base. Though their selection of aircraft is perhaps the least versatile in the game, GDI's light attack vessel—the Orca—can cause serious injury to enemy vehicles and structures, and it doesn't take long to fill an Airfield with these craft.

Turtling



Turtling with GDI can be a very rewarding experience. The simplicity of GDI defense turrets makes them easy to set up, and each one is extremely powerful against its intended brand of target. Because GDI has such a dominant armored presence, War Factories are a must when employing a turtle-based strategy; build at least two of them to keep your vehicles in top shape as they thwart hostile incursions, gaining veterancy all the while. GDI's Rig vehicle basically acts as

a mobile War Factory with weaponry all its own, giving you the ability to fortify any front against assaults. Rigs are also quite useful when the time comes to exit your shell and secure additional resources. Finally, GDI Orcas are practically made for the turtler; keeping their payload of potent bombs fully stocked is easy when your Airfields are so close by.

Steamrolling

When it comes to steamrolling, GDI has some very nasty tools in its shed. Battalions of Mammoths and Predators are just about the last things any hostile base wants to see rolling their way, particularly once these units have been upgraded with Railguns from GDI's Tech Center. Back these fearsome tanks up with Grenadier Squad-toting APCs for fantastic anti-infantry/structure/aircraft support. A Shockwave Artillery strike followed by a quartet of GDI Firehawks will obliterate any structure in a heartbeat, and no amount of anti-air defenses will stop Firehawks once they've been upgraded with Stratfighter technology.



Rushing



Early-game rushing takes a bit more tact with GDI compared to other factions, but when properly executed, this can be a devastating strategy. It's usually best to start with packs of infantry-toting APCs; these versatile vehicles can bring Missile Squads and Engineers to a rival base in short order, causing ridiculous amounts of chaos within the first few minutes of a match. Predators make for fantastic early-game rushers as well, and Orcas can inflict tremendous damage just seconds after you've set up an Airfield. Make sure to construct two War Factories so you can flood your adversary's base with a never-ending stream of GDI's medium-armored units, using Orcas to take out key structures.



Have your infantry units hop out of near-death APCs to prevent them from being lost when the vehicle blows.



After capturing one of your enemy's structures with an Engineer, immediately sell it for some fast cash, or use the Ground Control you gain to plop down a few defense turrets in the middle of his base!

Guerilla Warfare



Stealth and hit-and-run tactics aren't exactly GDI's forte, but they certainly aren't without options in this field. The APC's ability to lay stealthed mines can be brutal; drop some while en route to harass your rival's stronghold, and once you get his attention, Reverse Move out of there and try to lure his vehicles into rolling over your mines. Or set mines down between the enemy's Refinery and Tiberium Field; his Harvester won't like that!



Later-game guerilla tactics include using the Jump Jets ability possessed by GDI Zone Troopers and Commandos to leap them into your adversary's base to take down a key structure or two, quickly boosting them back to safety afterward—ideally, back to your base's Armory for patchwork. Another potent later-game guerilla tactic is to sneak stealthed GDI Sniper Teams near the rear of your enemy's base, using them to sight vital structural targets for long-range Juggernaut assaults. GDI's Sharpshooter Team support power helps you accomplish this nefarious task without tying up your Barracks.

Multiplayer

Nod

The strength of Nod lies in its ability to blanket the battlefield with a vast array of fast, light units. With their assortment of stealthed units and mischievous support powers, the Brotherhood also excels at rush tactics and guerilla warfare. Nod is perhaps the most versatile of the three factions, allowing their Commanders to implement an incredible amount of depth and strategy into their game plan.

Turtling



Turtling with Nod can be far more exciting than shelling up with GDI or Scrin. This is due in large part to Nod's unique base defenses, which consist of a hub unit and three "satellite" turrets. The hub unit automatically repairs its turrets when they're damaged or destroyed, so the only way for Nod's enemies to truly eliminate these defenses is to target the hubs. This prompts some very creative base defense layouts; crafty Nod Commanders will conceal hub units behind structures and environmental obstacles, forcing their opponents to work hard at destroying them. Also, to help conceal its bases and outposts, Nod can deploy Disruption Towers that stealth all units and structures in a wide radius. These structures force their rivals to utilize stealth-detection units during base raids, which are generally not suited to such endeavors.

Steamrolling

Provided they haven't been stealthed by a Cloaking Field, Nod steamrolling parties can be quite a sight. There's nothing like spying a sea of inbound Black Hands, Flame Tanks, Scorpions, and Beam Cannons to send you screaming at your allies for reinforcements. Avatar Warmechs are Nod's heaviest assault vehicles by far, and a contingent of them will always be found at the rear of any respectable steamrolling venture. Then again, maybe they've commandeered a Stealth Tank's cloaking technology—among other devious devices—and won't be seen at all.



Rushing



Now this is where the Brotherhood truly shines. Due to their huge selection of fast, light vehicles, no other faction is capable of early rushing ventures quite like Nod. Fanatics, Raider Buggies, and Scorpion Tanks are a brutal trio in the early stages of a battle, and the Laser Capacitors upgrade allows the latter two units to become even more effective should the match last beyond the first five minutes. Simply build a Hand of Nod and a pair of War Factories, and assail your rival with the aforementioned units. Once you've constructed an Operations Center, start rolling out Black Hands and Flame Tanks to finish the job.

Guerilla Warfare



Nod's Guerilla Warfare capabilities are unrivaled. Nearly every one of their support powers is designed to confuse, mislead, and demoralize. Of particular use early on are Decoy Army, which can have your opponent blinking at your "superior" forces in disbelief, and Mine Drop, whose effectiveness is quite obvious when paired with a few scout vehicles and that lovely patch of ground between your enemy's Refinery and Tiberium Field (some distraction required).

Nod's guerilla-style nastiness only increases as the match wears on. Shadow Teams and Commandos can infiltrate hostile bases and obliterate key structures in seconds, while Venoms can be used to sight targets for long-range Beam Cannon artillery strikes. And then there's the Cloaking Field—fantastic for concealing a powerful raiding party while you draw your enemy's units away with a much weaker force. Stealth Tanks can strike hard and fast, then Reverse Move out of sight. And using Seed Tiberium in the midst of your enemy's stronghold, then quickly following up with a Catalyst Missile, is just plain mean.



Scrin

The Scrin's most obvious strength lies in their incredibly vast aerial arsenal—no other faction boasts the airborne dominance embodied by Scrin's capital warships. This overpowering fleet of vessels comes at a price, though; Scrin Commanders must make do with only a handful of infantry and vehicle units, making it somewhat difficult for them to fashion creative assaults that will catch their enemies off guard. This isn't to say that the Scrin are an inflexible faction; far from it. In particular, their support powers are quite versatile and can be used in a variety of ingenious ways.

Turtling



The Scrin may be the best turtlers in the game. They have the broadest selection of defense turrets thanks to their Lightning Spike support power, which grants them the ability to place potent anti-vehicle Lightning Spikes without tying up their Support Structure queue. This allows the Scrin to prop up heavy base defenses with great speed. The Scrin also boast the most dominant advanced base defense of the three factions: the

Storm Column. These fearsome spine-shaped towers are the only advanced base defenses capable of obliterating both airborne hostiles and land units. Storm Columns also generate localized Ion Storms in their vicinity, which grant nearby Scrin aircraft a 25 percent boost to armor.



The Scrin also have access to a unique support structure called a Growth Accelerator. When this structure is placed in the center of a Tiberium Field, the regeneration rate of the Tiberium crystals is significantly increased. Growth Accelerators allow the Scrin to harvest more out of each Tiberium Field, enabling them to sit in one place longer than other factions—this is a great advantage to Scrin turtlers.

Steamrolling



Steamrolling as the Scrin is a true joy. There's just no better feeling than raining death down on your enemies from the sky. Scrin's advanced capital warships are their heaviest hitters, and although they're quite slow, the fact that they're airborne means they can cut straight across each battlefield, sometimes making the trip faster than heavier land units. Lots of Stormriders, a handful of Devastator Warships, and a Planetary Assault Carrier or two make for a near-invincible steamrolling

force, especially once the latter two have been upgraded with Forcefield Generators. When your vessels move within range of your rival's base, use the Planetary Assault Carrier's Ion Storm ability to boost the fleet's armor by 25 percent, and keep them in the fight with well-timed usages of the Reconstruction Drones support power.



Though Scrin's air forces are shockingly powerful, no steamroller's assault force is complete without a crew of Annihilator Tripods to join in the fun. These giant walkers are perhaps the most fearsome of their kind in the game, as they're faster than other walker units and extremely difficult to destroy once outfitted with Forcefield Generators.

Of course, when you really want to make a statement, send in the Scrin Mothership—a veritable mobile super-weapon. Just make sure it's got some support; the Mothership is extremely slow and unable to defend itself against airborne hostiles.

Rushing



Due to their lack of variety in land units, Scrin's early-game rush tactics are a bit different from those of their rivals. Their Buzzers are incredibly effective; they're cheap, fast, and they can clear garrisoned structures. Buzzers remain useful as the match

wears on, as they can be combined with most Scrin vehicles to increase their defense and combat effectiveness against infantry. Scrin's best rush vehicles are their Seekers, which inflict significant damage against enemy vehicles and aircraft. This makes them fantastic Harvester harassers and base raiders, especially when paired up with Buzzers.

Guerilla Warfare



Most of Scrin's ground troops are quite slow, making effective Guerilla warfare tactics tough to employ at first. Their best harassment units in the early stages of a match are Seekers and Buzzers. As the battle unfolds, the Scrin can upgrade their Shock Troopers with Blink Packs to teleport these forces into advantageous positions, strike hard, then quickly blink out of harm's way. The Scrin Mastermind's abilities to teleport nearby forces and take control of enemy infantry, vehicles, and structures can be used to great benefit by crafty Commanders as well. The Scrin's Wormhole support power can also help large groups of their ground units instantly reach their rival's base; a large group of Assimilators making an entrance in this fashion can spell disaster even for the most stalwart of turtlers.

Speaking of Assimilators, their natural ability to become stealthed while standing still makes for some very interesting guerilla possibilities. Whenever you capture an important tech structure, station a stealthed Assimilator somewhere nearby so you can quickly recapture the building should your rivals move to claim it with a utility unit of their own. Better still, send out Assimilators early in a match, stationing them close to Tiberium Fields near your enemy's base.

When your rival moves to secure these resources with an Outpost (or even better, an MCV), quickly capture the structure with your Assimilator, then plop down a few defense turrets (or even better, a Warp Sphere) to establish a forward base of your own. It'll be tough to actually defend this distant outpost, but that's okay—the real goal here is to simply impede your rival's efforts at base expansion.



Co-op Tactics

You won't be fighting every online battle by yourself. Some of the most exhilarating multiplayer experiences come from working with allied forces to crush your common enemies, seeing them driven before you on the battlefield. Sound teamwork tactics are a must when it comes to co-op play; we'll get your mind going in the proper direction with a few general strategies before revealing some specific (and very nasty) cross-faction tactics.

Co-op Rush: Each player focuses on constructing a certain class of unit (infantry or vehicle). This allows the players to build two or three of their particular brand of unit-production facility, flooding the battlefield with troops.

Co-op Turtle/Steamroll: Both players spread out and fortify their bases, coordinating to “seal off” their portion of the map with sprawling base layout and ample defenses. With plenty of resources secured, the players then tech-up as quickly as possible to crush their opponents with unstoppable arms and devastating superweapons.

Co-op Turtle/Rush: One player uses scouts and early harassment tactics to keep the enemy occupied while the other techs-up as quickly as possible, bringing powerful vehicles and aircraft to the field with all speed.

Note

When battling against two or more adversaries, it's usually best to coordinate your assaults against each opponent in turn. Crippling or eliminating one of your foes early in a match hugely swings the momentum in your team's favor. The faction-specific co-op strategies that follow are tailored to this approach, but keep in mind that anything can happen out there on the field. Improvisation may be required, and proper communication with your allies is key.

GDI and Nod

No two factions combine for nasty rush tactics like Nod and GDI. Nod's fast, light vehicles combined with GDI's versatile APCs and heavier Predator Tanks are simply brutal. At first, Nod should simply build Raider Buggies and Scorpion Tanks to harass and distract the enemy while GDI loads APCs full of Engineers to mow down infantry and capture structures. This is usually enough to ensure the fall of one rival base, and if you capture enough structures with Engineers, you're well on your way to establishing a forward base of your own.

GDI and Nod should employ the same tactics against their next opponent, using the forward base they've recently conquered as a staging ground by constructing additional War Factories there (or simply using the ones they've captured). After witnessing their ally's downfall, the remaining opponent will likely focus on building anti-vehicle units and turrets. GDI should therefore devote resources to building an Airfield or two, pumping out a fleet of Orcas to annihilate these anti-armor defenses. Nod should simply continue their relentless Raider Buggy/Scorpion Tank assault, upgrading these units with Laser Capacitors as soon as possible to increase their attack power.



Tip

GDI APCs are also great at bringing Nod Fanatics into a hostile base. Set the fanatics to Aggressive Stance (Alt+A) before loading them into the APCs and they'll immediately set about assaulting the base once they're deployed inside.

GDI and Scrin



Working together, GDI and Scrin make for a somewhat slow but incredibly powerful team. Their initial coordinated assault against one of their adversaries should consist of GDI APCs loaded with Engineers and Scrin Seekers that have been combined with Buzzers. This is the most effective force the Scrin and GDI can bring to bear early in a match; together, these units cover all the bases: APCs and Seekers will decimate enemy infantry and vehicles while the Engineers set about capturing structures to either sell for funds or for Ground Control, enabling the setup of a forward base.

Tip

As with Nod Fanatics, APCs are also great at bringing Scrin Disintegrators past a base's defenses, allowing these alien infantry units to rip through the base's structures and vehicles.



As it usually takes a Scrin/GDI team longer to conquer the first enemy base compared to GDI/Nod, it's often best for both parties to switch gears at this point, amassing heavier units such as GDI Predator Tanks and Mammoths (upgraded with Railguns), and Scrin Annihilator Tripods and Devastator Warships (upgraded with Forcefield Generators). The Predators and lighter Scrin/GDI units that have survived thus far should be used as guerilla-style harassers against the next enemy base, with the previously conquered base being used as the staging ground for these assaults. Hit-and-run tactics such as these will buy time for the construction of heavier steamrolling units.

Nod and Scrin



Sparks fly when the Brotherhood works alongside the alien invaders. Though the classic GDI "Engineer rush" isn't an option, a fast, dominating ground assault most certainly is. Waves of Nod Raider Buggies and Scorpion Tanks backed by Scrin Seekers and Buzzers will quickly overwhelm one of your adversary's bases. When the stronghold's downfall is eminent, send a Nod Emissary to establish an outpost atop its smoldering remains. Quickly set down a few defense turrets (Scrin's Lightning Spikes are ideal) and build a War Factory or two to set the stage for your next assault.

Tip

In the later stages of a match, the combination of Scrin's Tiberium Vibration Scan and Nod's Catalyst Missile support powers can help you choke off your rival's resources and quickly thwart their base-expansion efforts.



Nod should continue to send Raider Buggies and Scorpions to assault the second opponent's base, building new ones from their newly established outpost's War Factories. The Brotherhood should also upgrade these units with Laser Capacitors as quickly as possible to boost their attack power. As Nod conducts this assault, the Scrin force should focus on building up a fleet of Stormriders, Annihilator Tripods, and Devastator Warships to steamroll the enemy base, fortifying the latter two units with Forcefield Generators. Scrin's Wormhole support power should also be used to quickly deploy their Tripods within striking range; placing the Wormhole's exit near the Nod outpost is ideal.

Multiplayer Maps

You know the basic multiplayer strategies, you know your favorite faction's advanced tactics—you know you can't wait to crush your rivals on the field of battle. But which multiplayer map is right for you? What battleground features the layout and props that best suit your style of play? That's what the following map sections are all about: revealing the intricacies of each and every multiplayer battlefield, helping you to solidify your game plan even before you venture out to meet your adversaries.

The following quick-reference table will help you narrow your search for the ideal multiplayer battleground. Once you've found a suitable candidate, flip to its section for an overview that includes a full-page map labeled with all areas of interest. Here's what each field in the table means:

Map Name: The name of the map.

Players: The maximum number of players who can control armies on the map.

Tourney?: Indicates whether or not the map can be used for Ranked Matches when playing online. (See the previous "Ranked Matches" section for details.)

Symmetric?: Indicates whether or not the map features a symmetrical layout.

Tib Spikes: The number of neutral Tiberium Spikes on the map.

EMPs: The number of neutral EMP Control Centers on the map.

Sub Hubs/Nodes: The number of neutral Subway Hubs/Entrances on the map.

Exp Points: The number of neutral Expansion Points on the map.

Hovels: The number of neutral Mutant Hovels on the map.

Towers: The number of neutral Defensive Towers on the map.

Page: The page number where the map's write-up is found.

Multiplayer Maps

Map Name	Players	Tourney?	Symmetric?	Tib Spikes	EMPs	Sub Hubs/ Nodes	Exp Points	Hovels	Towers	Page
Backwater Brawl	4	NO	YES	4	0	0	0	0	4	183
Barstow Badlands	2	YES	YES	1	0	0	0	2	0	184
Black's Big Battle	2	NO	YES	16	0	0	0	6	2	185
Black's Bigger Battle	6	NO	YES	16	0	0	0	6	2	186
Bordertown Beatdown	8	NR	YES	10	4	0	0	0	8	187
Crater of Carnage	4	YES	YES	4	0	0	0	0	0	188
Dead Six	6	NR	YES	2	1	0	0	0	0	189
Deadly Sertão	2	NO	YES	0	0	0	0	0	0	190
Death Valley	4	NO	YES	4	0	0	0	0	0	191
Downtown Dustbowl	4	YES	YES	0	1	0	0	0	0	192
Frontier Fracas	4	YES	YES	4	1	0	0	0	4	193
Ground Zero	2	NO	YES	4	0	0	0	0	4	194
Pipeline Problems	2	YES	YES	2	1	0	1	2	2	195
Redzone Rampage	4	YES	YES	0	1	0	0	0	0	196
Riverside Rumble	2	NO	NO	1	0	0	0	0	1	197
Six Shooter Showdown	6	NO	YES	0	1	0	0	0	0	198
Small Town USA	2	YES	YES	2	0	0	0	0	0	199
The Battle For Middle Egypt	4	YES	YES	0	0	1/4	0	4	0	200
The Rocktagon	8	NR	YES	8	0	0	0	0	0	201
Tiber River Valley	2	NO	YES	0	1	0	0	0	0	202
Tiberium Gardens III	5	NO	NO	0	0	0	0	0	0	203
Top Gun	2	NO	YES	2	0	0	0	0	0	204
Tournament Arena	2	YES	YES	2	0	0	0	0	0	205
Tournament Desert Redux	2	YES	YES	2	0	0	0	0	0	206
Tournament Dustbowl	2	YES	YES	2	0	0	0	0	0	207
Tournament Tower	2	YES	YES	2	0	0	0	0	0	208
Triple Threat	3	NO	YES	3	1	0	0	0	0	209
Unfair Advantage	3	NO	NO	2	1	0	0	0	0	210

Barstow Badlands

Battles waged here at Barstow usually don't last very long. The majority of this small two-player battlefield is covered in resources, including a central Tiberium Spike that's sure to be the site of most skirmishes. Strive to capture that structure before your adversary to gain an early resource boost, and garrison the many bunkers along the central bridge with infantry as soon as you're able, starting with the ones near the Tiberium Spike. Rush tactics work very well here, as it's tough for turtlers to defend their base from every angle. Execute early assaults on your adversary, striking their base in concert from the north and south.

Areas of Interest

1. Insertion points
2. Tiberium Spike
3. Mutant Hovels
4. Garrisonable Structures



Black's Big Battle

Big maps make for big battles, and this is one really, *really* big map! If you're looking to wage a more calculated and strategic one-on-one war, this is a great battlefield to choose. The key to victory here often lies in building Cranes/Foundries for additional production queues and securing lots of resources so you can quickly climb the tech tree, building up superweapon structures and unstoppable armies. Infantry are very useful early on; use them to garrison the buildings on your half of the map's central city, and send utility units to capture the many Tiberium Spikes on your side of the region. When assaulting your opponent's half of the map, quickly secure his portion of the city with units that can clear garrisoned structures. Then place your own infantry into each building you clear for a distinct territorial advantage. Amass a large army of heavy vehicles and aircraft as your infantry takes control of the city, sending your big guns to crush your rival's bases and outposts.

[Areas of Interest]

1. Insertion points
2. Tiberium Spikes
3. Mutant Hovels
4. Defensive Towers

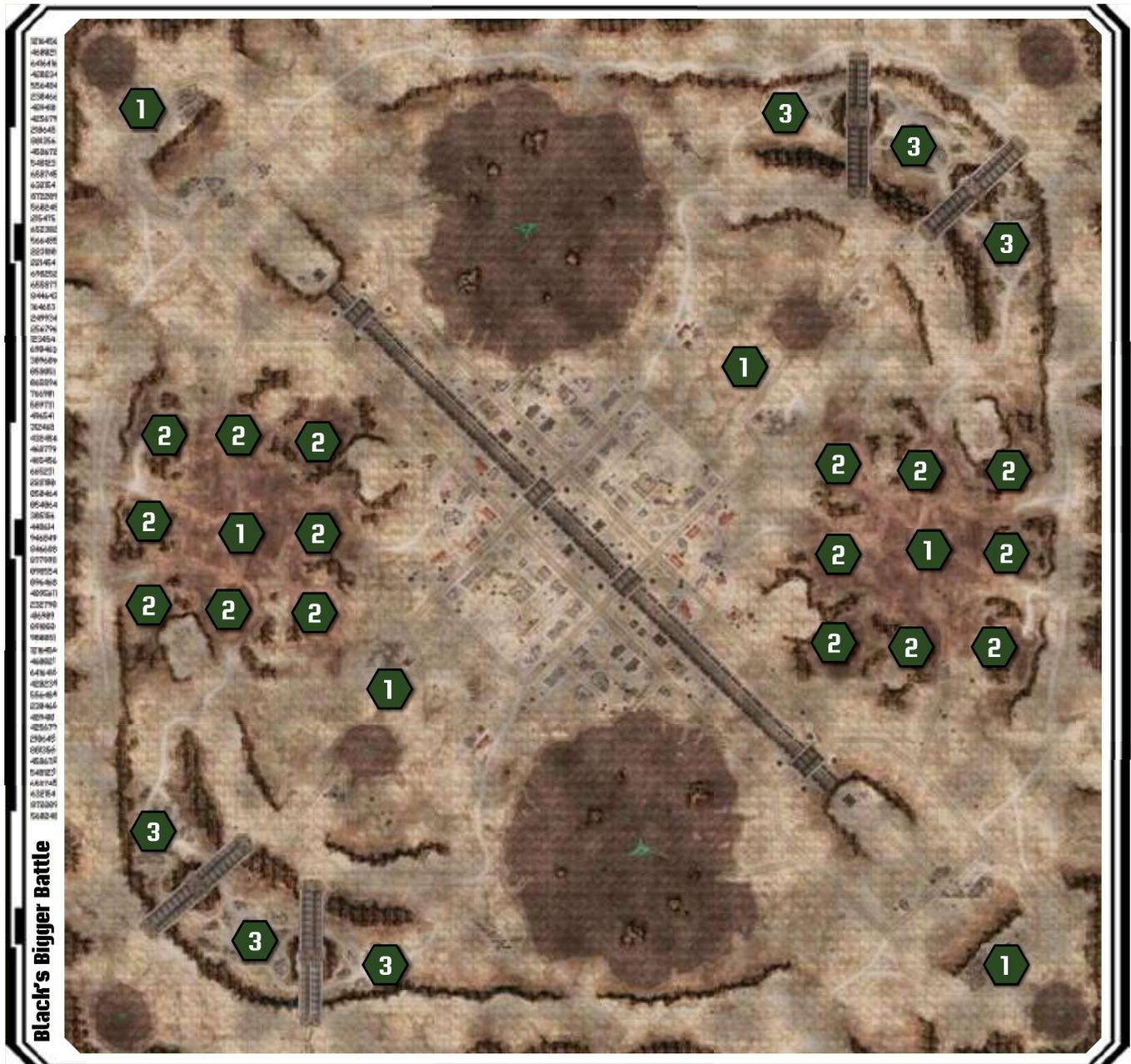


Black's Bigger Battle

This is essentially the same map as seen in Black's Big Battle, yet it allows for up to six players to join in the carnage rather than two. This adds a high degree of chance to every war waged here—it's tough to predict how any given battle will play out. Many of the same principles from Black's Big Battle still apply, though: controlling the central city with infantry is a great advantage, and securing additional resources is always a plus. It's worth noting that blue Tiberium Fields replace the green ones near insertion points, which helps to balance out the amount of resources available to each player.

Areas of Interest

1. Insertion points
2. Tiberium Spikes
3. Mutant Hovels
4. Defensive Towers

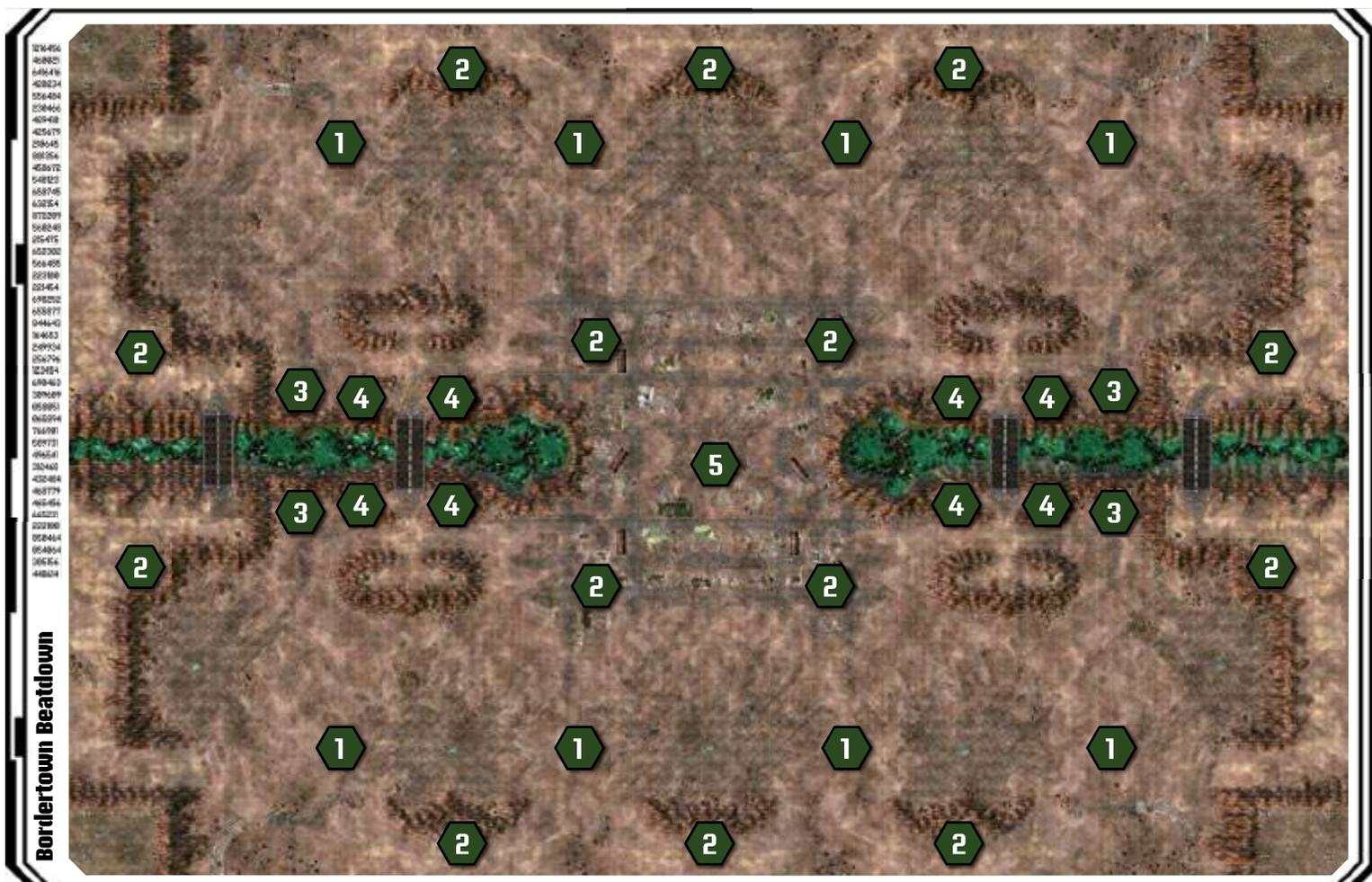


Bordertown Beatdown

With up to eight players vying for dominance in such a cramped battlefield, serious beatdowns are guaranteed. Rushing your opponents is the key to victory here; strive to wipe out your neighbor early in the battle so you can steal his resources and gain an advantage. Players who begin at one of the four corner insertion points have the advantage of being positioned next to two Tiberium Fields instead of just one, while those who start in the middle of the battlefield are well placed to harvest the giant blue Tiberium Field in the center of the region. Controlling the Defensive Towers and bunkers near the bridges is a great way to keep your rivals from crossing over and invading your base, while capturing one of the map's four EMP Control Centers gives you a large tactical advantage the longer a battle wears on.

[Areas of Interest]

1. Insertion points
2. Tiberium Spike
3. EMP Control Centers
4. Defensive Towers
5. Giant blue Tiberium Field

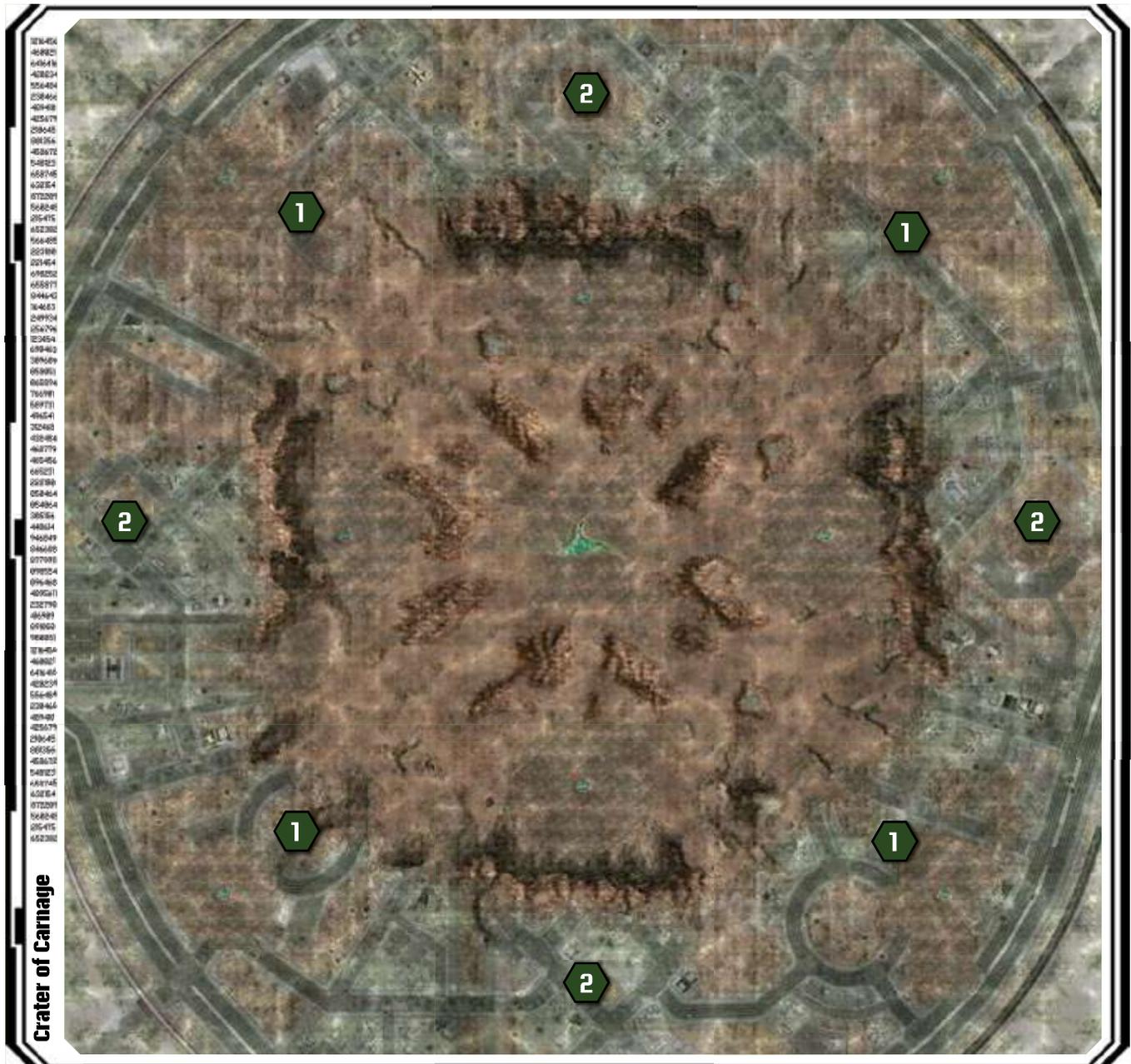


Crater of Carnage

Though this four-player battleground is rather small, it's also chock full of resources and features plenty of open ground, allowing for some truly chaotic battles. Establishing forward outposts can be quite risky in such open terrain, but the rewards are great to those who manage to do so: Tiberium Fields encircle the inner portion of the central crater, providing a bounty of supplementary resources. Additional income can also be acquired by securing each of the four Tiberium Spikes that stand to the north, south, east, and west sides of the battlefield. Strive to capture the two Tiberium Spikes that stand closest to your base with all speed, garrisoning the surrounding buildings with infantry in the process. This not only helps you defend your precious Tiberium Spikes, it also makes it difficult for your rivals to flank your initial encampment.

Areas of Interest

1. Insertion points
2. Tiberium Spikes

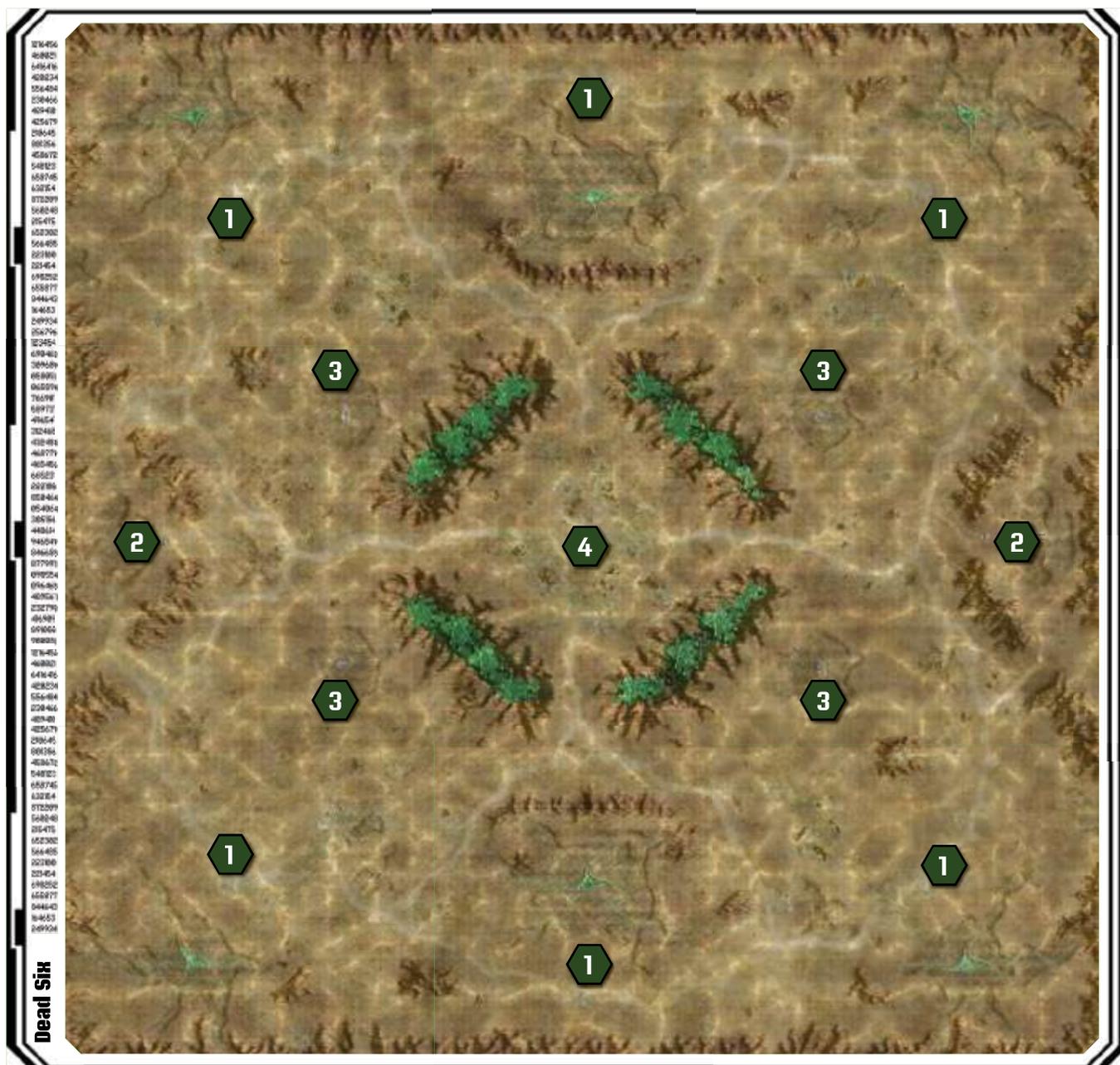


Dead Six

This multiplayer stomping ground is incredibly open and massive, providing ample space for up to six forces to bang heads. With no garrisonable structures to utilize, infantry units play a much smaller role here. The four blue Tiberium Fields and lone EMP Control Center near the center of the map are sure to be hot spots for frantic firefights; controlling any of these sites is a huge benefit. Players who begin at one of the four corners of the map have the advantage of being situated right between a green and blue Tiberium Field, but they're also vulnerable to attacks from just about any angle. On the other hand, those who begin at the north or south ends of the region are somewhat cut off from additional resources, but the large rocky banks in front of their bases make these sites easier to defend.

[Areas of Interest]

1. Insertion points
2. Tiberium Spikes
3. Blue Tiberium Fields
4. EMP Control Center



Dead Six

Deadly Sertão

Sliced in half by a wide, rushing river, this small battlefield features no advanced tech structures to capture, allowing for more “pure” combat scenarios. Establishing and maintaining auxiliary outposts near the map’s northwest and southeast Tiberium Fields is critical; secure the Fields on your side of the river as soon as possible, garrisoning the surrounding buildings with infantry to stomp your rival’s rush tactics. As you go about securing the villages and establishing your outpost, simultaneously work at building up a dominant air force so you can rule the skies, assaulting your rival with speed and efficiency. Thwart their efforts at base expansion at all costs.

[Areas of Interest]

1. Insertion points
2. Garrisonable Structures
3. Auxiliary Tiberium Fields

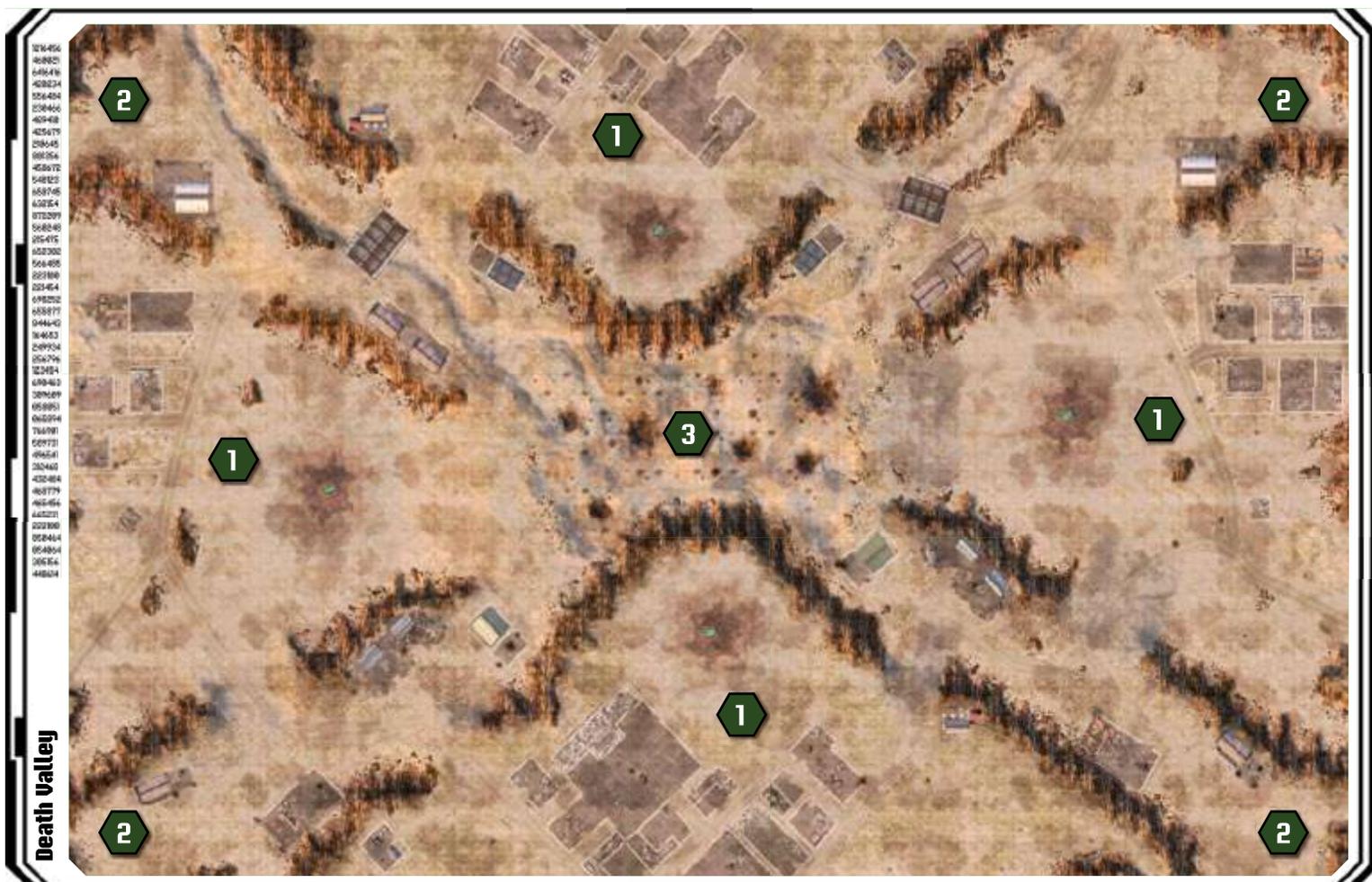


Death Valley

With a massive Tiberium Field situated right in the heart of the region, four-player chaos is sure to reach great heights at this large, panoramic battleground. The varied insertion points help dictate the pace of the fight: players who begin to the east or west are open to assaults from all sides, but they can reap the resources of the central Tib field with greater ease than those who begin at the more-defensible north and south ridges. Capturing a Tiberium Spike or two will certainly help your cause, as will garrisoning the many buildings that stand near these structures, and along the valley trenches. Move infantry to capture these structures early in the match to gain a territorial advantage over your rivals.

Areas of Interest

1. Insertion points
2. Tiberium Spikes
3. Huge Tiberium Field

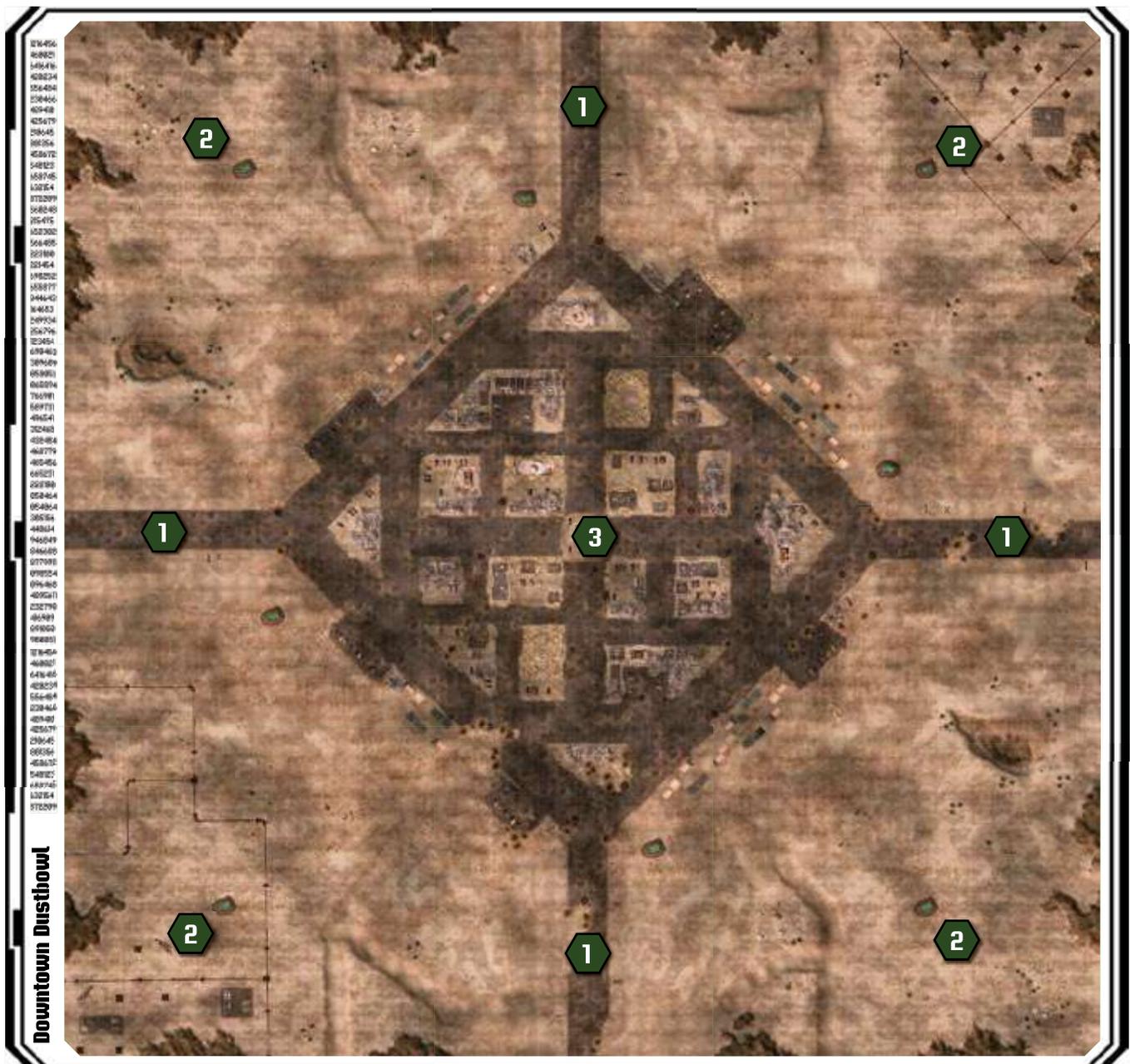


Downtown Dustbowl

Very few changes in terrain elevation exist at this good-size four-player field, providing a nice, open stomping ground for you to thrash your rivals in short order. Only one tech structure exists on this map: an EMP Control Center situated right in the middle of the region's dilapidated central village. Capturing this tech structure is an obvious benefit; send infantry to secure the village as soon as you're able. It also wise to work at establishing an early outpost next to one of the battlefield's four corner Tiberium Fields; this provides you with plenty of resources, along with a perfect staging ground for relentless incursions against one of your unfortunate neighbors.

Areas of Interest

1. Insertion points
2. Auxiliary Tiberium Fields
3. EMP Control Center

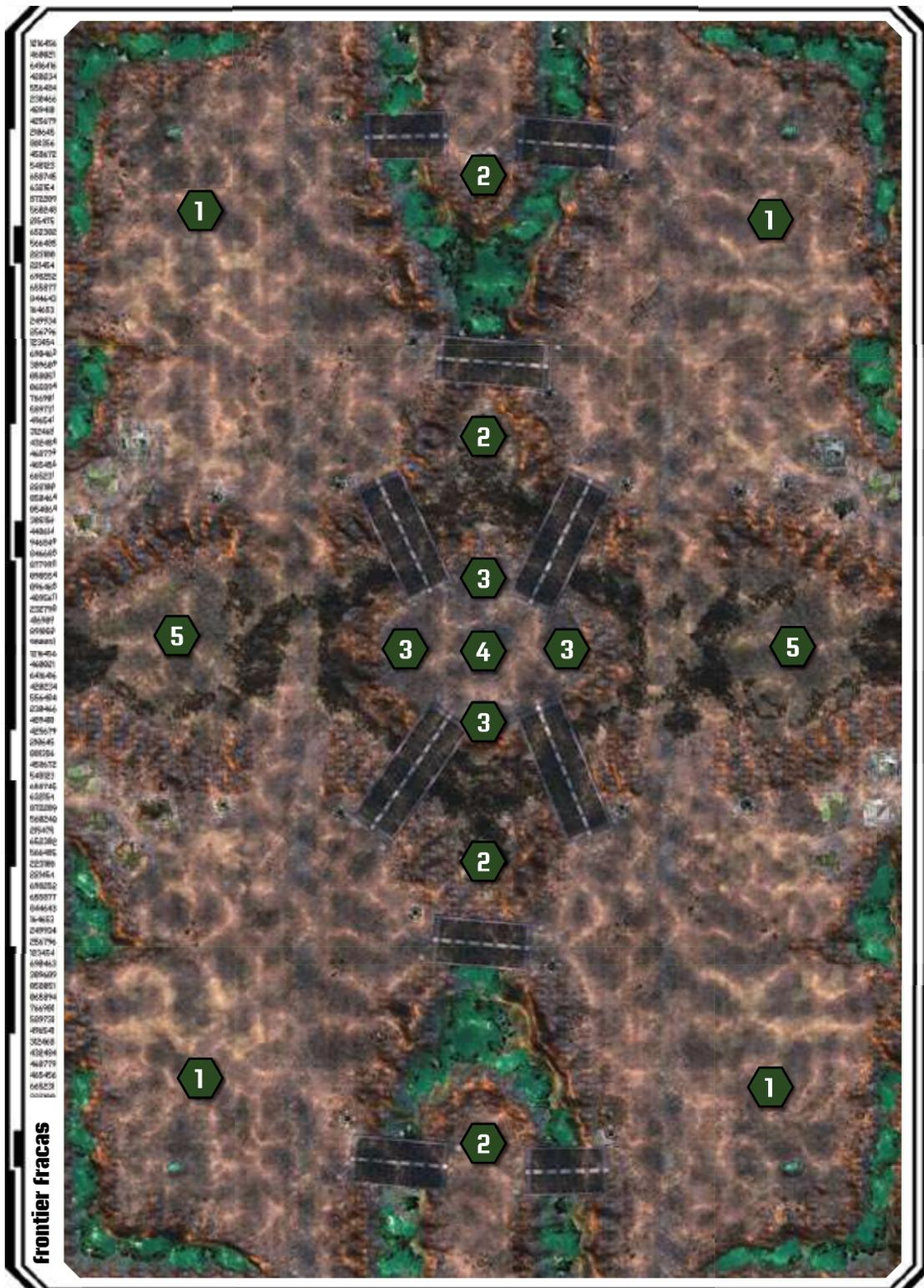


frontier fracas

[Areas of Interest]

1. Insertion points
2. Tiberium Spikes
3. Defensive Towers
4. EMP Control Center
5. Large Tiberium Fields

Defense is the name of the game on this rather cramped four-player battleground. Fill each of the four bunkers near your base with infantry as soon as you're able, favoring soldiers who are effective against vehicles. As you build your base, expand it so you can place a Refinery/Extractor close to one of the large Tiberium Fields in the middle of the region; this allows for early-game double-harvesting. Also set a War Factory/Warp Sphere near this Refinery/Extractor so that your Harvesters automatically receive repairs each time they return with a load of resources. Place additional War Factories/Warp Spheres in front of each bridge to block your opponent's early rush attempts, then flood their bases with your own armored units when the time is right. Move to capture and hold the Tiberium Spikes near your base as well—extra income is always welcome.



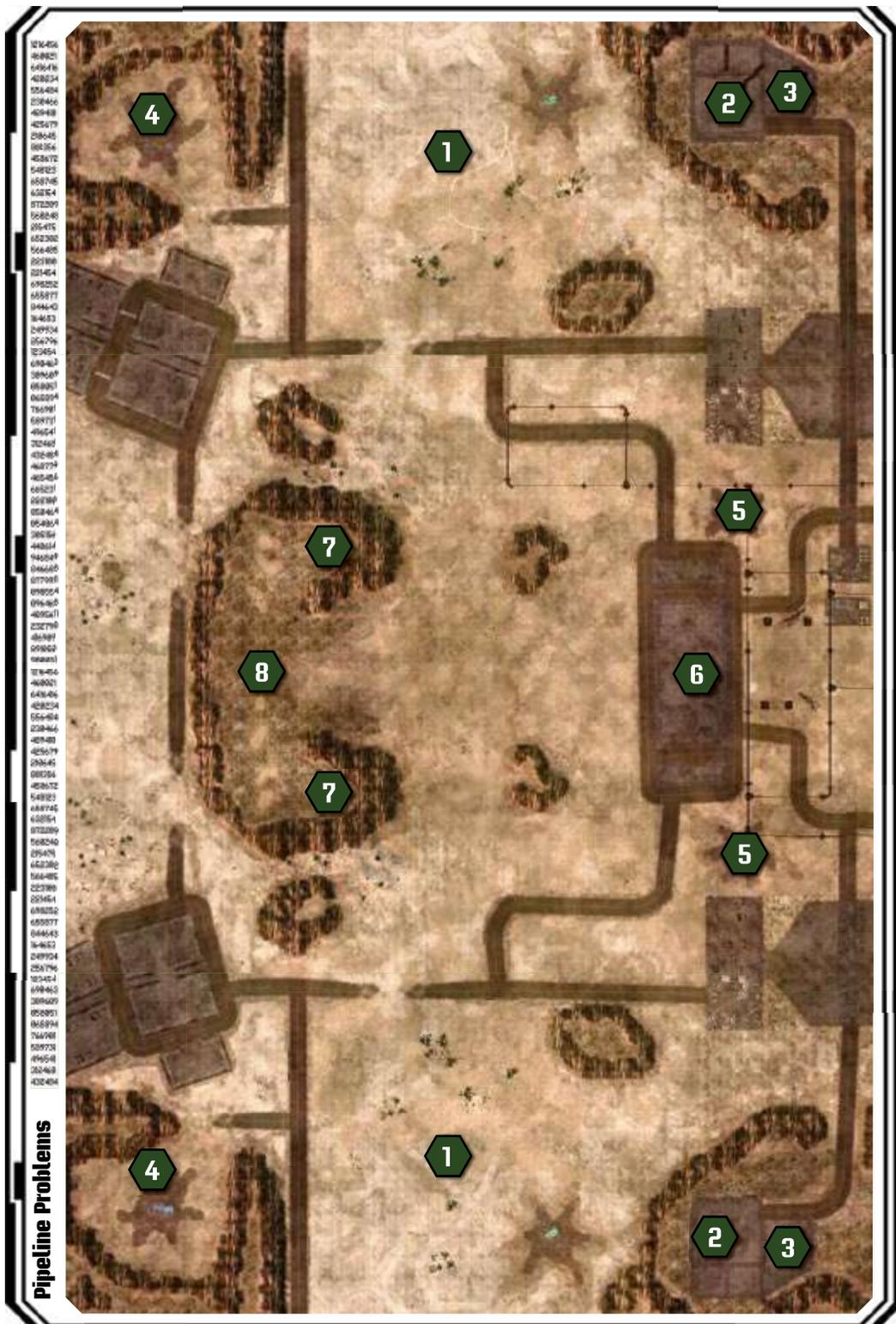
frontier fracas

Pipeline Problems

[Areas of Interest]

1. Insertion points
2. Tiberium Spikes
3. Mutant Hovels
4. Blue Tiberium Fields
5. Forward Tiberium Fields
6. Expansion Point
7. Defensive Towers
8. EMP Control Center

If you're craving a giant two-player war zone, you've come to the right place. This unique map features a host of key sites to capture and defend, allowing each battle to unfold in a variety of interesting ways. Securing the blue Tiberium Field and Tiberium Spike/Mutant Hovel plateau near your base helps you quickly flood the middle portion of the battlefield with superior forces. Capturing the region's central Expansion Point helps you quickly establish a forward base; have some defense turrets ready to deploy the moment you claim this site. The first player to secure the central EMP Control Center is likely to hold that area for most of the battle, as the surrounding Defensive Towers make it a costly site to storm.



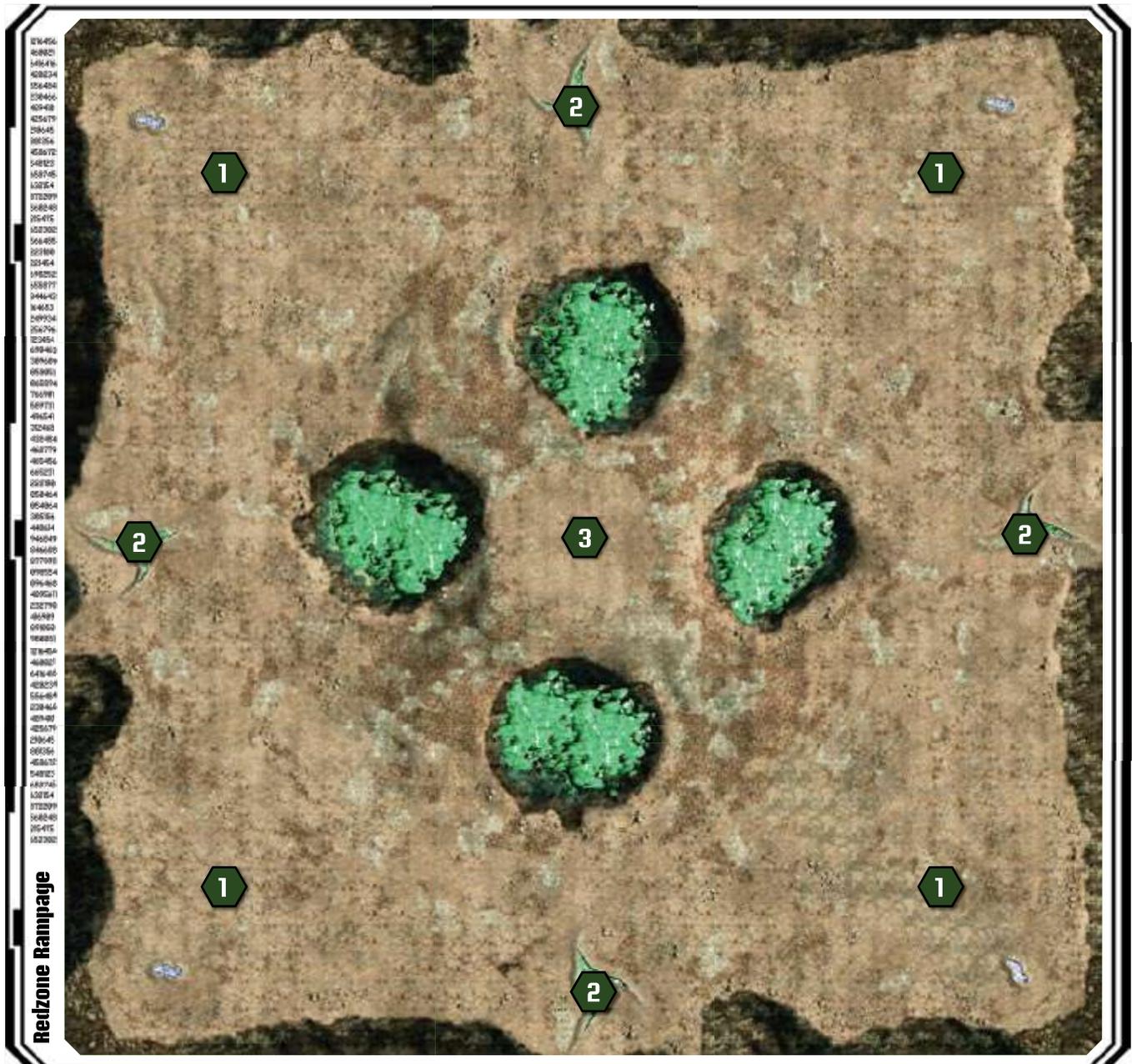
Pipeline Problems

Redzone Rampage

Greed is the key to victory on this tight four-player map. Tiberium Fields abound here at Redzone—each player's base is situated right between three of them. Take full advantage by constructing three Refineries/Extractors, placing each one close to a Tiberium Field so you're acquiring resources with tremendous speed. Build Cranes/Foundries to gain additional structure production queues to help you spend your resources as soon as you gain them. Be sure to place lots of base defenses near your forward Tiberium Fields as well; your rivals will likely be harvesting them from the other side, and no one likes a freeloader.

[Areas of Interest]

1. Insertion points
2. Auxiliary Tiberium Fields
3. EMP Control Center

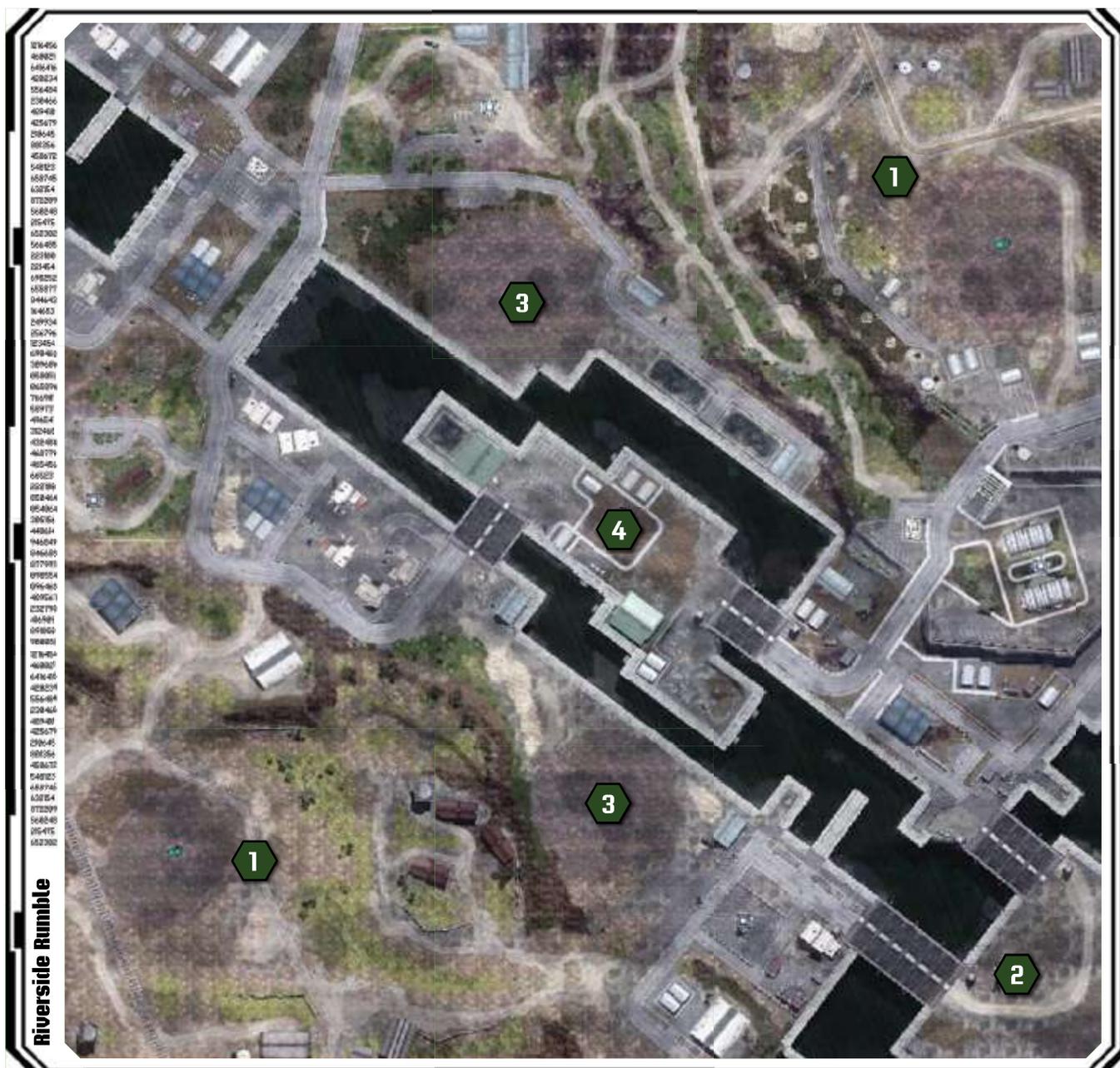


Riverside Rumble

This small riverside dock is full of garrison-able structures, placing a heavy focus on urban warfare. Both insertion points are set atop highly defensible hills, so the main tactic here is to simply capture the city with infantry as fast as you can. This is a cost-effective way of fortifying your side of the river, making it very dangerous for your rival's troops to move through areas you control. Make good use of units that are capable of clearing garrisoned buildings when storming your opponent's half of the map, and devote the majority of your resources to amassing a powerful air force that can circumvent thorny regions and bombard your rival's base without warning.

[Areas of Interest]

1. Insertion points
2. Tiberium Spike
3. Forward Tiberium Fields
4. Defensive Tower

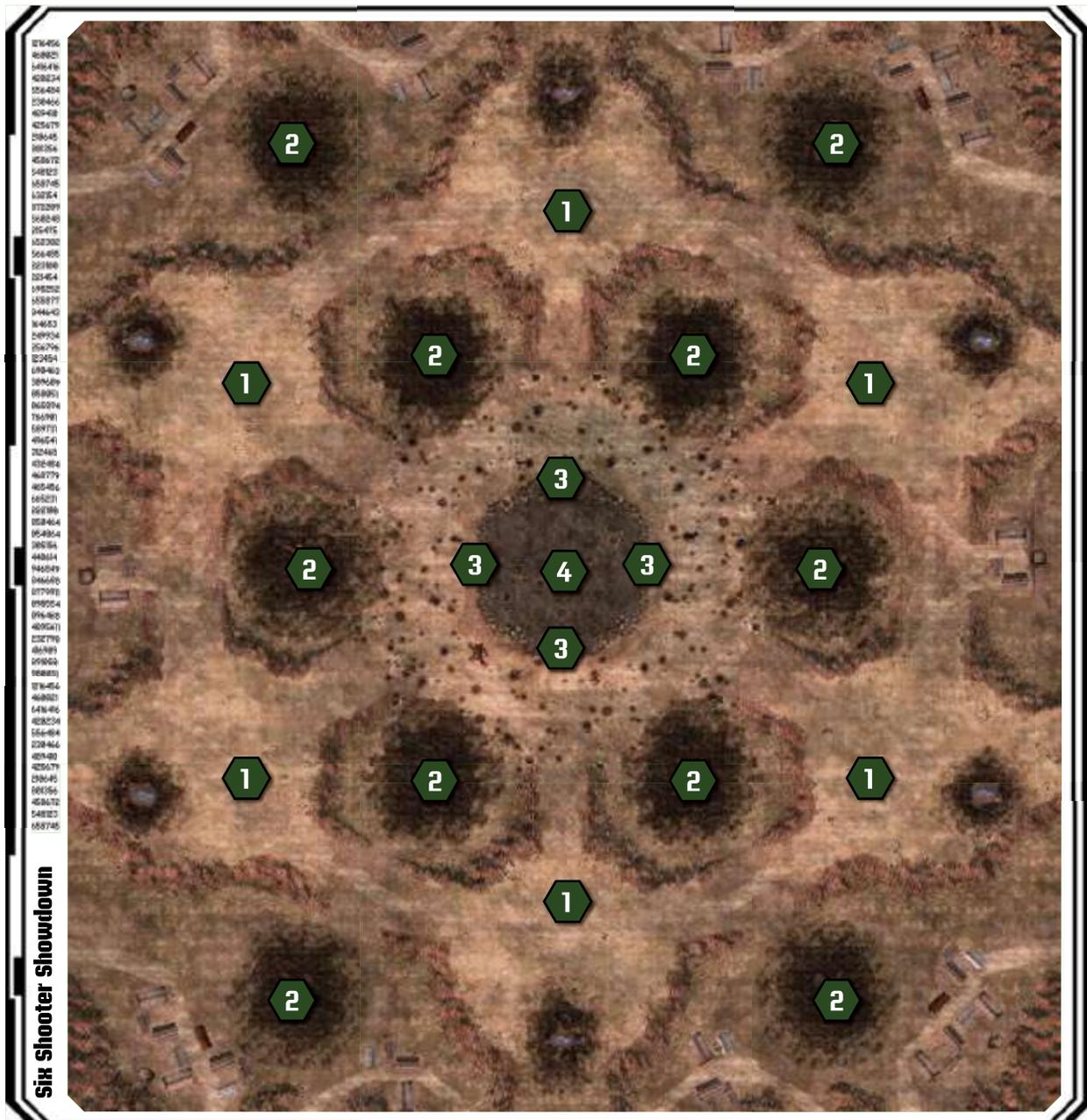


Six Shooter Showdown

Ready for a showdown? This giant battlefield has plenty of room for up to six players to flex their grand-scale combat muscles. Ample numbers of auxiliary Tiberium Fields provide plenty of sites to tap for extra resources, but securing these fields can be quite difficult when your rivals are attempting to do the same. Use infantry to garrison the many buildings and bunkers near each forward Tiberium Field, helping your forces defend these critical sites. Place War Factories/Warp Spheres at your base's entry points to both defend against invaders and allow your Harvesters to receive repairs each time they return to base with a fresh load of resources. Strive to capture the four Defensive Towers that surround the map's lone EMP Control Center as soon as possible; doing so allows you to dominate the center of the battlefield with minimum fuss.

[Areas of Interest]

1. Insertion points
2. Auxiliary Tiberium Fields
3. Defensive Towers
4. EMP Control Center

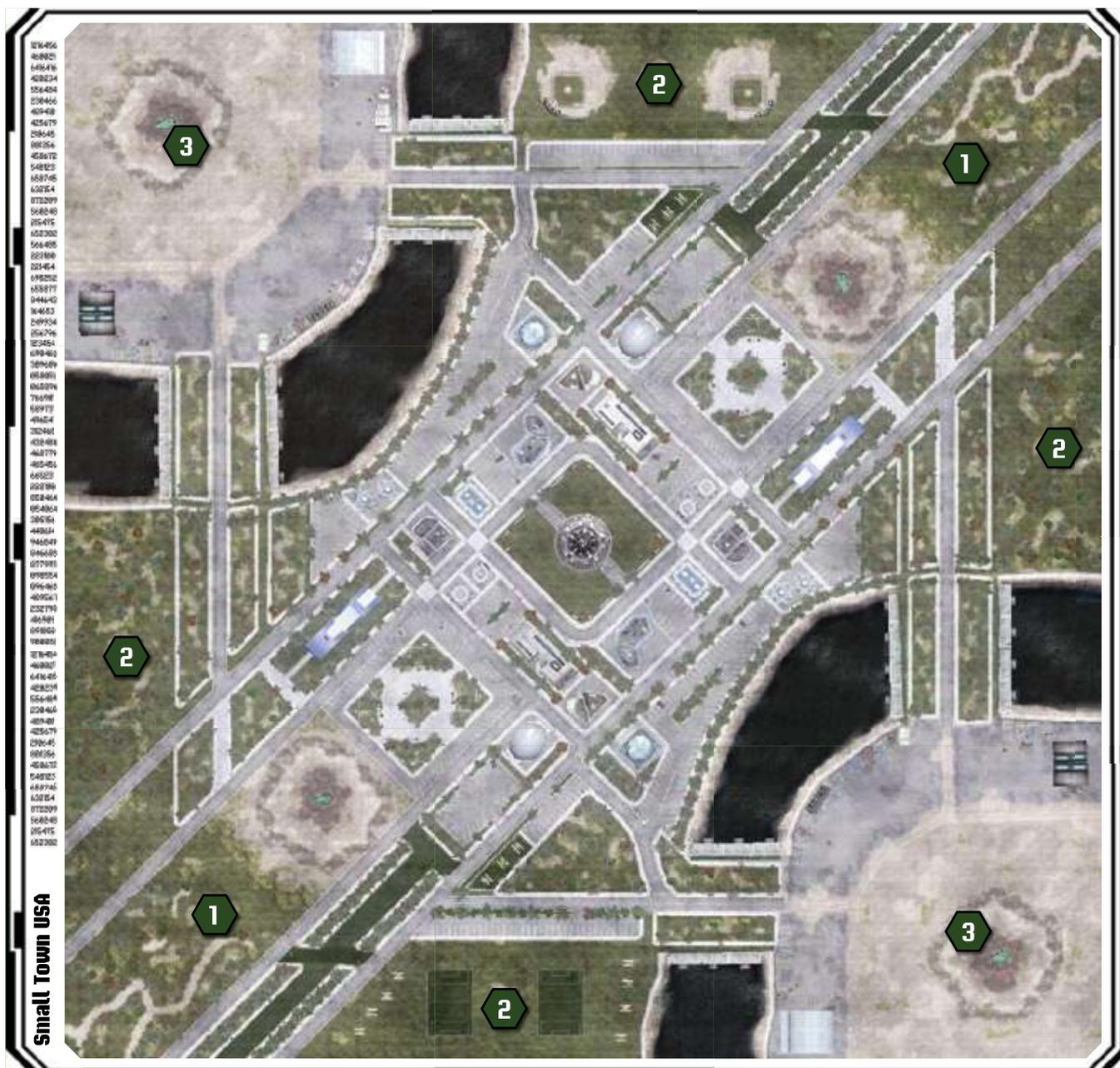


Small Town USA

Here's a nice, tight, two-player battlefield bursting with potential for crafty tacticians. Your first move should be to capture the two Tiberium Spikes near your base for a quick boost of resources. Put that extra cash to use by training infantry to secure the central city; this is a perfect way to prevent your opponent from hammering your base with early rush tactics. The northwest and southeast Tiberium Fields are sure to be hotspots for carnage as well; strive to establish outposts at these locations to gain additional resources, hamper your opponent's ability to generate income, and prevent your rival from flanking your main base with ground units.

[Areas of Interest]

1. Insertion points
2. Tiberium Spikes
3. Auxiliary Tiberium fields

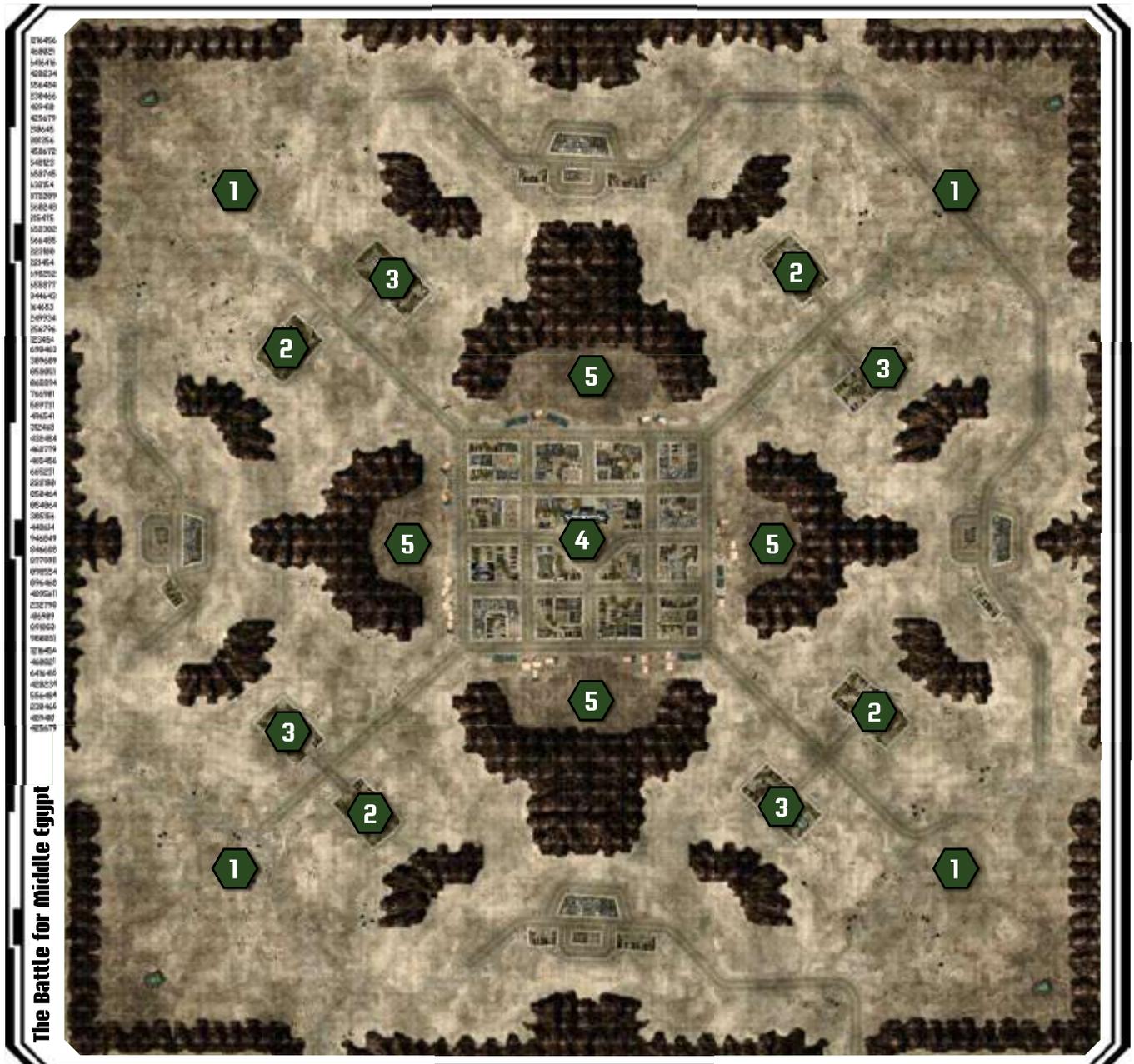


The Battle for Middle Egypt

The name of this large battlefield says it all: he who controls the map's central city gains a number of advantages, making it a highly-contested zone. For starters, four giant Tiberium Fields surround the central city, and a Subway Hub is located right at the heart of town. Capturing the Subway Hub allows you to move forces through the region's subway system, popping them out of Subway Entrances that stand near each insertion point to quickly assault your rival's bases. Securing the city early in the match is therefore vital; capture the Mutant Hovel near your base as soon as you're able, then train and send legions of Mutant Marauders to garrison the city's buildings. Set up an outpost in town to begin harvesting resources and producing units there, then use the subway system to quickly move your forces about the map.

Areas of Interest

1. Insertion points
2. Mutant Hovels
3. Subway Entrances
4. Subway Hub
5. Large Tiberium Fields

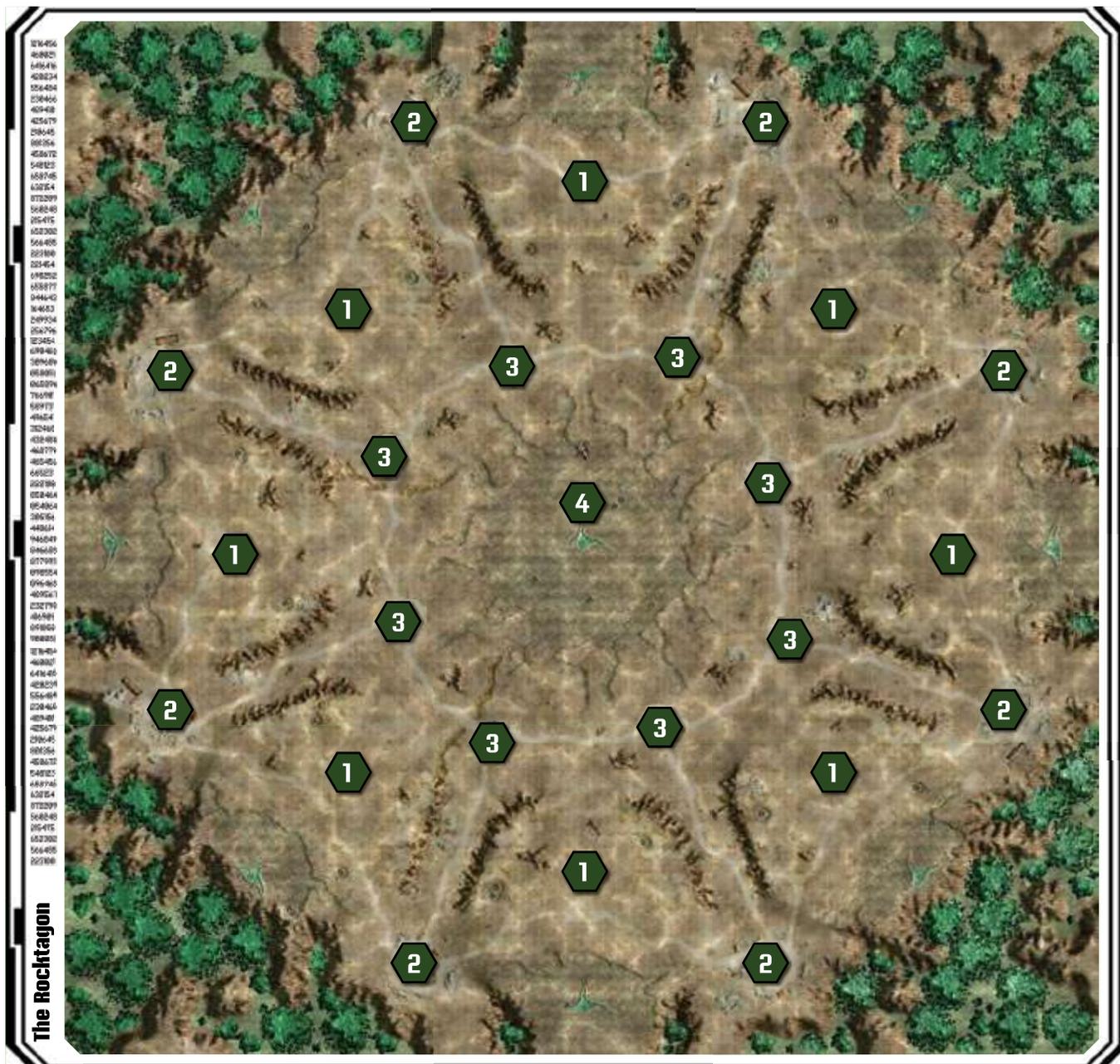


The Rocktagon

A wasteland expanse of this magnitude sets the perfect stage for some truly epic eight-player conflicts. Border wars are bound to erupt here, as the many insertion points are stationed much too close to each other for comfort. Move to capture the Mutant Hovels and Tiberium Spikes near your base as soon as you can, then strive to defend these choke points from your neighbors—garrisoning the few nearby buildings that can accommodate infantry units helps in this task. Establishing a base near the region's massive central Tiberium Field is dicey in the early stages of a battle; it's usually best to focus on annihilating one of your hostile neighbors, establishing an outpost in the smoldering remains of his base, and laying claim to his resources.

[Areas of Interest]

1. Insertion points
2. Mutant Hovels
3. Tiberium Spikes
4. Huge Tiberium Field

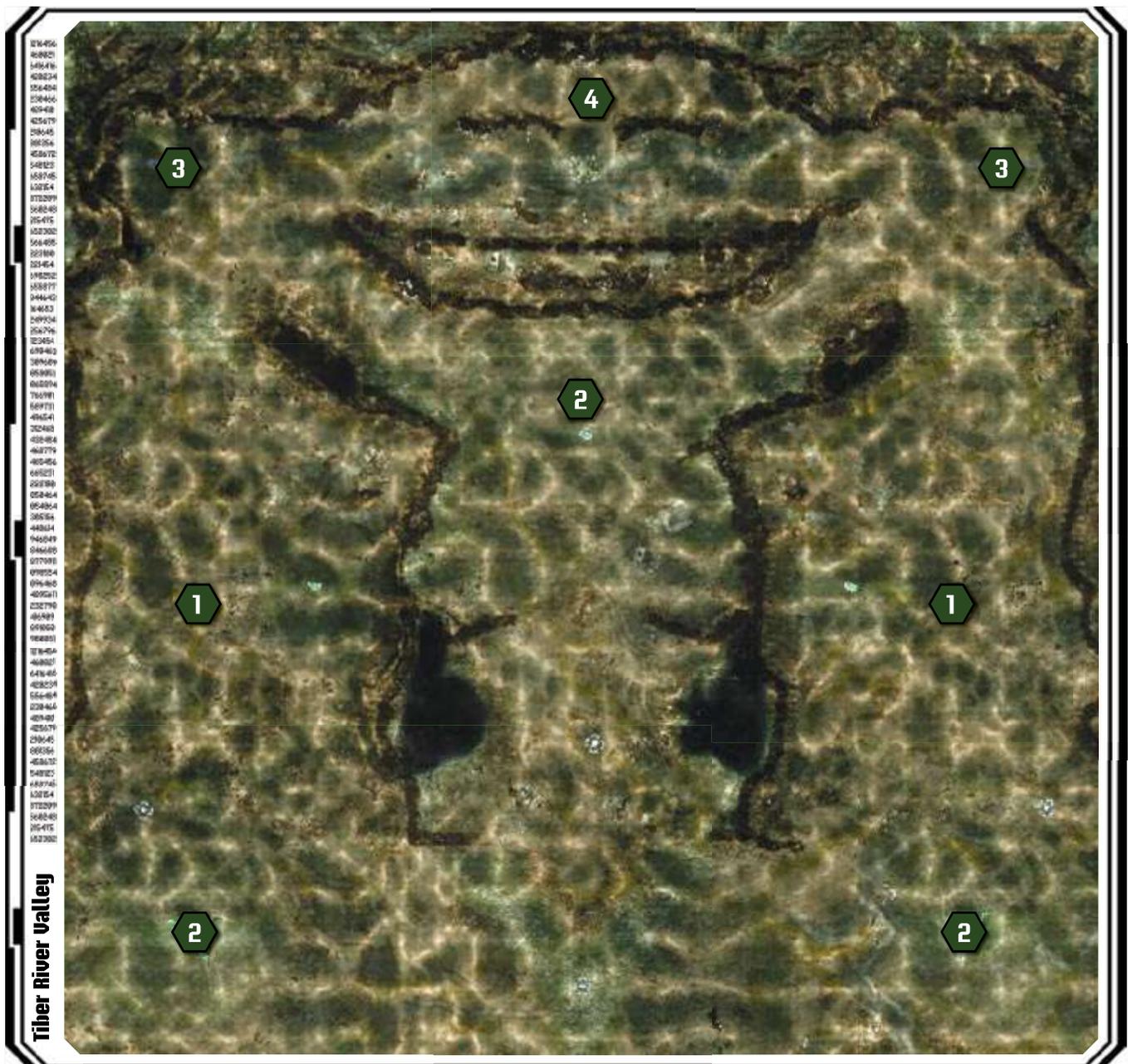


Tiber River Valley

This large river valley is an ideal region for slower, more methodical two-player battles. Work at building two outposts near the Tiberium Fields to the north and south of your insertion point; this gives you plenty of income and helps you defend your main base from ground units. Start with the northern blue Tiberium Field; it's a more valuable source of income, and establishing an outpost there makes it easier for you to secure and defend the region's lone EMP Control Center. Building up a powerful air force is also important here; doing so allows you to simply fly across the central river bed, assaulting your opponent's main base from the sky while your ground forces apply pressure to his northern and southern outposts.

[Areas of Interest]

1. Insertion points
2. Auxiliary Tiberium Fields
3. Blue Tiberium Fields
4. EMP Control Center

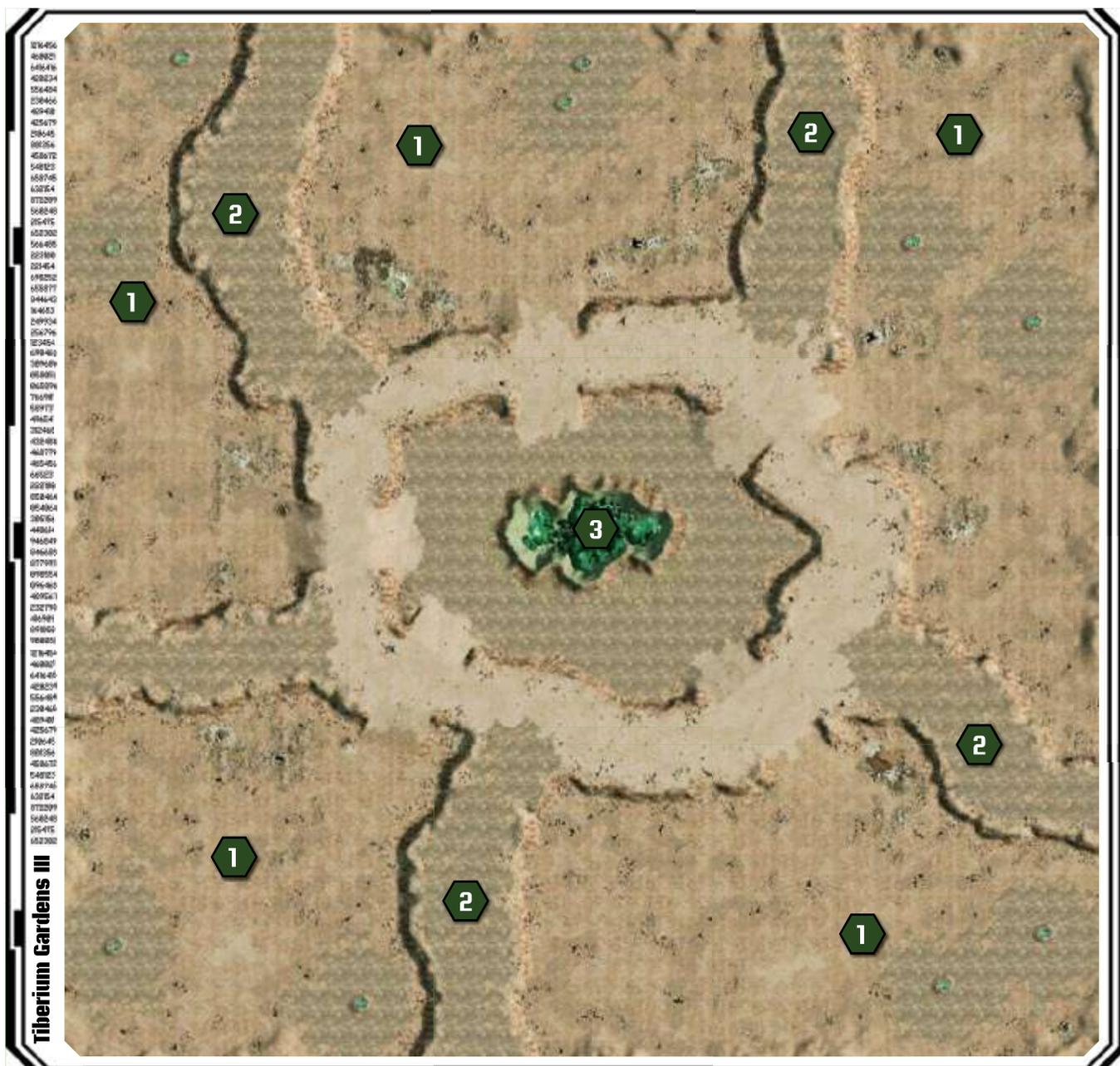


Tiberium Gardens III

This unique battleground is the only one specifically designed for five-player action. Tread lightly when sending infantry about this map; Tiberium lies strewn about, blanketing much of the terrain. Naturally, this provides a bounty of resources for all players, and because there's only one way to reach each insertion point by land, turtlers have a distinct advantage here. Place War Factories/Warp Spheres and heavy defenses near your base's entry point, climb the tech tree to reach more advanced units, and work at amassing a large airborne presence to dominate this map.

[Areas of Interest]

1. Insertion points
2. Tiberium-covered ridges
3. Massive Tiberium Field

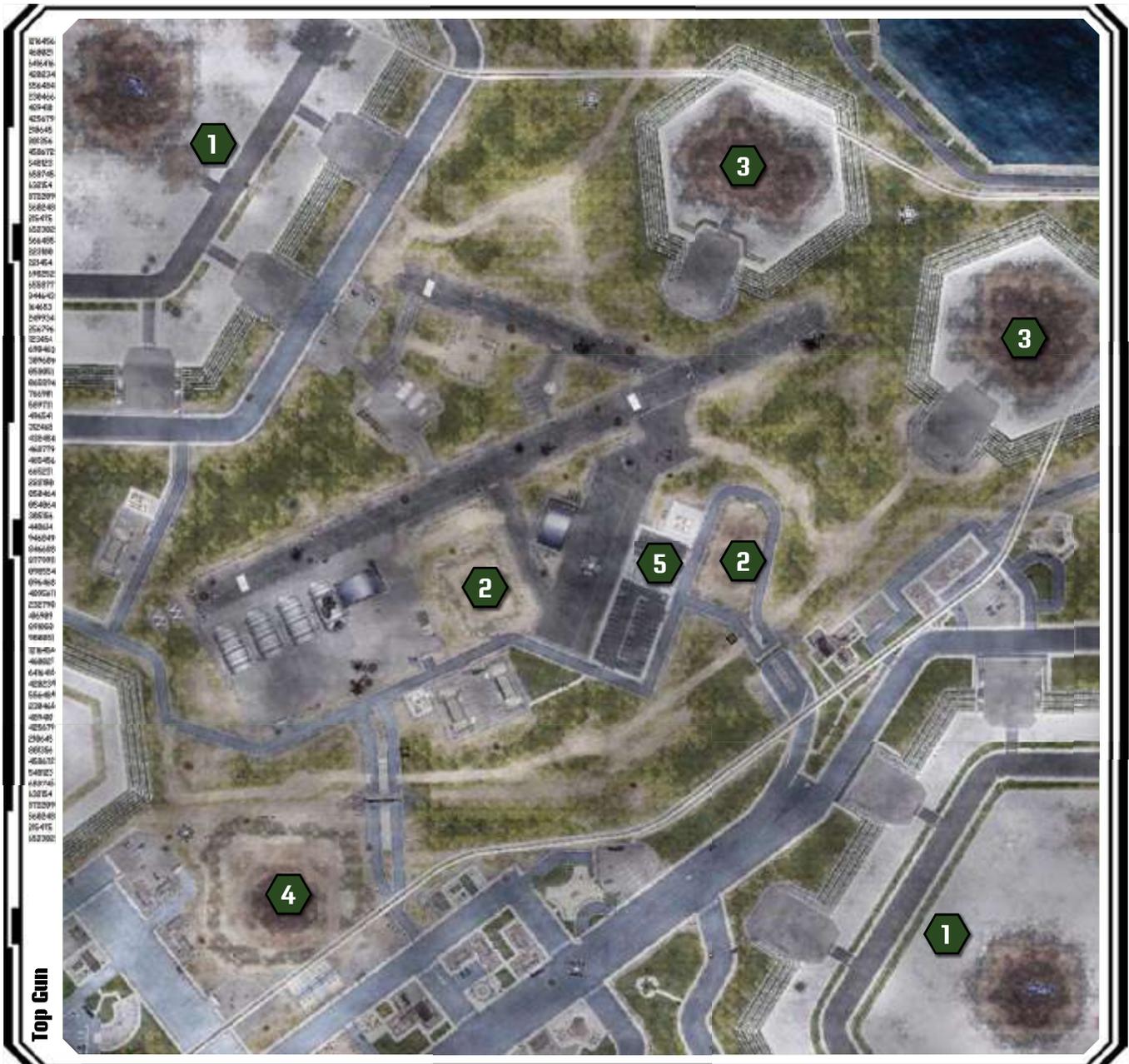


Top Gun

Battles waged at this tight airbase are fast and furious, so make sure to bring your A-game. Garrisoning the many buildings in the region gives you a distinct tactical advantage; send out plenty of infantry to secure key portions of the city, particularly the two central Tiberium Spikes, the south-east blue Tiberium Field, and the map's trademark Best Buy®—you can't beat those savings! Make good use of structure-clearing units throughout each conflict here; use them liberally to prevent your rival from gaining a foothold in the region. Unless you're desperate for resources, don't bother going after the two green Tiberium Fields on the northeast plateaus; they're quite difficult to defend. Focus on securing the lone blue Tiberium Field and pair of Tiberium Spikes instead.

[Areas of Interest]

1. Insertion points
2. Tiberium Spikes
3. Plateau Tiberium Fields
4. Blue Tiberium Field
5. Best Buy®



Tournament Arena

Hope you're not out for a quiet stroll in the park, because this small recreational area won't stay peaceful for long! Favor an open, sprawling layout as you build your base here, stretching out toward the forward Tiberium Field near your base so you can place a secondary Refinery/Extractor nearby and double your income. Make sure to place heavy defenses about this forward resource facility or it won't last long. Send utility units to capture the map's Tiberium Spikes as soon as possible, along with plenty of infantry to garrison the hardened bunkers stationed near these structures. Garrison the bunkers near the map's blue Tiberium Fields as well to defend these sites until you're ready to construct outposts there.

[Areas of Interest]

1. Insertion points
2. Tiberium Spikes
3. Forward Tiberium Fields
4. Blue Tiberium fields

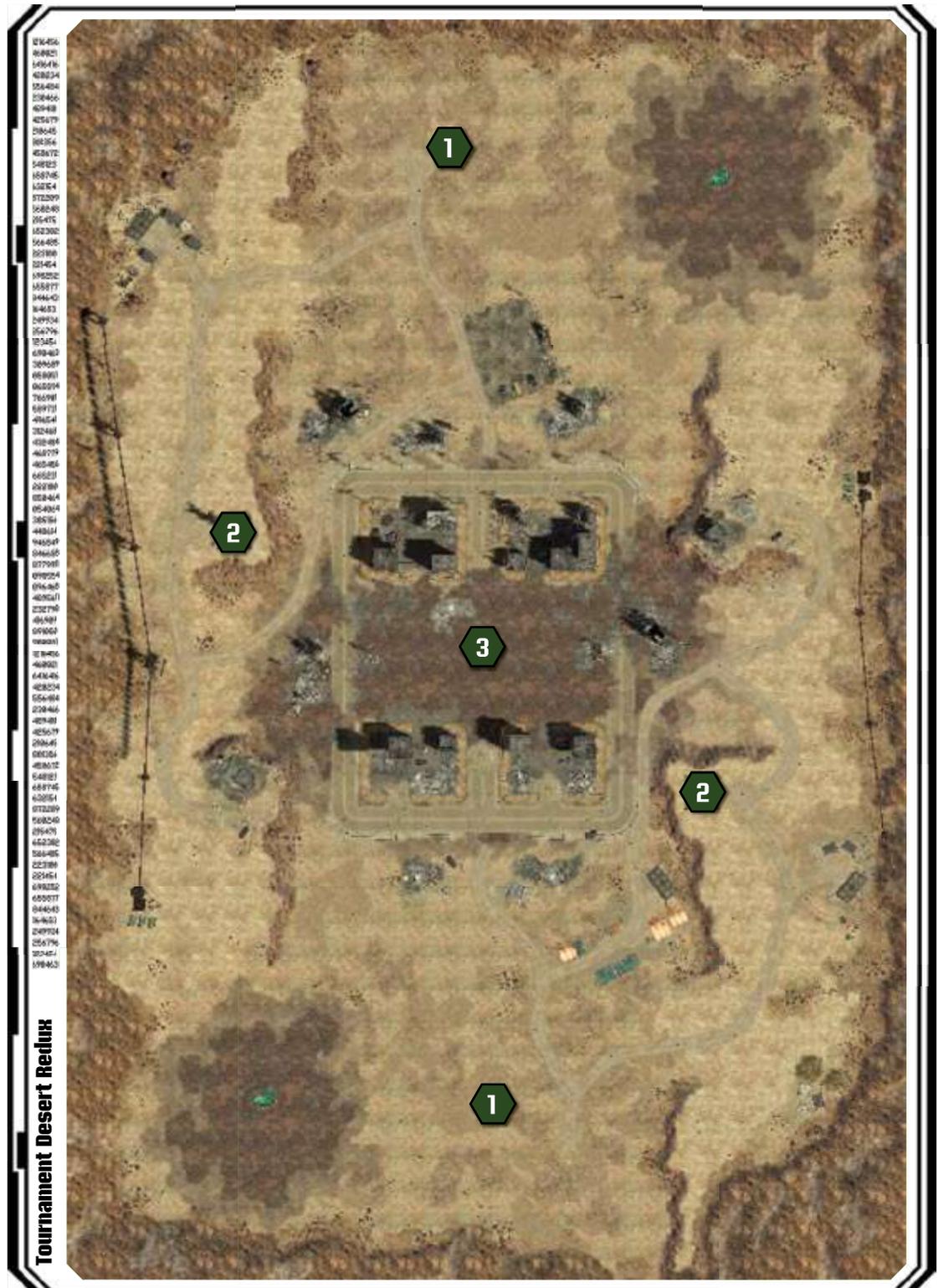


Tournament Desert Redux

[Areas of Interest]

1. Insertion points
2. Tiberium Spikes
3. Huge Tiberium Field

Battlefields don't come much smaller or more straightforward than this one; if you're looking for a place to wage a straight-up brawl against a heated rival, look no further. Infantry plays an important role throughout matches held here; send your soldiers to garrison the buildings of the small central city, helping to secure the massive Tiberium Field that's spread there. Place a secondary Refinery/Extractor close to the city for double-harvesting action. Move to secure the region's two Tiberium Spikes with utility units as soon as possible for extra income. Build a Crane/Foundry so you can spend resources as fast as you gain them, then build multiple War Factories/Warp Spheres so you can send legions of vehicles to overwhelm your opponent's base.



Tournament Tower

This small, panoramic battlefield makes for some truly interesting battles. Make sure to construct two Refineries/Extractors at your base, setting one near your green Tiberium Field and the other within range to harvest from the nearby blue Tiberium Field. Also send infantry to capture the Tiberium Spikes at the north and south sides of the map as soon as possible, garrisoning soldiers into the nearby buildings to keep these valuable resource structures safe from recapture. Rush tactics work quite well on such a small map; quickly build a few War Factories/Warp Spheres and assault your rival's headquarters with armored units, hitting his base at its northern and southern fronts to create chaos and force his defending units to divide themselves.

[Areas of Interest]

1. Insertion points
2. Tiberium Spikes
3. Blue Tiberium fields



Triple Threat

As its name implies, Triple Threat is a battleground designed for pulse-pounding three-way brawls. These are some of the most exciting multiplayer battles to participate in, as anything can happen when three separate forces vie for dominance. Each insertion point is located between two Tiberium Fields, so initial resources are plentiful and within easy reach; make sure to build two Refineries/Extractors to take full advantage. Controlling the map is important here; though many of the garrison-able buildings are damaged, they still provide effective cover for your infantry units. Work at capturing the central Tiberium Spikes and EMP Control Center as fast as you can, filling the surrounding buildings with soldiers to keep these valuable tech structures secure.

[Areas of Interest]

1. Insertion points
2. Tiberium Spikes
3. EMP Control Center

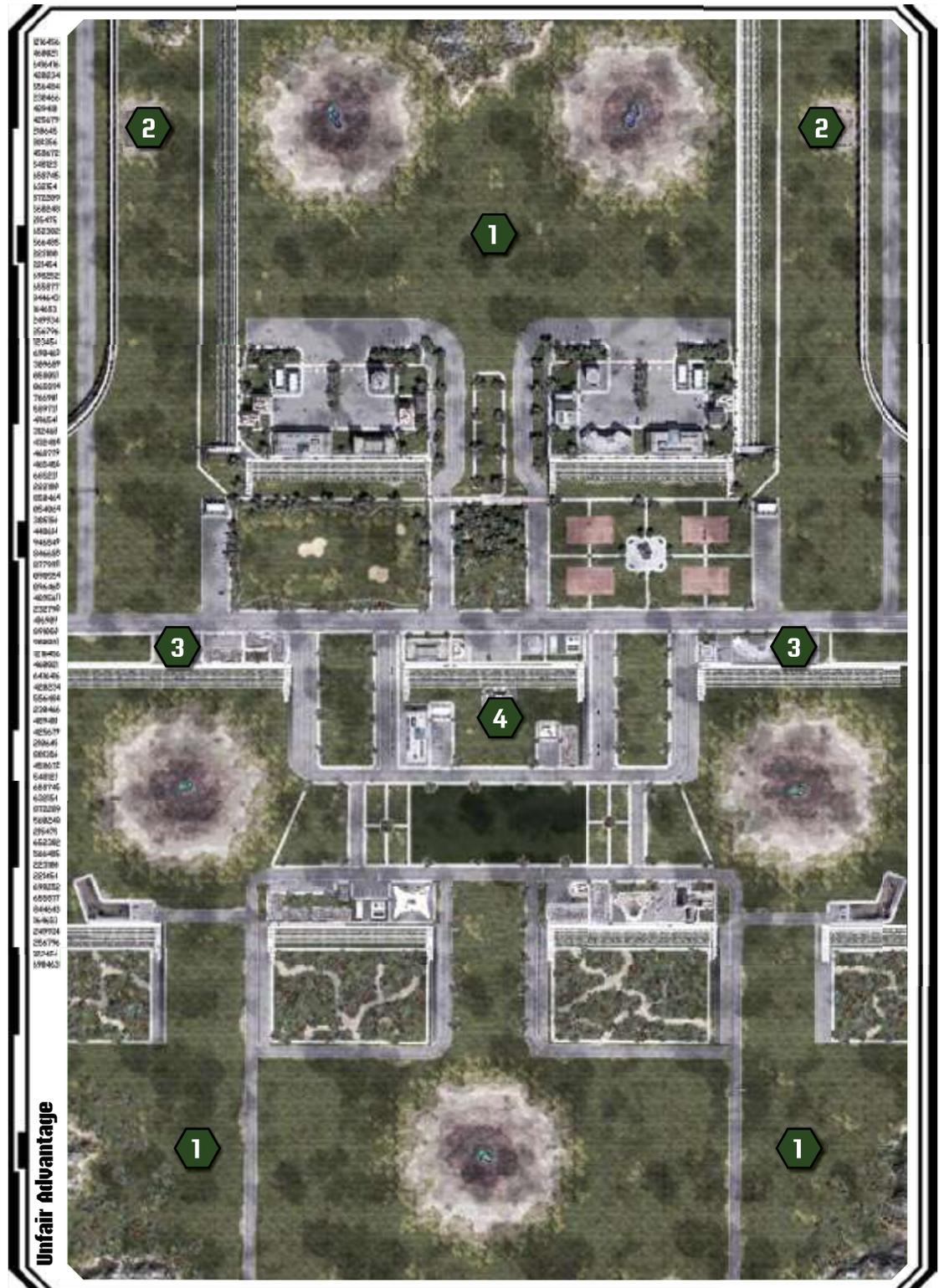


Unfair Advantage

Areas of Interest

1. Insertion points
2. Tiberium Spikes
3. Defensive Towers
4. EMP Control Center

The unique insertion point layout of this three-player battleground makes it ideal for two-against-one match ups—two rookie players taking on a seasoned pro, for example. The player who begins at the north end of the map has easy access to two blue Tiberium Fields and two Tiberium Spikes, and can quickly fortify his position by garrisoning the many civilian buildings to the south with infantry. Players who start at the south end of the area have access to two normal Tiberium Fields and must share a larger one that's spread between them—or simply obliterate their neighbor and take all three Fields for themselves. Either way, the southern forces face a harrowing uphill battle against their northern foe. It's best to send units capable of clearing garrisoned structures to secure the middle ground. Capturing the central EMP Control Center and twin Defensive Towers helps to level the playing field as well.



Here we provide quick-reference tables of hard statistical data on the 100+ units and structures in *Command & Conquer 3 Tiberium Wars*. This info isn't much help if you can't understand it, though; here's the meaning behind each field in the following tables:

Name: The name of the unit/structure.

Cost: The Tiberium resources required to begin construction on the unit/structure.

Time: The amount of time it takes to build the unit/structure.

Energy: The amount of power used/provided by the structure. (Structure sections only.)

Move: A relative value that indicates how fast the unit moves. The greater the number, the faster the unit travels. (Unit sections only.)

Health: A relative value that indicates how much health the unit/structure has. The higher the number, the more damage the unit/structure can withstand before being destroyed.

Rocket: A percentage that reveals how vulnerable the unit/structure's armor is to Rocket-class attacks. Examples include missiles and RPGs. A value of 100% means the unit/structure would suffer the total potential damage from this form of attack.

Gun: A percentage that shows how vulnerable the unit/structure's armor is to Gun-class attacks. Examples include pistols, machineguns, and other ballistic weaponry. A value of 100% means the unit/structure will suffer the total potential damage from this form of attack.

Cannon: A percentage that illustrates how vulnerable the unit/structure's armor is to Cannon-class attacks. Examples include tank cannons, lasers, and railguns. A value of 100% means the unit/structure will suffer the total potential damage from this form of attack.

Grenade: A percentage that reveals how vulnerable the unit/structure's armor is to Grenade-class attacks. Examples include grenades and fire-based attacks. A value of 100% means the unit/structure will suffer the total potential damage from this form of attack.

Sniper: A percentage that shows how vulnerable the unit/structure's armor is to Sniper-class attacks. Examples include sniper rifles and high-impact ballistic weaponry. A value of 100% means the unit/structure will suffer the total potential damage from this form of attack.

Class: Indicates the class of weaponry the unit/structure wields: Rocket, Gun, Cannon, Grenade, or Sniper. Some weapon classes are better against certain targets than others.

Range: A relative figure that shows the effective range of the unit/structure's weaponry. Higher values mean the unit/structure can attack more distant targets.

Speed: A relative value that indicates how fast the unit/structure's attacks travel. The higher the number, the less time it takes for each attack to strike its target.

Damage: A relative figure that indicates the power of each of the unit/structure's attacks. The higher the value, the more damage each attack can potentially inflict. Note that this value can be misleading, as it represents the damage of each individual attack (one round from a rapid-fire machinegun, etc). Also, attack damage can be greatly marginalized when firing on unfavorable targets.

Calculating Damage

The math involved in *Command & Conquer 3's* damage calculation system is actually quite simple; just take the attacking unit's weaponry class and damage potential (found within the unit's "Attacks and Damage" table) and cross-reference it against the appropriate armor rating and health of the defending unit.

For example, a GDI APC firing on a fully exposed Nod Militant Rocket Squad would inflict 25 points of damage with each bullet that lands. This is because the Militant Rocket Squad's armor allows 100% of a Gun-class attack's potential damage to pass through, and the APC happens to employ a Gun-class weapon that inflicts 25 points of damage with each shot. Factoring in the incredibly high rate of fire featured by the APC's machinegun turret, that Militant Rocket squad isn't long for this world!

GDI Production Structures

Name	Cost	Time	Energy	Health	Rocket	Gun	Cannon	Grenade	Sniper	Class	Range	Speed	Damage
Airfield	1,000	10 sec	-8	4,000	25%	25%	100%	100%	1%	—	—	—	—
Armory	1,000	10 sec	-7	3,000	50%	25%	75%	100%	1%	—	—	—	—
Barracks	500	5 sec	-5	3,000	25%	25%	100%	100%	1%	—	—	—	—
Command Post	1,500	15 sec	-9	5,000	50%	25%	75%	100%	1%	—	—	—	—
Construction Yard	2,500	25 sec	10	20,000	50%	25%	75%	100%	1%	—	—	—	—
Crane	1,500	15 sec	-10	3,000	50%	25%	75%	100%	1%	—	—	—	—
Power Plant	800	8 sec	20	4,000	50%	25%	75%	100%	1%	—	—	—	—
Refinery	2,000	20 sec	-6	10,000	50%	25%	75%	100%	1%	—	—	—	—
Space Command Uplink	3,000	30 sec	-15	3,000	50%	25%	75%	100%	1%	—	—	—	—
Tech Center	4,000	40 sec	-12	10,000	25%	25%	100%	100%	1%	—	—	—	—
War Factory	2,000	20 sec	-7	10,000	50%	25%	75%	100%	1%	—	—	—	—

GDI Support Structures

Name	Cost	Time	Energy	Health	Rocket	Gun	Cannon	Grenade	Sniper	Class	Range	Speed	Damage
AA Battery	800	8 sec	-5	7,000	50%	25%	75%	100%	1%	Gun	450	Instant	25
Guardian Cannon	1,200	12 sec	-8	4,000	50%	25%	75%	100%	1%	Cannon	350	1,000	350
Ion Cannon Control Center	5,000	50 sec	-20	20,000	50%	25%	75%	100%	1%	Cannon	Infinite	Instant	20,000
Sonic Emitter	2,000	20 sec	-15	7,000	50%	25%	75%	100%	1%	Cannon	375	Instant	1,000/ 3,000
Tiberium Silo	500	5 sec	-3	1,000	50%	25%	75%	100%	1%	—	—	—	—
Watchtower	600	6 sec	-5	2,400	50%	25%	75%	100%	1%	Gun	350	Instant	15

GDI Other Structures

Name	Cost	Time	Energy	Health	Rocket	Gun	Cannon	Grenade	Sniper	Class	Range	Speed	Damage
Battle Base	2,000	20 sec	0	5,000	25%	25%	100%	100%	1%	Cannon/ Rocket	300/ 300/ 400	500/ 500/ 200	500/ 150
Foxhole	300	10 sec	0	2,000	50%	25%	75%	100%	1%	—	—	—	—
Outpost	1,500	15 sec	0	2,000	100%	100%	100%	100%	1%	—	—	—	—

GDI Infantry Units

Name	Cost	Time	Move	Health	Rocket	Gun	Cannon	Grenade	Sniper	Class	Range	Speed	Damage
Commando	2,000	20 sec	50	500	25%	100%	50%	75%	500%	Sniper	300	Instant	500
Engineer	500	5 sec	30	75	25%	100%	50%	75%	500%	—	—	—	—
Grenadier Squad	800	8 sec	45	1,248	25%	100%	50%	75%	500%	Grenade	200	100	240
Missile Squad	400	4 sec	45	300	25%	100%	50%	75%	500%	Rocket	300	200	500
Rifleman Squad	300	3 sec	50	450	10%	100%	50%	75%	500%	Gun	260	Instant	12
Sniper Team	1,000	10 sec	45	600	25%	100%	50%	75%	500%	Sniper	450	Instant	500
Zone Troopers	1,300	13 sec	55	960	25%	100%	50%	75%	75%	Cannon	300	Instant	840

GDI Vehicle Units

Name	Cost	Time	Move	Health	Rocket	Gun	Cannon	Grenade	Sniper	Class	Range	Speed	Damage
Harvester	1,000	10 sec	50	7,500	75%	25%	110%	25%	1%	Gun	300	Instant	10
Juggernaut	2,200	22 sec	40	5,000	75%	25%	100%	25%	1%	Cannon	500	500	3,000
Mammoth Tank	2,500	25 sec	40	10,000	75%	25%	100%	25%	1%	Cannon/ Rocket	300	Instant	1,000/ 800
MCV	2,500	25 sec	40	2,500	75%	25%	100%	25%	1%	—	—	—	—
Pitbull	700	7 sec	115	1,500	75%	50%	100%	50%	1%	Rocket	250	200	400
Predator Tank	1,100	11 sec	60	3,400	75%	25%	100%	25%	1%	Cannon	300	1,000	572
Rig	2,000	20 sec	50	1,500	75%	25%	100%	25%	1%	—	—	—	—
Surveyor	1,500	15 sec	50	2,000	100%	100%	100%	100%	1%	—	—	—	—

GDI Aircraft Units

Name	Cost	Time	Move	Health	Rocket	Gun	Cannon	Grenade	Sniper	Class	Range	Speed	Damage
Firehawk	1,500	15 sec	190	2,625	100%	100%	100%	100%	1%	Rocket	450/ 200	500/ 180	1,000
Orca	1,100	11 sec	10	1,500	100%	100%	100%	100%	1%	Rocket	250	200	750
V35 Ox	N/A	N/A	160	750	100%	100%	100%	100%	1%	—	—	—	—

Nod Production Structures

Name	Cost	Time	Energy	Health	Rocket	Gun	Cannon	Grenade	Sniper	Class	Range	Speed	Damage
Air Tower	1,000	10 sec	-5	3,000	50%	25%	75%	100%	1%	—	—	—	—
Construction Yard	3,000	30 sec	10	20,000	50%	25%	75%	100%	1%	—	—	—	—
Crane	1,500	15 sec	-10	2,000	50%	25%	75%	100%	1%	—	—	—	—
Hand of Nod	500	5 sec	-5	2,500	50%	25%	75%	100%	1%	—	—	—	—
Operations Center	1,500	15 sec	-10	5,000	50%	25%	75%	100%	1%	—	—	—	—
Power Plant	500	5 sec	15	4,000	50%	25%	75%	100%	1%	—	—	—	—
Refinery	2,000	20 sec	-6	10,000	50%	25%	75%	100%	1%	—	—	—	—
Secret Shrine	1,500	15 sec	-8	3,000	50%	25%	75%	100%	1%	—	—	—	—
Tech Lab	4,000	40 sec	-15	10,000	50%	25%	75%	100%	1%	—	—	—	—
Tiberium Chemical Plant	3,000	30 sec	-15	3,000	50%	25%	75%	100%	1%	—	—	—	—
War Factory	2,000	20 sec	-5	10,000	50%	25%	75%	100%	1%	—	—	—	—

Nod Support Structures

Name	Cost	Time	Energy	Health	Rocket	Gun	Cannon	Grenade	Sniper	Class	Range	Speed	Damage
Disruption Tower	1,000	10 sec	-10	3,000	50%	25%	75%	100%	1%	—	—	—	—
Laser Turret	1,200	12 sec	-10	3,000/ 1,000	50%	25%	75%	100%	1%	Cannon	350	Instant	140
Obelisk of Light	1,800	18 sec	-15	7,500	50%	25%	75%	100%	1%	Cannon	375	Instant	3,000
SRM Turret	800	8 sec	-6	3,000/ 1,000	50%	25%	75%	100%	1%	Rocket	450	250	375
Shredder Turret	600	6 sec	-6	3,000/ 1,000	50%	25%	75%	100%	1%	Gun	350	750	150
Temple of Nod	5,000	50 sec	-20	20,000	50%	25%	75%	100%	1%	Cannon	Infinite	Instant	20,000
Tiberium Silo	500	5 sec	-3	3,000	50%	25%	75%	100%	1%	—	—	—	—

Nod Other Structures

Name	Cost	Time	Energy	Health	Rocket	Gun	Cannon	Grenade	Sniper	Class	Range	Speed	Damage
Outpost	1,500	15 sec	0	2,000	100%	100%	100%	100%	1%	—	—	—	—

Nod Infantry Units

Name	Cost	Time	Move	Health	Rocket	Gun	Cannon	Grenade	Sniper	Class	Range	Speed	Damage
Black Hand	900	9 sec	40	2,700	50%	100%	50%	75%	500%	Grenade	180	Instant	180
Commando	2,000	20 sec	60	500	25%	100%	50%	75%	500%	Sniper	300	500	500
Fanatics	800	8 sec	70	750	25%	200%	50%	75%	500%	Grenade	20	Instant	500,000
Militant Rocket Squad	400	4 sec	35	300	50%	100%	50%	75%	500%	Rocket	250	200	500
Militant Squad	200	2 sec	35	360	50%	100%	50%	75%	500%	Gun	250	Instant	25
Saboteur	500	5 sec	30	75	25%	100%	50%	75%	500%	—	—	—	—
Shadow Team	800	8 sec	80/100	1,200	25%	100%	50%	75%	500%	Sniper	200	Instant	120

Nod Vehicle Units

Name	Cost	Time	Move	Health	Rocket	Gun	Cannon	Grenade	Sniper	Class	Range	Speed	Damage
Attack Bike	600	6 sec	140	800	100%	75%	100%	75%	1%	Rocket	250	200	600
Avatar War mech	3,000	30 sec	50	10,000	100%	25%	100%	25%	1%	Cannon	350	Instant	1,000
Beam Cannon	1,000	10 sec	75	3,000	75%	50%	100%	50%	1%	Cannon	500	Instant	—
Emissary	1,500	15 sec	100	2,000	100%	100%	100%	100%	1%	—	—	—	—
Flame Tank	1,000	10 sec	75	3,700	75%	25%	200%	25%	1%	Grenade	100	Instant	200
Harvester	1,000	10 sec	75	5,000	75%	25%	110%	25%	1%	—	—	—	—
MCV	2,500	25 sec	60	10,000	75%	25%	100%	25%	1%	—	—	—	—
Raider Buggy	400	4 sec	130	1,500	50%	50%	100%	50%	1%	Gun	250	Instant	25
Scorpion Tank	800	8 sec	90	2,400	75%	25%	100%	25%	1%	Cannon	275	1,000	500
Stealth Tank	1,000	10 sec	120	1,875	75%	25%	100%	25%	1%	Rocket	275	200	1,500

Nod Aircraft Units

Name	Cost	Time	Move	Health	Rocket	Gun	Cannon	Grenade	Sniper	Class	Range	Speed	Damage
Carryall	N/A	N/A	100	750	100%	100%	100%	100%	1%	—	—	—	—
Venom	700	7 sec	30	1,800	100%	100%	100%	100%	1%	Gun	200	Instant	35
Vertigo Bomber	1,800	18 sec	165	3,000	100%	100%	100%	100%	1%	Gun	100	200	10

Scrin Production Structures

Name	Cost	Time	Energy	Health	Rocket	Gun	Cannon	Grenade	Sniper	Class	Range	Speed	Damage
Drone Platform	2,500	25 sec	10	20,000	50%	25%	75%	100%	1%	—	—	—	—
Extractor	2,000	20 sec	-6	10,000	50%	25%	75%	100%	1%	—	—	—	—
Foundry	1,500	15 sec	-10	3,000	50%	25%	75%	100%	1%	—	—	—	—
Gravity Stabilizer	1,000	10 sec	-7	6,000	50%	25%	75%	100%	1%	—	—	—	—
Nerve Center	1,500	15 sec	-8	5,000	50%	25%	75%	100%	1%	—	—	—	—
Portal	600	6 sec	-5	3,000	50%	25%	75%	100%	1%	—	—	—	—
Reactor	600	6 sec	20	4,000	50%	25%	75%	100%	1%	—	—	—	—
Signal Transmitter	3,000	30 sec	-10	3,000	50%	25%	75%	100%	1%	—	—	—	—
Stasis Chamber	1,200	12 sec	-8	3,000	50%	25%	75%	100%	1%	—	—	—	—
Technology Assembler	4,000	40 sec	-10	10,000	50%	25%	75%	100%	1%	—	—	—	—
Warp Sphere	2,000	20 sec	-6	10,000	50%	25%	75%	100%	1%	—	—	—	—

Scrin Support Structures

Name	Cost	Time	Energy	Health	Rocket	Gun	Cannon	Grenade	Sniper	Class	Range	Speed	Damage
Buzzer Hive	600	6 sec	-7	1,600	50%	25%	75%	100%	1%	Sniper	400	Instant	120
Growth Accelerator	1,500	15 sec	-5	3,000	50%	25%	75%	100%	1%	—	—	—	—
Photon Cannon	1,200	12 sec	-8	4,000	50%	25%	75%	100%	1%	Cannon	350	400	700
Plasma Missile Battery	800	8 sec	-7	7,000	50%	25%	75%	100%	1%	Rocket	450	300	750
Rift Generator	5,000	50 sec	-15	20,000	50%	25%	75%	100%	1%	Cannon	Infinite	Instant	20,000
Storm Column	1,500	15 sec	-12	6,400	50%	25%	75%	100%	1%	Rocket	375	Instant	2,500

Scrin Other Structures

Name	Cost	Time	Energy	Health	Rocket	Gun	Cannon	Grenade	Sniper	Class	Range	Speed	Damage
Lightning Spike	1,000	10 sec	0	3,000	50%	25%	75%	100%	1%	Cannon	375	Instant	290
Outpost	1,500	15 sec	0	2,000	100%	100%	100%	100%	1%	—	—	—	—

Scrin Infantry Units

Name	Cost	Time	Move	Health	Rocket	Gun	Cannon	Grenade	Sniper	Class	Range	Speed	Damage
Assimilator	500	5 sec	30	75	25%	100%	50%	75%	100%	—	—	—	—
Buzzer	200	2 sec	75	250	25%	50%	25%	50%	100%	Gun	150	Instant	10
Disintegrator	300	3 sec	50	350	25%	75%	50%	75%	100%	Rocket	100	Instant	450
Mastermind	1,500	15 sec	90	1,250	25%	100%	50%	75%	100%	—	200	Instant	—
Shock Trooper	800	8 sec	65	900	25%	100%	25%	100%	100%	Rocket	300	400	225

Scrin Vehicle Units

Name	Cost	Time	Move	Health	Rocket	Gun	Cannon	Grenade	Sniper	Class	Range	Speed	Damage
Annihilator Tripod	3,000	30 sec	60	7,500	75%	25%	100%	25%	1%	Cannon	350	400	500
Corruptor	1,000	10 sec	60	2,500	75%	25%	100%	25%	1%	Grenade	100	Instant	40
Devourer Tank	1,400	14 sec	55	3,200	75%	25%	100%	25%	1%	Cannon	350	Instant	500
Explorer	1,500	15 sec	100	2,000	100%	100%	100%	100%	1%	—	—	—	—
Gun Walker	700	7 sec	75	2,500	75%	25%	100%	25%	1%	Gun	300	Instant	80
Harvester	1,000	10 sec	75	7,500	75%	25%	110%	50%	1%	—	—	—	—
Seeker	800	8 sec	90	2,400	75%	25%	100%	50%	1%	Rocket	250	400	375

Scrin Aircraft Units

Name	Cost	Time	Move	Health	Rocket	Gun	Cannon	Grenade	Sniper	Class	Range	Speed	Damage
Devastator Warship	2,400	24 sec	60	6,250	100%	100%	100%	100%	1%	Grenade	500	300	1,750
Drone Ship	3,000	30 sec	48	6,250	75%	25%	100%	25%	1%	—	—	—	Instant
Mothership	5,000	50 sec	15	30,000	100%	100%	100%	100%	1%	Cannon	5	Instant	Extreme
Planetary Assault Carrier	3,000	30 sec	40	12,500	100%	100%	100%	100%	1%	Cannon	400	Instant	360
Stormrider	1,500	15 sec	175	4,000	100%	100%	100%	100%	1%	Rocket	350	Instant	100

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Audio Director:

Mical Pedriana

Producer:

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Cinematics Director:

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Technical Directors:

Andre Bremer

Martin Hoffesommer

Art & Cinematics Development Director:

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Engineering Development Directors:

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Lead Campaign Designer:

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Lead Balance Designer:

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Lead Technical Designer:

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Lead Engineer:

Austin Ellis

Technical Art Director:

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Lead Animator:

Adam McCarthy

Lead Modeler:

Mike Colonnese

Lead Visual Effects Artist:

Michael Jones

DESIGN

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Writer:

Brent Friedman

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Systems Engineers:

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Gameplay Engineers:

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Design Engineer:

Keith "The Marquis" Schaefer

AI Engineers:

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Graphics Engineers:

Lutz Latta, John Versluis

Audio Engineer:

Ian Barkley-Yeung

User Interface Engineers:

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Multiplayer Engineers:

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Configuration Management Engineer:

Andrew Luby

Additional Engineering:

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ART

Animators:

Umberto Bossi, Eugene Cordwell Jarvis, Michael "Shadow Unit" Laygo

Modelers:

Leon Gor, Tse-Cheng Lo, Greg Luzniak, Kich Ma, Chance Rowe

Environment Artists:

Edwin Gomes, Charles Jacobi, Laureen LaFave, Phelicia Ramlogan, Chris Tamburrino, "Hollywood" Tim Williams

User Interface Artists:

Insun Kang, Andrey Kazmin

Visual Effects Artist:

Casey Robinson

Technical Artist:

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Concept Artists:

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Additional Art Direction:

Steve Burg, Duane Loose

PRODUCTION

Assistant Producer:

Sophyrun "Sope" May

Community Manager:

Aaron Kaufman

Project Manager:

Bobby Moldavon

Additional Production:

Harvard Bonin, Greg Kasavin, Amir Rahimi

Additional Preproduction Management:

Jeff Charvat, Ray Cobo, Chris Plummer

AUDIO

Senior Sound Designer:

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Voice Direction and Sound Design:

David Fries

Cinematic Audio:

Edward Cerrato

Additional Sound Design:

Zak Belica

Sam Bird

Additional Cinematic Audio:

Earbash Audio

Recording Facility:

POP Sound

CINEMATICS

Cinematic Artists:

Albert Cheng, Sangwoo Hong, Will Panganiban, Katai Tang, Michelle Tasic

Cinematic Editor:

Benjamin Hopkins

Additional Cinematic Art:

Aaron Kupferman

Additional Editing:

Nate Hubbard

Additional Project Management:

Patrick Hurd

Visual effects:

Sassoon Film Design
Tiger-Hare Studios

Visual effects Consultant:

Emile Smith

Post Production:

Reality Check Studios, Zap Wick

Additional Post Production:

Rony Soussan

LIVE ACTION

Principal Cast:

Tricia Helfer, Josh Holloway, Michael Ironside, Joseph D. Kucan, Jennifer Morrison, Grace Park, Billy Dee Williams

Producer:

Nina Dobner

Talent Manager:

Marci Galea

Production Services, Los Angeles Set:

BeachHouse Films, Executive Producers:
Dave and Patti Coulter

Production Services, Hawaii Set:

Pacific Focus, Producers: Jason Suapala
and Angie LaPrete

Set and Production Designer:

Cherie Baker

Costume Designer:

Poppy Cannon-Reese

Set and Prop Creation Studio:

Renegade Effects Group

Director of Photography, Los Angeles:

Rich Schaeffer

Director of Photography, Hawaii:

Dennis Burns

Additional Live Action Direction:

Habib Zargarpour

Behind the Scenes Crew

Justin Lupin, Isaac Rodriguez, Gary Wright

Supporting Roles:

Art Chudabala, Shanon Cook, Dragon Dronet, Shauntay Hinton, John Huck, Daniel C. Kucan, Madison Mason, Masha Sapron, Julian D. Stone

Credits

VOICE TALENT

Voice Actors:

Brian Bloom, Steve Blum, Billy Brown, Jesse Burch, Joe Cappelletti, Jim Connor, Travis Davis, Mark Derwin, Kiko Ellsworth, Keith Ferguson, Peter Giles, Roger L. Jackson, Peter Jessop, Kristen Kairos, Neil Kaplan, Andrew Kishino, Scott Lawrence, Stefan Marks, Phil Morris, Mark Moseley, Christopher Reid, Beng Spies, Stephen Stanton, Rob Steinman, Skyler Stone, Keith Szarajka, Courtenay Taylor, Kari Wahlgren, Jim Ward, Rick Weiss, Dave Wittenberg

MUSIC

Music Composed By:

Steve Jablonsky, Trevor Morris

GAMESPY

Director of Professional Services:

Sachin Gangupantula

Production:

Bill Dewey, Matthew Whited

Lead Engineer:

Chris Barnett

Engineering:

Joe Ruvel, Dan Schoenblum, Bill Sherman, Bill Watters, David Wright

EPOHY SUPPORT

Vendor Coordinator:

Alexis Beamon

Project Manager:

Kate Bigel

Director of Pipeline/Process:

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Senior Development Director:

David Schwartz

TESTING

Senior QA Manager:

Alex Plachowski

QA Project Lead:

Sean Shimoda

QA Lead Tester:

Brett Yagi

QA Engineers:

Bill Colby
Steven Hoey

Testers:

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Gregory Harty, Jason Jacoby, Jane Jeffers, PJ Jochico, Cody Kennedy, Kurt Lindquis, Nathan Lee, Ellen Lin, Kevin Loudon, Chris Mancini, Zach Martin, Amarys Mayes, Vichea Meak, Zach Owens, Tim Piniak, Haroon Piracha, Darine Pokawatana, Eddie Price, Simon Rush, Kevin Sanchez, Paul Schmitz, Louie Soriano, Caleb St. Clair, Brian Stumpf, Michael Thomas, Nandi Varadi, Taj Void, Bryan Wilbur, Michael Yang, Marron Young

Community Balance Testers:

Manny "Fox333" Bonorand, James "Trunks" Fielding, Michael "NTAC" Gomez, Soren "ThoR" Thiel Hansen, Lawrence "HERO" King, Jonathan "AGM Launcher" LeMaitre, Jeff "drake32" Nizynski, Curtis "NoFxFire-Blaze" Roberts, Breno "MaDDox" Silva, Timothy "Pilbots" White, Michael "CriticalMass" Whitener

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LA MARQUE ROSE

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PRESTO - P EKLADATELSKÉ CENTRUM s.r.o

Softclub

Synthesis International S.r.l.

TECNISON S.A.

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Join Us. We See Farther.

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