

Editor's Note:I would tell you not to distribute this file without our permission, but you would anyway. So burn it, rip it, print it, distribute it, or you can delete our names and tell your friends you did. If you did that you must be pretty desperate for attention. So with that said: Enjoy!

NOD TACTICS

centuries for this moment, the rivers will flow with the blood of those who oppose us"---Kane, suspected leader of the Brotherhood of Nod

1. Base Entrance: Try this for a base entrance to minimize the chances of your opponet entering it:

X=Turret II B=Bazooka Inf.
A=Artillery IX A AX IO=Oblesik
1 BBO OBB 1

SAM

2. If your opponet uses Orcas and/or Transport Helicopters build SAM sites and spread them evenly. And in other places around your base have rocket launchers and bazooka infantry to shoot down incoming aircraft.

Editors Note: SSM Launchers are unfournately worhless in this situation, they're called surface-to-surface missles for a reason!

3. Flamethrowers work well against infantry so buy them if your opponet attacks with infantry, but keep them away from each other or they will start each other on fire.

4. By all means: Buy Artillery. Yes they are slow and barely armored buy they only cost \$450. They really pack a punch especially against infantry. Use a group of five or so and attack your opponets entrance, unless heavily guarded by medium-to-long range weapons.

5. Don't use your SSM launcher to attack anything of good armor since it will take forever to destroy it and it make iniate an attack by your opponet.

6. Surround your base with turrets or Oblesiks and protect them with flame tanks, to protect against infantry.

7. Smuggle some Stealh Tanks into your opponet's base. Then send a convincing frontal attack. As your enemy defens against the attack, destroy his base from the inside with the Stealhs.

8. Your enemy can't attack you if he can't see you. So heavily guard all entrances with all available troops and vehicles. Then support those with SAM sites and Oblesiks or turrets.(Works against GDI)

9. If you can get three or four stealh tanks into your opponets base away from his construction yard, then drop the nuclear missle near his construction yard. When nuke hits finish it off with the stealhs.

10. Remember that chemical warriors weapon is twice as effective as flamethrowers but are not really worth \$300.

GDI TACTICS

"Kill the bastard...or prepare to die trying" ----General Shepard, Global Defense Initiative

1. Use this as an entrance to your base. If it does not run vertically adjust accordingly:

OX XO

G G

GT GT

G=gun tower X=mammoths
O=rocket launcher GT=adv. gd. tower

2. Use an abundance of minigunners and grenadiers to take out opposing forces. Instead of building 3 minigunners build a power plant and sell it. You will get 3 gunners for only \$150.
3. If you have the money build 6 or 7 Orca pads. Place them near each other and assign them a team # to take control of them in air. Your opponet will build alot of SAM sites thus wasting alot of money.
4. Use your transport helicopter! If your opponet hasn't built any adv. guard towers or SAM sites, by all means exploit the weakness and drop commandos and engineers into his base and watch the fun.
5. After building an adv. comm. center, sell the regular one since it is serving no purpose at this point, and it wastes power and room.
6. Orcas are your best friend! Build as many helipads as you can and drop your opponet's construction yard. Then he won't be able to build anymore SAMs.
7. If your opponet is Nod use large groups of infantry and destroy his Oblesik(s). Oblesiks can only kill one at a time and it wont have enough time to reload and kill them all.
8. Have a surplus of Adv. Guard Towers, as many as your credits and power allow you. They will protect you against APC and transport helicopters.
9. If your opponet is Nod, he will most likely use stealths to scout your base. You can detect them by placing troops near your entrance and by putting them on guard(make sure you have vehicles supporting the troops).
10. Build an Adv. Comm. Center and about 5 helipads. Once the Ion cannon is charged and ready, send the Orcas at your opponets construction yard. As they are attacking drop the Ion Cannon on the yard, it will explode instantly.

COMMON TACTICS

"War is hell...but only if its done right!!!"

1. Have an efficient tiberium harvesting operation. On levels with much tiberium the first thing we do is build 3-5 harvesters after the power plant.

Editors note: We really go overboard on this! Gochanour once had 16 harvesters running at once.

2. Build sandbags to the tiberium field and place turrets, guard towers, oblesiks and SAMs

to protect your harvesters.(We always play hands off harvs)

3. If your enemy has a surplus of Oblesiks or Adv. Guard Towers take out power plants cause they can't function without them.

4. Build sandbags around important buildings like consruction yard. APC's can's shoot

through them and engineers can't get through them.

*We would like to thank you for reading the 24 *best* multi-player tactics known to man if you have ANY questions or comments please E-Mail us. Our next text file will be our "Base planning and placement strategy guide" pleas E-Mail for it.

Justin Lakin:crustola 1@aol.com(first 5 nod and gdi and first 2 common tactics)

Justin Gochanour:crustola@aol.com(second 5 gdi and nod and last 2 common tactics)

*P.S.--We also are holding on an annual basis, Command & Conquer Online Conferences, if you love C&C you must attend. If you want more info on these conferences E-Mail us.

Gyeah!

*Graphics Courtesy of Westwood Studios