

## The Unofficial

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Last Updated: April 20, 1996 23:12 BST

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CHAPTER [1] Introduction  
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\*1-1\* Foreword  
=====

This is the twelfth incarnation of the C&C strategy FAQ. I've had a lot of fun putting this FAQ together. Even six months on, there still seems to be no end to the sheer volume of suggestions. More importantly, the daily letters of support and encouragement I receive tells me that C&C is here to

stay. Thus, I toil into the early morn.

\*1-2\* About the Unofficial C&C Strategy FAQ

---

Welcome to v7.0 of the Unofficial Command and Conquer Strategy FAQ. Version 7.0 is a major revision written after v6.0. 'Unofficial' means that this FAQ is not supported by Westwood Studios. Command and Conquer is the name of the game. FAQs are (F)requently (A)sked (Q)uestions.

Revision classification works something like the following. If a new version of the FAQ has only a small amount of information changed or added, the version number is increased by 0.1, and is called a 'minor revision.' If a new version of the FAQ has a substantial amount of new information changed or added, the version number is increased by 0.5, and is called a 'standard revision.' If a new version of the FAQ has a huge amount of added or changed information, major parts of the FAQ are rearranged, or major parts of the FAQ are rewritten, the version number is increased by 1.0, and it is called a 'major revision.'

You may be wondering why chapter numbers are enclosed in either []'s or \*\*'s. The definition of these is as follows:

[] Chapters enclosed in square brackets mean that the information contained in the chapter has not been updated since the previous FAQ.

\*\* Chapters enclosed in asterisks mean that the information contained in the chapter is new or has been updated for the current version of the FAQ you are reading.

[1-2-1] Is the FAQ related to the Official Guide to C&C?

---

No, the Unofficial C&C Strategy FAQ is not related in any way with the Official Guide to Command & Conquer other than in topic.

Nor is the Unofficial C&C Strategy FAQ meant to be competition to the Official Guide. If you need complete printed maps, step by step walkthroughs and the like, then by all means, get the book. (ISBN: 1-566-86-247-7 Brady Publishing 1-800-428-5331 <http://www.mcp.com/brady/> 19.99 USD)

\*1-2-2\* Is the FAQ related to PC Gamer UK?

---

The Unofficial C&C Strategy FAQ is not in any way related to PC Gamer UK. Portions of the FAQ appeared in the December issue of PC Gamer UK. They have apologized for the copyright violation and have tightened their controls to ensure that something like this never happens again.

[1-3] Getting the Unofficial C&C Strategy FAQ

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\*1-3-1\* via E-mail

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It is possible to receive the latest Unofficial C&C Strategy FAQ via E-Mail. This is done through a program that will automatically mail you the FAQ based upon the E-Mail you send it. For the fastest response, please use the service listed below your continent.

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E-Mail: [filerequest@pobox.org.sg](mailto:filerequest@pobox.org.sg)  
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\*1-3-1-2\* Antartica, North America, South America

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\*1-3-2\* via Usenet

-----  
The Unofficial C&C Strategy FAQ is posted on the first of every month (or earlier if a new version is released) on the following Usenet groups.  
(1) [alt.games.command-n-conq](mailto:alt.games.command-n-conq)  
(2) [alt.games.command.and.conquer](mailto:alt.games.command.and.conquer)

The Unofficial C&C Strategy FAQ is also posted as new versions are released to [comp.sys.ibm.pc.games.strategic](mailto:comp.sys.ibm.pc.games.strategic).

\*1-3-3\* via Internet FTP

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New releases of the Unofficial C&C Strategy FAQ can be found at the following fine Internet FTP sites:

<ftp://wcl-1.bham.ac.uk/pub/djh/faq/command-n-conquer.faq>  
<ftp://ftp.cybernet.dk/cybercom/download/faqs/ccs70.faq>

The file name of the upload should be 'ccs??'.faq' where '??' is the version number of the FAQ. This filename is for FTP sites only. BBS filenames are outlined in [1-3-5].

\*1-3-4\* via WWW

-----  
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<http://kublai.pacificrim.net/~solaris>  
<http://www.econ.cbs.dk/people/dszcpfk/cc.html>  
<http://adam.com.au/~buggy>  
<http://wcl-rs.bham.ac.uk/GamesDomain>  
<http://happypuppy.com/games/lordsoth>

HTML versions of the Unofficial C&C Strategy FAQ can be found on the following World-wide Web sites:

<http://www.mvhs.fuhd.org/~bfong/pcplay/cnc/ccstrat.html>  
<http://www.cactus.org/~knutson/ccfaq.html>  
<http://m3.pcix.com/~gmull/c&c.html>  
[http://www.olivet.edu/~jjohnson/C\\_C/faq47.html](http://www.olivet.edu/~jjohnson/C_C/faq47.html)

[1-3-5] via BBS  
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I am not responsible for uploading new releases of the Unofficial C&C Strategy FAQ to bulletin board systems. I have control over neither them or their naming conventions, and can not guarantee that any given BBS will hold a copy of the FAQ in their files area.

ATTENTION: ALL BBSes, CompuServe, America On-line, and all other information services. PLEASE conform to the naming standard of the Unofficial C&C Strategy FAQ when placing this file on your system. The file name should be 'ccsfaq??'.zip' where the '??' is the version number of the FAQ or 'ccsfaq??'.txt' if the FAQ is a text file instead of PKZIPped.

\*1-3-6\* via IRC  
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Server: irc.sintercom.org port: 6667  
Channel: #Singapore  
In the channel, type "!send ccsfaq" without the double quotes.

[1-4] Adding to the FAQ  
=====

If you have something to add to the FAQ, please send E-mail to 'cncfaq@powhq.nildram.co.uk' (no quotes), explaining what your addition is. It will be reviewed, and if accepted, added to the next FAQ version. In the E-mail, please supply your name and E-mail address.

Please note that all submissions to the FAQ become property of the author (Roger Wong) and that they may or may not be acknowledged. By submitting to the FAQ, you grant permission for use of your submission in any future publications of the FAQ in any media. The author reserves the right to omit information from a submission or delete the submission entirely.

\*1-5\* Acknowledgments  
=====

Westwood Studios for making this great game.

Mom. (Hi mom!)

Mike Fay, author of the Official Guide to Command & Conquer, for being a patient and understanding guy, and for giving me support, enthusiasm, and an autographed copy of the Official Guide to Command & Conquer

Hank Leukart, author of the 'Official' DOOM FAQ, for his advice on FAQ creation.

Mike Lee for his work on the weapons damage tables.

Philip Lochner, for letting me absorb his FAQ into mine

Andrew Griffin for his stunning and thorough effort in deciphering the C&C data tables.  
Aaron Glover, for nitpicking.

To the people who E-Mail me their tips and tactics, and to those who take the time to answer questions on the Internet: You have my undying gratitude and thanks.

#### \*1-6\* Accurate Information

---

An attempt has been made to make the information in this FAQ as accurate as possible. Unfortunately, it has been difficult to match strategies and walkthroughs to the proper mission identifications.

If a walkthrough tip for a certain level variation doesn't work for you, try one of the other variation tips. To identify your mission, look at the numbers that are displayed above the version number in the options menu.

I try hard to make sure there are no bogus entries in this FAQ, but, undoubtedly, one or two will probably slip by. Please let me know immediately if there is any information in this FAQ that you know is incorrect.

Future updates and add-ons may render parts of this FAQ obsolete.

#### [1-7] The format of this FAQ

---

I have been copying the format and style of the granddaddy of all FAQ keepers, Hank Leukart (ap641@cleveland.freenet.edu) of the 'Official' DOOM FAQ. Many thanks to Hank for allowing me access to his FAQ.

---

### -SECTION ONE- GENERAL OVERVIEW

---

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#### CHAPTER \*2\* What can I do with these units?

---

This chapter contains information on the various units available for use in C&C. The availability of each unit in any given mission depends on who's side you are on and how far into the missions you are. I.e. - Construction options for minigunners are available early on to both GDI and Nod players, but the option for the Temple of Nod is available only to Nod for the last mission.

Full unit and weapon statistics can be found in Chapter 14.

#### \*2-1\* Infantry

---

Military infantry units take half of normal weapons damage while prone. They will fall prone when fired upon, and move by crawling on their bellies. Crawling reduces movement rate by half. To force any prone infantry unit back on to their feet, double click when you give them movement commands.

It is more difficult to shoot at moving targets.

#### [2-1-1] Civilian

-----

Civilians carry pistols with 10 round magazines.

Andrew Griffin (buggy@adam.com.au)

Civilians inhabit villages. Fodder for Nod, must be protected (usually) by GDI.

#### [2-1-2] Technician

-----

see also [2-1-1] Civilian.

Technicians carry pistols with 10 round magazines.

Andrew Griffin (buggy@adam.com.au)

I actually saw one of my stealth tanks get killed by one (the tank was just about dead anyway).

William Jang (jangw@direct.ca)

Even though they can't be used as expendable scouts, you can force the issue by sending them off to the enemy's lines. Once they get fired upon by the enemy, the map lights up a nine-square area around the dead technician and an even larger area around the unit that pulled the trigger.

Colin Jacobs (coljac@pyromania.apana.org.au)

You don't need to do that. Move them to the edge of the darkness, and have them fire into it using the CTRL key. The square they shot at will light up.

Alan Lam (hlam+@andrew.cmu.edu)

Have you guys ever wonder what the technician can do? They can't take out buildings, they can't (not practically) kill other units except another technician and they can't even map!

Well this is what I have actually done with my technician(s):

1) I have actually blown up 2 mammoth tanks in their full power with 1 technician only.

2) I have blown up a SAM site and 2 blocks of concrete wall with 1 technician.

When you resign a game, all your units and buildings will blow up. The technician just seems to blow up MUCH better than any other unit. So when you have only a few units left, move your technicians to some enemy structures or units, and then resign the game, thereby killing some of your enemy's units and structures.

This may be useless in 2 player games but it will help your ally a lot if there is more players.

#### \*2-1-3\* Engineer

-----

If you are going to take over a refinery with an engineer, wait for the harvester to return. Not only do you get a free harvester in the process, but

your opponent can not sell a refinery that contains an unloading harvester.

KnoX (knox.tdujam@tip.nl)

The engineers the computer sends to your base always try to capture your northern most building.

Scott King (sking@cinternet.net)

I have found that it is effective to send a medium sized force into a base to engage the defensive forces, then send engineers guarded by riflemen to capture buildings. This works well for the well-armored buildings because even if your assault team gets defeated, the enemy will destroy the captured buildings for you. (EDITOR'S NOTE: It is better to sell the buildings instead).

Dave Glue (daveacg@interlog.com)

One of the most powerful weapons- they take over buildings and then you control them. Take over your enemy's construction yard, then you can produce Nod/GDI forces, right in his own base! Just direct them to the building you want to take over, and once they enter it it's yours. Of course, they're fragile, so it's wise to use an APC to transport them.

Phil Lochner (decker@megaweb.com)

Engineers cannot take over enemy gun turrets, SAM sites, guard towers, obelisks, advanced comms centers, or the Nod Temple.

Andre Pang (ozone@zip.com.au)

Before taking over buildings, try "pre-building" a guard tower structure, such as the Advanced Guard Tower for GDI, or an Obelisk of Light for Nod. The moment you take over the enemy's building, dump it right next to it. And if you're playing as Nod and want to be real slack, start building lots of them turrets :).

Charles Anderson (caa@wavefront.com)

If you're going to take over the enemy's barracks/hand of NOD, build an engineer and put it on hold just before it's done. After taking over the building double click on it so that it's "primary" and continue the engineer build. It'll pop out almost immediately.

Ben McCulloch (raven@hba.trumpet.com.au)

Capture enemy silos if you see them full of tiberium. Sell the silos, and within a few minutes, the AI will build them back, chock full of spice. In the end, you will come out 1075 credits richer per silo, and you can build more engineers to recapture them.

[2-1-4] Minigunner

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Phil Lochner (decker@megaweb.com)

These soldiers, although easy to overlook, can be very useful in mass amounts. They also make good, cheap decoys and can be used as fodder to draw out enemy tanks and soldiers. With three barracks, Minigunners pop out so quickly that you can amass a nice twenty or thirty man army which is more than enough to deal with most enemy attacks. They must be very close to targets to attack, and will take damage if your supporting grenades attack a

target they are standing right next to.

It's usually a good idea to leave a small detachment of two or three to Guard each important building in your fortress just in case. The computer seems to prefer Barracks over your construction yard, refineries over your barracks, and guard towers over everything else. Rarely will they attack your silos or communications center.

Karl Kilborn (kilborn@worldgate.com)

Minigunners can totally destroy bazooka dudes. A minigunner beat to within an inch of his life can easily kill two bazooka infantry.

#### [2-1-5] Grenadier

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Ethereal (allenr@sunspot.tiac.net)

Whenever possible use grenadiers, they can move faster, and kill turrets + tanks the best in my opinion. Also Jeeps + Grenadiers Are a very good combination, The jeeps prevent the grenadiers from getting run over, if you don't have a jeep just make the grenadiers move, to my knowledge, they don't get squashed almost at all if they are moving. APC with four grenadiers and one engineer are very good combinations.

In my experience, if you have one flame thrower vs. a grenadier about half of the time he will kill the flame guy with one grenade.

#### [2-1-6] Bazooka

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Ethereal (allenr@sunspot.tiac.net)

Bazookas are OK for long distance such as putting about ten of them up on a ridge. Putting Bazookas in a APC is not good since they usually cannot move fast or hit as reliably as grenadiers.

Luke Duff (lukeduff@inlink.com)

Bazooka guys fire on helicopters and they're much better against vehicles. They're worth what you pay for 'em. Just make sure they don't get run over.

Andre Pang (ozone@zip.com.au)

If you can afford it, try keeping 4 or 5 bazookas around your tanks (especially flame tanks). A lot of people assume your tanks do more damage than the bazookas and will totally ignore these guys, and they do pack a punch in groups. Unfortunately, they're next to useless against infantry. Bazookas are also great against Orca's. (Not Apaches!)

#### [2-1-7] Flame-thrower

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Phil Sykes (root@sykic.demon.co.uk)

These guys are Nod's best antipersonnel weapon apart from the gun turrets. They can take out up to 16 opponents on full energy in one shot at a ridiculous range (much further than the flame extends, don't be fooled by that!) Best to use in conjunction with bazooka troops, because they do not work well against vehicles, although they are somewhat effective against

buildings. Group 3-4 flamers for maximum effect.

Mr. P / Powersource

Flame-throwers make up an important part of your building-destruction and infantry-halting capabilities. If you're fortunate enough, one flame-thrower firing at a building can cause it to erupt in flame, thereby cutting its "life" in half. Groups of these guys are also indispensable in eliminating any type of enemy infantry.

If you are not careful with their firing, they can burn friendly units, as well as themselves. (EDITOR'S NOTE: Didn't their mothers tell them not to play with fire?) Trees will start to pose a hazard - if a tree ignites, say good-bye to any units within a 1-person radius of it.

Andre Pang (ozone@zip.com.au)

Unbelievable firepower against infantry and buildings for their price! Send four of these up to a group of 20 or more infantry, and watch them light up in toast (especially if you're against other flame-throwers or grenadiers, since they literally explode and kill everyone else around them). They're also great against structures, having two or three tagging along with a main assault force can really make a difference.

[2-1-8] Commando

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When planting demolition charges, let the computer move the commando to a safe range on its own. The damage the commando takes when a building blows up is not from the explosion, but from the enemy soldiers who evacuate the building from within.

Phil Lochner (decker@megaweb.com)

Only available on special missions, the Commando is pretty cool. The Commando is also available for \$1000 in high tech-level multiplayer games. Their super-long eyesight and damaging weapon (one shot takes down any enemy soldier) makes them a great unit for base defense, but they are worthless against enemy vehicles. They can also plant charges on enemy structures to blow them up instantly.

They are great fun in multiplayer games. They can be airdropped from a chopper right near enemy armies (or their Hand of Nod) and set to Guard. They'll effectively kill off soldier after soldier as soon as they come within their considerable range, until the enemy gets a clue and sends some Cycles or Buggies after them.

Andre Pang (ozone@zip.com.au)

These units are good for very specialized missions, but that's about all they're useful for. For their high price (\$1000), I'd much prefer five flame-throwers(Nod) or 6 grenadiers (GDI). However, it's real good fun to march these guys through an enemy base, blowing everything up, when the end of the game is near!

If you want a cheap way of taking out guard towers, they can also do it. Send up a decoy unit to the structure (e.g.: harvester, hummer), and while that's distracting the guard tower's attention, send in the commando to blow

it up.

Tucson Luke Loh (tlloh@zip.com.au)

Commandos are also great fun when it comes to killing harvesters especially those well out of the way of your base defense. Against the computer merely shoot a harvester and run back to your own base ... the harvester will try to run over you and follow. So long as the commando does not die the harvester will walk right into your defenses (\*grin\* if you have an Obelisk of Nod) and be happily blown away. Commandos are best because they move much faster than ordinary troops and are unlikely to be mown down by tanks or humvees before you reach the safety of your base.

\*2-1-9\* Chem. Warriors  
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Kareem Harper (griffin@panix.com)

These troops are identical to the flame-thrower infantry but with the following differences:

1. They wear an insulated outfit that protects them from taking damage in tiberium fields.
2. They produce a poison gas that is 50% more lethal than a flame-thrower.

They are available in the Covert Operations and multiplayer games only, and can be found in crates, or can be built with a hand of NOD and temple.

Ong Yang (yang@pacific.net.sg)

They're immune to their own gas. Extremely effective in a group, these also make great structure destroyers.

\*2-2\* Vehicles  
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Numerical data on all vehicles can be found in Chapter 14.  
It is more difficult to shoot at moving targets.

[2-2-1] MCV  
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Phil Sykes (root@sykic.demon.co.uk)

Mobile construction vehicle. As you might expect from Dune 2, this allows you to build another construction yard somewhere on the map. It is ridiculously expensive (5000), slow, and utterly useless in combat. As yet, in 30 multiplayer games (the only place other than level 15 it appears) it remains unused.

Thenardier (isc40562@leonis.nus.sg)

Build it up as a back-up base. Drive it somewhere and don't deploy it until Nod or GDI have nuked or ion cannoned your construction yard into dust.

Andre Pang (ozone@zip.com.au)

I played a friend the other day with an interesting and legitimate tactic; he drove down a MCV almost next to my base (being guarded by stealth tanks, so I couldn't do much to attack it), plonked a construction yard right next to my base, and immediately dumped a pre-built Obelisk right there. Not



that I should have allowed this to happen in the first place, but it's a non-cheating method of sandbagging (and judging by the distance that some people sandbag, this may be cheaper as well!)

\*2-2-2\* Harvester

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see also: [5-3-6] Attack helicopters

Karl Kilborn (kilborn@worldgate.com)

You should manually select the mature crystals in a tiberium patch for harvesting purposes. It not only fills the harvester up quicker, but also adds to the life of the cabbage patch. When you let the harvesters attempt to grow a brain, they farm the new growth rather than the ripe and mature patches. EDITOR'S NOTE: The moral of the story is: Harvesters are as stupid as commercial fishermen.

Aaron Glover (arn@kiwi.gen.nz)

It's great for taking flags in multiplayer. Especially when teamed up with humvees and recon bikes. Holds 700 credits when full.

Andrew Griffin (buggy@adam.com.au)

Collects tiberium and transports it to your refinery. You get one whenever you buy a refinery, and can have multiple harvesters working for a single refinery. They can't attack, but can run over infantry and recon cycles. However, occasionally the computer will get their harvesters to attack a building of yours, or some armor, and they can do damage to it! This only happens when it can no longer collect tiberium for refining.

Michael Stango (phillymjs@aol.com)

If the enemy destroys your harvester, your ability to wage war against him is seriously crippled at least temporarily. If you don't have the ability to build a new harvester, you must sell your refinery and rebuild it. If you don't have enough credits to rebuild the harvester, you must sell the buildings you can do without for quick cash to rebuild it. Fortunately, the harvester is a tough vehicle. If it is attacked, you'll usually have enough time to get some forces to it to defend it.

Never attack the enemy harvester until you have otherwise hobbled their efforts. Taking a potshot at their harvester early in the game, while tempting, will bring all the force the enemy can quickly muster down upon you. In plain English, the computer gets pissed if you attack its harvester(s).

Jay (liza.heslop@nursing.monash.edu.au)

The harvester can also be used to run over any offending attack bikes, those nasty little suckers with the missile launchers. Providing of course that the opposition is slow on the uptake.

Tucson Luke Loh (tlloh@zip.com.au)

Ohhh - and don't allow more than 2 harvesters to share a Refinery ... there will be long waiting periods for one harvester and on occasions the AI will screw up and one harvester will just sit around and not do anything.

Stanley Hu (hu@valisys.com)

If you know that your base is going to get vaporized by your opponents, the best thing you can do is use your Harvesters to help gather Tiberium for your ally. Move the harvesters clear of your opponents' units and manually direct them when full into your ally's tiberium refinery.

[2-2-3] Gunboat  
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Andrew Griffin (buggy@adam.com.au)

Provides missile support from oceans/rivers. Can be taken out with 1 blast from an obelisk, however.

[2-2-4] Hummer  
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Phil Sykes (phil@sykic.demon.co.uk)

Light recon jeeps, similar to Nod buggies. Best used earlier in the game for recon and light attack, but will die against anything more than one minigunner. Quite useful in the base assault strategy with engineers. Send two hummers in first, with your APC full of engineers following. The hummers attract all of the heavy fire from tanks, arty, obelisk, leaving you time to rush the APC through and squash everything, then pile the engineers out.

Phil Lochner (decker@megaweb.com)

This quick little scouting unit has more armor than the Nod Cycle, but seems to do as much damage as an enemy Minigunner, albeit with longer range. They are good for zipping around the board, luring enemies to follow them down into a classic Warcraft Archer trap. Beware bazooka soldiers and gun turrets. Their low cost, however, makes them unnecessary to repair.

Tucson Luke Loh (tlloh@zip.com.au)

Also an excellent support unit for tanks ... since tanks are not good at attacking infantry moving humvees together with tanks allow the tanks to concentrate on wiping out the armored targets while the humvees concentrate on killing the infantry pests. This way the tanks firepower is not wasted nor do they have to waste time moving to run infantry over. Also better than infantry in that they can move through Tiberium. Have found that 6 Humvees guarantee instant death to any unit of infantry (even prone). Thus 6 of them kill infantry at the rate of one every 3 seconds.

\*2-2-5\* APC  
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Phil Sykes (phil@sykic.demon.co.uk)

Armored Personnel Crusher (er... surely carrier)

This has four roles. Firstly, in can be used to carry men into battle in relative safety and speed (especially across tiberium). To load men in, click one at a time and click on the APC when you see the three green arrows. The man will enter the APC. Then select the next man, etc.

Secondly, a personnel squasher. Holding down alt and running over squads of enemy troops (especially flame troops) is very useful. Thirdly, its chaingun allows a limited antipersonnel / anti-vehicle role, but is more suited to forming a barrier so troops do not get squashed. Fourthly, recon.

The APC has the largest recon radius in the game (four squares all around), and is the third fastest land unit. Most useful for recon.

Seth Bowden (bsb3@cornell.edu)

If the troops are squirming around, fire at them first. They'll hit the deck and then you can squish them.

Tucson Luke Loh (tlloh@zip.com.au)

The order of units exiting an APC is the reverse of their order of entry i.e. the last unit to enter is the first unit to exit. Important that the most powerful units (commandos or whatever) go in last so they can kickass right from the start.

Thenardier (isc40562@leonis.nus.sg)

Combination of APC and engineer is possibly regarded as one of the best tactics in C&C. Load your APC with engineers and give it a tanks escort. APC is agile. And it can withstand more damage.

Andre Pang (ozone@zip.com.au)

Possibly one of the best-value units in the game. Can be used for exploration (it's fast and has a high scouting range), is the most effective Squasher Of Infantry, and transports troops, including those engineers. One cool little tactic to try sometime: many people will send in decoys to the enemy base (e.g.: nod buggies, hummers) and send in the APCs after it. Of course, humans won't fall for this trick and will almost always target the APC. Simple solution! Send in two or more APCs. Which to target? Depending on how lucky you feel, either load one up full with engineers, or split the number of engineers evenly between them. Watch your opponent's confusion when he sees five APCs walking toward your base! These units are also good for capturing flags, since they're fast and can take a fair bit of damage.

[2-2-6] Medium Tank

-----

Phil Sykes (phil@sykic.demon.co.uk)

Great against light tanks (can take 2 out in one for one combat), and against flame tanks (can take LOTS out in one to one combat, the main gun outranges the flamer seriously). Limited use in base attack (tends to die vs. obelisks) Useless against enemy troops (far too slow to run them over effectively, too inaccurate to cause firing damage). Back these up with infantry or lose them.

Phil Lochner (decker@megaweb.com)

A staple in any GDI army. With a low cost (\$800), these tanks pack a punch and can be very effective in packs. You should always bring along a squad of Minigunner or Grenadier Guards around these tanks, as they have very big problems targeting and destroying enemy footsoldiers up close. They do great damage for their price, and make good Guards for key installations. Their speed makes them poor support for attacking footsoldiers, as the soldiers must wait for them to keep up. It's easier and more effective to make soldiers support the tanks.

Tucson Luke Loh (tlloh@zip.com.au)

The best support for Medium Tanks are actually Hum-Vees or Nod Buggies.

These kill infantry faster, move much faster and last much longer than supporting infantry.

Douglas Jacobs (djacobs@umich.edu)

I haven't seen my tanks automatically run over infantry in C&C (Dune2's units were pretty smart.) You can still force-move them using the <alt> key. Unfortunately, unlike Dune2, enemy units don't just sit there so you can run them over - they tend to move around. I use one unit to fire at the infantry, causing them to drop and start crawling, this way they're too slow to move away from my tank.

\*2-2-7\* Orca

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Orcas have air to air capability. If you target an enemy helicopter that is on the ground, the Orca will fire missiles at it even if it takes off and tries to escape. This helicopter carries six missiles.

Stanley Hu (hu@valisys.com)

Helicopters tend to hover over a moving target, taking their time to fire. If you're trying to destroy a moving target with an Orca or Apache, the best thing to do is predict where it is heading and click on that area. When the helicopter approaches there, click on the intended target, and it will deliver its payload faster. If you do this, you can destroy Harvesters easily--even with Apaches.

Hale Walker (shaggy@ra.isisnet.com)

If the enemy chopper is in the air, force attack on the ground on the opposite side of the enemy helicopter. In other words, if the enemy helicopter is on your right, fire your missiles at the square to the right of the helicopter. Your missiles will fire towards the ground, but they will hit the enemy chopper instead since they pass through the enemy's airspace.

Phil Sykes (phil@sykic.demon.co.uk)

Armament: Six missiles of a similar type to those fired by bazooka guys, i.e. useless vs. infantry, excellent against vehicles / buildings.

In order to get them to attack coherently, you need to group them together on the ground. To do this effectively, DO NOT BUILD any Orcas on their own. ALWAYS build pads, or you spend forever charging them. Once in the air, use the unit keys to redirect them. They need to be re-fed information about fast moving units (faster than a tank) before they get there.

They will get MAULED vs. SAM missiles. Expect to lose at least one if your strike loiters near a SAM or Adv. guard tower.

First strike capabilities:

(1) can serve as a decoy for incoming missiles.

(2) will take out a flame tank/buggy

(3) is best for gun turrets, although two will work on earlier levels:

Send one up to attack first, then when he comes in, send them both out. After the first one, the turret will not have suffered enough damage to warrant a repair early on, so the second two will kill him!

(4) will kill a light tank

(5) will take down a medium tank, obelisk, or SAM site

(6) one harvester or mammoth at full health.

(7) will get gun turrets/spice silos/power plants

(8) is a reasonable building assault force  
(10) construction yards and other big buggers  
They work best in multiplayer for air support of harvesters!

Phil Lochner (decker@megaweb.com)

They also 'track' enemy units which are moving, and usually fly over them and then return to attack. Keep this in mind if you are attacking swiftly moving units, as they can move closer to the Nod SAM sites before your Orcas can 'draw a bead' on them and fire missiles.

They also zip around a target after firing some missiles, and this may also bring them closer into SAM range. It is HIGHLY advisable that you Group these units before sending them out, as it is impossible to select them while they are in the air to change their mission orders. When grouped, you can simply select the number group and redirect them elsewhere. It takes three SAM missiles to kill an Orca, and they are targets for enemy Bazooka soldiers, Cycles, Rocket Launchers, and Stealth Tanks. Note that you can also land these units in remote locations for quick use later. They cannot target or land in areas which ground units have not explored, although you can exploit their mobility by landing them right on the corner of an explored area (such as the top of a cliff), and then 'leapfrog' them to adjacent areas to uncover ground quickly.

It takes three full Orcas to take out an enemy gun turret, and four full Orcas to take out an enemy SAM site or Obelisk. They're also great to attack the lone enemy harvester, but it will take repeated runs to destroy one.

Philip Banks (banks\_p@kosmos.wcc.govt.nz)

A single Orca is invaluable for scouting out large chunks of the map. Initially I had blocked off the passes that afforded entry to the valley wheremy base was located, which prevented me from sending out scouts much. But an Orca doing gradual hop flights could scout out a significant fraction of the map without any trouble.

Jonathan Haas (jhass@primenet.com)

The 'S' key, which normally causes a unit to stop, will cause selected Orcas or Apaches in flight to immediately turn around and return to base. This is EXTREMELY useful when you need your choppers out of an area in a hurry.

Durren Shen (durren\_n.\_shen@vval.com)

If you find that your opponent is attacking your orcas a lot while they are on their helipads with apaches, or vice versa, then after the aircraft is done reloading, you should hide it behind a building or somewhere else by moving and landing there. My opponent thought that all of my orcas were destroyed one time when I did that.

[2-2-8] Rocket Launcher

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Requires: Advanced comm. center, Weapons Factory

Andrew Griffin (buggy@adam.com.au)

Mobile rocket launcher, a good weapon, hampered by the ease with which it can be killed. Great anti-aircraft weapon, two can usually take out a transport helicopter. Also, their excellent range means they can take out turrets without being hit. The ammo has a largish explosion radius, so can

take out multiple infantry units. Very poor aim, however.

Phil Lochner (decker@megaweb.com)

Fragile and powerful. They can only take a few rounds from a bazooka soldier or tank, but their dual rockets are faster and more deadly than bazooka rockets. They have a longer range, and the exhaust from the rockets appear to do damage to targets underneath them, making them effective for shooting into packs of enemies. They need support from other units as defense only, as they are quick enough to get out of the way. Their range makes them perfect for destroying the remote gun turret or SAM site.

[2-2-9] Mammoth Tank

-----

Mammoth tanks have two weapons, a dual cannon and a missile pack. The missile pack is only fired either if an enemy helicopter comes into range, or you manually target a unit that requires the tank's turrets to turn by more than 45 degrees.

(cmsl@dc.wcape.school.za)

Mammoth tanks are the biggest and most expensive of all tanks. They are worth buying/making large numbers of, for four main reasons:

They squish troops. (though a bit too slow if their scattering.)

They squish walls. (only tanks that can, and walls take ages to shoot down)

They squish helicopters. (four shots with their missile packs.)

They self heal right back up to 50%.

Basically, if you're planning on building up your forces, Mammoth tanks are a good choice. One tip though: infantry support from grenadiers will go a long way to clear the pesky enemy infantry.

Stephen Jones (s.jones@ukonline.co.uk)

If your Mammoth Tank is surrounded by infantry firing at it and there is no way to get units suitable for taking out infantry there in time, command your tank to attack the infantry opposite the direction it is facing. This will trigger its missiles and massacre the infantry fairly quickly.

[2-2-10] Nod Buggy

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Tucson Luke Loh (tlloh@zip.com.au)

Also an excellent support unit for tanks ... since tanks are not good at attacking infantry moving buggies together with tanks allow the tanks to concentrate on wiping out the armored targets while the buggies concentrate on killing the infantry pests. This way the tanks firepower is not wasted nor do they have to waste time moving to run infantry over. Also better than infantry in that they can move through Tiberium. Have found that 6 buggies guarantee instant death to any unit of infantry (even prone). Thus 6 of them kill infantry at the rate of one every 3 seconds.

[2-2-11] Recon Bike

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Andrew Griffin (buggy@adam.com.au)

Fastest ground unit, but very lightly armored. Equipped with rockets, a great unit in packs, especially against hummers and APCs. Can be squashed by tanks and harvesters.

Michael Brenner (100275.2163@compuserve.com)

Recon bikes are best used in groups of 4-10. Use them to take out enemy harvesters. Be aware that they can be run over, so don't let the harvester get too close to them. If you're attacked you can retreat to your own base faster than any GDI unit can pursue you. A group of 6 bikes can take out a mammoth tank with losing only 1 bike. They're also great for defending your own harvesters esp. against Orca attacks. Since they're so fast usually one large group is enough to protect all your harvesters. Vs. the computer drive one bike close to the enemy base (the computer uses his Orcas mainly to defend his base), let the computer launch his Orcas, drive your bike back to your SAM sites. As long as you keep your bike on the move the Orcas won't be able to hit. Let your SAM sites do their work.

Mike Zimmerman (zimmermanm@aol.com)

Find the enemy harvester in its tiberium patch. Drive the recon bike by the harvester. The harvester will always chase the bike because it can be crushed. Lead the harvester to your turrets or obelisks and watch the fun.

#### [2-2-12] Light Tank

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see also [2-2-6] MEDIUM TANK

Rune Fostervoll (runefo@ifi.uio.no)

These are smaller than medium tanks (Surprise, surprise) but is also Nod's heaviest tank. One on one against a GDI medium tank is a sad contest, but two on one is as well, the other way. They should be backed up by infantry and possibly artillery as well, never work alone. They cannot handle infantry except by running over it, and cannot handle tanks, because armor-wise they are at the bottom of the tank food chain.

#### [2-2-13] Artillery

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Ethereal (allenr@sunspot.tiac.net)

These make INCREDIBLE offensive weapons when they are firing at close range, at long range even if it appears that they hit the target, often it doesn't do full damage. They aren't that good a resource since they cannot take much damage, but if you plan to use them remember that they function VERY well at close range.

Andrew Griffin (buggy@adam.com.au)

Slow moving, this unit can take very little punishment. It does have a very long range, and the blast radius from its shots are very large. Can take out multiple infantry with a single hit. Tends to be inaccurate though. Also good for attacking buildings from a distance.

Rune Fostervoll (runefo@ifi.uio.no)

The first and biggest tip is, never attack with them. I do not mean, do not use them in an attack, just NEVER ORDER THEM TO ATTACK. Against enemy

rocket turrets, for instance, if you order it to attack, it will move within a comfortable range, and then open fire. The problem, of course, is that 'comfortable range' means the rocket turret eats it up first. Move it towards the turret one square at a time, and when it starts firing, just leave it alone. The artillery has better range than any other unit. Remember that, use it, and the artillery units is Nod's best weapon. Cheap, too... but vulnerable. To take them out? Attack it. All you need to do.. it's slow, it's weak, it's pathetic when someone fires back at it... so it needs backup.

#### [2-2-14] Flame Tank

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Andrew Griffin (buggy@adam.com.au)

Awesome anti-infantry weapon. Fires twin flame jets. Especially devastating against closely-packed infantry. Also good for taking out buildings. Nod only. You get access to these after a few missions.

Rune Fostervoll (runefo@ifi.uio.no)

These are great fun against infantry. A single flame tank can waste heaps and heaps of infantry. They are weak against armor, though, so back them up with bazooka units to keep things balanced. It's a paper-scissors-stone thing where you have both a paper and a stone. If he uses infantry (which is good against bazookas) the flame tank wastes it. If he uses armor, which the flame tank is powerless against, the bazookas wastes it. This works nicely, but the flame tank is not strong enough to fight sustained battles.

Andre Pang (ozone@zip.com.au)

I took out 60+ infantry with one flame tank once. Nothing else to say about them, really :).

#### \*2-2-15\* Apache Attack Helicopter

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see also [2-2-7] Orca

The Apache carries enough ammo for fifteen weapon discharges.

Bonczkowski (ccastrd@prism.gatech.edu)

Nod gets them in later scenarios if you capture a GDI construction center and build the heli pad, that lets you build heli pads with attack copters

Seth Hutchins (seth.hutchins@sunrisebbs.com)

The Nod attack chopper is basically a flying Guard Tower, and as such is a DELIGHTFUL weapon to kill lowly GDI infantry. If your opponent doesn't have any bazooka/missile support, the chopper also does well to weaken armored vehicles (harvesters, and the like). It can also destroy a re-arming Orca on the platform. Watch out for Advanced Guard Towers, Bazooka Infantry, Mammoth Tanks, and Rocket Launchers, who can all make short work of the chopper.

Tucson Luke Loh (tlloh@zip.com.au)

a) Apaches can make short work of infantry. Orcas well, merely waste rockets on infantry.

b) Apaches are slower to deliver their full payload ... while this means



you can keep them in the air longer, it also means that they take much longer to destroy an armored target. Against armored targets, the Orca has the edge because its faster delivery means it stays in the area a shorter time, reducing its vulnerability to SAM sites, Advanced Guard Towers etc. Orcas also kill structures faster as again, the faster delivery allows the structure less time to repair.

c) Apaches take twice as long to reload as Orcas.

#### [2-2-16] Stealth Tank

-----

Rune Fostervoll (runefo@ifi.uio.no)

Keep at least one square away from his units and you can launch an effective attack. Even with enemy units and guard towers present, four of these could take out the opponent's building facility. And the next batch can take out the tiberium facility. It is too weak to operate alone, and rather costly to use in large numbers, so it's not the best units as such, but it has its uses when you fight an opponent that is too well defended for an open assault.

Seth Hutchins (seth.hutchins@sunrisebbs.com)

Purchase LOTS of Stealth Tanks and group them into "Wolf Packs" of 5 or more. Attack your enemy's harvesters. It never fails to be annoying. These Wolf-packs also make short work of Mammoth Tanks. You can also toast grouped infantry, simply run over them. You'll become visible for a moment, so stay clear of any evil tanks.

James Hindman (jhindman@ea.oac.uci.edu)

Here is another one of my strategies. It is to place 5-6 Stealth tanks in your enemies favorite Tiberium field. When his harvester shows up, have your tanks unstealth and annihilate his harvester. It will be dead before he even knows what's going on. Then take your tanks and run away so he doesn't retaliate by killing them.

Michael Brenner (100275.2163@compuserve.com)

Against a human player it is also a neat trick to let stealth tanks protect your harvesters. Many human GDI players will launch an Orca attack against a single harvester outside the reach of visible air defenses, not follow the attack too carefully if they've got other things to do and be very surprised if their Orcas don't come back. Like most multiplayer tricks this only works once or twice though.

Eric (eroswelkr@aol.com)

Here's an AI strategy I exploited like no tomorrow while playing NOD. Use Stealth tanks as walls. As long as they're stealthed, the computer won't advance or attack. AND you can position artillery or other ranged units a few squares behind them so they can just pick off anything at a distance.

Jeremy Butcher (butcher@inter.nl.net)

There any good ways of hiding them so in a multiplayer base so that they can't be found. Almost all buildings have a few squares under them where you can't place a building. Place them on those things, then when your enemy tries to place a building there, everything's normal because you never can place a building there.

Andre Pang (ozone@zip.com.au)

If the computer (or player's) refinery is fairly far away from any units, drive a stealth tank directly in front of his refinery, cutting off the entrance for the harvester to get through. It can take quite a long time for your opponent to realize something is dreadfully wrong.

#### [2-2-17] SSM Launcher

-----

Phil Lochner (decker@megaweb.com)

The SSM launcher is big and powerful. Though they take a terribly long time to reload, each missile they shot has a tremendous amount of damage potential. The flame which shoots from the missile toasts footsoldiers, and a direct SSM hit takes out practically any Nod unit. It has the longest range of any unit.

Mike Mulligan (mulligan@netcom.com)

Have two or three SSMs and a few tanks as a protecting force. Then just move in to attack! I had three SSMLs take out two Obelisks in less than 30 seconds. When your opponent comes after the SSMLs, let your tanks lag behind and buy time for the SSMLs to get away. If she presses her attack, she will get a mouthful of SSMs!

#### [2-2-18] Chinook Transport Helicopter

-----

Tucson Luke Loh (tlloh@zip.com.au)

Like the APC, the order of exit is the reverse of the order of entry i.e. the last units to enter are the first to exit.

Phil Lochner (decker@megaweb.com)

These slow moving troop transports are expensive and troublesome. They suffer from the same loading and unloading problems of the APCs, and have a tendency to circle aimlessly before landing in any area. They make easy targets for SAM sites, and their cost and low capacity makes them tough to justify.

Note that they are not usually available to be built on computer missions. They also cannot be used to land in unexplored areas.

Tan Tot Lit (isc30236@lenois.nus.sg)

Two big advantage of the chopper over APC

- Few units can shoot at you.
- You don't appear on radar until you land.

Josh Eckels (joshtgf@execpc.com)

Send in an Orca or Attack Helicopter a few seconds before the transport helicopter. Since your opponent can't change the targets of SAM sites or Advanced Guard Towers, they will continue to shoot at the first thing they see. This gives your transport helicopter enough time to land, deploy its cargo of engineers, and get out.

Scott Shaffer (shaffer@bangate.compaq.com)

Despite the limitations of this craft (small capacity, slow movement) there are some cases when it is very effective. Often times an enemy base is

vulnerable to attack from a certain angle or direction. This is especially true of bases built against a corner of the map. You can often then direct your Chinook to an undefended area (like the very corner) by making it hug the edge of the map. It can land in areas that other units can't get to if they opponent has built his base in such a way to prevent easy unit movement.

#### [2-2-19] Mobile HQ

-----

These units only appear in multiplayer games of capture the flag, when bases are turned off. They are unarmed, and are weak units. You must protect your own mobile HQ while destroying your opponents' mobile HQs.

Keep them surrounded by your units. Even a Hummer can destroy one in a few shots.

#### [2-3] Buildings

=====

Buildings lose productivity with damage. This is especially true of powerplants.

#### [2-3-1] Construction Yard

-----

Selling your last construction yard is usually not recommended. If you do this, all is not lost, however. You do get an engineer in the bargain, and if you're skillful (or really lucky) you might be able to capture the opponent's construction yard.

#### [2-3-2] Powerplant

-----

It's good to have a few backup powerplants to keep defenses running.

#### [2-3-3] Advanced Powerplant

-----

Andrew Griffin (buggy@adam.com.au)

Building 2 power plants is more cost effective than building one advanced power plant (by \$100), but makes your base larger.

Andre Pang (ozone@zip.com.au)

It might be better to use normal powerplanets since it ensures more equal distribution of power output (i.e.: if one of them is taken out by a nuke/ion/air strike, there's a lesser chance you'll be left without your guard towers firing!), and they're faster to build.

In multiplayer situations: if playing against Nod, build Adv. Power plants. If playing against GDI, build normal Power Plants. The reason? Nukes can kill (many) normal Power Plants in one hit, they cannot however destroy the Advanced version. However, an Ion Strike will kill an Advanced Plant in one hit, so it's not worth it to build them.

Protect these very well, and ALWAYS make sure you have \*excess\* power, in case one of them is taken out by an ion cannon, nuke or strike, especially important if you have Obelisks.

#### [2-3-4] Sandbag/Fence/Concrete

-----  
These have different levels of damage. After getting hit by a certain amount of hitpoints, they lose a level of damage and start to fall apart. Concrete walls have three different damage levels, fences have two, and sandbags have one.

#### [2-3-5] Silo

-----

Holds 1500 credits worth of refined Tiberium. See also [4-5-4] The silo money cheat.

#### \*2-3-6\* Refinery

-----

Home base for Tiberium harvester. It will hold 1000 credits worth of refined Tiberium. One harvester included in price. You can build a refinery much faster than you can build a harvester. You can not sell a refinery that contains an unloading harvester.

#### [2-3-7] Barracks

-----

GDI Barracks can produce minigunners, grenadiers, bazookas, and engineers. Two Barracks builds infantry twice as fast. If you have more than one, double clicking on one will make it the primary building for unit construction.

#### [2-3-8] Hand of Nod

-----

The Nod infantry creation building can produce minigunners, flame-throwers, bazookas, chem. warriors, engineers, and commandos. Two Hands of Nod builds infantry twice as fast. If you have more than one, double clicking on one will make it the primary building for unit construction.

#### [2-3-9] Weapons Factory

-----

GDI Weapon factories are easily destroyed by a single nuke. They are less than half as strong as Nod airstrips. Two weapon factories construct vehicles twice as fast as a single factory. If you have more than one, double clicking on one will make it the primary building for unit construction.

#### [2-3-10] Airstrip

-----

In a multiplayer game, try to build your airstrip such that incoming and outgoing cargo flights do not fly over an enemy base and give away the presence of additional vehicle units. You cannot have a constructed unit delivered while the cargo transport plane is still on the map. If a unit is constructed before the transport plane has had time to fly off the screen, the unit must be loaded onto the

transport plane manually by clicking on its icon once the plane is no longer onscreen.

Two airstrips construct vehicles twice as fast as one airstrip. If you have more than one, double clicking on one will make it the primary building for unit construction.

Scott Shaffer (shaffer@bangate.compaq.com)

If possible, make sure to build your airstrip as close to the right edge of the map as possible. Since the C130 transport plane only goes from right to left, building it on the right edge of the map means your units arrive faster. The delay between unit completion and its arrival is a penalty for NOD that GDI does not have. This penalty can be reduced significantly if you build on the right edge of the map.

Also, make sure to leave room around the top of the airstrip for the arriving units to deploy. Don't build an airstrip up against the top-left corner of the map.

Raymond Lee (rks11@leicester.ac.uk)

As GDI, purchasing an MCV through a Nod airstrip yields a GDI construction yard, not Nod.

[2-3-11] Communications center

-----

Enables the overhead satellite view.

[2-3-12] Advanced comm. center

-----

Phil Lochner (decker@megaweb.com)

Other than the Ion Cannon, it is necessary to build this structure to gain access to the more 'high tech' units and buildings.

Contrary to the manual, it does appear to be well-armored, and can take quite a beating before going down.

Scott Shaffer (shaffer@bangate.compaq.com)

Once you build an advanced comm. center, sell your normal communications center. The ACC will function as a normal communications center.

[2-3-13] Guard tower

-----

Phil Sykes (phil@sykic.demon.co.uk)

These fire bursts of machine gun fire (once every 3 squares of minigunner movement) which will \*usually\* kill a standing up trooper, and do about 25% to a dug in trooper. It is not effective against armored vehicles.

Phil Lochner (decker@megaweb.com)

They're cheap and effective against infantry. They're not so effective against vehicles and flame throwers, but at their cost you should be able to afford two or three of them throughout your stronghold. They do require maintenance, and you'll find yourself repairing them often. Beware the enemy artillery gun and tanks, as they do not even have to be in their gun ranges

to damage them.

#### [2-3-14] Nod Turret

-----

EDITOR'S NOTE: Prior to version 1.18, turrets cost \$250 each. The tactics expressed here may be prohibitively expensive and/or impossible in versions 1.18 and beyond.

Rune Fostervoll (runefo@ifi.uio.no)

These are real good against armor, as long as you build enough of them. Considering the cost...no problem. Since they use cannons, they are dangerously weak against infantry; a grenadier one on one with a gun turret is somewhat even, which is rather weak for a defensive installation. It has okay range; you are protected as long as you have enough deployed so that they chop up the infantry early. You can shift the odds to your favor while fighting infantry by repairing them during battle.

Scott Shaffer (shaffer@bangate.compaq.com)

An effective strategy is to build the walking line of Gun Turrets/sand bags from your base to your opponents. The Gun Turret can be easily built and repaired in the field, and the "walking line" technique gets around the mobility problem. GDI can also do this with the Adv. Guard Tower, but it is less effective since they cost so much more.

#### [2-3-15] Advanced guard tower

-----

Phil Sykes (phil@sykic.demon.co.uk)

Very useful against vehicles. Anti-air role also, as good as a SAM site, but can be otherwise engaged during a fight!. Fires two rounds every three minigunner square moves. Best to use as perimeter defense, but support with armor! A flame tank getting close is deadly, and they cost a lot of money! Remember to keep repairing them in battle. Keep putting two together for best results, but watch the power consumption. They don't work when out of power.

Phil Lochner (decker@megaweb.com)

They're most effective when coupled with normal Guard Towers. Their rockets are ineffective against close targets, although they seem to have the same 'exhaust burn damage' of the Rocket Launcher. One Advanced and two normal Guard Towers in problem areas are usually enough to deal with threats. Beware that if you place them near sandbags or walls, their stray rockets will usually knock them away quickly.

Tucson Luke Loh (tlloh@zip.com.au)

Advanced Guard Towers rockets are less powerful than SAM site rockets. 7 AGT rockets vs. 3 SAM rockets to kill an Orca or Apache. Also more vulnerable as SAM sites are protected while underground.

#### [2-3-16] Obelisk of light

-----

Rune Fostervoll (runefo@ifi.uio.no)

These are completely wicked against armor units. Remember that they are

tall, so build concrete walls around them to stop cannons, and they can easily stop five or six medium tanks without problems. As has been commented, they are energy intensive, and shoot slowly (but surely), so can also be fuzzy-wuzzy'd. Always have a lot of energy to spare, so you can keep firing if one power plant is destroyed. (Or be prepared to sell off a lot of buildings to keep it firing if a major attack is launched coordinated with the destruction of a power plant.)

Andre Pang (ozone@zip.com.au)

Try to make sure you have at least two; many humans will Ion Strike against one Obelisk when their attack force is coming down; if you have two, it will ensure that you have at least one Obelisk left if he decides to use his Ion Cannon. Also be sure to back them up with Flame Tanks, since they are unless against masses of infantry.

Tucson Luke Loh (tlloh@zip.com.au)

1 Shot - Any infantry, assault cycle, hum-vee, Nod buggy, MLRS, SSML.

2 Shots - Light Tanks, Medium Tanks, APC.

3 Shots - Harvester, Mammoth Tank

All the above are considered from full health to full death.

Players who think Obelisks of Light are a steal for 1500 credits should think twice. They require POWER, typically one Advanced Power Plant per Obelisk, so the cost is more like 2200 credits

[2-3-17] SAM Site

-----

Selling a SAM site will net you four minigunners for the price of two and a half. SAM sites have tough outside armor, but become more vulnerable to damage when the missile launcher exposes itself while it fires.

[2-3-18] Heli Pad

-----

Phil Lochner (decker@megaweb.com)

Helipads come with a helicopter. You shouldn't be buying extra helicopters, as it is five times faster to build a helipad than a helicopter on its own.

You should try to designate an inner, well-protection area of your base for your Helipads, and keep them built close to each other. Otherwise, you will have problems with those distant helis 'catching up' with the main helicopter attack force when a problem arises.

[2-3-19] Repair Pad

-----

Phil Lochner (decker@megaweb.com)

It is usually a better idea to just buy a new humvee than repair a damaged one. All vehicles, including helicopters, and harvesters, can be repaired. Soldiers cannot be 'repaired' using this building.

Douglas Jacobs (djacobs@umich.edu)

The repair pad has a few quirks. Once, while repairing a tank, an

airstrike came along and destroyed the tank during repair. The bay survived, but it would no longer accept units to be repaired. Neither could I sell the repair pad.

Scott Butler (sydtech@skypoint.com)

I actually had a repair bay die on me. I built it in a cleared out patch of tiberium, not far from a tree (stupid, but I was in a hurry). It \*seems\* that the tiberium started growing back, wrecking the repair bay.

\*2-3-20\* Temple of Nod

-----

In a single player game, you are given only one nuclear missile per temple. In a multiplayer game, one temple will yield an infinite amount of missiles.

VT (VirtualTed@westwood.com)

To use nukes, building the Temple of Nod is not enough. You'll need to get the crates in missions 6, 8, and 12. You may have to capture or destroy some of the buildings to get at the crates.

EDITOR'S NOTE: There is a bug in versions prior to 1.18 that makes it impossible to fire nukes when the temple is constructed, even when all the necessary crates are collected.

[2-4] Special Units

=====

[2-4-1] Airstrikes

-----

Reload: 12 minutes.

Weapon: multiple napalm bombs

Level: Tech ?; GDI 5

Andrew Griffin (buggy@adam.com.au)

Available for GDI forces after all SAM sites are taken out. Slow recharge rates means you won't be using it too many times a mission.

Phil Lochner (decker@megaweb.com)

If the enemy rebuilds the SAM sites, the Air Strike option is still available. It recharges faster than the Ion Cannon, but it takes time for the aircraft to reach their target, so timing assaults with Air Strikes is important. Depending on the mission, one or two A-10s will zip down and drop fire bombs around the target area. These bombs can do mass damage to enemy troop stockpiles, destroy buildings, level Tiberium fields, or harass the Construction Yard. Coordinate the strikes with other attacks for maximum effectiveness, but try not to rely on Air Strikes to take down SAM sites, Obelisks, or Gun Turrets. I usually use them to clear out the twenty or thirty soldiers which meander around the Hand of Nod..

Tucson Luke Loh (tlloh@zip.com.au)

Airstrikes are available in Multiplayer Missions. They come in crates.

see also [5-3-8], AIRSTRIKES



### \*2-4-2\* Nuclear strike

-----  
Reload: 20 minutes  
Weapon: nuclear warhead  
Level: Tech 7; Nod 13

see also [5-3-1] NUKES

Single player nukes are two to three times more destructive than multiplayer nukes.

Andre Pang (ozone@zip.com.au)

Feeling nasty? Directly target the weapons factory. It'll take it out in one hit, and seriously damage all other buildings around it. Or, if your opponent has only one deposit of tiberium next to his base, nuke the tiberium and watch his eyes widen. Otherwise, if you see lots of full silo's, nuke there. \$3000+ down the tubes.

Lars Pedersen (lk2648@mail.krull.dk)

To do the most damage, direct your nuclear strike to the base of the building you are attacking. The center of the building is where the sand stops and the building begins.

David Brandt (dbrandt@origin.ea.com)

In team play, have your teammate lay a nuke at the same time and place as when you lay one. Will take out anything in a huge area.

Ian (nstn1738@fox.nstn.ca)

Just like a real small-yield nuke, buildings are relatively big, unprotected targets and get vaporized. Armored units, because they are low to the ground, airtight, made of metal, and very heavily protected, are much less vulnerable to radiation/heat effects.

### [2-4-3] Ion Cannon

-----  
Reload: 15 minutes  
Weapon: ion cannon  
Level: Tech 7; GDI 14

Phil Sykes (phil@sykic.demon.co.uk)

GDI's special 14 & 15 + tech level 7 weapon:

Advanced comm. center (2800 - need comm. center) is used to recharge it.

It stops recharging if you are low on power!

The weapon will destroy from full health:

Five troops

Light tank

Flame tank

Gun turret

Obelisk tower (VERY useful)

Stealth tank

Tiberium silo

Wall (WASTE!)

One patch of tiberium.

Terrence (tantoli@iscs.nus.sg)

When a SAM site is out of its protective shell and firing at an aircraft, a single hit will take it out at full health.

Also can take out both a Flame tank and an artillery unit side by side at full health by targeting the Flame tank. The secondary explosion from the flame tank will finish off the artillery unit.

Targeting a group of troops with a flame thrower will result in further damage to the group. Again, due to secondary explosions from the flame thrower.

Lee Yu Tang (ytleee@pl.jaring.my)

When compared to NOD's nuke attacks, GDI's most powerful weapon the Ion Cannon may seem pretty weak in many people's eyes. It needs more than one shot to take out some of the units and buildings with heavy armor. There are 2 buildings that for certain will fall prey to one blast of the Ion Cannon which are the Obelisk of Light and the Power Plant.

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Chapter [3] Important information not in the manual  
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There is important information missing from the manual!

\*3-1\* What are the keys?  
-----

G : Guard Area

This will cause a selected group of units to go into guard mode. In this mode, units will scan with binoculars for enemy units, and move to attack any that come within their sighting range.

X : Scatter Units

This causes a selected group of units to scatter. Useful when infantry is under attack by tank treads and incendiary missiles

S : Stop Unit

Causes a unit to stop dead in its tracks. Very useful when one of your units is braindead and begins to wander nonchalantly into the guns of the enemy base.

F7-F10 : Map Bookmark System

Use CTRL+F7-F10 to mark a spot on your map, then use F7-F10 to jump to that spot at anytime.

<CTRL>-# : Team Creation

Mark a group of units as a team using either using your mouse button and shift key or the bounding box. Then use CTRL and a number key (0-9) to assigned the selected units as a team.

0-9 : Team Selection

This selects a team as active.

TAB: Open/Close Sidebar

Opens and closes the sidebar. Use it when you need to see more tactical

map.

H : Home unit

Selects your construction yard, and centers the tactical map around it.

N : Next unit

This is almost a useless command. It runs through the internal lists of units, selects the next one, and centers the tactical view around it.

R : Resign

I bet you didn't know that all your units carry suicide demolitions. Hit 'R' and find out. In a multiplayer game, your civilians and technicians actually do a large amount of damage when you resign. Position them by the enemy before resigning, and maybe you'll take a few of them with you.

<HOME> : Homing

This will center the tactical view around the currently selected unit or building.

<ALT>-# : View team

Centers the tactical view over a predefined team.

Multiplayer Options

-----

A : Alliance

Select an enemy unit and press 'A'. From that point on, your troops will treat that enemy as a friend and not target them.

This only works one way. The other side is still welcome to blow you to smithereens, so they must also ally with you to complete the team effort.

Allying with an enemy is also useful when you want a deep strike operation into the heart of the enemy base, but don't want your units to slow down and fight. Such operations might include recon or engineer infiltration.

Pressing 'A' for a second time will negate the previous ally command.

Cursor Modifiers

-----

Bill Elliot (belliot@ftw.mot.com)

SHIFT : Select Additional Units

Holding down the shift key will let you select additional units to a group of selected units. For examples, to select your six advanced guard towers to fire on the four flame tanks approaching, SHIFT - click click click click click click. Bingo, six selected towers ready for orders.

CTRL : Force Attack

Holding down the CTRL key will turn your movement cursor into the target crosshair. This lets you target friendly units, trees, and empty squares.

ALT : Force Move

Holding down the ALT key will turn your movement cursor into a movement only cursor. Subsequently moved units will move instead of attack. This is

how you get your tanks to squish enemy infantry instead of blowing craters around them.

CTRL+ALT : Guard Area or Unit

Holding down CTRL+ALT turns your cursor into a defend cursor. Selected units will patrol around a building or unit and protect it from attack.

[3-2] What is that colored bar?  
-----

The colored bar represents the current power output. The blue marker represents the current power usage. When you use more power than available, your base experiences blackouts and brownouts.

A green bar represents a surplus of power.

A yellow bar represents a brownout

A red bar represents a serious blackout.

Facilities that totally shutdown during power outages are Obelisks of Light, Advanced Guard Towers, Communication Centers, Advanced Communication Centers, Temple of Nod.

During blackouts and brownouts, other buildings serve at a diminished capacity. It will take longer to produce a unit, and so forth. A brownout seems to cause production to drop to 50% of normal. A blackout seems to cause production to drop to 10% of normal.

Mr. P / Powersource

The power scale is logarithmic, not linear.

[3-3] What is a blossom tree?  
-----

Scott King (sking@one.net)

They serve as replenishing centers for tiberium. After you harvest all of the tiberium from around a tree, it will grow back around it. Whenever the blossom tree releases spores, it damages any units directly next to it.

[3-4] How do I view the radar?  
-----

Vance Hampton (VHAMPTON@ti.com)

There are two different radar maps, one long range and one short, and you can cycle through them by clicking the Map button -- provided, of course, that you have a communications center.

[3-5] How do I suspend or cancel build commands?  
-----

You can suspend or cancel build commands by clicking with your primary mouse button on the unit icon that is currently being built. This will turn the unit icon gray to signify that the building has been put on hold. From this stage, clicking with your primary button will resume building, and

clicking with your secondary button will cancel the build order.

\*3-6\* How do I manage multiple barracks?  
-----

Stuart Loh (stuloh@acay.com.au)

If you build more than one Hand of Nod or barracks, or more than one weapons factory or airstrip, you can double click on one to select the primary building. Troops and vehicles will arrive out of this building. If you are NOD and capture GDI barracks, GDI only units will come from the barracks. Common units such as bazookas and minigunners will come out of your primary building. The same applies to airfields and weapons factories.

\*3-7\* Can I run over walls with mammoth tanks?  
-----

Contrary to what the manual and the cutscene videos imply, it is not possible to drive over walls with a mammoth tank or any other unit.

=====  
-SECTION TWO- TIPS AND TRICKS  
=====

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CHAPTER [4] Cheating  
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[4-1] What are the cheat keys?  
=====

Easy. There are none. The cheats were removed after beta testing and development.

\*4-2\* How, then, can I cheat?  
=====

You can cheat by using programs written by the kind folk on the Internet. See Chapter 15 for a listing of such programs.

[4-3] How does the computer cheat?  
=====

Min He (he@mathp7.jussieu.fr)

Eradicator (drwestco@mailhost.ecn.uoknor.edu)

The computer starts out with more funds than you do.

The computer can place units inside scenery at the start of a mission.

The computer can rebuild gun turrets when they are destroyed without needing to have adjacent buildings.

The computer can build a construction yard without needing a MCV.

The computer doesn't have to clear out SAM sites to launch an air-strike.

The computer may rebuild destroyed buildings even if they are not adjacent to any other building.

The computer's Orcas may attack NOD attack choppers in mid-flight.

The computer can build harvesters immediately as long as funds are available. (EDITOR'S NOTE: Though it may seem like the computer builds harvesters immediately as long as it has funds available, it does not. The AI starts building a new harvester when it senses that an existing harvester will be destroyed.)

The computer can use harvesters to attack tanks and other vehicles.

\*4-4\* What cheating programs are available?  
=====

See Chapter 15 for a listing of such programs.

[4-5] What are some C&C quirks I can exploit?  
=====

[4-5-1] Tiberium harvesting without silos  
-----

Mike Means (means@bigdog.engr.arizona.edu)

When your refinery storage is getting full, start constructing another building. The construction will use up the tiberium in your storage. When the construction is finished, cancel the building. You will get your money back, but the tiberium will not return.

[4-5-2] Preventing the computer from rebuilding  
-----

Richard Stone (rstone@news.infi.net)

You can prevent the computer from rebuilding a structure by placing a unit on the same square. You can permanently prevent the computer from rebuilding a structure by sandbagging your way to the structure, destroying the structure, building a sandbag on the structure's square, and then sell the sandbag. You now 'own' that square, and the computer can't rebuild from scratch on it.

[4-5-3] The Reservoir Dogs scenario  
-----

Douglas McCreary (dark@ix.netcom.com)

Unlike NATO, the computer does not choose to ignore friendly-fire incidents. Whenever one of the computer units hits another accidentally, the units go into full combat against each other.

Once I discovered this bug, I started exploiting it by moving my units to the middle of enemy groups before attacking.

[4-5-4] The silo money cheat  
-----

EDITOR'S NOTE: This cheat only works with versions of C&C prior to 1.18

Build a silo, and let it fill up with tiberium. When it is full, build another silo but do not place it. Sell the silo that is full of tiberium. Quickly place the built silo down before the silo sell animation is over. In return for this, you will get over a thousand credits for the tiberium in the silo you sold, and have the tiberium you just sold transferred over to the

silo you just created.

[4-5-5] The ultimate A-10 defence  
-----

see [5-3-8], AIRSTRIKES

[4-5-6] Money making ala SimC&C  
-----

Oliver Schade (schade@mabuse.phil.uni-passau.de)

If you have defeat the computer except one or two buildings and your are sure that you will win with your existing troops sell all your buildings and attack after that the remaining buildings. You will get lots of money and a 'efficiency-rate' of 100% which will results in many points.

EDITOR'S NOTE: A variation on this is to leave an enemy building standing, and go into tiberium farm mode. With good harvester management, it is possible to rack up a near infinite amount of money without running out of harvestable tiberium.

[4-5-7] Place buildings anywhere cheat  
-----

EDITOR'S NOTE: This bug was corrected with version 1.19. Trying to abuse the radar map in this manner in versions 1.19 and beyond will have unpredictable results. You have been warned.

Tim Brutton (tim@arcady.demon.co.uk) wrote:

A working radar map is required for this cheat. Scroll your screen in such a way that a part of a building you own is cut in half by the menubar at the right. Select that building.

Start construction on the building you want to build anywhere. When the construction is complete and the building is ready, move your cursor over the building that is on the map. Drag the hash marks past the building as your move your cursor into your radar map. It is important that it leaves an area of white hashing - one white hashed square is enough.

Move your cursor into the radar map. It should display a no-smoking sign. Wherever you click your mouse button now will deploy your building on that spot in the map.

[4-5-8] Infinite minigunner cheat  
-----

Sell any building that has a weapon (turrets, obelisks, etc) Quickly select the building, and press 's' to stop the sale. The building will remain where it is, but the minigunners will have already poured out. Repeat this as many times as you like to get an army full of minigunners. These minigunners can be sold using the sandbag proximity technique to get infinite cash as well.

\*4-5-9\* Seeing stealth tanks  
-----

Neil Bradley (neil@tongue-tied.co.uk)

Select an Orca. Move your cursor around in the radar map. When the cursor drifts over a square occupied by a stealth tank, the cursor will turn red.

Mark Lockland (mark@lockland.demon.co.uk)

If you ally yourself with an opponent, you will see your opponent's stealth tanks.

[4-5-10] Transport helicopter denial  
-----

Matthias Gutfeldt (matthias.gutfeldt@buemplizer.ch)

If you place a unit on the exact landing spot of a computer transport helicopter, it will not land on top of your unit. It will not look for another landing site either. It just hovers there with infinite fuel. Get some bazooka guys, and blast away. Then wait for the next transport chopper, and do the same.

[4-5-11] Safe Orca killing  
-----

Colin Jacobs (coljac@pyromania.apana.org.au)

Attack an Orca on its pad with a stealth tank. The Orca will lift off, but your tank will cloak, and the orca will land, allowing the next volley to be fired.

[4-5-12] Longer ranged towers  
-----

Jeremy Gilbert (viper@mcn.net)

The obelisks and advanced guard towers have a one square advantage when attacking units to the north because the origin of fire and the base of the structure are not the same. Enemies can only target the base of the structure. It is therefore possible for two obelisks or advanced guard towers to be built in such a way that the first can target the second, but the second can not target the first.

\*4-5-13\* Blind Spots  
-----

Toni Ali-Mattila (toniam@aino.wakkanet.fi)

It is possible to shoot enemies with a medium tank without them shooting back. I have blown away light tanks and rocket infantry.

Ong Yang (yang@pacific.net.sg)

This is a trick over the AI of computer. There seems to be a 'blind spot' to certain units (I've found it applies to turrets and advanced guard towers, haven't tried the rest). Sometimes, when a unit is within the AI controlled tower's range, they will not fire back, even when they're fired upon. I've found that it works in certain directions only. I've only discovered the Southwest. eg. Place your Nod turret 7(approximate) squares west and 2(approximate) squares south of an advanced guard tower. You'll find that the tower is oblivious to your turret's presence. Proceed with the order



for the turret to attack the tower and it'll still be a sitting duck. (This strategy is EXTREMELY useful in one of the NOD covert ops mission .. Cloak and Dagger I think, where the construction yard is built right in the middle of the enemy base)

\*4-5-14\* Long range bazookas

-----

To take out a guard tower with bazooka units, place them four squares directly to the side or above or below the guard tower. They will attack on their own, out of reach of the guard tower machine guns. The same can be done using the bazookas mounted on recon bikes.

\*4-5-15\* The engineer black hole

-----

(szeming@interlog.com)

This may sound cheap to some people, but probably most of you have had a base taken over by enemy engineers before and have been really ticked off by it.

Here's a way to counteract that in an extremely cheap way: You've probably noticed that all enemy units aim for the top structure on the map. We can use this to our advantage. If you place a SAM site north of your base, the engineers will go for it. But, instead of taking it over, they enter and nothing happens! Of course, all your other enemy units will go for that too, but the SAM site can take lots of damage and you can place an Obelisk or two near it.

\*4-5-16\* Wraparound radar

-----

Greg Long (h.slconsult@mailbox.uq.oz.au)

The person I was playing against had all entrances to his base blocked and I could not see a thing inside it. His base was up against the left side of the map. When I moved an SSM all the way to the right of the map, a small segment of the left side could be seen on my radar. I used this to send my choppers out to destroy his poorly defended construction yard.

\*4-5-17\* Confusing the enemy

-----

Dave Mitton (dmitton@tiac.net)

The computer AI tends to attack the last thing (perhaps of equal class) that attacked it. The way to attack a large enemy unit such as a harvester with bikes or infantry is to circle around it so that everyone gets a shot, and the harvester will spin around trying to take on the last one that hit it.

\*4-6\* Are there any hidden game elements or easter eggs?

=====

[4-6-1] Visceroids

-----

Andrew Griffin (buggy@adam.com.au)

It regenerates when in a tiberium field, and unlike a mammoth tank, can regenerate to full strength from a low red condition. They are pretty slow and don't have many hit points, but their weapon is the chemical spray.

#### \*4-6-2\* Hidden cutscenes

-----

Robert Whisler (cato@dcez.com)

If you decide to completely liquidate the Temple with your Ion Cannon (after your forces reduce the place to wreckage and after you have destroyed all other Nod forces so that only the temple remains), you will get a different ending sequence than if you destroyed the Temple using conventional forces alone.

#### \*4-6-3\* Covert Operations Funpark

-----

P. Habib (habibp@aol.com)

When you start Covert Operations, type "c&c funpark". You will enter a special mode of play. If you start a new game, you will play a series of dinosaur missions. If you load a previously saved game, you will be able to build the units and buildings of both GDI and Nod.

Nod players should take note. Building an advanced comms center will not give you the ion cannon.

GDI players can only build chem troops or SSM launchers if they capture a hand of Nod or Nod airstrip.

In some missions, a new type of barrier, razor wire, will be available for construction.

#### \*4-6-4\* Dinosaurs

-----

There are two ways to get the Dinosaurs in C&C. The easiest way, if you have the Covert Operations disk is to run C&C with the funpark option, and to select either GDI or Nod as your transmission.

If you do not have the Covert Operations mission disk, you will need to visit Andrew Griffin's Internet webpage and download some hacking utilities.

The dinosaur movies are only available with the Covert Operations mission disk.

Andrew Griffin (buggy@adam.com.au)

There are four dinosaur units: the Tyrannosaurus Rex, Velociraptor, Stegosaurus and Triceratops. There seems to have been a fourth team in multiplayer mode after GDI, Nod and civilians, called JP, obviously for Jurassic Park.

Their bite is great against infantry, and they can squish all the soft targets (including walls and sandbags), but they aren't that good against heavy tank armor.

Amer Khan (khan@minerva.cis.yale.edu)  
Velociraptors regenerate hitpoints when they eat chem warriors.

-----  
CHAPTER [5] Defensive tips  
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[5-1] Sandbag defense  
=====

Dave Smith (physics@computeek.net)  
The computer does not know how to deal with sandbags. It treats all barriers as impassible terrain. It is possible to wall the enemy inside its own base. This is especially useful for keeping their harvesters out of your tiberium.

[5-2] Building base defenses  
=====

Rune Fostervoll (runefo@ifi.uio.no)  
Always use your advantage on a level. Sun Tzu said, first become invincible, then destroy your opponent's invincibility. Do so. Make a base that can shrug off any (reasonable) attack, and assure a steady cash flow. Once this is done, a computer opponent is lost. On most levels, doing this is the problem, not destroying the opposing base. Against GDI, he can always attack your base with air strikes, and you will grow to loathe the A-10's, simply because making a base impervious to air strikes is so difficult it is inefficient, and so your opponent can always harm you. GDI does not have this problem, as long as they have enough guard turrets and walls. This is some of the reason that the common guard turrets cost almost double that of the NOD gun turrets (I think.), so that making a base impervious to ground assault would cost too much.

James Hindman (jhindman@ea.oac.uci.edu)  
As anyone who has used NOD knows, turrets suck against men. SO a very useful strategy is to take either Flame tanks, or flame men and tell them to guard the turrets. This will prevent grenadiers from getting close and thrashing your turrets, and the turrets protect the Flame units against tanks and other large units.  
Of course for any base defense you should build flame infantry, because they are your best infantry defense. Build turrets, lots of turrets. They are great against tanks and other large vehicles, don't bother with obelisks unless you have A LOT of extra power, in case your enemy takes out one of your power plants, it may still function.

[5-3] Help! I'm being attacked by enemy...  
=====

\*5-3-1\* Nukes  
-----

David Tong (davet@skaro.eng.sun.com)  
When choosing warhead targets, the computer will pick advanced guard

towers, and, lacking that, your refineries for termination.

Ong Yang (yang@pacific.net.sg)

In Covert Ops, the computer will aim its nuke at the first advanced guard tower you've built.

Craig Kazial (kaizal@cedar.buffalo.edu)

Spread your base out through the use of sandbagging, all structures must touch each other but sandbags count. You can sell them afterwards if in the way.

Have excess power. Your power plants will go down in a nuclear blast if near impact almost all the time. Building is outrageously slow when your power is low. If stuck in this situation perhaps sell off some of your structures.

Two weapon factories don't hurt. Unfortunately this thing usually also bites it in one shot. Yes it's expensive, but it's slow to build and if your enemy follows up a nuke with a conventional attack you may want units churning out.

If you can, right from the start bottle up all entrances to your territory. Obviously some scenarios make this more or less difficult. Avoid putting your structures in the extreme corners.. if I was shooting a nuke blind that's where I would go. Ideally get some concrete walls and advanced guard towers going before your enemy has more than scouts to check out your situation. Stealth tanks and recon bikes aren't going to make keeping your base hidden easy, but I don't imagine you thought you were signing up for a picnic.

Raymond Lee (rks11@leicester.ac.uk)

NOD airstrips and the Temple of Nod are the only buildings that can withstand a direct nuclear attack. The computer Nod player will always fire its nuclear missiles at the GDI advanced communications center. It is best to build it in an out of the way area.

Stanley Hu (hu@valisys.com)

If you play GDI and hear "Nuclear Warhead Approaching", hurry back to your base (hit "H" if you still have a Construction Yard or use map bookmarks), and be ready to sell your Weapons Factory. Most intelligent NOD players will go after it because it is a sure target. You'll get 1000 credits back if you sell it. But you have to be FAST--sometimes you just won't get the opportunity.

[5-3-2] Orcas

-----

Build bazooka or recon bike units. Unlike SAM sites, these are mobile, and can be deployed anywhere. Scatter them around a bit. Lay a bunch of them around your harvester routes.

If you are Nod, follow your harvesters around with stealth tanks or recon bikes. If you are GDI, you can use rocket launchers, but they are too easy to kill, and a smart opponent will target the escorts before attacking the harvester.

Casper Lund (ccc4708@vip.cybercity.dk)

A trick: If the enemy (computer or human) sends Orcas against one of

your (fast) vehicles, and you have bazooka's/adv. guard towers/SAMs available. Simply drive your vehicle towards one of them and circle it manually. The Orca will follow, circling around trying to get a shot off (they fire slowly on fast moving objects), and your SAM/tower/bazooka's will bash away at it, usually killing it. Actually, if the opponent hasn't put his Orca under "CTRL-control", you can tie his Orcas up pretty much by simply driving around the map like crazy with the Orca(s) in pursuit, but this only works if your "bait" vehicle is pretty fast! :)

#### [5-3-3] SSMs

-----

These have very few hit points. Three choppers can take this out in one and a half volleys, as can three stealth tanks.

#### [5-3-4] Advanced guard towers

-----

Don't send infantry against them. Use armored vehicles instead.

#### \*5-3-5\* Transports loaded with engineers

-----

Sandbag your base. Do not leave any openings where a helicopter or APC can land. Block entrances to your base.

Kjetil Svendsberget (kjetilsv@ifi.uio.no)

As soon as you have build the weapon factory churn out 4 Humvees and scatter them around your CY. Assign them to a high number, one which you rarely use; I use '9'. Now when the hated APC keeps rolling in just press '9', or your own number and blast away at anything that churns out of it. Any men will die almost instant death, and will only be able to crawl a couple of nanocentimeters!

#### [5-3-6] Attack helicopters

-----

If you are Nod, use SAM sites against these. Bazookamen die too easily unless they are deployed in groups of six or more, and are spread out. You shouldn't use recon bikes as anti-attack chopper escorts. Recon bikes have a particular weakness to the attack helicopter machine-gun.

If you are GDI, you can send an Orca or two and destroy the attack helicopter while it is on the pad. Even if the attack helicopter takes off, it will still die, because the Orca has air to air capability, and will chase the attack helicopter and keep pumping rockets up its backside.

Ossi Mantylahti (manty@online.tietokone.fi)

Follow your harvesters around with two APCs packed with bazooka dudes. When your opponent attacks your harvesters with his Apache's, quickly unload the APCs, and watch his helicopters go BOOM!

#### \*5-3-7\* Recon bike gangs

-----

Ola Olsson (oo@df.lth.se)

A group of Humvees packs about the same punch as a group of recon bikes. If you don't believe me, try it.

Jeff Montondon (jml7741@swt.edu)

I'd suggest using Orcas as a kill/distraction. When a human player stops his bikes to attack the Orcas, run 'em over with the tanks. When the bikes move in to kill the tanks, shoot 'em with the Orcas.

Come to think of it, I'd say use infantry and APCs. The APCs would have to have cover by the infantry to keep the bikes off their back, but when the bikes stop to attack one target, run 'em over with the APC.

Jason West (jason@jove.acs.unt.edu)

Get a GDI APC, maybe a "pack" of equal cost to his wolf pack. And just run those wimpy little bikes over. Have fun.

Richard Wesson (wesson@cse.ogi.edu)

Throw a couple of Orcas into the melee. He can't target them while they're in the air, he can only stop attacking and let the bikes fire on their own, which he'll be loath to do while they're being shot at and run over by APCs and things.

In the meantime, send an APC full of bazookas tagging along with your harvester. After you do this a few times, he'll avoid attacking any harvester that has an APC around it. So you can save money sometimes by using an empty APC. Like Dirty Harry says, "Do you feel lucky, punk?"

Ola Olsson (d91oo@efd.lth.se)

Pound for pound, a group of humvees are better than a bike gang. Try it!

[5-3-8] Airstrikes

-----

Joachim Rijsdam (jrijsdam@wi.leidenuniv.nl)

One can draw away enemy a10's with only one minigunner. The AI only attacks from left to right and from top to bottom when 'paving'; like reading a page, really. So you just move one minigunner a little to the northwest of your base, and viola, damage is restricted to 100 credits.

[5-4] Suppressive fire

=====

There is no reason to wait for the enemy to come to you before firing. Use the CTRL key to force your units into continuous fire mode. This works well with area effect weapons such as artillery, flame-throwers, rocket launchers, and grenadiers. This will intimidate a human opponent into thinking twice before attacking, and will utterly decimate any AI opponent who will walk blindly into the killing field.

This is also useful to preserve the integrity of your choke points. Build a concrete wall one square thick across the river crossing. Build two turrets in front of this wall. Place a couple artillery units behind the walls, and concentrate their fire at a point two squares in front of the turrets. Because of their inaccuracy, you will end up laying a large area of

suppressive fire that will rip to shreds any infantry trying to destroy the turrets. Back up with bazookamen as AA support, and nothing but a very determined attack will breakthrough.

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CHAPTER:[6] Offensive tips  
-----

[6-1] How do I destroy?  
=====

[6-1-1] Obelisks of light  
-----

Lynda Myer (lyndamy@aol.com)

Nod obelisks use much power. If you can take out a power center with an Ion Blast, the entire base usually goes down, and you can walk right in!

Mike Mulligan (mulligan@netcom18.netcom.com)

An ever better way to take out the Obelisks are the SSM units! Their range is greater than the Obelisks. They can just keep lobbing rockets on it without being hit! Try it, it works! The only thing though is you have to protect them! It doesn't take much to kill an SSM, one recon bike can end the bombardment really fast! So have 2 or 3 SSM and 2 mini tanks as guards....works great!

Douglas William Cole (doug@umd.umich.edu)

(1) Air raid it if there are no SAM sites around (fat chance).

(2) Overwhelm it with minigunners. (It can only pick off one at a time... so just swamp it with guys and you'll come out on top with minimal casualties)

(3) Take out the power supply.

Whatever you do, DON'T bring any kind of armor in there. You'll get nowhere fast.

[6-1-2] Flame-throwers  
-----

Lee Beng Hai (benghai@iss.nus.sg)

Use minigunners, but do not send them together... keep them separated, usually 2 or 3 minigunners from different directions can take out a flame thrower easily. Send them one at a time will work but you'll have more casualties.

[6-1-3] Gun turrets using Orcas  
-----

Casey Robinson (ogiswise@rahul.net)

First, attack the turret with just one Orca, it will damage the turret, but not so much that the computer repairs it. Then hit it with both Orcas, leaving it a pile of rubble.

\*6-1-4\* Temple of Nod  
-----

Stanley Hu (hu@valisys.com)

Don't even think about sending Orcas against a Temple of Nod. It takes 15 Orcas to destroy a Temple in one sortie. You're better off taking out something else or building a Commando.

#### [6-1-5] Tanks in general

-----

Stephan Lau (skip@yoda.bsd.uchicago.edu)

- (1) Don't take on tanks head on, use the APCs to lure them into your killing zone;
- (2) In the kill zone, place mini-gunners up front for use the described single attack, place grenadiers behind as a main line of defense, and have three or four bazooka guys behind to take on the tanks;
- (3) Once the tanks gets into the zone and enemy infantry have been mostly eliminated, surround the tanks with your grenadiers in the "circle of death"

#### [6-1-6] Flame Tanks

-----

Stephan Lau (skip@yoda.bsd.uchicago.edu)

Use your Orcas against these guys to soften them up. Assign a very expensive medium tank or two take them on; send the tank back to your repair shop for immediate reconditioning.

#### [6-1-7] Mammoth tanks

-----

Douglas William Cole (doug@umd.umich.edu)

- (1) Air strikes are always nice.
  - (2) 5+ infantry guys should take a single one out easily. DON'T forget to keep hitting the 'X' key to scatter your troops when it gets too close for comfort.
  - (3) Stealth tanks. I've seen 3 do it, but use 4 or 5 to be safe.
- Mammoths actually aren't that great, they just have a lot of hit points. Use infantry on it if you can rather than armor, though...

#### [6-1-8] SAM sites

-----

Thenardier (isc40562@leonis.nus.sg)

Beside the Obelisk of light, the other structures which people would most possibly like to destroy are SAM sites. SAM sites have really strong armor and long bar of health. One strategy of taking down SAM sites is to fly an Orca close to it. When you see the cover open, blast it with the ION CANNON.

Zeff Yusof (zeff@triop.pc.my)

Try taking out the SAMs with 4 Orcas at once, all 4 will survive. If there are two sites within striking distance use two waves, one for each - you'll get back unscathed.



### [6-1-9] Strong bases

---

Rune Fostervoll (runefo@ifi.uio.no)  
Three tactics work.(At least.).

One is to attack him through his harvesters. He will usually have more than one working, and can usually get more even if you attack all you find, so it could take some while. But eventually this will cripple him. Then you can pick him off at leisure. But, especially early, destroying a harvester can bring an all-out attack. Be prepared for it.

The other tactic is to attack with an attack not designed to destroy his base, but to cripple part of it. Stealth tanks are good at this. The construction center is usually the first priority, then the refinery, then the unit builders.

Thirdly.. no base is perfect. It has a weakness. Find it, and exploit it. A back entrance, a cliff overhang, something should be there.

### [6-1-10] Harvesters

---

Tucson Luke Loh (tlloh@zip.com.au)

While its true that when you attack a harvester the enemy sends a huge force after you, they comprise mostly infantry so an adequate defense will easily mop them up and pay huge dividends i.e. lots of troops lost on the enemy side vs. few (if any) of your own. Of course, please make sure you have adequate defenses first. Strategy works best if you are NOD (with an Obelisk and a turret or two).

### [6-1-11] Gunboats

---

Gunboats seem to have a one track mind. To destroy them easily, move a minigunner towards the gunboat as close as you can without the gunboat firing at you. Even though the gunboat can not hit your minigunner with missiles, it will have selected it as a target, and will ignore all other units from then on. You can now move something heavy into range and blast the boat without fearing retaliation.

### \*6-1-12\* Advanced guard towers

---

Stanley Hu (hu@valisys.com)

Any armored vehicle can make short work of the advanced guard tower. The guard towers have horrible aim and find it difficult to attack targets that are at point blank range. One flame tank can creep up to an AGT and destroy it without becoming badly damaged. Assuming, of course, that no other units are attacking it.

### [6-2] The spiderbase strategy

---

Jim Varner (jvarner@nr.infi.net)

I developed a strategy for Dune2 I call the spider base, and it works

just fine in C&C. The concept is simple, build a sandbag wall from your base to your opponents. Then start building turrets right in the middle of their base. It is tedious and expensive, but it is sometimes the only way to destroy the enemy in those SERIOUS wars of attrition. You can also use your wall to block off choke points. You see, the AI doesn't recognize walls as targets so you can build a sandbag fort right in the middle of their base, just have plenty of \$\$\$ for replacement turrets though. All's fair in love and war... Exploit your enemies weakness... I am NOT cheating!!!! OK, It is cheating.

[6-3] How do I drain the computer's funds?  
=====

Drone (jdw@cris.com)

I just send a few units to bomb or shoot at the SAM sites. Not enough to ever destroy them but enough so the computer just repairs them until its broke. I'm sure a human would never fall for this.

Andre Pang (ozone@zip.com.au)

If playing against the computer, you take over a base and he still has another construction site somewhere, sell the tiberium silos which he had (or make sure that spot is vacant so he can build there again). Occasionally the AI will build another one there, usually full of money. Send an engineer to capture it. Repeat process. This will only work if the silos are surrounded by his own structures, so it might be an idea not to capture the buildings around them, if possible.

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CHAPTER [7] Miscellaneous tips  
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[7-1] How do I sell my infantry/vehicles?  
=====

David Hulet (d.hulet@ix.netcom.com)

A Westwood bug that turned into a feature for us. You can sell infantry, vehicles and even civilians! Build a sand bag and move the unit as close to the sand bag as you can. Click on the sell button. Move the cursor over to the sand bag. Move the twirling dollar sign as far away from the sand bag (toward the unit) as you can without it loosing its rotating property. while its spinning near the unit click and sell him down the river!!!! This is a great way to make money if you are seriously down and out and about to get your butt kicked. It takes a little practice to figure out, but once you have done it the first time its simple.

Frank Wen-heh Lee (lfrankw@umich.edu)

If you put the unit in the repair bay (no infantry, of course), click sell, and move the cursor over the unit, a little green \$ will appear. You can sell the unit for half-price.

Kenneth Chen (lore@vval.com)

I find this useful when my units are injured. Usually, I will bring back a vehicle that is almost dead and sell it away to build a new one. It's better to gain some money then none at all.

[7-2] How do I control Orcas in mid-flight?

---

Group the Orcas. You can then select the Orcas using the group keys and give them orders, even when they are in flight.

[7-3] Why should I destroy villages?

---

reznor@netcom.com

Because you can find crates full of money under churches.

[7-4] How do I make a convoy?

---

Seth Hutchins (seth.hutchins@sunrisebbs.com)

When you've got a group of units, and want them to follow one another in a "single-file" style grouping, make use of the CONTROL+ALT key combination like this...

1. Send the leader towards destination.
2. Control+Alt Click on the next unit to follow him
3. Repeat 2 until you have your group

This tactic can be altered to get an interesting "circling patrol" effect out of Hummers, Buggies, and Tanks.

1. Select a "lead" unit.
2. Control+Alt Click the next unit.
3. Repeat 2 until you have all but one of the units in your group.
4. Control+Alt Click the LAST unit on the leader.

This can annoy your opponent on the modem, and is a decent way to patrol an area. It works well (for me) in closed spaces.

EDITOR'S NOTE: This technique can also be used to keep faster units from traveling too quickly. Make all the faster units 'guard' the slowest unit in the group (e.g.- mammoth tank) and wherever you move the unit, the faster units will follow at the same speed.

[7-5] How do I get rid of trees?

---

Craig M. Kazial (kazial@acsu.buffalo.edu)

You can destroy trees. However it has to be just one lone tree. In other words, you can not destroy a clump of trees. It is not really useful except if you need to place part of a base at a location that the tree is at. Usually grenadiers and rocket launchers are the best to destroy trees.

[7-6] How do I hide under trees?

---

Richard Lio (ez022609@boris.ucdavis.edu)

Well, you can do it. Select your unit to move past the tree. When your unit is under cover, hit 's' to stop the unit. Your unit will be behind the tree and invisible to other human eyes. :) My friend does that often in multi-player games.

[7-7] How do I stop the computer from rebuilding?  
=====

Michael Stango (phillymjs@aol.com)

Park a vehicle on the spot where an enemy building or turret was, so it can't be rebuilt there.

[7-8] How do I keep my harvesters from gathering all the tiberium?  
=====

Put a vehicle on a patch of tiberium. The harvester won't be able to get to it. The tiberium patch will then regrow around it. If you have a blossom tree, parking a vehicle is not necessary because tiberium will begin to sprout around the tree.

[7-9] How do I get nukes in the last Nod mission?  
=====

VT (VirtualTed@westwood.com)

To use nukes, building the Temple of Nod is not enough. You'll need to get the crates in missions 6, 8, and 12. You may have to capture or destroy some of the buildings to get at the crates.

Jon Osborn (josborn@quapaw.astate.edu)

On level 8, the crate is by an Orca pad. On level 12, the crate is underneath the GDI construction yard.

Brian Albers (albers@cs.utexas.edu)

I didn't get the nukes after installing the 1.18 patch halfway through the game. So I went back and replayed all the missions and made damn sure I had gotten all three crates using that version.

No nukes.

So I loaded 1.19 and restarted the last mission, as they instructed.

Still no nukes.

For Chrissakes, Westwood, I hope that in the 1.20 patch you will quit screwing around with event flags that don't work and just **GIVE EVERYONE WITH THE TEMPLE NUKES, NO QUESTIONS ASKED!!!**

Sheesh.

\*7-10\* How do I squish things?  
=====

Some objects and vehicles can be run over by tracked vehicles and dinosaurs. Tracked vehicles are harvesters, tanks, and APCs. Use ALT-click to do a forced move to a location with the object/unit directly in its path of movement.

Infantry can be squished easily.

Recon bikes can only be crushed if they are hit side on.

Sandbags, fences, and walls can not be crushed or driven over by any unit.

Stanley Hu (hu@valisys.com)

In multiplayer games, it's often risky to try squashing Recon Bikes. There seems to be a bug in C&C that makes it very difficult to do this even with the fast-moving APCs.

\*7-11\* How do I destroy patches of tiberium?

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The only weapons that can directly target a tiberium field are airstrikes, ion cannons, and nuclear warheads.

Normal units can destroy tiberium only if they are armed with inaccurate weapons such as bazooka rockets, missiles, artillery shells, or flamethrowers. To destroy tiberium with these units, force attack on a clear square adjacent to the patch of tiberium you wish to destroy. The inaccuracy of these weapon will mean that a few hits will stray into the tiberium patch you want to destroy.

Depending on the maturity of the patch, it may take more than a single hit to destroy.

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## CHAPTER[8] Single player tactics

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### [8-1] Blue Aardvark's Anti-Crummy AI Tactics

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Phil Sykes (phil@sykic.demon.co.uk)

Punch a hole in their wall where they aren't expecting it. They won't react unless you attack buildings, and you can waltz through, and they still won't react until you open fire (N.B. Turrets will!)

Go up on a hill behind or beside the enemy base (every other enemy base has one that isn't guarded very well)

APC engineer assaults

Load up your APC, and have two Hummers ready. Select a safe forward staging post to meet the squad up. If you haven't got recon on their perimeter defenses, do that now, but DON'T attract enemy attention to the massed armor, cos they'll die. Group all of the units together, and send the APC in AFTER the Hummers, straight through the main gate, or a hole in the wall (much preferred) if you made one.

Don't worry about:

Light tanks, troops (except flame-throwers and minigunners close to the engineers final objective - run them over if you can)

Do worry a bit about:

Gun turrets, obelisk tips - the Hummers are there as a sacrifice, and the APC can (just) survive one Obelisk hit!

Hopefully if and when your APC dies, you'll have got close enough so they can't fire again on the engineer.

Do worry a lot about:

Flame tanks and artillery, and I suppose stealth tanks (never faced them defensively), near the objective. All of these eat APCs and engineers for breakfast. If possible, go for another objective, or abort the mission until you can draw them out or confuse them.

Targets:

(1) VITAL to take out the construction yard, first, or any captured buildings can just be rebuilt. He will \*NOT\* be running out of money at this stage (if he is, why aren't you doing a mass assault??) He ISN'T restrained by building coherency rules on later levels.

(2) Vehicle yard (he's still got money, remember, so not much use in removing his spice yard just yet, cos he'll have enough for loads of vehicles.

(3) Refinery (hurt him bad, but remember he's got a huge strategic reserve of cash). This is good for money, especially if there's a harvester in it at the time

(4) Hand of Nod. These are VERY difficult to actually get an engineer close to, but worth it. Capture it and churn out a couple of flame-throwers to hold it for a bit.

(5) Power Plants / Spice silos / whatever else  
Take 'em for money. Easier and cheaper to blow em up, but shutting down obelisk power can be useful.

Interesting things to try:

Draw 'em out: Send a recon unit inside the base, shoot someone and run out. He will follow you to his doom.

Lead enemy troopers across tiberium field, they will follow in droves and die.

The Nod base, on every level has at least one tactical weak point.

Things to look out for:

- (1) Wide entrances - unguarded or with no turret guards.
- (2) Hills to the side or rear of the base that can be used for assaults without being directly hit with base defenses.
- (3) Weak spots where there are no defenses round a wall
- (4) Having two bases, one big and well defended the other not. Take over the one that isn't well defended, and built some advanced guard towers to defend. This will really annoy them
- (5) Harvesters going a long way from home - blow them up, and more will be built. If you can get them every time, then they will continue to waste their money!

Retaliation: Sometimes after a successful engineer raid or limited

attack, they will retaliate by going after your harvester. Make sure they don't get this chance by keeping the harvester in the base following a limited attack, or light tanks will hunt it down

Tiberium field guarding: Often, the enemy will send rocket troops or tanks to guard spice fields. Sometimes, the troops will keep dying trying to get to the tiberium field, and they will be replaced indefinitely.

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CHAPTER \*9\* Confucious says  
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Confucious says: "Bird in hand worth two in bush."

I have dropped this section from my FAQ. I will, however, add Murphy's Laws of Combat and Sun Tzu's 'The Art of War' to my C&C Field Manuals webpage: <http://kublai.pacificrim.net/~solaris/cnc/cnc.html>

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CHAPTER [10] Technical Issues  
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[10-1] What determines my score?  
=====

Craig M. Kazial (kazial@acsu.buffalo.edu)  
Leadership is based on the number of units killed. Efficiency on ending cash (note, not the same as cash used).  
Time taken does NOT enter into final score and is only for your information. GDI scores the above two [L+E] higher when determining final score.  
Nod emphasizes simply accomplishing the mission (in other words, the L+E do not factor in much)... Terrorist style "who cares about the cost".  
Final score ONLY impacts how much cash is brought forward as a percentage ranging from a fixed minimum (enough to get started) to a max. allowable, so players can't become an unstoppable cash machine. Some scenarios zero-out score and all past cash allocation info is lost.

Raymond Lee (rks11@leicester.ac.uk)  
Destroyed civilian buildings will go under GDI structure loss even if it is a Nod village. Also, when I have no casualties, my leadership rating under Nod is 75% where as GDI, it is 100%

[10-2] What is the CONQUER.INI file?  
=====

The CONQUER.INI file sits on your hard disk in your C&C directory, and supplies C&C with startup values for various configuration items. Most of these startup values can be changed within C&C, but there are some that are only available by editing the file directly using a text editor.

Robert J. Trembley (bob@cyrcle.com)  
deathannounce  
Default = 0

If set to 1, each time a GDI or NOD unit is lost, the female computer voice will state "GDI (or NOD) unit lost". It gets old kinda fast, and I rather prefer the screams...

Alan Schneider (alschnei@starlink.com)

Last night we found a new feature (?) in C&C. Editing the CONQUER.INI file .... and under the multiplayer section, change side=1 to side=3.

What this apparently does, is allow both GDI and NOD to build EQUALLY, i.e.- NOD can build medium tanks (by first building a GDI Factory) and GDI can build NOD bikes (by first building an Airport)

\*10-3\* KALI related issues

=====

Kali is a TSR program that emulates an IPX network through a PPP or SLIP connection. Connect to a Kali server, exit the control program, and load the game. Its usage is completely transparent. As far as your computer is concerned, you are simply connected to a local area network that has a few dozen people playing computer games.

If you have Windows 95, use Kali95 instead of DOS Kali. It will solve most of your connection and memory related problems.

You can find out more about KALI at [www.axxis.com](http://www.axxis.com). Please do not E-Mail me for help regarding Kali related issues.

Nemesh (jcn8387@osfmail.isc.rit.edu)

If you are planning on playing a lot of C&C over the net, you should try to get the latest copy of KALI. At this point, kali1.2e is out, and is an INCREDIBLE improvement over 1.1g. Everything is much faster, and the game almost never locks up. Check it out if you can (talk to someone on one of the servers...the kali.exe is around.)

Stephen Vakil (smvakil@students.wisc.edu)

I finally got C&C and KALI to work. I'd like to say that when people were asking why it wasn't working, it wasn't very informative for people to say "it's a known bug.." without saying \_what\_ is a known bug. Basically, from what I can see, using any sort of slip tsr derived from the 16550 one will not work. It would cause frequent crashes on C&C, sometimes a reboot. I got pppshare from kali.jedi.net and got that to work, and that worked through 3 games of C&C and 1/2 hour of descent.

Stanley Hu (hu@valisys.com)

I have compiled a brief checklist of things to do to check to get Kali C&C games to work. The most important rule after following all this:

**START GAMES AS SOON AS POSSIBLE.**

Don't send messages in the Network Game Setup. I've found that the chances of getting games working are significantly reduced the longer you talk and wait.



Don't talk in the first five minutes of the game. C&C seems to speed up later in the game--probably because it is trying to verify that all players have the same map, unit specifications, and so on.

- 1) Ping times should be very low among all the users. Try to hit sub 600 ms consistently.
- 2) Don't use a busy server that is handling a lot of traffic. Playing over @central is not always a good idea if you're trying to aim for speed and reliability.
- 3) Make sure everybody is connected at least with a 28.8k modem. I played a three-player game that was sluggish because some idiot didn't tell us that he was using 14.4k.
- 4) If a lot of C&C games are going, use a different IPX socket by entering "-socketnn" as an argument (where nn is a digit).
- 5) Under Windows 95, try setting "Idle Sensitivity" all the way down to low.
- 6) The person with the fastest connection should start the game.
- 7) Playing during off-hours, when your provider is usually the fastest, is a good idea.
- 8) Keep trying to start the game a few times. The first time often doesn't work.
- 9) Use a provider that has a fast connection to the Internet. T1/T3 accounts work nicely.
- 10) Pray until the next technological revolution comes when everybody will have at least a T1.

Jet (jet@aloha.com)

If you want to run DOS Kali and C&C under Windows 95, look on my Internet webpage for a step-by-step guide. <http://www.aloha.com/~jet>

\*10-4\* How can run C&C off my hard disk?

=====  
If your CDROM device drivers take up too much memory to run a program such as Kali, or if you have a laptop that does not have a CDROM drive, you can play C&C completely from your hard disk.

Running C&C off the HD:

step 1: install C&C like normal

step 2: copy all the files from the root directory of the CD-ROM into the directory you just installed C&C into.

step 3: now copy the general.mix file from the other CD-ROM into this directory as well (rename the first one before doing this).

step 4: before playing C&C, make sure you have the general.mix file representing which side you want to play (I use gdi.mix and nod.mix as the filenames and rename one to general.mix depending on which side I want to play).

\*\* step 5: \*\*

Instead of typing C&C to start, type in C&C -cd<path> where path is the full path to the C&C directory. ie.- If you installed C&C to c:\games\c&c, start the program by typing in:

```
c&c -cdc:\games\c&c\
```

Notice that there is no space. Though the trailing backslash is optional for DOS 6.xx users and below, Windows 95 users *must* include it.

You no longer have to have the CD-ROM loaded to play c&c. This takes up a little under 30M if you omit the video and music files.

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-SECTION THREE- MISSION STRATEGIES

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CHAPTER [11] What is a mission tree?

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When playing C&C, sometimes you will be given a choice of countries to fight over. The hierarchical listing of these choices and the possible paths one may take is described as the mission tree.

Andrew Griffin (buggy@adam.com.au)

About the mission path, it seems that (for some countries), if there are multiple arrows into the same country, clicking on a different arrow will bring a different map layout.

If you look at the option screen (press ESC from the game), above the version number is a group of numbers that represents which mission this is.

\*11-1\* GDI mission tree

=====

Andrew Griffin (buggy@adam.com.au)

[4EA][5EA] [15EA]  
[1][2][3EA][4WA][5EB][6][7][8EA][9][10EA][11][12EA][13EA][14][15EB]  
[4WB][5WA] \--- [8EB] [10EB] [12EB][13EB] [15EC]  
[5WB]

Trevor Ruppe (jlruppe@twave.net)

GDI 1. (one map)

GDI 2. (one map)

GDI 3. (one map)

GDI 4ea. Right arrow. Mission goal: recover stolen crate in Belarus.

GDI 4wa. Left arrow. Will say "Poland" but then you'll be re-routed to Belarus goal.

GDI 4wb. Middle arrow. Mission goal: find and protect village in Poland.

GDI 5ea/eb. From mission 4ea only, there are two arrows into the Ukraine. Both the left and right arrows lead to 5ea. 5eb, as far as I can tell, is completely inaccessible. 5ea has the same goal as 5wa and 5wb and also has the EXACT SAME MAP as 5wa.

GDI 5wa. From 4wa and 4wb there are two arrows into Germany. This is the top arrow.

GDI 5wb. From 4wa and 4wb; this is the bottom arrow.

GDI 6. Both arrows lead to the exact same mission map.

GDI 7. (one map)

GDI 8ea. Left arrow is Austria. Mission goal: repair and defend GDI

base.

GDI 8eb. Right arrow is Slovakia. Mission goal: protect Mobius and village hospital.

GDI 9. Both arrows lead to the exact same mission map.

GDI 10ea. Left arrow is Slovenia.

GDI 10eb. Right arrow is Romania.

GDI 11. (one map)

GDI 12ea. Left arrow is Albania.

GDI 12eb. Right arrow is Bulgaria.

GDI 13ea. Right arrow.

GDI 13eb. Left arrow. Same exact terrain as 13ea but a different letter code.

GDI 14. (one map)

GDI 15ea. Northwest arrow.

GDI 15eb. South arrow.

GDI 15ec. Northeast arrow.

\*11-2\* Nod mission tree

=====

Andrew Griffin (buggy@adam.com.au)

[6EA][7EA] [13EA]  
[1EA][2EA][3EA][4EA][5][6EB][7EB][8EA][9EA][10EA][11EA][12EA][13EB]  
[2EB][3EB][4EB] [6EC][7EC][8EB][9EB][10EB][11EB][12EB][13EC]

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CHAPTER [12] I'm stumped! Can you help me?  
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[12-1] GDI missions

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[12-1-1] GDI Mission 1, Estonia

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Objective: Use the units provided to protect the Mobile Construction Vehicle. (MCV) You should then deploy the MCV by double clicking on it. Then you can begin to build up a base. Start with a Power Plant. Finally, search out and destroy all enemy Nod units in the surrounding area.

Group your minigunners in teams of 5. Scout with your vehicles. When you find trouble, retreat your vehicle back to your minigunners, and they will make short work of the pursuers.

[12-1-2] GDI Mission 2, Estonia

-----

Objective: Defend your position, deploy the MCV, then build a sizable force to search out and destroy the Nod base in the area. All Nod units and structures must be either destroyed or captured to complete objective.

Build the MCV next to the barracks. Build a power station. Build a 2nd barracks. Crank out 20 to 30 minigunners. Group the minigunners into groups of ten. Scout the surrounding area using one of your hummers, but do not engage the enemy. If you come across soldiers, run your vehicle to your

infantrymen to drag the enemy into an ambush.

When attacking the base, it is best to form a two pronged attack. Have 1/3 your men attack from the west, and 2/3s of your men attack from the south. Move your engineers behind your main force. Have them capture the construction unit, the refinery, and the powerplant.

Do not capture the refinery until the enemy harvester has returned to unload. This way, you capture the harvester as well.

Destroy the remaining structures save for one tiberium silo. Build two more tiberium refineries, and tiberium silos as needed. You want to harvest the map clean of tiberium. Once all the tiberium is harvested, sell all the buildings for cash, and destroy the last remaining silo to finish the mission. You should end the mission with over 20,000 credits. Half of these funds will transfer to the next mission.

[12-1-3ea] GDI Mission 3ea, Latvia  
-----

Objective: Build up forces to destroy Nod base. Once all Nod SAM sites are neutralized then air support will be provided to combat obstacles such as turrets. Destroy all units and structures to complete the mission objective.

Make your base and get harvesting as soon as possible. Churn out as many grenadiers as you can, and use them to pummel the SAM sites you find along the way.

[12-1-4ea] GDI Mission 4ea, Belarus  
-----

Objective: Nod has captured classified GDI property. You must find and retrieve the stolen equipment. It is being transported in a shipping create. Use the new APC to strategically transport infantry through Nod forces.

Mark Willoughby (willocds@te.rl.ac.uk):

Explore in one turn, scrap the mission and start again.

Load up the APCs and sprint for the base. De-bus south of the river, and try to take out the tank and the troopers. Once this force gets trashed, use the reinforcements to mop up the rest of the troops, and steal the crate back.

Take advantage of the extra range the APCs have to avoid the Nod troops where possible. Hopefully once you get trashed in the first attack, the Noddies try to launch a counter attack which you sidestep, and fulfill your mission.

Not too much fun this mission IMO. Although I did use this quick and dirty strategy.

Lemming (lemming@globalone.net):

I didn't unload my APC at all. Just loaded 'em up, and run like hell to the Nod base, tag the carton, and that's it.

\*12-1-4wa\* GDI Mission 4wa, Belarus  
-----

Objective: Same as previous

Stick all your men into the APCs and go straight for the crate. Don't stop to shoot and run down anyone in your way.

[12-1-4wb] GDI Mission 4wb, Poland  
-----

Objective: Nod is moving to capture and hold a civilian town. Your mission is to reach the town first and hold off invading Nod units until GDI reinforcements can arrive. All invading Nod units must be destroyed.

The town is south of where you start off. The best way to do this is to hold your position at the bridge that leads to the village. The Nod guys will have to get through your massed forces first, and you can cut them down with no trouble.

\*12-1-5ea\* GDI Mission 5ea, Ukraine  
-----

Objective: A GDI field base is under attack. They have fended off one attack but will not survive another. Move to the base, repair the structures and then launch a strike force to destroy the Nod base in the area. Destroy all Nod units and structures.

Trevor Ruppe (jlruppe@twave.net)

The GDI base is east of your start position. Keep your infantry out of the tiberium field as you head for it. Repair everything but the silos. Sell the silos; you should be spending tiberium on this mission, not saving it.

Go north and then west across the river to find a SAM site near a cliff. On the other side of this cliff is a money crate. There is also a SAM site on the south side of the river, west of the bridge. His base is in the NW corner. One entrance on the east side guarded by 2 turrets and (outside the wall) a SAM site. The fourth SAM site is deep in the back of his base.

\*12-1-5eb\* GDI Mission 5eb, Ukraine  
-----

Objective: Same as previous

Same as 12-1-5ea, but your base is located near the center of the map.

\*12-1-5wa\* GDI Mission 5wa, Germany  
-----

Objective: Same as previous

Same as 12-1-5ea.

\*12-1-5wb\* GDI Mission 5wb, Germany  
-----

Objective: Same as previous

Trevor Ruppe (jlruppe@twave.net)

The GDI base is at the bottom of the map and has TWO entrances, east and west. One SAM site is N of your base. The Nod base, at the top of the map, has 2 SAM sites on its south side, both guarded by turrets. The 4th SAM site is near a hill. From this hill you can fire down onto his airstrip, powerplants, and construction yard.

## [12-1-6] GDI Mission 6, Czech Republic

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Objective: Use a GDI Commando to infiltrate the Nod base. \*\*\*\* \*\* destroy the \*\*\*\* so that the base is incapacitated. Get in, hit it, and get the \*\*\*\* out.

Andre Pang (ozone@zip.com.au)

Easiest way I found to do this (and it was very easy!) is after the Chinook arrives, land to the left of the village/flare. With the commando, march him up and left in the pass, so you enter the base from the left. The AI should start sending many troops to attack the Chinook, and your commando will probably get hassled by a light tank or Nod buggy. There is one SAM site southwest of the base by itself; get your commando to take it out, then send the Chinook in to pick him up, and drop him off inside, to the left of the base (the chopper can just withstand two shots from the one SAM site in the southwest corner of the base). Run up and right, and blow up the airstrip.

Matt Ho (matt@romulus.internex.net)

Take out the SAM site on the island to get your transport off. Have the commando run around the edge of the map and take out the infantry and SAM sites on the edge. Bring your transport to your commando by following the path that the commando made. Send your commando at the base. A ton of troops will start pouring out. Pick off the lead infantry to give yourself more time and then run like Hades. The tanks and buggies should come out to chase you. Send the transport in to extract you.

Once you're airborne, fly into the enemy base toward the top edge. A SAM will probably peg your transport a few times ... ignore it and go on ... Drop the dude down and have him dash for the airstrip (or whatever it was ... I forget) and nuke it.

David Hulet (d.hulet@ix.netcom.com)

It's best to work north then east once you cross the river in your transport chopper. Jumping from location to location in the chopper also works well to confuse the patrolling buggies. Once in the base what ever building you take out will not be there for the cleanup mission. It's best to take out the tiberium refinery. AI does not rebuild and so Nod runs out of money quickly!

## [12-1-7] GDI Mission 7, Czech Republic

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Objective: Previous mission objective not complete. Airfield was to be targeted. New objective: Build up a base and Destroy remaining Nod structures and units. Reinforcements will be provided.

Rick Murray (hrmiii@ct.net)

Once reinforcements land, proceed due north, continue past the first tiberium. You will find another field. Establish your base just south of the field. Build guard towers (mostly on the north side of the base) and hoard your forces on the south side of base. The towers will handle most all that the NOD will send your way. You will need to destroy the gun turret, which can be found by following the northernmost boundary. After you have destroyed the turret, use what ever you have left to attack the north wall of the NOD

base. The purpose at this point is just to open up an easier route of attack.

After building a considerable amount of forces, I used 6 tanks, 5 APCs mostly with grenadiers, 4 Hummers, and about twenty grenadiers on foot. Stage your forces north of the tiberium field which is to the east of the base. Send in the Hummers first. Set two outside and just north of the main entrance to the base and the other two. Use the hole you made in the wall and send to the center of the base mostly as a diversion of sorts. Do not immediately attack the Hand of Nod. Time it out where the tanks and APCs follow the Hummers through the hole. Dispatch two APCs and foot soldiers to dispatch the tanks within the compound( your route of entry leads directly to their parking area). Send the rest of your force on around north and attack the airfield and power plants in this area. This strategy seems to reduce the amount of resistance encountered while attacking this base.

[12-1-8ea] GDI Mission 8ea, Austria  
-----

Objective: UN Sanction has cut funding to the Global Defense Initiative. Field Units are helpless. Use the repair facility to keep your units in the field long enough to destroy the Nod base in this region. All Nod units and structures must be destroyed.

Tim Hardy (drtmh01@nt.com)

If this is the mission I am thinking about, I found a technique that is extremely effective and easy, and I haven't heard it mentioned yet. If you clear out the meager troops straight above the base, then all the way to the top and over to the left, you'll find a cliff overlooking the Nod base (you'll also be able to kill most of the SAM sites). From this cliff your rocket launchers can pound the heck out of his airfield, several silos, and the Hand of Nod, as well as the infantry he tries to mass there. The cool thing is he never figures out how to get to your rocket launchers. You can kill every single one of his mobile forces and ability to produce mobile forces without losing any of your units. Then can just walk in the base with bells on.

Jason Thomas (hiro@mill2.millcomm.com)

That's the same thing I did. I think the AI wants to stay close to home because its base is under attack, but once you destroy the airstrip, no more vehicles. Once it's all gone, you can leave one rocket vehicle up there and about ten bazooka guys, and just blast the crap out of anything that gets built as it's coming up. Also humvees are pretty good against infantry so you can keep one of those up there to provide machine-gun support. I wasted about 3 hours playing this mission and dying, before I discovered this technique. In Aikido and other "soft" martial arts, there's a principle of never meeting force with force. In other words, when the enemy attacks, you should let your forces fall back a bit to surround and absorb. In attack, don't keep hammering a strong point, but use recon to find enemy weak points and then strike hard. It's a lot easier in the long run than just throwing cannon fodder into the meatgrinder.

[12-1-8eb] GDI Mission 8eb, Slovakia  
-----

Objective: Dr. Moebius is establishing a Hospital to treat the civilians in the region who are falling ill due to exposure to Tiberium. Protect Moebius

and the civilians. Eliminate Nod presence in the area.

Move all units to the southwest. The village is there. There are large tiberium fields to the northeast and northwest that you can mine. Build MCV in the clearing north of village, past the bridge.

Build sandbags around the blossom tree in the village to keep the Nod paratroopers from wrecking havoc. Also sandbag off the eastern bridge entrance to the village. Paratroopers land there also.

Andre Pang (ozone@zip.com.au)

You might have to blow up some of the tiberium (with the rocket launchers) to the east of the village, since a couple of the stupid civilians tend to wander off into that area and commit suicide. Make sure to repair your rocket launchers regularly in this mission, as you can't build them.

\*12-1-9\* GDI Mission 9, Hungary

-----  
Objective: Take out Nod turrets along shore so Gunboats can move in safely on the Nod base. The Nod base must be destroyed. If gunboats can get in, they should be able to destroy the base with no difficulty. Keep an eye out for the new weapon Nod is rumored to be working on.

Francis Ho (grendel@juno.com)

There is a crate of cash in the southwestern corner.

Dave Glue (deaveacg@interlog.com)

In mission 10 (the one with the first appearance of the laser obelisk), I beat their base by basically using 4 humvee's and 2 APCs of engineers. I used two hum-vee's to map their base, then used 2 more and filled 2 APCs with 3 engineers each. The 2 humvees went in first and drew the enemy away, and when they would out of line I drove my APCs in, unloaded the engineer's and took their airstrip, construction site, and sold some silo's for my own profit, as well as providing some infantry to keep tanks and other guys busy. Then I started making a mass of gun turrets and destroyed their own base from the inside out.

Engineer's and APCs boys, and hum-vee's for their speed and ability to attract the enemy. That's the secret. Then again, we'll see what happens in mission 12.

[12-1-10ea] GDI Mission 10ea, Slovenia

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Objective: UN funding has been re-established. You now have access to a new aircraft, the Orca. This unit is to be used to scout out the immediate area. Destroy all Nod presence in this region.

Zachary Harrison (a2z@netaxis.com)

North of his base is a plateau of tiberium which the computer will eventually harvest. If you send an APC full of engineers to this plateau, all the way east, and then south, there is a back door to his base. With five engineers, one can take the airstrip, construction yard and many silos. Build a Hand of Nod, sell the useless buildings (especially the power plants, to disable the Obelisk) and pump out engineers to take over the



base with extreme ease. The only weapons the computer has in range of this part of the base is a turret a SAM site.  
Blow through the wall, and there's nothing to it from there on in.

Robert "Crash" Cullen (74040.1627@compuserve.com)

I think this mission is the most fun of the entire bunch. Pretty easy too. Start by securing your location in the upper left hand corner. Get your power station, barracks and refinery up ASAP. Produce a few grenadiers, and bazookas, and take out the NOD forces on the ledge behind you. Good job. Now put them on guard duty. Get three guard towers up to guard the left pass. Build a weapon factory, and repair bay, then the Comm. station. Keep building grenades and bazookas for guard duty. You should be mining the tiberium out of the upper right hand corner of the map.

By this time, you should have the upper third of the map under your control. Build a second harvester. Now you are ready to build a second power station and 4 helipads. Add a bit of sand, and guard with 3 towers on the right pass.

Position secure, let's go find George and Gracie. Produce 2 Hummers and explore like crazy. Once you have two thirds of the map explored, start sending the choppers to take out the turrets. Stay away from the lower third of the map with the choppers, or you'll get waxed by SAMs. Explore as much of the NOD base, (lower third) as possible with the hummers. Your hummers won't survive, but hey, you're over it. Besides, revenge is just around the corner.

By this time, you should control 2 thirds of the map. Cool. Now the fun begins. Start building tanks. Lots of them. 20 in all. Your Tiberium is probably running out in the upper right hand corner, so start harvesting out of the lower left side. With your 20 tanks, take the left pass down. You will need to stop short and regroup. Stopping at the 2/3 point worked for me. Now move the group to the lower left hand corner. The reason for stopping and regrouping is simple. Moving down that pass strings your forces out like a bunch of Christmas tree lights. If you were to move into the base one at a time, you wouldn't stand a chance. Especially against that Obelisk.

Now you have a group of tanks across from the NOD base. Don't just sit there....ATTACK!!!!!!!!!!!!!! Move the group in and take out that Obelisk first.

Next, move the group all the way to the right and take out the construction yard. Next the airfield, and finally the Hand of NOD. Now lets pillage this village. The nice thing about so many tanks in such a small area, is that the soldiers have nowhere to run. It's splat city everywhere you turn, and I suggest you turn a lot. Blow up everything in sight. Don't even think about engineers or taking over buildings in this one. Game over, You've won. Now wasn't that more fun than listening to Black Sabbath at '78?

\*12-1-10eb\* GDI Mission 10eb, Romania

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Objective: Same as previous

Trevor Ruppe (jlruppe@twave.net)

The objective is the same, but the terrain is different. You start in the SW corner of the map. Tiberium is due north and due east. The latter field is smaller but has a blossom tree. There are two valleys, north on the left side of the map and northeast toward the center. Most attacks will come

from the northeast, but before you defend it, take out the Nod turret that's sitting on the edge of the hill that separates the two valleys. (Infantry that attack from the left usually get weakened by walking through the tiberium.)

Also that beautiful lake east of your base has a river with a weir in the center of the right edge of the map. The weir leads down onto a hill that goes due south then due west to the southwest corner of the map. From here Nod has a great place to shoot down onto your base.

Once the valleys and your backyard are defended, you have a big grassy field to build Orcas. Three are good for taking out a turret in one sortie. In addition to the one above, there are three more on the same hill, spaced out heading north. There are two on the hill east of the northeast valley and two on the hill west of the northern valley. One of these guards a blossom tree. This is where you'll need to send your harvester next. But be warned: unless you block off that central hill with troops or sandbags, you're going to watch your harvester make every return trip by driving up onto the hill, scouting all along the edge of the cliffs, then going back down the hill and finally turning south to come home. Ooo, don't get me started on harvester steering! I've seen more intelligent maneuvering performed by freshly-beheaded chickens.

Now the Nod base. It's in the northeast corner. One entrance, on its southwest corner guarded by two turrets and an obelisk. There are SAM silos in all four corners of the base. Along the south wall are the airstrip and two power plants. You can also drive along the narrow strip at his north wall to hit his comm.center, tiberium silos, and more power plants. But Nod usually parks a mobile artillery near this northern wall which can hit you repeatedly as you drive by.

For those of you who don't think the "prison/sandbag" strategy is cheating, then choose this mission, Romania, instead of Slovenia when it's time to select level 10. By building sandbags up the northeast valley, you can quickly reach his one and only entrance and block him in before he gets more than just a handful of troops onto the battlefield.

\*12-1-11\* GDI Mission 11, Greece  
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Objective: Intelligence operative, code-name Delphi, has info on Kane and a new bio-research laboratory. After landing on the beach here in Corinth move north to make contact with him. Nod will attempt to stop you. You must reach Delphi!

EDITOR'S NOTE: You need to break through the wall at the east end of the Nod base and move a unit next to the cliff that Delphi is on to trigger the helicopter to come.

Bill Seurer (BillSeurer@aol.com)

First, immediately follow the coast to the right. Ignore the turrets. You'll run into a tank but your 6 grenadiers should handle it without a problem. Follow along the cliffs to the right (they wind a lot) until you hit the crops. Set up your base there. Send the 6 grenadiers slowly to the SE. There are some bazooka guys

just across the river. Kill them and move just far enough to see the fields. Build a refinery first, then a Weapons Factory, then a Barracks. Build tanks and APCs as fast as you can. Line them up diagonally NW of your base. You may want to build a sandbag line out a bit and build a couple of guard towers too. Build a repair platform ASAP. Repairing a tank is a \*LOT\* cheaper than building a new one.

You'll be faced with hoards of flame-thrower guys at first. It is impossible to defeat them without tanks backed up by APCs or guard towers. Their flames don't hurt tanks much and the APCs will chop them up. Put a few infantry in front of the line of tanks and APCs if there are still some alive.

After a while the attacks will die down a bit. Send an APC across the river to the NE and explore that area. You'll see the Nod base up on the hill. Move the APC up to where it can fire at the SAM site and let it hammer away. Yes, it won't really do anything, just leave it though.

This will trigger another flood of Nod attackers. By now you should have 4 or 5 tanks and a like number of APCs. Line them up with tanks in front in a line straight south from the river just south of the Nod SAM site. You will slaughter the Nod guys as they come. I find putting a few grenadiers in front works even better but they do tend to get toasted.

**\*\*IMPORTANT\*\*** Be sure to cycle your damaged vehicles back to the repair depot.

Take any extra tanks you are producing to where you left the APC and kill the SAM site and any adjacent buildings. The computer will kindly keep building new ones for you to kill. Keep at them. The buildings are power sites and once all three in your range are shot up the Nod base will start to fail.

Gradually move the line to the west until you start seeing the Nod harvesters and your tanks shoot at them. This will trigger another Nod wave which by now will be a piece of cake to slaughter. Your tanks will kill off the harvesters quite handily and they rumble past.

Eventually you will notice that the attackers are reduced to a dribble of infantry. Now is the time to attack! Sell off all the buildings of your base and rush the dozens of infantry that will produce up to the "front". Load them in the APCs. Send one humvee or APC to run all the way through the Nod base and spot things. It may get toasted by one of those laser towers. **ATTACK!**

Send all your tanks against the laser tower and mix in the APCs with the trailing elements. Once the tower is gone unload the infantry and attack whatever Nod units show up with the infantry and APCs while the tanks hammer at the Nod barracks and airfield. Once those are gone it's all over but the mop-up. I sent in an APC full of engineers that took over 5 buildings, which I immediately sold.

I build a couple of Orcas but didn't find them that useful in this scenario. 4 more tanks would have been much better.

What a minute, where's the guy you'll supposed to rescue? He'll appear on a plateau in the NE corner once all the SAM sites are gone. A transport chopper will appear to pick him up.

And what about those turrets by where you first entered? Ignore them.

[12-1-12ea] GDI Mission 12ea, Albania

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Objective: A GDI base is under siege in this region. Dr. Moebius is trapped

in the base. Move in, grab Moebius, and then a transport helicopter will be sent to you. Get Moebius into the transport. Make sure that there are no SAM sites in the area or else the transports will be useless.

Yannick Asselin (yasselin@magma.com)

In the upper left of the map there is a crate containing 2000 credits.

David Tong (david.tong@eng.sun.com)

This one is actually very easy. Repair everything, then send all your forces except the APC to the bottom left corner. Cross the river, then head North to the bridge.

Park the Mammoth north and to the east of the bridge.

Park the APC next to it.

Park the Rocket Launcher south and to the west.

Park the medium tank on the bridge.

Eventually a harvester will come to try and cross the bridge. If it's to the north it realizes that it can't cross, so waits to the west, within range of the rocket launcher. Destroy it. After you destroy a harvester NOD will send a tank or two and a few bazookas. The tanks and APC makes mincemeat of them. Repeat this until he stops sending harvesters (he can't afford them).

In the meantime, build 5 engineers. Sell the hospital and the heavy weapons factory. KEEP THE REPAIR UNIT. and use it often. Send the troops round to the bridge.

When you're ready, advance the mammoth slowly until you can see the wall of the base. Make holes in it. Now send all the grenadiers and minigunners against the left hand obelisk. It will fire a couple of times, and then he will sell it! Kill the troops who come out of it. Now do the same thing to the right hand obelisk.

Use your tanks against his vehicles, and send in the engineers. From then on it's a mopping-up exercise. Take out all the SAM sites (there is one in the top right hand corner) and the chopper will come.

[12-1-12eb] GDI Mission 12eb, Bulgaria

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Objective: Same as previous

Kevin McQuire (kmcquire@omni.voicenet.com)

There may very well be a more elegant way to do it, but I sold off all of my buildings, built as many tanks and engineers as I could afford (plus the bonus cash crate up near the northernmost SAM site) and then charged the Noddie base en masse, concentrating on getting my engineer-laden APC near enough to capture the construction yard, the hand of Nod and their tiberium refinery. By the time this had happened, I had taken out the Nod death rays and their units. The only thing you need to take out are the SAM sites, though.

Jeff Powell (powellj@crd.ge.com)

That's what I did. One APC full of minigunners to draw the death rays while the 2nd APC full of engineers shot around the airstrip and unloaded without taking a hit. From there it was a race for the construction yard and the hand of Nod. Sold the yard immediately, started repair and flamer building on the hand. Piece o' cake.

NRA1775@ix.netcom.com

The key to scout with your hummers. Don't worry about the turrets your faster than their shots just look out for the laser towers. Make some tanks and hummers after they stop attacking your base ( don't leave the base until this happens your guard towers make quick work of tanks and infantry when backed up by your vehicles) and go to the very top of his base with about 3 or 4 tanks and maybe 2-3 hummers and an APC ( with some engineers). At this point blow away the wall then hammer the powerplants with you tanks. He will send infantry to stop you but your hummers should keep them away from the tanks. Once the power stations are down roll the APC into the base and take over stuff and sell it.

Make sure you keep repairing your vehicles don't lose any!!!! There is also a money crate in the top left corner near the SAM site and the turret. Once all SAM sites are down GDI will send another chopper. Also use your Mammoth tank as the point tank since after battles it will heal itself to half way.

[12-1-13ea] GDI Mission 13ea, Yugoslavia  
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Objective: Delphi's info decoded and Kane has been found. He is overseeing experiments at a Bio-research facility in this area. Destroy facility while we have him cornered. Build an Advanced Communications center to access the new Ion Cannon. It will greatly assist you in your objective.

Howard McGee (avatar@hunterlink.net.au)

Level 13ea was the best level in the game. I started out by moving everything from the south east corner to the south west corner. I built my base there. Then I quickly got 2 harvesters going. Then built comm. and advanced comms. The barracks and weapons factory. Then a third harvester. By this stage I was earning more money than I could handle. I built a large force then took the small base above me. I captured his refinery and 4 silos(when full). Sold them he rebuilt them I captured them again. By continually repeating this I was able to build 10 advanced comms. and still have 60000 dollars. With the endless supply of \$\$\$\$ I built a sandbag wall to lock him in his own base. Blasted him with ion cannon and rockets. Till I walked through his base with bells on to mop up and destroy the research base. The mission took over 7 hours but scored over 1100 points. I loved this mission.

\*12-1-13eb\* GDI Mission 13eb, Yugoslavia  
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Objective: Same as previous

Trevor Ruppe (jlruppe@twave.net)

This is the same exact terrain as 13ea. It seems unlikely that Westwood would waste disk space on two of the same map, so I'm guessing in situations like this and GDI mission 5, where the maps are identical but the letter code is different, there must be variations in the strength of the enemy forces. That would seem to be the case here. The only difference between 13ea and 13eb that I could tell is that on 13ea, Nod parks 2 flame tanks at the blossom tree on the right side of the map. On 13eb, he doesn't park anything here (making this mission slightly easier than 13ea).

\*12-1-14\* GDI Mission 14, Yugoslavia

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Objective: We have learned the path of evacuating Nod forces. They are moving through this valley. Cut them off so that they can't rejoin the main force. Attack and destroy all the vehicles in the Nod convoy.

Indramin Darmadi (idarmadi@server.indo.net.id)

I used the formation below :

TMT

R R

T = medium tank

M = mammoth tank

R = rocket launcher

Use the mammoth tank as the shield and always move a bit by a bit. When you meet a bridge, park the tank formation below the bridge, facing to the left. Map with the humvees or APC. For the flame thrower, just send the two tanks to take care of them. With no casualty (100% leadership) and 100% efficiency, you should be able to reach score 1500.

Joe Pantuso (jpantuso@usit.net)

If you clear the whole map but still can not finish the mission, you have missed some stealth tanks. There are at least six.

[12-1-15ea] GDI Mission 15ea, Bosnia/Herzegovina  
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Objective: The Temple of Nod has been located. We are sure Kane is there. Destroy him, the temple, and any other remnant of Nod that exists there. Nod has been rumored to have completed its own nuclear device so it's do or die time. Let's do it!

(marvin@global.co.za)

Wow, did you have the frustration of running out of Tiberium in the last stage of GDI? Well, consider the problem solved.

In the last stage, Nod always have a little section of base for silo. It is usually lightly guarded with only 2 turrets and maybe 1 stealth tank. At the start of the game harvest as usual to build up a nice base to fend off the invading Nod. After you have enough force to take out those turrets I mentioned above, build an APC and have 5 engineers in it.

With you first force take out the guards and the north wall of the "silo compound". Then leave for home otherwise it will attract more Nod tanks. Wait until the silo fills up and then send your engineers in carefully. Once you take over a silo, sell it so it's easier for the next engineer to take over the next silo. Before you know, you have about 8000 units of tiberium to build some mammoth tanks. Be sure you have some silo ready otherwise you'll waste all those effort. There is more. Once you sell their silo. They'll rebuild it so that we can take over again. Isn't it just so thoughtful of them. :)

Those newly build silo only take one full harvester to fill it up. (What kind of motherless harvester do they have??) All you have to do is to repeat the trick ....forever. I even sold my refinery. Before I attacked their base, my base was already bigger than Nod's. (and you know how big their base is!) I even had a nice parking lot for all those tanks that I build and all those harvester that 'retired'. With about 25 mammoth tanks and 25 SSM's, I believe anyone can pulverize the Nod base in less than half an hour.

There's one more thing, I attacked Nod from the north. I don't know if other directions will have the same situation.

[12-1-15eb] GDI Mission 15eb, Bosnia/Herzegovina

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Objective: Same as previous

Robert A. Hayden (hayden@krypton.mankato.msus.edu)

On that final mission, engineer-steal the power plant and hand of Nod, and then park an infantry right in the place where the obelisk would pop up. the computer is stupid and won't build with you standing there, and won't build somewhere else.

Brian Cornett (alecbravos@aol.com)

The key to this level is endurance and patience; along with some quick mouse clicking. I must have played the first twenty minutes five times before I was able to get everything set up and not lose my Construction Site. The key is the very beginning.

#### SETUP

First, when your MCV is unloaded, drive it immediately to the left edge of the screen. When your tank comes ashore, immediately put it between the construction yard and the flame tank. Not right in front of the MCV. Away from the MCV. Keep the flame tank away from the MCV. Once the flame tank begins to move toward the MCV, start moving it toward the bridge on the northeast corner of this little island. There will be two NOD bazooka infantries. Use the MCV to run over them. Once this is done, drive the MCV over the bridge and then left.

DEPLOY and begin building your base in the following order: Power plant, Refinery, Communications Center (CC), sandbags, Advance Guard Towers (AGT), and Advanced Communications Center (ACC).

Place the AGTs on the Northern and Eastern sides of your base. Use sandbags to build them away from your Base. The Eastern AGT should be placed on the northeast corner of the bridge. Sandbag across the bridge and disregard the island. (You'll find out why later.) Sandbag in the rest of your base leaving only space for the harvester to get in and out right by the northern AGT. Also, build a 3/4 concrete barrier around the AGTs in order to protect them from flame tanks. Make sure to repair them continuously while engaged in battle; especially when fighting flame tanks.

This is the point where your options begin to open up. If you can control their flow around your base, then you can slowly begin to expand outward. I decided to build a second Refinery to get the harvester and then sold the Refinery. Build a silo instead. they're cheaper. Keep building your power plants as well. The AGTs don't work without adequate power. Once you have enough money, build the Advanced Communications Center (away from your Construction Site). Sell your old CC. Let the clock start ticking.

After you build your ACC, build your barracks. Now your probably wondering why up to this point, I haven't built a Barracks or a Weapons Factory. Well, I didn't need either until I decided to go on the Offensive. Just prepare yourself with AGTs for their onslaught. Build one more AGT in the northeast corner of your base, and just be patient. When your harvesters are attacked, just move them back in and watch the AGTs do their job. Then go back out and harvest until there is nothing left in the Tiberium Field just north of the

base. This is when you have to begin to take control.

Now build your Barracks and your Weapons Factory. Then build one to two (1-2) APC and ten (10) grenadiers.

Tell your Harvesters to stay put for moment. Use the mini gunners you got out of the Refinery and the CC and explore the area to the north and north east. Don't explore to the East yet. Begin placing sandbags north along the bottom of the ridge you'll uncover running north from the northeast side of your base. Then when the ridge turns right, run the sandbags east along the bottom of the ridge. When the ridge turns south keep running the sandbags east until you sandbag across the valley. Sell all those sandbags except for the ones running across the valley and a few at that corner of the ridge where you make the first turn right. Once you kill the turrets and remaining units inside this area with your roving grenadiers in APC(s), you'll have control of 1/3 of the screen, and 1/2 the tiberium; and NOD forces cannot get in. The sandbag defense works very well and continued to work well throughout the mission.

#### THE SOUTH BASE

Once you have control of these areas, it is time to move East. If you have not uncovered the south plateau, then their base will not be built yet, and it will be time to strike. Fill an APC with Two engineers, one technician from the sold buildings, and two Grenadiers. Drive your APC and a harvester directly east, and then take the first turn South. Then drive west to the northwest corner of the plateau and let your grenadiers stand guard. Place the tech on the northwest square as previously mentioned. Move the Engineers to the south and wait. While you're waiting, have the harvester eat a path through the tiberium so that you can build sandbags east. When the Fist of Nod sprouts up, take it over. Now build a wall running from the Fist east until you close off the opening to the plateau. Now take over the power plant.

Now, sandbag north until you reach their southwest base and sandbag them in. Now you have control of over half the map, and there is a HUGE tiberium field in the southeast corner. Take out that south turret and it's yours.

(After I took out the turret, I went and sold all the walls except the ones that would keep my harvesters from taking their usual "long cuts" in front of their obelisk. Then I built a refinery right below their base. They never touched it.)

Now build 2 APCs worth of engineers, 10 grenadiers and three Mammoth Tanks, and about 6-10 Orcas. Keep blasting the infantry they keep building with the Ion Cannon. You can take out up to nine (9) grid squares or 45 infantry at a time. Just think of those thousands of credits they keep losing every time you knock out a platoon of engineers. I couldn't stop laughing from this point until the end of the game.

#### THE SOUTHEAST BASE

SAVE the GAME. Knock out the obelisk with the Ion cannon. Build a sandbag and place it where the obelisk was. They won't build it back. SAVE. Kill the two turrets at the front of the base with the Mammoth Tanks. SAVE. Now, build a AGT and place it inside their compound on the northwest corner. Build another. Run the Mammoths into the center of the compound and run your engineers in behind. SAVE. Take over everything. Don't sell anything. Place the other AGT right beside the Fist of GDI. PROTECT AND DEFEND. SAVE. Take out that Northeast SAM site inside the compound with the tanks and grenadiers and brace for his first NUKE. SAVE. If you don't like where the nuke hits (it's got to hit somewhere), then just like Dune II, you can restart and it will hit somewhere else. If you're a purist then accept



wherever it hits and go on. If you do things right, you won't lose another building until the end of the game.

Building a Repair Bay in the middle of GDI base 3 makes an ideal repair station on the way into battle.

Now that you have two hands of NOD, it makes building Engineers much quicker. Also, use that Airfield to build those new GDI Recon Bikes! Map out the area using three bikes at a time so that you can continue on mapping if the remaining three obelisks get one or more of your bikes. You will find if you can get to it, a Construction Site in the extreme northeast corner of the screen. This will become your base 4

#### THE NORTHEAST CONSTRUCTION SITE

Sandbag north until you get to the front of their base. Sandbag them in.

Now clear the area of turrets, tanks and SAM sites with your Orcas and Mammoths. Repair and repeat. There is one hidden turret that you'll have to park an infantry on once you destroy it.

Now fly your Orcas up to the northeast corner and take out the turret.

Build three more recon bikes, an APC and five engineers. Drive up to their base and use the recon bikes as fodder while the APC sneaks by. Blast the obelisk with the Ion Cannon right when the APC goes by. Now head for that construction site and power plant. If any bikes survive (they will immediately rebuild the obelisk), then send them up as guards. Build another Fist of GDI and build six engineers. Load up the APC and drive them along the very top edge of the screen until you reach the silos. Don't drive down to them until you're at the end away from the north central obelisk. Park at the left end and just take all of them over. You'll get about 8,000 credits from them.

#### THE NORTH CENTRAL BASE

Now build four Mammoths and move them to the ridge below their southwest wall of the north central base. Blow the wall, the SAM site, and the airfield. Sandbag from their front gate over to here and build a Fist of GDI, and two guard towers. Build five mini gunners and seven engineers. Move the mammoths around to the southeast corner of their base outside the range of the obelisk. Run the mini gunners toward the obelisk and get those engineers into those power plants. Sell them and kill the obelisk. Build some guard towers and plant them out in front of their Fist. Now take everything with engineers, and kill the other obelisk on the north east corner. Blow up the remaining obelisk in the northwest corner with the Ion Cannon and destroy the Temple of NOD. Leave the other building for now. Take over the power plant. Blow up the SAM sites. and then sell everything except your infantry and vehicles. All the walls -- everything except for the tiberium silos. Then blow up the last building and watch the cool preview of C&C2.

\*12-1-15ec\* GDI Mission 15ec, Bosnia/Herzegovina

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Objective: Same as previous

Radiation (wulfman@cris.com)

When you first start out, move your mcv right next to the NOD comms center and build your base. Get your tank that arrives and kill off the invading NOD guys. Then use the apc full of engineers to take the NOD structures (the power plant and comms center). Once that is done, build up a pretty big base.

Build an attack force of about 5 mammoth tanks and two APCs full of engineers and some missile launchers for the infantry. Invade the smaller NOD

base in the NW corner from the top, taking all the buildings. Once that is done, fix up that base and take the remaining mammoths south along the edge of the map.

You will come to a river and then go across the bridge . There will be a cliff overlooking the Temple of NOD, an adv. power plant, and maybe an obelisk. Attack the Temple of NOD. When the first bullet hits, they will launch a nuclear missile at your guard towers of your NE base, try to sell those off so the missile is useless. Finish off the Temple with your mammoths and maybe an ion cannon if you have it ready. Now you can build up a gigantic force without worrying about them getting nailed by a nuke.

#### [12-2] Nod missions

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##### [12-2-1ea] Nod Mission 1ea, Libya

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Objective: In order for the Brotherhood to gain a foothold, we must begin by eliminating certain elements. Nikoomba, the nearby village's leader, is one such element. His views and ours do not coincide, and he must be eliminated.

Nikoomba is on a plateau north of the village at the extreme west of the map.

##### [12-2-2ea] Nod Mission 2ea, Egypt

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Objective: GDI has kept a stranglehold on Egypt for many years. Set up a forward attack base in your area. To do this you must double click on your Mobile Construction Vehicle. (MCV) From here you can begin to build a base. This area contains plenty of Tiberium, so establishing the base should be easy.

Build lots of minigunner dudes and keep them in packs of 5. Attack the base from the north, and send in a couple engineers to take over the refinery and the construction yard.

##### \*12-2-2eb\* Nod Mission 2eb, Egypt

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Objective: Same as previous

Same as 12-2-2ea.

##### [12-2-3ea] Nod Mission 3ea, Sudan

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Objective: GDI has established a prison camp, where they are detaining some of the local political leaders. Kane wishes to liberate these victims. Destroy the GDI forces and capture the prison, do not destroy it.

Andre Pang (ozone@zip.com.au)

Easy mission after finding the enemy base! Send in some decoy units to his base (Nod buggies), and walk in three or four engineers behind them. At least one engineer should make it to the prison safely, and the moment it's captured, mission accomplished.

##### \*12-2-3eb\* Nod Mission 3eb, Sudan

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Objective: Same as previous

Same as 12-2-3ea.

\*12-2-4ea\* Nod Mission 4ea, Chad  
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Objective: GDI is attempting to relocate a village of sympathetic civilians. Intercept the convoy and destroy it. It is imperative that the villages be totally destroyed, as a lesson to any other natives who may oppose us.

Run all your men south and west. Destroy the APC and all villagers and buildings.

[12-2-4eb] Nod Mission 4eb, Chad  
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Objective: A small village friendly to our cause has been increasingly harassed by GDI, and the Brotherhood wishes you to assist them in their efforts. Seek out the enemy village and destroy it. The event will be disguised as a GDI attack.

Peter Hearty (hear0330@mach1.wlu.ca)

: I'm stuck in NOD Mission 4, where you have to destroy an enemy  
: village, and you just have a couple of buggies, three motes and some  
: infantry. How do you deal with those grenadiers ?  
: They always kill my people really effectively - how do you solve this  
: mission ???

I solved it by going really slowly. Advance slowly, and while no enemy troops are around, send one buggy to the closest enemy, and then return to where all of your men are. Then kill it. Keep doing this, they have no way of rebuilding vehicles or men, so if you just fight everybody on your side against one or two of their men, then you can beat everyone and have no trouble destroying their village.

[12-2-5] Nod Mission 5, Mauritania  
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Objective: Our brothers within GDI tell us of A-10 strike jets scheduled to be deployed here soon. Our suppliers have delivered new Surface to Air Missiles to aid you. Use the SAMs to defend your base, then seek out their base and destroy it.

Fabrice Timmermans (ftimmerm@belgium.attgis.com)

First of all, don't build SAM sites immediately, they are slow and not at all useful (you will just need to build one at the end to end the mission). Build your base in the southeast corner of the map, go for a refinery, hand of NOD and airstrip.

Go ahead and explore the map to the west with your buggy. One big point, SCATTER your troops in groups no bigger than three or four units because off A-10 strikes !

If you follow the road to the west, you will come across a bridge. Go north along the edge of the map and at the top a little east. You will arrive just near his construction yard. Send your four recon bikes while building new ones and hammer the yard to dust !

He will probably send one heavy tank after you so if you can, protect the bikes with light tanks. OK yard is out of business so no more construction! Time to take his base piece by piece.

From your base, follow the eastern edge of the map to the north. You will eventually cross a small tiberium field. There head west. You will arrive near his base just near his construction yard. Send a tank and an engineer. Launch the tank in the middle of the base to attract enemy fire and take the construction yard. Sell it immediately to build more tanks or bikes.

OK, no more GDI vehicles !

You can now send a massive assault to the base and kill the remnants of GDI forces or send more engineers to capture the rest of the base.

[12-2-6ea] Nod Mission 6ea, Ivory Coast  
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Objective: GDI has imported a Nuclear Detonator in an attempt to sway a few local political leaders. Penetrate the base and steal the detonator. A chopper will be sent to meet you at a designated landing zone. Look for the landing flare once you have stolen the device.

I had the light section (the one with the recon bike) attack the sandbags of the base and create openings. My cycle blow a gap in the fencing, ran it through, and made it pick up the nuke. I boogied to the pickup site by going south and following the ridge.

\*12-2-6eb\* Nod Mission 6eb, Benin  
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Objective: Same as previous

This is another run-into-the-base-and-dash-out mission. Do just that. Run into the base, and dash out when you've touched the crate.

[12-2-6ec] Nod Mission 6ec, Nigeria  
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Objective: Same as previous

Ray Van Dolson (rayvd@sierra.net)

One of my friends found an interesting solution by capturing the enemy's refinery with the harvester inside. He then used the tough harvester to grab the detonator without being easily destroyed.

Brian Hassink (brian.hassink@nt.com)

After a few initial failures, have figured out how to win it. Of these missions, mission 6 has been the hardest so far (I finished it with just one remaining unit who almost died because I had to force him across the Tiberium field to reach the helicopter).

It took several tries, but I managed to cross the bridge and arrive at the northeast corner of the map with most of my units (leaving the Engineers back in the southeast corner).

I now took this surviving group and walked them along the ridge at the top of the map to the northwest corner, and then south. I then opened fire on the GDI buildings with the Bazooka men. This cause the AI to send its men out of the base and up along the way I came in. As his men came in, I ran my tanks up and down squishing them. This was far more effective than trying to take them out with gun and tank fire.

Eventually you'll bleed off most of his men and you can move your group back around to the base entrance. Use the tanks to take out the towers (and place a man where they used to stand or the AI will usually replace them). You'll now have to clean up any residual units in the base and can also bring up the Engineers. Take over any GDI buildings you want, or simply grab the crate and head for the helicopter.

[12-2-7ea] Nod Mission 7ea, Gabon  
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Objective: The Brotherhood has located a huge field of Tiberium in the area. The nearby village has laid claim to the field. Eliminate the villagers, as to prevent any infection of our own workers. GDI forces are reported to be minimal, so elimination of them is of secondary importance.

Fabrice Timmermans (ftimmerm@pobelgium.belgium.ATTGIS.COM)  
The goal of the mission is to kill all villagers (by the way, you can destroy all buildings also) and eliminate GDI forces (only scientist they say! Ah, Ah, let me laugh !!) At the beginning you are north of the first part of the village. Just destroy everything in sight there is no opposition there. Use your two tanks to scout ahead (you have only one path possible between two ridges) but back them with your bazookas. You will arrive soon to the second part of the village (south of it is the GDI base). There also destroy any buildings north of the church for the moment (if you go south, you will attract GDI forces).

Cross the bridge and you will have access to the remnants of a NOD base. Repair what you can and go for a hand of NOD and construction yard as soon as you can. For the moment, don't go for the money crate south of the church because it will trigger a massive GDI attack. West of the church and a little south, there is a power plant and a hospital. Take them with your two starting engineers and sell them so you can borrow a little cash. Now, fortify your positions north of the bridge by moving all your units there and build tanks and bikes. Be careful to protect also your west flank because it is possible to cross the river a little west of the bridge.

When you feel confident enough to withstand a GDI attack (grenadiers and tanks), send a suicidal unit to take the crate (it's suicidal because you will be in the fire range of two guards towers). With that money, you can build another harvester. After that, repel each attack by running over the grenadiers crossing the bridge and stay north of the river. Keep building tanks (you can also build a buggy or two to recon his base). I've waited then that he runs out of tiberium and I've destroyed his harvester as he tried to cross the bridges. He has then launched nearly all his remaining forces and I have then sent a massive assault on his base to destroy all in sight. His last move was to send an APC with engineer at my base but if you keep there one tank or bike, you can easily defend it.

\*12-2-7eb\* Nod Mission 7eb, Cameroon  
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Objective: Same as previous

Destroy the main buildings inside the GDI base; you don't want GDI reinforcements breathing down your neck. Build a bonfire inside the village. Toast some marshmallows. Have a nice day.

[12-2-7ec] Nod Mission 7ec, Central African Republic

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Objective: GDI have left themselves open to the deadliest weapon of all, information. Our spies tell us the GDI base in your area contains an advanced attack helicopter, the Orca. Steal this weapon, then fly to the nearby village and destroy it. The attack will be blamed on GDI.

Andre Pang (ozone@zip.com.au)

The hard part is clearing out all the infantry surrounded at the barracks, they're the whole reason engineers can't get through. You have to send in your tanks (the second group) to the base and take out at least the barracks, after this is done, piece o' cake. Walk all your units in from the north of the base in one huge group, placing an engineer somewhere around the middle. They should make it safely since the guard tower aims for the first troop that comes in and not the engineers. Then, just capture the helipad.

Brian Hassink (brian.hassink@nt.com)

: When I sent the engineers into the ORCA installation, they came  
: right back out. Much to the amusement of the few remaining GDI gunners  
: who promptly killed me good. Don't tell me I needed all 4 engineers to  
: complete the mission?! DOOHH!!!

I had this happen as well. What I ended up doing was moving the Engineer around to the other side and entering the structure from the bottom.

Some advice for this level...

Use the cluster of vehicles to bleed away enemy units from the GDI base.

I ended up rolling them along in a row, and using the recon-bike unit to lure enemy units to their death. Attacking the GDI harvester is a very good way of getting him to send his units out of the base.

As for the squads of men, I space each man out so that the grenades and tank fire from the GDI don't do collateral damage to nearby units. Generally I don't use them until I've almost completely drained the GDI base of units with the vehicle group.

Once the GDI base is drained, use your tanks to eliminate the machine gun towers from a distance. It may take a little time, but it'll save you a lot of grief. Once the towers are gone, send in the engineers and grab the Orca. You can use your other engineers to grab the other GDI buildings (hint: Don't grab the refinery until the harvester is in it).

OK, you've got the Orca. Next thing is to get rid of that pesky patrol boat. If you don't, your Orca may get hit by its missiles. For this, I took all my remaining units (you can build more if you captured the other GDI buildings) and lined them up along the shore. A few tanks are usually enough to take out a patrol boat.

Now that the boat's gone, send the Orca after the lone GDI Bazooka unit in the village. You need to take him out first or his missiles will kill the Orca and you lose the mission. The Orca will fire off missiles automatically and return to the helipad to reload. It takes a few trips to kill the Bazooka, and several more to wipe of the village.

[12-2-8ea] Nod Mission 8ea, Zaire

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Objective: Since we are low on troops, you will have to make use of all available resources. Locate the abandoned GDI base in the area and restore it to operational status. Once that is done, use GDI's own weapons against them. Be sure that no GDI forces remain alive.

Andre Pang (ozone@zip.com.au)

The key to this mission is engineers. Take out any units/structures which can cause damage to a transport helicopter, send in a small attack force, then while they're distracting the enemy, send in the transport helicopters with the engineers. Target the construction yard, barracks and weapons factory in that order.

Jay 'PyRo' (jkw7063@osfmail.isc.rit.edu):

I sold the old base, made flamers transported three flamers, and two engineers. That was all I needed. That was a pretty simple mission. If you think that's hard... boy do you have a thing coming. Just wait till the 12 and 13 mission... damn ION Cannons and bombers!. And those 'missile towers' don't help your stealth tanks at all.

[12-2-8eb] Nod Mission 8eb, Zaire

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Objective: Same as previous

Douglas McCreary (dark@ix.netcom.com)

I found that the civilian church on this level is hiding a crate worth \$3000. Discovering that fact really helped me solve that level.

\*12-2-9ea\* Nod Mission 9ea, Egypt

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Objective: GDI is attempting to retake Egypt. Use every available resource in your efforts to stop them. The populace has once again swayed in support of GDI forces, so show no mercy in dealing with the villagers.

Neil Bonner (nrbonner@erols.com)

After you get your base up and running, the key is to build 2 turrets to the south to protect your base from the gunship. After that concentrate on building up base defenses and getting the tiberium flowing in. I used two refineries and 3 harvesters. That combination works well on this mission.

The end-game strategy is to build up an offensive punch to cut off access to the large tiberium field in the east. Once that is done build an attack force of 8 to 10 light tanks and 4 or 5 flame tanks. Also take along about 5 Nod bikes if there are any Orcas left.

My secret to the big offensive is to NOT walk thru the front of their base. It's guarded by two guard towers and two AGTs. Take out the guard tower in the southwest corner of the base and then blast thru the wall midway along the south wall. This can avoid a lot of casualties! Then have the tanks take out the Construction Yard in the northeast corner. Have the flame tanks take care of any infantry and concentrate on taking out the power plants. Once a few powerplants are destroyed the AGTs will go off-line and can then be destroyed at your leisure. Once the AGTs are off-line the game is basically over as it turns into a mop-up job.

With this end-game plan you should not need to send a second force to finish the job as is the case with most offensives. When I finished this mission I had a few tanks left in the GDI base and over 6500 credits in my silos.

[12-2-9eb] Nod Mission 9eb, Egypt

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Objective: Same as previous

John C. Price (doctor23@iglou.com)

Well, here's the Doc's Guide to GDI Base Bashing.

i) Build up a strong defense.

You heard me. Defend **FIRST**. Why? Because any assault on a CPU base must destroy the construction center, or it accomplishes nothing, so you need a hellacious attack force. Throw up a few turrets and an Obelisk if you can afford it. SAM bases are mostly useless, but if you build enough of them, the CPU will get scared and bomb your harvesters instead (they'll survive, but keep 'em in good repair). Once your defenses are up, you have as much time as you want, because you're invulnerable. The computer is just too dumb to mass an assault force, so it sends in wave after wave of unsupported infantry and the occasional tank. Just have a flamer guy standing around and you'll have no problems.

ii) Pick your plan.

a. The Rommel Attack:

This revolves around building a slew (15-20) light tanks and roaring in through the enemy's front gate, blasting the bejesus out of everything. The tanks take an incredible amount of damage to kill, so odds are you can wreak so serious havoc before you die. Again, the construction base **MUST** die, or the CPU will just rebuild all you knocked out. Note: Since tanks **SUCK** against infantry, you might need a couple of flame tanks.

b. Flame On:

As the name implies, this tactic revolves around flame tanks. Build a horde (at least 10, because they're lightly armored), and a few light tanks as damage sponges. Send in the light tanks to draw fire, then charge the flame tanks at any advanced guard towers (they'll cause too many casualties if allowed to live). The flamers do **HELLACIOUS** damage, so the towers should die rapidly. Next, everybody goes after the construction base, with one or two tasked to kill the hordes of infantry pouring out of the barracks. If you get the construction base, you've won, regardless of your losses, because you can just rebuild your attack force and attrition him to death since he can't rebuild his lost defenses.

[12-2-10ea] Nod Mission 10ea, Angola

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Objective: GDI is developing an orbital weapon. Our spies have told us of a large lake near the location of the R&D center. Find the base, and use the sniper to eliminate their scientist.

Marcus Augustus Alzona <marcus@octopus.net>:

This took me awhile to find, but in the end it was easy. You start on the (lower) left edge of the lake with just units (Tanks, infantry, commando, artillery, buggies, flametanks). Save the commando. Move your units north, eliminating units as you go. eventually, near the top-right edge, they'll be a land-bridge south. Follow that. You'll come to the outside wall of the GDI base - the most important thing here is that you can ignore it - try to stay clear of the gun tower. If you stick to the right and go south past the base, there is a smaller sub-base past the base to the south, with the



scientist in reach if you have a commando or a tank left.

[12-2-10eb] Nod Mission 10eb, Tanzania  
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Objective: GDI is developing a new, heavily armored tank. Our spies have located the GDI R&D base. Use your small strike force to locate and penetrate the center. Be sure to destroy the tanks in the base and the factory.

J. Willig (j.willig@student.utwente.nl)

Use your commando to mislead the two tanks and then walk down to the right until you can cross the river. Walk to the left (watch for grenadiers) and pass the bridge on the left side of the field. Wait for the mammoth tank to pass and run across the other bridge (where the tank came from) and use the left bridge to enter the base. Destroy the tanks and factory and get ready for the next thrilling animation

\*12-2-11ea\* Nod Mission 11ea, Namibia  
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Objective: GDI has captured one of our technology centers. You must recapture the base and recover the stolen information. Our forces in the area don't have time to find a way across the river, so you will have to control the two forces separately.

Neil Bonner (nrbonner@erols.com)

Have your commando pick off the guys on the bridge to the south. Then the humvee will come after the commando. Have the bazooka guys and minigunners advance to finish off the humvee.

Proceed south avoiding the medium tank and as much conflict as you can. Remember your objective right now is to get into the base to the south. Take out the guard towers with the team of bazookas -- you can do this without getting hurt if they stand 4.5 squares away.

Take over the refinery when the harvester is in the unloading bay. Take over the Comm Center. Sandbag south toward the base entrance. At the entrance of the base place an obelisk when you have enough power to operate it. Place a turret south of the obelisk to provide protection to the obelisk and to keep the gunship from cruising past your base.

The computer will not be able to effectively attack your base because it cannot mount an effective attack force to overcome the obelisk and turret. At this point your job is to have two refineries and 3 harvesters going. The money will be flowing in. Build a massive attack force and destroy the base to the northeast.

[12-2-11eb] Nod Mission 11eb, Mozambique  
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Objective: Same as previous

Jeroen Kwast (jkt@gesasdsc.nt.getronics.nl)

Forget a great strategy! Use your commando to scan the base to the north. If you do this right your base will become active without actually entering the base and you're ready to build! The first thing to do is make

sure your units remain intact, because they can't reach the base without damage. The second thing is to build a hand of nod and an engineer. Recapture the tiberium plant and harvester. Now you need to do two more things. Use the force in the south to reach the village church and destroy it for a money crate. Use the force in the north + created forces to protect the harvester. While some gdi forces attack the harvester, move the 3 engineers back to the base (while protecting the harvester). Oh! don't forget to destroy the two watchtowers with : created forces or a turret placed close by.

#### [12-2-12ea] Nod Mission 12ea, Botswana

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Objective: Somewhere in this area there is a GDI Advanced Communications Center. Inside this center are the firing codes for their orbiting Ion station. The Brotherhood must have these codes. Capture the center and retrieve the codes, do not destroy the center.

Chee Hui (cheehui@aztech.com.sg)

In this mission, you need to capture the advanced comm. base where you started off with a mobile construction yard, two recon bikes, two Nod buggies and a light tank.

The main problem is that the surrounding area in your vicinity has no tiberium fields so you need to cross the bridge to build the yard there.

Unfortunately, 2 Mammoth tanks are stationed at the bridge.

Here's the trick. If you recon the area, you will find it's actually a nice square loop. Select 1 recon bike and ask it to target the further Mammoth tank on the bridge while you stationed the rest of your forces just outside of the edge of this square. Once the Mammoth tanks start attacking, run your bike as far away (and from your main force) ASAP towards the loop. When the tanks see your mobile yard, they'll turn their attention to it instead.

So select all your vehicles (except the bike) and run round the loop to keep ahead one step of them always. Since the 2 tanks are now preoccupied with your other vehicles, reselect your bike and chase after the 2 tanks.

Start with the 2nd further tank and shoot his butt black !

Once the 2nd tank got his butt fried, do the same for the 1st tank. Just be sure to maintain the rest of your forces beyond the Mammoths' range and you'll be all right. The rest of the mission will be fairly routine.

Boy, those Mammoth tanks certainly have no brains.

I actually like this mission because you can just use 1 bike to beat 2 Mammoth tanks. Talk about the odds of doing that in real combat.

PS: If you think that's tough, wait till the next one.

#### [12-2-12eb] Nod Mission 12eb, Botswana

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Objective: Same as previous

See [12-2-12ea].

#### [12-2-13ea] Nod Mission 13ea, South Africa

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Objective: Establish your base, then build and defend the Temple of Nod. All GDI forces are to be destroyed. Kane has ordered you to defend the Temple at all costs, even your own life. Do not allow GDI forces to overrun you.

Andre Pang (ozone@zip.com.au)

I think I did this mission in a very unorthodox way. Firstly, notice that a transport helicopter lands on the island you start off on. Use your engineer to take over it! Later a commando will appear on his own island (blowing up that church next to him will give you \$7000 by the way), and use the transport helicopter to pick him up. If you use the commando to explore to the east of your island, he will be able to see the concrete walls of the secondary GDI base. That base is guarded mostly by bazooka men along the western side of the base, except for two mammoth tanks at the south-west of the base - which is a very good drop off point!

Make around 6 or 7 bazooka men, and transport them along with your commando to that south-east point of that island. Start pre-building an obelisk. Your commando will take out all the troops who come near you, and the bazookas will take out the two mammoth tanks which appear (bazooka rockets can go over concrete walls, 120mm cannons can't!). After you've eliminated the force there, send in an engineer with the transport helicopter, take over the repair bay, and place your already built Obelisk next to it. Watch it take out all the buildings! The base is now yours, and you should be able to take over the weapons factory and barracks, allowing you to build mammoth tanks.

Chee Hui (cheehui@aztech.com.sg)

I won this end-game by doing something incredibly brave (and stupid too!). Using my transport helicopter, I filled it with a troop of bazooka guys and the one commando dude. I proceeded to land at the left coastline of the GDI base at the top.

I unloaded my troops and used my commando to make short work of the surrounding infantry. I then attacked the nearby tanks and waited for the tanks to roll in. In the meantime, I flew my heli back to carry a full load (with the commando of course) of engineers.

Once all loaded up and repaired, my heli landed on the inside wall to the left of the weapons factory. I unloaded one of my engineer immediately and right away, asked my chopper to take off and return to base for repairs. The advanced guard tower station there is a real pain. But it will begin shooting at the factory once you took over it.

Once done, my heli took off again and proceeded to land at the same place. I unloaded my engineers and took over his barracks immediately and started making grenadier units there. I then took over his refinery and sold it immediately to furnish my funds while I made grenadiers. Once the guard tower is gone, I constructed a line of fence all around to keep out those pesky tanks which by then had rolled over my troops. It took 3 successive tries before I got this timed right. Phew!

From then on, I literally drained the computer of funds by proceeding to take over his refinery (with the harvester) which keeps getting rebuilt next to my barracks. I timed my engineer movement just right, so that when the refinery is in the earlier stages of building, my engineer was halfway in. I then sold off the refinery and the harvester for a handsome profit of about 1000+ credits (compared to the price for producing engineers).

Of course, others might say this is stupid but after 10+ takeovers, the computer was drained of money. How did you know? Everything you attack will be sold off by the computer.

It took me 3+ hours to complete and the feeling was great because I was churning out Mammoth tanks inside their base and using it to destroy their

nearby yard. And all done without the nuke! 8-)  
I literally fenced out the GDIs for my second yard and was harvesting in absolute peace.

\*12-2-13eb\* Nod Mission 13eb, South Africa

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Objective: Same as previous

See 12-2-13ea.

\*12-2-13ec\* Nod Mission 13ec, South Africa

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Objective: Same as previous

Q: I think I've killed all the GDI. Why haven't I won?

A: There is a village that is GDI-colored (gold) on the radar. There are GDI hiding in it, so you must destroy it and them to win.

\*12-3\* GDI Covert Operations

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\*12-3-1\* Blackout

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Hans Nelisse (hneel@xs4all.nl)

Take the money in front of the church. Go south and west, until you see the flame tank. Use airstrike to kill it. Use one of your commando's to blow up the power plants. Then move your commandos to the north-west. Avoid the turrets. When you encounter a tiberium field move east and enter the base. Watch out for the buggy. If you are lucky both your commandos are now damaged but still alive. Blow up the construction site in the north-east corner. Nod has probably not built his hand-of-nod and airstrip yet. Let the MCV enter the base. Don't worry about the turrets. Set up a base and take over or destroy the Nod structures. Build a weapon factory and an APC. Put in both commandos (if you still have both) and a couple of grenaders or bazookas. Move the to the north-west and blow up the temple of Nod and the sam-sites. Bring some more infantry if needed. Build 3 orca's to destroy the turrets that are located everywhere in the field.

\*12-3-2\* Hell's Fury

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Hans Nelisse (hneel@xs4all.nl)

In this mission the Nod bases are not completed at startup. Nod builds them during the game. This means that you must act quickly. Take over the nod base on your right side. This should be easy. Build a refinery. Explore the map with your hum-vee. Watch out for obelisks. You need to build a helipad. If you've done this a chinook will appear. Be careful not to build all your buildings at the bottom of the map, as the chinook will not be able to land in that case. Put some grenaders or bazooka's in the chinook and send it to the top of the map near the yellow flare. Go east and kill the turrerts. Make a hole in the wall. Build a guard tower just north of your base. Build an engineer and send it to the landing zone on the north side. Let it take over a power plant in the north-east base. Build a barrack next to it. Destroy

everything and put sandbags to prevent rebuilding. Take over some power plants with engineers if you like. At this time he won't have enough energy for his obelisks.

Build an engineer and send him just south of the landing zone with the chopper. Take over his refinery. Build a barrack next to it. Try to take over his hand-of-nod's. Be careful. Then destroy everything else in this base. The last Nod base is in the north-west corner. He can not build any units anymore at this point. Destroy the turrets and guarding flame tanks. Be careful to destroy the power stations first, or else the obelisks might start working again.

#### \*12-3-3\* Infiltrated!

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Hans Nelisse (hneel@xs4all.nl)

The start of this mission is very tough. First put your game speed at the lowest level. Sell your barrack and kill the engineers with the minigunners that you get from it. You will probably lose your refinery at this point. Build a new barrack and build an engineer to take it back. Use your tank to kill the APC in your base. Use your hum-vee to kill the flamethrower. Once you have your refinery back put a sandbag at the bottom of the right side of it, or else a Nod turret will pop up there. Keep repairing your guard towers. Attack the tanks. Build a brick wall. Put the first part between the tank and the guard tower. When the first battle is over build another refinery. Build 2 advanced guard towers near the gate. Build many tanks and keep them on guard in front of your base. Build 2 more harvesters. And build an orca fleet. 8 ones should be enough. Use the orcas to kill his harvesters every time they come out of his base. Soon you'll grow much stronger than him. Use the orca's to destroy his sam-sites. At this time you should have about a dozen tanks. Send them towards his base.

#### \*12-3-4\* Elemental Imperative

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Go up the northwest side of the map. After you have located and found the village, a transport helicopter will arrive. Put your commando into this helicopter and transport him across the river on the right. Unload him to reveal more portions of the map. Use the helicopter to move the commando on top of the plateau. Snipe whatever you can, and then transport the commando to the base of the cliff. Pick up the two crates inside the village to the right to end the mission.

#### \*12-3-5\* Ground Zero

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David Tong (davet@skaro.eng.sun.com)

Destroying enemy units triggers your reinforcements. You need to be quick about killing them or the nuke will rain down upon you.

You start off with 2 Grenadiers and 1 Minigunner. Initially in the bottom left corner you can see a Noddy destroying a farmhouse with a flamethrower. To his left there's another one. Left and up there's a building. Start by heading towards that building.

Once you've reached the building you should get reinforcements - 2 more Gren's and 2 MGs. Use them to take out the flame throwers, and that should get you a tank. Now head north from where you started. Eventually the maze leads you to a flame tank. Destroy it with the tank to get a Hum-Vee and 3 bazookas. Now head North-East to the top.

Across a tiberium field you'll find three scientists inside a fenced off area. Get them out and head back to the right. You'll get another Hum-Vee and 3 more bazookas. Noddy will nuke the base; somehow a few soldiers survive the strike so get them too.

Group the 6 bazookas. Noddy sends in a couple of flame tanks to mop up any survivors. Make sure your tank attacks the flame tanks first; this draws his fire. If the bazookas get the first shot they'll be attacked and toasted.

Now head round to the bottom left. Watch out for bazookas behind you, plus another flame tank, a stealth tank, a regular tank and a few foot soldiers etc. When you get to the bottom a chopper will arrive. You only need to save one of the Moebii to win.

\*12-3-6\* Twist of Fate

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David Tong (davet@skaro.eng.sun.com)

This is the best yet. You begin with a small base getting completely hammered. My advice here is to turn the game speed down and to hit TAB to get shut of the side bar.

You should get the nearest tank to retreat and get the two Orcas to attack the Nod tank. Now leave the base alone; they can fend for themselves. Instead get up to the upper right. There's a pair of Mammoths up there taking a serious pounding. You need to rescue both of them. Get them to run towards the upper right hand corner. Mammoths can run one way and shoot another, but it's hard work.

Once they are there, give them time to recuperate. If your MCV arrives during this time, move it towards the mammoth tanks. Move the mammoth tanks all the way south. When you destroy the stealth tanks, an Apache will attack the mammoth tanks and promptly get wasted in the process..

Use the troops from the base to destroy the local NOD forces and escort the MCV down to the base. Park it on the plateau to the left of the base. From then on it's fairly straightforward.

There's an opening leading to a patch of tiberium just above you. This is a great defensive aid; his bazookas and engineers have to run through that tiberium to get to you. Aaargh! You'll need two advanced guard towers ASAP to safeguard against his chopper and air strikes.

Half way up there is a small NOD base. The main offensive units are an obelisk, a single SAM site and a (now) empty helicopter pad. There's also a construction yard.

There's a small base in the top left corner, just a power station and

comm centre, protected by an obelisk. I took out the obelisk with Orcas, captured the two buildings, sold the comm centre and built a new refinery there (had to use a sandbag to get the position right). There's an absolute stack of Tiberium up there.

I had to defend with NOD turrets and flame tanks; not as effective as both guard towers IMHO, so I had two of each.

He kept sending his harvesters right in front of my base, so I just kept destroying them and wearing him down that way. In the end I sent 8 mammoths into his base, and got the sh!t kicked out of me. Second time I got the strategy right, but still suffered very heavy losses.

In this scenario, he has several obelisks with SAM sites right next to them. The easiest way of dealing with them was to set 4 Orcas on the Obelisk, which will destroy it. When the SAM base opens, blast it with the Ion Cannon. Although there are other SAMs around you can usually do this without losing an Orca.

\*12-3-7\* Blindsided

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The computer will not start building until you land across the river. Because you have airstrike capability, it is possible to completely decimate the enemy without ever setting foot on the riverbank. Use this to your advantage -- the Nod construction yards in the northeast and northwest corners of the map.

Hans Nelisse (hneel@xs4all.nl)

Go west and kill all infantry. Destroy the turret and the samsites. Now you get 5 engineers. Take over: the hand-of-nod, 1 power station, the airstrip and the comm center. Save 1 engineer. Sell the airstrip and the comm center and build as many minigunners as you can. Move them all east. Let the minigunners destroy the obelisk and then the turrets. Use your commando to kill the infantry inside the base. Watch out for the harvester. Don't attack it! Let the engineer take over the refinery. Build engineers and take over other buildings in the base. Destroy the ones you don't need. Build a couple of bazookas to destroy the sam-sites. After that put them on the place where the game started, to prevent enemy choppers landing there.

Now you'll get a chopper. This part is a bit tricky. Put in 3 engineers, 1 flamethrower and the commando. Let it land just above the fence on the other side of the river. Now let 2 engineers run to the north-west and take over the silo's before Nod gets the tiberium out of it. Now move your commando and flamethrower west, towards the hand-of-nod and kill anything that comes out. Now let the last engineer take over the hand-of-nod. Sell your other ones. Now things will really get tough... Let the commando kill the turrets. Watch out for the apache. Then build sandbags as quick as possible to close the gate before the artillery enters the base. Build new turrets and keep repairing them. Build a new refinery. There are 2 other Nod bases on this side of the river. The one in the north-east is the easiest of the two.

## \*12-4\* Nod Covert Operations

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### \*12-4-1\* Bad Neighborhood

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Hans Nelisse (hneel@xs4all.nl)

Move your MCV to the northwest and place it a bit north of the tiberium field. Don't go too far, as you may encounter a mammoth tank. Build an obelisk near the edge of the plateau. Build a second refinery to harvest the large field in the north. Fence off the space between the plateau and the river and put another obelisk near the bridge. Your first one may be hit by the ion canon ion the mean time. Rebuild it later. Build a stealth tank to explore. Go the the north-east and find the base. Get the crate which is on the north side of it. Be careful. Go to the south side of the base and enter it. In the mean time build the temple. Now wait until the nuke is ready and defend your base in the meantime. Let the nuke take out: 1. the construction yard 2. the adv comm centre 3. the barrack and 4. the weapon factory. Sell the temple afterwards. Now build an army and wipe out all GDI forces.

### \*12-4-2\* Deceit

---

Hans Nelisse (hneel@xs4all.nl)

Follow the road north, then follow the road west. Take the cash. Let the engineer take the chopper. Let the commandos go further west. Put one of them on the plateau with the chopper. Find the old base. Block the narrow path below the constuction yard. Build a hand and 1 engineer. Let the engineer take the comm centre near the river. Sell the hand and build your next structures near the comm centre. Only structures like power plants, silo's and the temple should be built at the abandoned base on the plateau. Leave the guard towers alone for now. Let one commando go to the south and find the village. Kill all GDI troops while they're destroying buildings. Take the money that's in the church. Explore the field and kill remaining GDI soldiers. Take over the other comm centres in the field and sell them (after building a sandbag next to them). Build some extra refineries there. Then build the temple. Protect your bases with oblisks. Build a stealth tank to carefully explore the map near the big GDI base. Unfortunately it's as good as impossible to enter it. Build a strong army. When you're ready attack the southern entrance. Use lots of tanks. Destroy the guard towers and capture the power plant. Put a (pre-built) obelisk next to it. Prepare for a tough final battle. It may be hard to aim the nuke as it is nearly impossible to recon the base before.

### \*12-4-3\* Eviction Notice

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Hans Nelisse (hneel@xs4all.nl)

Move everything to the village in the south-east corner. Kill the mammoth. This will cost you a few of your flame tanks. Destroy the whole village and build your base. Put a minigunner up north as decoy for the airstrikes. Watch out for the GDI engineers. Defend your base with obelisks. Build a stealth tank to explore the map. You can take out the adv comm centre in the GDI base. Build a second refinery. Build the temple. Build a biker-gang to kill the GDI units in the field. When it is safe destroy one of the



southern guard towers of the GDI base with your stealth tank. Enter the base. Let the bikes kill all harvesters and let them return to base afterwards so that the obelisks can take care of any units that go after them. After reconing the GDI base launch the nuke and let it destroy at least the construction site and the weapon factory.

\*12-4-4\* Tiberium Strain  
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Hans Nelisse (hneel@xs4all.nl)

This is an easy mission. Move south across the river. Kill all GDI units and civilians. Go back north to the river. Follow the road and kill everything you encounter. When you reach the south cross the river and go up north through the tiberium fields until you reach the GDI base. Enter the base and kill all units. Then destroy the bio centers. A real easy mission. Just follow the orders from your briefing.

\*12-4-5\* Cloak and Dagger  
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Hans Nelisse (hneel@xs4all.nl)

Explore the map with your stealth tank. Enter the base through the north entrance. Move your vehicle around it carefully. Liberate the MCV. You now have very little space to build your base because of the AGT's. Move your stealth tank to the AGT just right. Attack it. Your stealth tank will be sacrificed. Quickly deploy the MCV in the north-east corner of that little space. The AGT will attack it. Keep repairing. You'll have just enough time to build a powerplant and a hand and to sell the construction site before it collapses. Carefully take over the power plants with engineers. Then take the GDI construction site. Use a group of bazooka's to kill the guard towers and the tank. Then take over the weapon factory and let the bazooka's kill the guard tower that is firing on it. Block the northern entrance and the path near the 2 mammoth tanks. Build 2 tanks and destroy the guard towers. Don't destroy any AGT's or silo's! Let the bazooka's kill the adv comm centre and let the tanks handle the humvee and the tank that will come. Build 2 refineries. Build some more tanks. Take out the group that is waiting south of your base. Then take your tanks to the small GDI base in the middle of the map. Let the tanks attack the towers and take over the GDI's last power plant. Now you may destroy the AGT's.

\*12-4-6\* Hostile Takeover  
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Hans Nelisse (hneel@xs4all.nl)

Take out the tank on the bridge. Then reach the abandoned Nod structures. Sell the comms center. Build 1 engineer. Move the flame tank, 1 bazooka and the engineer west along the shore. Let the flame tank kill the guard towers. Take over 1 chopper. Move the bazooka's to the village on the east side. Get the money in the church. Let the flame tank kill the GDI reinforcements. Then fly the chopper to the yellow flare on the west side. Find the base up north. Build a second refinery. Move the chopper away because it will attract a mammoth tank. Watch out for the AGT's. Better use the tiberium field in the east first. Use tanks and artillery to destroy the AGT's. Block the 2 nearest bridges over the river. Build an obelisk near the

most eastern one. Build a large army with lots of light tanks, artillery and flame tanks. Attack the GDI base. The northern gate is the weakest.

\*12-4-7\* Under Siege: C&C

Hans Nelisse (hneel@xs4all.nl)

Sell the silo's and the sam-sites. There will be regular airstrikes, but the sams are pretty useless against them. Just make sure to put always a technician or minigunner to the north as decoy. Block the openings on the west and east side. After it sell ou can sell the turrets there. Let the stealth tank explore the map. There's a crate in the church in the south. Build a refinery, but keep the harvester in your base for the moment. Move the stealth tank to the north-west. Make a hole in the wall at the near the west end of the map. Recon the base. When the nuke is ready aim it at the construction site, the refinery, the adv comm center and the power plants. Build an obelisk and put it one space north of your norther turret. Sell the turret. Keep your mobile artillery and flame tank nearby. When all northern units are destroyed the western and eastern units will come and then the real battle begins. Fight, win, prevail!

\*12-4-8\* Death Squad

Hans Nelisse (hneel@xs4all.nl)

Move your stealth tank to the north-east until you reach the GDI base. Put the commando, the light tank and the flametank a bit south of it near the lake. Move your stealth tank around the corner to the east side and make a hole in the wall at the upper end of the east wall. Move your stealth tank through and find the adv comm center in the upper north of the base. Move your commando to the east side, followed by the 2 other units. Let the flame tank take care of the GDI commando which will come outof the gate. Let the light tank make another hole a bit below the first one. Move the flame tank through and let it kill the 5 grenadiers. Then attack the mamoth. Move the light tank through the other hole and let it attack the AGT near the adv comm center. Let your commando follow and let him blow up the adv comm center. Mission accomplished.

CHAPTER [13] I need help playing multiplayer

see also

- [2-1] INFANTRY
- [2-2] VEHICLES
- [2-3] BUILDINGS
- [2-4] SPECIAL UNITS
- [5-1] SANDBAG DEFENSE
- [5-2] BUILDING BASE DEFENSES
- [5-3] HELP! I'M BEING ATTACKED BY ENEMY..
- [5-4] SUPPRESSIVE FIRE
- [6-1] HOW DO I DESTROY...
- [7] MISCELLANEOUS GOODIES

[13-1] What do I do with crates?

=====

\*13-1-1\* Stealth technology

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Stealth crates will stealthalize everything within a 3 square radius. The rotors of stealth Apache and transport helicopters are visible.

Stanley Hu (hu@valisys.com)

If you're fortunate enough to get a cloaked Commando via a crate, then you've basically got yourself a one-man Seal Team. A cloaked Commando will de-cloak just to plant the explosives, move away, and cloak again. So when mini-gunners come out of a destroyed structure, they won't be able to see the Commando. You can then move the Commando to a safe distance, kill the mini-gunners, and plant more explosives.

Cloaked SSMs are very useful at destroying Orcas or Apaches that are on the ground (your opponent won't know where the napalm is coming from). After each missile is lanuched, they re-cloak, allowing you to move them to safety.

Cloaked APCs do not de-cloak while unloading. This means Engineers can pop out of nowhere and take your structures. The only thing you can defend against this is to block off every area leading to your base--and be ready to sell your structures quickly!

Douglas William Cole (dougc@umd.umich.edu)

Whoa, I've never gotten a stealth APC, that would be the be all, end all, ultimate weapon.

I've gotten a stealth harvester (the little bugger must have just run over it himself), a stealth humvee (yay!), a stealth med. tank (oh boy), and other stuff. Once, there was this crate that appeared right in the corner of my base and when I got it and opened up the stealth technology, it made my unit (like a buggy or something), a refinery, a powerplant AND a harvester that was in the refinery all stealth! I freakin' had a stealth power plant! Whoo boy!

Andre Pang (ozone@zip.com.au)

Here's something hilarious. A friend of mine was playing, and a crate appeared right next to his three helipads at his base. He sends in a humvee to pick it up. Not only did the humvee stealth, but his helipads and his Orcas went stealth as well! And what's more, when he used them to attack, the Orcas would uncloak, fire two missiles, AND CLOAK AGAIN! The Nod SAM sites just went up when they saw them uncloak, and back down when they cloaked again, without firing a single missile.

Needless to say, the game was stopped after about 30 minutes due to him almost not being able to breathe, rolling around the floor laughing :).

[13-1-2] Units

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Douglas William Cole (dougc@umd.umich.edu)

Units. (All infantry, commandos, flame tanks, stealth tanks, APCs, Mammoths, \*\*MCVs\*\*, Chem. warriors, almost everything I guess.

### [13-1-3] Visceroids

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Kevin 'Zaph' Burfitt (zaph@torps.apana.org.au)

If you open a box and find one of those red blob things, then head the unit that opened it towards the enemy base, if it dies, the blob will continue to their base, and you can get back to killing them...

### [13-1-4] Explosions

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Not particularly desirable. These come in three flavors. The incendiary explosion is roughly equivalent to a bell pepper. The napalm explosion is about on par with a couple of chili peppers. The nuclear explosion is about equivalent to five jalepenos.

### [13-1-5] Cash

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This contains up to 2000 credits.

### [13-1-6] Nukes, airstrikes, ion beams

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Douglas William Cole (doug@umd.umich.edu)

One time use nukes, airstrikes and ion beams.

### [13-1-7] Map modifiers

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Will either hide or reveal or cover all territory on your maps.

### [13-1-8] Heal all units

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Joe Bostic (joebwan@anv.net)

sphere with rings -> heal all units and buildings to full strength

### \*13-2\* Offensive tactics

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EDITOR'S NOTE: Much of the information found in Chapter 6 is directly related to multiplayer offensive strategies.

Stanley Hu (hu@valisys.com)

If you are allied with another player, it's not a bad idea to build structures in your partner's base. The easiest way to do this is have your partner build a silo, which only costs \$150, and send an engineer to take it over (use CTRL to force the engineer to capture the building). Just make sure your partner doesn't have any tiberium stored in the silo, otherwise he might be a little upset to see his money supply dwindle.

This works especially well with a GDI-NOD combination. A NOD player can build Obelisks and SAM sites in his partner's base, while the GDI player can build Advanced Guard Towers and Guard Towers.

Seth Bowden (bsb3@cornell.edu)

Always, always, ATTACK your enemy. If you're down to your last two units on the whole map--ATTACK. Don't just settle for a good defense. Defending your base is not the goal of the game, offing the other guy is.

If you do build up an impenetrable defense, it is really useless in and of itself (unless playing against the computer). You can easily be boxed off and slowly drained of money. It takes money to repair your base, and you will eventually run out if you are denied tiberium.

Consistently attacking, however, has the very important advantage of unnerving and distracting your opponent. It forces him to think primarily about base/harvester defense. Notice, he will not be thinking about what really matters in the game, and that is killing your base.

The best, and most effective place to focus your attack is on the enemy harvester. Kill it and he has no money. Everything else in the game can be rebuilt, even MCV crates can be found, but when you're out of money, you're out of luck.

Of course, your attacks must be intelligent--sending bazooka guys against flame guys is not something you should do unless it turns you on to hear that chick saying "unit lost." Sending a few tanks and recon bikes after a harvester is, however, a sound tactic.

Another general principle: don't fight in your enemy's defensive zone. If you're following a harvester, for example, and you come upon his turrets, run away. He'll just have to send the harvester back out, and then you can finish what you started. The general idea is not to do what he wants you to do, namely get gutted on his defenses.

Firefox (tnorris@hti.net)

Diversionary Tactics (can be used by both NOD & GDI)

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I have used this strategy successfully in net games as well as against the computer:

Build up about 20 minigunners, a hum-vee (or nod bike) and maybe a cheapie tank. The idea is to make this force look as convincing as possible.

Group this "Attack Force" and hold it in reserve.

Build an APC and load it up with 4 engineers and a bazooka (NOT a flame thrower, they'll sometimes kill the engineers). Move the APC on the side of the map that the enemy's construction yard is on.

Now, with the Grouped Attack Force attack the enemy base from the side OPPOSITE of where the Construction Yard, other important buildings are. You ARE NOT concerned about what happens to the attacking force.

Just as the force starts to engage in battle and you see the enemies troops, etc. running to defend the base, bring in the APC and unload the engineers. Take over (in order of priority: Construction Yard, Airbase (or Weapons Factory), Hand Of Nod (or Barracks). The enemy will be defenseless!

If the enemy has tanks around his base, build a turret and have it ready

to deploy as soon as you take over a building, then put it next to it so it can destroy enemy forces.

I have successfully used this diversion many times to the disdain of my enemy. It works almost all of the time. The key point to remember is that your attacking force should be convincing. A mammoth tank in it will convince the enemy that the force is REAL and not a diversion and hence will draw all his troops to attack it.

In general, use this tactic to draw forces AWAY from something you REALLY want to attack.

## Harassment

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One of my favorite ways to annoy the enemy is to build a bunch of Grenadiers/Bazooka's and send them out, one at a time to attack different buildings of the enemy base. This really only works if he has not yet built a Obelisk Of Light. The enemy will be so preoccupied killing the annoying attackers that they won't see (hopefully) your APC or REAL strike force attacking his base from another point of the base. This tactic also wears heavily on the enemy finances since he is constantly repairing many different buildings. Your enemy will be become paranoid and demoralized, THEN you can send in the tanks, etc. that you have been building the whole time and wipe them out.

## Overwhelming Force

-----  
If your enemy has an Obelisk Guard Tower (and hopefully no flame-anythings), then build about 40 minigunners and send them to attack his Obelisk Guard Tower. The Tower takes so long to recharge that it cannot possibly kill off all of the attackers. Also send 1 or 2 off to attack a power plant (which makes the enemy rebuilding take just that much longer).

Jason Thomas (hiro@mill2.millcomm.com)

:I was on the losing end of a game when I got lucky with an APC  
:full of engineers and took most of his base - my opponent promptly resigned.  
:Yes, I won technically, but it felt like a hollow victory. It also places  
:way too much emphasis on that tactic instead of a mix of strategies.  
There's no such thing as an unfair tactic. If you haven't arranged your defenses so that you can defend against a couple of APCs with engineers, perhaps you should reevaluate your strategy. It is, however, a devastating assault. Picture this: A few waves of humvees driving parallel to the wire to snipe at infantry units. Follow this up with a wedge of medium tanks, spearheaded by a heavy if you have it, directed at a turret. Follow this up with rocket artillery. Then the APCs with engineers come through. If the APCs get through, game over. If they don't, then the defender's base is going to be pretty much toast, and his defending forces crushed. Your attack force is going to be gone too, but it underscores the principle of attacking first.

Don Good (treygood@aol.com)

It appears that most players use a defense first strategy. Sorry, but this is not the most effective way to go.

At the outset, you should hunt aggressively for your foes base. Assign a humvee/recon bike to a ctrl number, and send it first to one corner, then the others. While the unit is in transit, build your base right next to a

tiberium field.

Your order of build for NOD is powerplant, refinery, Hand of NOD. For GDI it's powerplant, then refinery. If you have found your foe's base, and he has no Helipads yet, then GDI should build the barracks. If your foe has Helipads, or Hand of NOD; GDI should build a communications center. The comm. center allows you to build Advanced towers, the barracks allows everything else.

During this phase, listen for sounds of gunfire. When you here gunfire it's your scout being attacked. Do an alt+# to jump to him and thoroughly scout out his base.

If he has no SAM's/advanced towers, your in luck, quickly build 2 Helipads, and 1 powerplant and start attacking his harvester. Meanwhile, if your GDI, train to engineers and load them into your APC for an assault on his construction yard.

From this point on, your main objective is to build more harvesters, and constantly attack his harvesters and powerplants. When a powerplant gets knocked out attack his ground units on his base. Concentrate on units which can attack helicopters/Orcas.

By attacking from the get go, you force the "base builders" into a constant rebuilding mode. If they insist on still trying to build and advance their bases they will leave themselves open to further attacks upon production. If they try to return the attack, you will have already gained significant ground in offensive punch over them.

This strategy is especially effective against the GDI "spider base" builders. In the early stages of the game their defenses are too spread out to prevent constant air attacks, and too spread out to deal with an APC/engineer attack.

Terminator (termy@challenger.net)

When playing NOD build a Power Plant, Tiberium Refinery, and Airstrip in that order. Don't build anymore buildings. Just keep churning out Recon Bikes until you run out of money. You should have about 10-20 bikes now (you started with 9999 credits right?). You now have an unbeatable army. Send them to destroy the other guy's harvester(s). Usually they won't have enough time to put together a defense by then. Your bikes can then just head in and blow the bejesus out of them. This tactic works very well and I haven't found anything else that can stop it. The only problem is that once you've used it on the other poor guy a few times he'll start doing the same thing. Then it bogs down to who builds first. :)

Build Power Plant, Tiberium Refinery, and Barracks/Hand of NOD, and then build as many helipads as you can. You should be able to gather a nice 5-10 chopper/Orca force. If the other guy is GDI then you'll usually be able to go over and blow their Construction Yard away before they can form a good air defense. If the other guy is Nod then they might have made a Sam Site by now. Go and blow the Sam Site away. You shouldn't lose one chopper/Orca if you sent at least four or five. Then blow the Construction Yard away. This really annoys people, and half the time they'll lose self confidence and resign.

Make the all famous engineer/APC combo. Before you send them over have an Obelisk/Adv. Guard Tower ready to put down. When they capture a building put down the Obelisk or AGT right there in their base! If you're NOD keep building turrets and put them in their base. Destroy them from the inside out. If you're GDI then building a barracks (if you haven't captured theirs) and putting it in and building more engineers to capture more buildings might

be best, since Guard Towers build slower. It's just like cancer. Once it's started it can't be stopped.

[13-3] Defensive tactics

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EDITOR'S NOTE: Much of the information in Chapter 5 directly relates to multiplayer defensive strategies.

JB Hall (jbhall@acs.ucalgary.ca)

Here is a great tip for 4-Player Net Games with alliances. Both you and your teammate pick Nod and GDI. During the game (after you've both got things rolling) build an MCV each and send 'em across to the other guy's base. After that set them up build an engineer and VIOLA!! both of you have Nod and GDI capabilities. Sure it's REALLY expensive but well worth it. With both capabilities, the perfect base defense is:

- Obelisk
- 2 Turrets (Hum-Vee Killers)
- Guard Tower (Infantry Killer)
- SAM Site (Bye Bye Aircraft)
- Missile Tower (Chews up leftovers)

Untouchable!!

Jason Thomas (hiro@mill2.millcomm.com)

Now, what if you had two layers of defense? An outer wall, possibly sandbags, with gun turrets, infantry, et cetera. Then, an inner wall of chain-link or concrete surrounding your buildings with gun-turrets, grenade guys, et cetera. That might help keep the engineers away a bit better. It's a legitimate tactic; use it and learn how to defend against it.

-xxx-

Phil Sykes (root@sykic.demon.co.uk)

Surround your base with guard towers. If an enemy (even an allied one) approaches to try and get recon info, waste them. The less they know at the start, the more costly it is in the middle.

Spice harvesters are great to hassle with Orcas.

Pointers to remember during netgames:

The computer player ALWAYS repairs structures when they get damaged. The same is not true for the humans however.

Humans may get demoralized and quit if you kill their construction yard!

Always keep a couple of engineers next to your refinery and construction yards - to recapture them immediately.

Humans have VERY limited money, especially if you've killed their harvesters! Those ion cannons are much more useful when repairs can't be made and obelisks / guard towers can't be replaced indefinitely.

Try to cripple your opponent early on by making them spend money on repairs and replacements so their 'base-economy' cannot develop.

If playing against a tech 6 or 7 Nod opponent, wall up your base apart from one choke point which should have a guard stationed there who moves out of the way to let units in / out. This prevents stealth tanks.

Never leave your base open anyway - the other guy will be fighting a penetration war if he has to get through walls!

Often, humans will repair their units. Clobber them on the way out if you don't like this!



#### [13-4] Capture the flag

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Kevin 'Zaph' Burfitt (zaph@torps.apana.org.au)  
Playing 4 player Capture the Flag, with Alliances:

##### The Zaph strategy:

As soon as the game starts, gear to building fast vehicles (humvees/Bikes) and run groups of 3 or 4 into the enemy base, grabbing the flag and dragging it further away - they wont have the defenses to prevent this in the opening stages...

##### The Anti-Zaph Strategy:

After forming an alliance with your teammate, run a tank into their base, and take their flag. Then drive it a few squares away, somewhere convenient and hard to get to!. Now the only way someone can take the flag is by destroying your tank (they can't just grab it and run). - have your teammate do the same for you!

#### [13-5] Various player strategies

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##### [13-5-1] Aardvark's strategy

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Phil Sykes (root@sykic.demon.co.uk)

(1) Get recon on the enemy base as soon as possible.

Preferably, send all of your recon capable guys out to corners of the map to get info on the areas around the base. This saves you enormous hassle getting it later on, when it will be needed to detect buildups, aim airstrikes / Orcas and mount an attack.

When your guy gets there, offer (verbally or using f1-f4) to make an alliance. If you command the respect I do in C&C, they will probably agree. Say you will team up and crush the other two (so the other two can here it). This will cause them to ally (maybe)

Once you've made the alliance, run all the way round the base (if someone else tries to do this to you, unally and whack them). Then set off to another base.

(2) Defend your base from recon.

Put fences up around 'choke points', areas where the base is protected by natural features to prevent other people getting in. Put a tank at the entrance (and a guard building) to discourage people from getting in. With any luck, no-one got a good look round your base.

If anyone did, offer to make an alliance with them - they could be very dangerous.

(3) Build more base.

Put at least two tiberium refineries in, preferably on opposite sides of the base. Make sure harvesters have easy access to them, but put them inside the fence, or engineers will attack them. Don't worry about defense too much at this stage, but be sure to make a

base that is easily navigable (so troops can get through to defend).

Avoid making 'transport chopper magnets', that is large areas of open ground deep inside your base. If you have any, be sure to station a

minigunner and a bazooka guy to shoot down or mop up any penetrators. My personal preference is for a fairly open plan base, with all areas defended by advanced guard towers or SAMs. If you're playing NOD, put your obelisks RIGHT next to SAM launchers, and preferable within range of two or three SAMs, because this will mean any air attack to remove it takes hideous casualties. Be sure to produce five or six bazooka dudes to plant around the inside of the base for SAM cover. In areas where a tank attack seems probable, place fence 2 squares deep, or concrete if you can get it. DON'T leave huge gaps in your defenses. If possible, only two or three squares should afford entrance or exit to your base, and these should be defended with advanced guard towers like so:

```
*****  
*** **  
G** **G
```

\* = fencing / natural defenses G = advanced guard tower / obelisk

This fencing two deep prevents flame-throwers or minigunners from getting next to the targets.

(4) Be really evil.

At this point, everyone's base is defended. A frontal assault would be suicide and lose you the game, so you have to fight dirty, using attrition or psychological tactics or luck to destroy the other three.

Build three harvesters and two harvester plants at least.

If you're GDI, get around five Orcas. Start blowing up harvesters. It doesn't take long for the human to feel the pinch. If he gets stuck without enough money to build more harvesters, he has to sell units or buildings. If you can see areas in the enemy base not under SAM cover, blow them up. This works especially well against weenies who build their construction yard right at the back, and form a front line to stop enemies.

If your harvesters start to get blown up, complain violently. Protest to the other guy, and suggest to everyone that a punitive raid should be launched on player X to stop them from being so evil. Also, send a few bazooka guys to the spice farms. Orcas aren't much good at hitting moving targets, so this is where they are most vulnerable.

If you can afford it - spider base. Build a line of sandbags out to a large spice field, and plonk an advanced guard tower or a SAM site (protected by a tank). This is an excellent place to mass troops prior to an assault, as they don't get pummeled by aircraft (it's also a big target for ion cannons / nukes, deflecting the attention away from your base).

If another player looks stronger than you, say so. Explain to the other players how it would definitely be best to take this guy down 'I can see troops massing in his corner, he's going to attack' or 'I'm sure he's got stealth tanks in your base!'

Launch a combined assault. This will undoubtedly remove him from the game if you are playing with anyone half decent. Offer to lend 'air support' but not ground troops.

Whilst they're doing this - engineer attack their base or blow up their harvesters. Chances are they'll be too pre-occupied to notice.

If you're NOD - Stealth tanks! - Sneak em in through enemy defenses and mass them in the gaps between his buildings. Go for his construction yard first, because once the construction yard is gone, the will to fight can go too, and they may resign. Also, use stealth tanks or recon bikes to hunt harvesters in packs ;)

Crates are always useful. No matter what you got, say it was a good one to your enemies. If you're nod, decloak one of your stealth tanks to make the noise, and say it was a stealth APC/engineer/mammoth tank. Make sure you have recon all around the map, and periodically scan it for crates. Have a humvee ready to go after the crates (be sure to tell an ally what you're doing if you approach his base, or he may attack you)

Set up a buffer zone around your base. If anyone comes inside a LARGE radius, say 'that (unit) better get out of here or my Orcas / assault choppers are gonna whack him'. 'You got 10 seconds - 9 - 8 - 7 (launch the Orcas now) - 6 - 5 - 4 - 3 (Orcas attack now) - damn, I can't count.'

This will scare weenie players a bit.

Of course, no treatise on being nasty would be complete without the engineer assault. I've already described the best method for this, but after a bit more multiplayer playing, the enemy has got wise to these tactics (remember - you can target your AGTs and obelisks manually).

So, a few more pointers:

The enemy will whack any APC approaching his base, for sure. (I know I would). If he sends choppers up, the APC is in trouble. Guard it with bazooka guys, who get out when you're nearly there and march with the APC.

Remember to ally with him in the middle of this. It might confuse him, but your APCs won't stop to shoot that way.

Say 'OK . he's turning around now - he was just doing some recon', turn him round, and move straight back in again (or attack one of his harvesters, to divert attention).

There must be a weak point for the APC to get through. Defenses like I have described will chew up APCs and engineers every time without a problem.

If you've got stealth tanks inside, use them to divert his attention away. By the time he notices, it may be too late. Else use an Orca strike to remove a gap big enough to get an engineer through.

If there's no way that's going to work, use a chopper. Land it as far from SAM sites as possible, and get out four grenadiers and one engineer. Use the grenadiers to chew up a power station or two, and send the engineer in.

To defend against this, just put a wall down where the chopper is about to land. It has to take off again.

Once you've got the building, sell it. Use the minigunners to get more recon, or to attack a building. Don't suicide them into the nearest guard tower.

Power: If an GDI enemy runs out of power, send the Orcas in. If a nod player does, have a quick engineer attack ready ;)

Always turn your sound down if you know you will lose power (same for building nukes/ion cannon/air strikes). Turn in up again afterwards.

## (5) Endgame

You got walloped? Had to sell all of your buildings to pay for a few units? Got a few guys left (or a mass of minigunners from building attack?).

Make use of them! Send them to attack harvesters or camp out close to an enemy base, inviting an attack (which will cost the enemy dear if you are going to try a head on assault - make sure you send the armor in first.

Offer to send any harvesters you have to other people's bases in return

for air support / backup in an assault. In short, get the other guys to help you against the guy that beat you. You may still win!

Everyone else has no money and a load of units which are crap?

Start building up defenses. Close up entrances you no longer need, and plant extra advanced guard towers in. Say 'come on then - finish it off - I've got bugger all money left now' and other such things to entice an attack. When it comes, mass all units inside the fence and pound away. Two advanced guard towers and a wall can kill a virtually infinite number of men, especially with money to repair them.

Send up the assault choppers and or Orcas to attack them on the way in. you start getting beaten, fall back inside your base a bit more. They generally can't prosecute an attack against a multilayered base (units too scattered - not enough armor etc.).

HOUSE RULES FOR C&C (+ interesting deathmatch games)

No engineers attacks

No engineer attacks in the first half hour

No attacking harvesters (in the first half hour)

No sending out first minute recon buggies

No resigning (sell all your buildings and try a head on assault)

Must resign and abort once beaten (to speed up the game)

Two on two alliances

Nod and GDI vs. Nod and GDI (capture allies buildings for a nice mix of units).

Three on one (I've won a few playing the one)

No bases - 50 units tech level 1

No bases - 50 units tech level 4

No bases - 5 units tech level 4 (this is a hoot!)

Tech levels 6&7 are the most fun to play on.

Use CCEDIT to edit the weapon loadouts for all players.

e.g.

Bazookas guys armed with SAMs, cost 700

Nod recon buggy armed with SAMs, cost 900

MCV only costs 2000

Orcas only cost 300, SAMs 400 and AGTs 450 (air war!!!)

Flame-thrower troops have obelisk lasers, but cost 1200

Nod buggy and Hummers both have high velocity machine gun, but cost 100 more.

Engineers cost 1000

Everything is half price (this is FUNNY!)

Everything is one credit (this is SILLY!)

[13-5-2] Joseph's strategy

-----  
Joseph E. Bellerose (oz@cris.com)

One can win against any opponent with a Low Tech Strategy. I have overrun my opponent with just foot soldiers as the NOD and as the GDI. Basically I NEVER build the advanced structures. I put my cash into "troopers" or some other low tech capability. My "Chinese strategy" is to overwhelm the opponent early on with a combination of grenadiers/flame-throwers and a few bazooka and mini-gunner troops. While he is building all those fancy buildings I'm sending groups of 12 to 15 troopers at him from several different angles. The trick is to attack from two or preferably three different directions. This has the effect of inducing the greatest military

weapon of all...PANIC into the heart of your opponent.

Another favorite of mine is the HELLS ANGELS strategy. I build Recon Bikes as fast as I can and nothing else. 12 Recon Bikes can easily overcome any Orca strategy and I have rushed the enemy base with Recon Bikes and taken out his Construction yard, Vehicle Building and usually 1 or 2 of his Orca Pads before the 12 Bikes expire. In the meantime I am building the second wave of HELLS ANGELS for the finishing moves. It is amazing to watch 12 to 15 HELLS ANGELS shred a harvester or a squadron of Orcas. They can reduce a couple of Mammoth tanks to scrap iron in a matter of no time at all.

The basic idea is to get there "furstus with the mostus" and to have a "second punch" to finish off the enemy after your first attack has caused chaos. The money you save by NOT building the fancy structures and going for the Wunder Weapons allows you to get there with a killer punch FIRST.

The basic defense against the HELLS ANGELS...Hummers of course. The Recon Bikes are lightly armored and the Hummers or Nod Buggy can run with them and shred the Bikes quickly as well. So it is a good counter. Of course, if you are building all those Monuments to Greatness (Advanced Comm...NOD temple etc..) well you are not going to be able to produce too many Hummers or Buggies are ya? Hahahahaha

[13-5-3] Kokko's strategy

-----  
In our small (10 player, local net) C&C group it's become very apparent that 1 or 2 refineries and 3-4 harvesters just gets you killed.

As we start with just 3 units, it means you just can't mount a good offensive real fast, so we go like this:

start - send fastest unit (humvee/buggy) to explore. Find enemy ASAP as mapping the base area helps a lot. at the same time build:

construction yard->

power plant->

refinery->

refinery->

advanced power plant->

troop or vehicle factory->

some defensive troops->

refinery->

(start building defenses and buildings in your preferred order)

Usually mid-game we have 3 refineries and 5-6 harvesters.

If you stick to two refs. (or one, for god's sake) you get overrun sooner or later as you are out of funds/waiting for harvester while other player keeps on building and building...

We also usually frown upon 'hunt the harvesters' strategy, and in 4-player game it's simply enforced by the fact that whoever starts to kill harvesters (unless they wander into base defenses) usually becomes public enemy no.1 and gets killed by the other 3 players :) I wish 'guard' option would work better so you could put some bikes or rocket launchers to guard harvesters but as of now (at least with bikes) they just prevent the harvester from entering refinery unless you manually do so.

It's a shame the areas are so small. 4 times the current size, please.

4-player game gets REAL claustrophobic. Real fast. And even with 9999 funds

at start, you need to use 'low tech' approach or capture one enemy with engineers \*fast\* or you just run out of cash. Too little tiberium for each player.

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-Section Four- MISCELLANEOUS

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CHAPTER [14] Tables  
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The data in these tables are the result of the hard work of Andrew Griffin and Mike Lee. My many thanks to Mike for his initial field experiments, and to Andrew for his dedication to cracking that rascally game.dat file. What a patient guy! Also thanks to Max Ahston (karon@mnet.medstroms.se) for some time to build values.

\*14-1\* Armor  
=====

The armor levels of units in C&C range from 0 to 3. Each react to weapons in different ways. Armor level 0 has high resistance to armor piercing munitions such as tank shells. Subsequent levels are less resistant to tank shells and bazooka missiles, but have higher resistance to small arms fire such as miniguns and grenades.

Unit Armor  
Level Description  
0 infantry. resistant to anti-armor weapons. squashable  
1 recon bike. squashable  
2 stealth tank, artillery, hummers, buggy, MRLS, harvester, MCV, SSM, rocket launcher, a-10, chinook transport chopper  
3 flame, light, medium and mammoth tanks, APC, gunboat, orca, apache, dinosaurs

\*14-2\* Weapons  
=====

Weapon type : Name of weapon  
Weapon ID : Internal ID number of weapon  
Damage to armor: Hitpoints damage to units of specified armor  
Area damage : Radius of damage area in game squares  
Range: Range of weapon in game squares  
Reload : Reload rate of weapon in minutes and seconds  
Accuracy : Accuracy of weapon. AA is excellent, FF is hopeless.

Weapon type	Weapon ID	0	1	2	3	Damage vs Dam. (sq.)	Area (mm)	Range (mm)	Reload (ss)	Accuracy
Sniper rifle	0	99?	4	4	4	N/A	6:05	AA		
HV machine-gun	1	22	19	14	6	13:05	AA			
Pistol*	2	?	?	?	?	N/A	1:25	CC		
Minigun	3	15	8	8	4	N/A	1:03	AA		
Rocket	4	8	22	22	30	?4:06	BB			

Flame-thrower	5	26+	?	24	?	32:05	AA
Tank flame-thrower	6	50+	35	35	13	22:05	AA
Chemical Spray	7	40+	?	36	?	32:07	AA
Grenade	8	39	?	26	13	22:07	BB
70mm cannon	9	?	19	19	25	?4:06	BB
120mm cannon	10	8	22	22	30	?5:05	BB
120mm cannon APR	11	10	30	30	40	?5:09	BB
Turret cannon	12	10	30	30	40	?5:06	BB
Missile pack	13	?	?	?	?	15:07	CC
227mm rocket	14	?	?	?	?	26:09	DD
Ballistic charge	15	?	112	85	40	16:06	FF
50 cal. machinegun	16	15	8	8	4	N/A	4:03 AA
Gunboat missile	17	?	?	?	?	28:03	DD
Adv. GT Missile	18	?	?	?	?	28:05	DD
Napalm bomb	19	?	?	?	?	1	N/A 12:00 AA
Obelisk Laser	20	?	?	200	?	?5:05	AA
Surf to Air Miss.	21	?	?	?	?	N/A	8:06 AA
Surf to Surf Miss.	22	?	?	?	?	4	10:24 AA
Dinosaur Bite 1	23	?	?	?	?	N/A	N/A :05 AA
Dinosaur Bite 2	24	?	?	?	?	N/A	N/A :05 AA
Ion Cannon	592	578	?	450	1	N/A	15:00 AA
Nuclear warhead	?	?	?	?	?	5	N/A 20:00 AA

\* Pistols have a fire rate of about half a second, but take 25 seconds to reload the 10-round magazine.

### [14-3] Units

=====  
Unit Type : The name of the unit.  
Hit Points: The amount of damage a unit can sustain before it is destroyed.  
Armor: The armor level of the unit.  
Cost : Cost of unit in credits.  
Weapon ID : Type of weapon carried, according to internal ID numbers.  
Mission : The mission number in which the unit becomes available for building purposes.  
Tech : The tech level that must be met or exceeded to build the unit in a multiplayer game.  
TTB : Time to build the unit at the slowest gamespeed on my (t)rusty Gateway P5-66. Anyone want to send me a new computer?

'I stopwatched the building time for all vehicles, infantry and buildings and came to the conclusion, that TTB is linear to the cost except the following units: refinery needs only 1/3 of the time, helipad; 1/5th the time, walls need all the same (as if costing 150 credits), a harvester needs a little more time (15%), and orcas, attack helicopters need almost twice the time.'  
-Stefan Sautter (t1163ci@sunmail.lrz-muenchen.de)

On my system, it takes approximately nine seconds to build 100 credits worth of units/buildings. The times to build presented here are only meant to give a rough idea of construction times.

Movement : Higher numbers indicate faster movement.  
Turning : Higher numbers indicate better turning capabilities.

Scout: The radius of the unit's visual range in game squares.  
 Req. : The buildings required before a unit becomes available for construction.

Unit Type	Hit Points	Weap	Mov.	Turn	Scout	Req.					
Type	Points	Armor	Cost	ID	Mis.	Tech	TTB	Rate	Rate	Rad.	Req.
Minigunner	50	0	100	3	11	:10	8	1	Bar		
Grenadier	50	0	160	8	31	:10	10	1	Bar		
Bazooka	25	0	300	4	32	:25	6	2	Bar		
Flame-thrower	70	0	200	5	51	:18	10	1	HON		
Chem Warrior	70	0	300	7	N/A	7	:25	8	1	HON+Tmpl	
Engineer	25	0	500	N/A	23	:45	8	2	Bar/HON		
Commando	80	0	1000	0	N/A	7	1:30	10	5	Bar+ACC/HON+Tmpl	
Attack Heli.	125	3	1200	1	106	1:15	40	4	0	Air+Hpad	
Orca	125	3	1200	4	106	2:00	40	4	0	WF+Hpad	
Transport Heli	90	2	1500	N/A	06	2:20	40	5	0	WF+Hpad/Air+Hpad	
A-10	60	2	N/A	19	3	N/A	N/A	40	4	0	N/A
Transport Plane	25	2	N/A	N/A	N/A	N/A	N/A	N/A	40	0	N/A
Flame Tank	300	3	800	6	94	1:10	18	5	4	Com+Air	
Stealth Tank	110	2	900	4	125	1:20	30	5	4	Com+Air	
Light Tank	300	3	600	9	53	:50	18	5	3	Air	
Medium Tank	400	3	800	10	73	1:10	18	5	3	WF	
Mammoth Tank	600	3	1500	11/13	135	2:15	12	5	4	WF+RBay	
Harvester	600	2	1400	N/A	72	2:15	12	5	2	WF+Ref/Air+Ref	
MCV	600	2	5000	N/A	157	8:00	12	5	2	WF+ACC/Air+Tmpl	
Artillery	75	2	450	15	96	:40	12	2	4	Air	
Humvee	150	2	400	16	52	:35	30	10	2	WF	
Nod Buggy	140	2	300	16	52	:25	30	10	2	Air	
Recon Bike	160	1	500	4	52	:35	40	10	2	WF	
Rocket Launcher	100	2	800	14	117	1:10	18	5	4	WF+ACC	
APC	200	3	700	16	54	1:00	35	5	4	Bar+WF	
SSM	120	2	750	22	N/A	7	1:05	18	5	4	Air+Obelisk
Visceroid	150	1	N/A	7	N/A	N/A	N/A	18	5	4	Hacking
T-Rex	750	3	N/A	24	N/A	N/A	N/A	18	5	5	Hacking
Velociraptor	180	3	N/A	24	N/A	N/A	N/A	40	5	5	Hacking
Triceratops	700	3	N/A	23	N/A	N/A	N/A	8	5	5	Hacking
Stegasaurus	600	3	N/A	23	N/A	N/A	N/A	8	5	5	Hacking

[14-4] Buildings

Building type: Name of unit.  
 Req Power : Power drain in power units.  
 Power Output : Power generation in power units.  
 Hit Points : Amount of damage absorbed before destruction.  
 Armor : Armor level of building.  
 Cost : Cost of building in credits.



Weapon type : Type of weapon carried, according to internal ID numbers.  
 Mission : Mission in which building becomes available for construction.  
 Tech : Tech level that must be met or exceeded to construct building  
 in a multiplayer game.  
 TTB: Time to build at slowest gamespeed on a Gateway P5-66.  
 Req. : Prerequisite buildings before construction.

Building	Type	in	out	Pts	Armor	Cost	Type	Mis.	Tech	TTB	Req.
Construction Yard	15	30	400	1	5000	N/A	1	1	N/A	MCV	
Sandbags	0	0	20	250	N/A	5	2	:	15	Cyard	
Fence	0	0	10	275	N/A	9	5	:	15	Cyard	
Concrete	0	0	70	2	100	N/A	13	7	:	15	Cyard
Power Plant	0	100	200	1	300	N/A	1	1	:	20	CYard
Adv. Power Plant	0	200	300	1	700	N/A	13	5	:	45	Pp
Refinery	40	10	450	1	2000	N/A	2	1	:	55	Pp
Silo	10	0	150	1	150	N/A	2	1	:	10	Ref
Comm. Center	40	0	500	1	1000	N/A	3	2	1:	35	Ref
Helipad	10	0	400	1	1500	N/A	10	6	:	20	Bar/HON
Repair Pad	30	0	400	1	1200	N/A	8	5	2:	00	Pp
Barracks	20	0	200	1	300	N/A	1	1	:	20	Pp
Weapons Factory	30	0	200	2	2000	N/A	5	2	3:	20	Pp
Guard Tower	10	0	200	1	500	1	7	2	:	42	Bar
Adv. Comm. Center	200	0	500	1	2800	N/A	13	7	4:	10	Com
Adv. Guard Tower	20	0	300	2	1000	18	13	4	1:	35	Com
Hand of Nod	20	0	200	1	300	N/A	2	1	:	20	Pp
SAM Site	20	0	200	3/1	750	21	5	6	1:	05	HON
Turret	20	0	600	3	250	12	8	2	:	22	HON
Airstrip	30	0	500	3	2000	N/A	5	2	3:	20	Ref
Obelisk of Light	150	0	200	2	1500	11	1	2:	20	Com	
Temple of Nod	150	0	1000	2	3000	N/A	13	7	4:	50	Com

(1) Turrets cost \$250 in versions prior to 1.18

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 CHAPTER [15] Internet resources  
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\*15-1\* Third party programs  
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C&C Edit v2.0

CCEDIT.ZIP

change hitpoints, cost, weapons, power data, tech levels, vehicle speeds, stealth capabilities and ownership of infantry, vehicles and structures.

written by Andrew Griffin (buggy@adam.com.au)

<http://adam.com.au/~buggy>

C&C Scenario Editor

CC-SCEN.ZIP

With this editor, you can edit the map, the overlays, the terrain, the structures, units and smudges that occur on the map.

written by Andrew Griffin (buggy@adam.com.au)  
<http://adam.com.au/~buggy>

C&C Ultimate Map Editor v2.1  
A graphical mission editor for C&C.  
written by Jeroen Rimeijer (jarit@xs4all.nl)  
<http://www.econ.cbs.dk/people/dszcpfk/ccyarda.html>

C&C Mix Manager v2.0  
Allows you to view, extract, and replace any of the files inside  
GENERAL.MIX with your own. This utility is required for making  
third party missions and scenarios.  
<http://www.econ.cbs.dk/people/dszcpfk/ccyarda.html>

C&C Mission selector v1.4  
CCMISS.ZIP  
change the mission of a savegame  
written by Andrew Griffin (buggy@adam.com.au)  
<http://adam.com.au/~buggy>

\*15-2\* World Wide Web sites

=====  
<http://www.westwood.com>  
Westwood Studios Home Page  
This is Westwood Studio's Official site.

<http://kublai.pacificrim.net/~solaris>  
The Roger Wong Home Page  
The official home of the Unofficial C&C Strategy FAQ.

<http://adam.com.au/~buggy>  
Andrew Griffin's Homepage and Editor List  
Andrew writes scenario and unit editors for C&C.

<http://www.econ.cbs.dk/people/dszcpfk/cc.html>  
The Temple of the Conquerer  
The message board here gets more C&C messages per day than Usenet.

<http://health2.uwsp.edu/c&c/InfoCenter>  
Command & Conquer InfoCenter  
All roads lead to Rome, and every custom mission ends up at this site.

<http://www.gl.umbc.edu/~rmille9/CCMaps.html>  
Command & Conquer Multi-Player Maps  
Radar images of the original C&C multiplayer maps.

<http://www.k2.org/k2>  
The Ultimate Command and Conquer File Collection.  
Many C&C files are here also.

<http://www-public.rz.uni-duesseldorf.de/~ritterd/main.htm>  
The Command and Conquer Modem Players List  
A list of C&C players to help you find a local challenge.

[15-3] Other resources

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The Official C&C FAQ  
by virtualted@westwood.com  
available from:  
<http://www.westwood.com>

Unofficial Command and Conquer Multi-player Strategy Guide  
by gbl1@cec.wustl.edu  
available from:  
unknown

Guide to GENERAL.MIX  
by buggy@adam.com.au  
available from:  
<http://adam.com.au/~buggy>

The Command & Conquer Internet Edition Group  
The C&CIE group are compiling a group of fifty custom made missions to replace all the existing ones in the general.mix. We are looking for plot line editors, scenario and multi player mission producers and programmers. Please email hon@liv.ac.uk

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[16] Bugs, updates, future games

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\*16-1\* The wishlist

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The wishlist was successful. Much of what you asked for has apparently made it into the design of Red Alert (please do not send me any more material for the wishlist--send your comments to support@westwood.com). Here is what Westwood had to say:

~~~~~  
~~  
From: support@smtpgw.westwood.com  
Date sent: Fri, 23 Feb 96 16:11:54 PST  
To: Roger Wong <roger@powhq.nildram.co.uk>  
Hi Roger!

Nice work on your FAQ. Thanks for the list. Many of the things below will appear in Red Alert. I have edited below the ones I am sure of:

(Y) means it is in Red Alert  
(N) means it is not  
(?) means I don't know yet

Keep in mind that this is as things stand now, and is subject to change, AND it ONLY applies to Red Alert.

-Westwood Support

A mission builder, or random mission generator (Y)  
 Formation movement (Y)  
 Guarding in place (?)  
 Improving the harvester AI (Y)  
 Star Wars meets C&C (N)  
 Ability to dig foxholes with your infantry. (?)  
 Ability to camouflage units. (?)  
 Units that can scale cliffs (seal teams) (?)  
 Mortar infantry. (?)  
 More units with dual weapons systems (like mammoths) (Y)  
 A bridgelayer/combat engineer (?)  
 A heavy-lift chopper to move vehicles, only light ones Flak guns (?)  
 Aerial recon? (N)  
 A Paris Gun (super long range artillery) (Sort of)  
 A laser tank (not as powerful as the obelisk) (N)  
 A purpose-built scout unit (can see stealth stuff?) (Y)  
 A scatter command that actually moves infantry out of the path of tanks (Sort of)  
 Jetpack infantry (short hops only, takes time to recharge) (N)  
 Tomahawk missiles, really long range, kill 1 tank or so per shot. (Y)  
 A technician-type unit that can field repair vehicles to 50% (?)  
 A field hospital!!!! I hate sending nearly dead guys into combat. (Y - Medic unit)  
 Minefields. (Y)  
 Mine detecting/disarming troopers. (?)  
 Grenade \*launchers\* (?)  
 That cool looking one-man robot thingy on the box. Tiberium growth accelerator? (C&C2 only)  
 Bridge builders. (?)  
 The ability to \*destroy\* bridges. (?)  
 That cool vehicle from GI Joe that lays bridges. (?)  
 The ability to knock over trees. (?)  
 Let the 'B' key take you to current points of battle. (?)  
 360 degree sound (via headphones) (?)  
 Fog of war (N - at least not like it was in WC2)  
 Water based vehicles that you can build and control and amphibious vehicles like hovercraft etc. (Y)  
 The ability to target an area instead of individual units. (?)  
 Saving the multiplayer score history to disk. (?)  
 Paratroops (i.e., a way to jump out of helicopters) (Y)  
 Trenches (Y)  
 Sabatour (like Commando, but is stealth and has only a pistol) (sort of)  
 Ability to interact with terrain (cause landslides from cliffs) (N)  
 Truck (a cheap way to transport troops, less armour than an APC) (?)  
 Guard dogs (can detect stealth units) (Y)

And finally...

More of that newscaster chick with the nice rack! I received two dozen requests such as this! (Hehe - I don't know about this one, but I bet I got more requests for her than you did!) :)

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[16-2] Questions regarding C&C present and future  
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\*16-2-1\* Mouse problems  
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From my personal experience, spastic mouse problems only affect PS/2 type port mice. Serial and bus mice seem to be immune. Switching to a serial mouse, or using an adapter to convert the round connector to a serial connector will cure this problem in all cases.

Some people have also cured their problems by using the latest versions of their mouse drivers. Contact your mouse manufacturer for updated drivers.

My mouse problems disappear when I run C&C under Windows 95.

\*16-2-2\* Multiplayer savegames  
-----

C&C was not designed with a multiplayer save game option in mind. Once a project is out of the design stage, changes to the core functions become extremely difficult to make. Hence, multiplayer save game functionality can not be provided in any future patch for C&C. However, both Red Alert and C&C 2 will have such an option.

\*16-2-3\* The Covert Operations  
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Release date: March 1996

'Covert Operations' is the name of the Westwood missions disk add on. I said in a previous FAQ that I wouldn't write a strategy section for them. What can I say? I lied.

\*16-2-4\* Red Alert  
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Release date: August 1996

The next C&C type game from Westwood is called 'Red Alert'. The premise is that World War II never took place. The Allies and Russia duke it out, and the player can choose to be either the Allies or the Russians. It will sport six simultaneous players, and larger maps.

\*16-2-5\* C&C for Win95  
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Release date: June 1996

Skip McIlvaine (skipmc@ix.netcom.com)

Westwood plans a Windows 95 version of C&C that is more than just making sure it works in Windows. The game will actually be window-based, so that you can resize and move windows around (like the radar map, the building interface, the playing screen, etc.)

\*16-2-6\* C&C 2

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Release date: end of 1996

A producer who works for Virgin Interactive told me that C&C 2 will be a "three dee" game, whatever that means.

The confirmed information is that C&C 2 will include new missions, art, rules, special effects, design, storyline, and computer base building.

Kane may not be dead, and because they are doing a complete rewrite of their development tools, they are "heavily" considering releasing a map editor for C&C2.

C&C 2 will be Windows 95 only.

EDITOR'S NOTE: I estimate that by Christmas 1996, about 40% of all games will be written for the Windows 95 environment, with about 60% written for MS-DOS. I advise all game players to upgrade to Windows 95. Windows NT users should run a dual boot system -- a Windows 95 sticker DOES NOT imply Windows NT compatibility. There is a loophole in the Microsoft spec that allows games to carry a Win95 sticker without being Windows NT compatible.

\*16-3\* Update patches

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Westwood releases maintenance updates to fix bugs. As of this writing, the latest version of C&C is 1.20, available only with the Covert Operations mission disk. 1.19 is the latest available stand-alone patch.

Official C&C patch sites are as follows:

FTP: [ftp.westwood.com](ftp://ftp.westwood.com)

WWW: <http://www.westwood.com>

1.08a This is an unofficial patch to 1.07.

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Improves Win95 modem play.

Addresses USR modem connect problems at 14.4k or 28.8k.

Fixes Diamond Viper palette/color problem.

Fixes movies not playing when CD is swapped.

\*SIDE EFFECTS\*

Changes hex offsets in game.dat file. This means that early versions of popular 3rd party utilities may not work with v1.08a.

Flame-thrower hitpoints increased to 70 from 50.

1.18 This is the first official Westwood patch from 1.07.

-----

Fixes connect problems with Win95 and modem connections.

Addresses USR modem connect problems at 14.4k or 28.8k.

Fixes palette problem with the Diamond Viper video card.

Fixes movies not playing.

Fixes the silo money bug.

Adjusts cost of Nod turrets to \$600.

Fixes problem with nonappearing nuke in last Nod mission.

\*SIDE EFFECTS\*

Incompatible with 1.07 in multiplayer mode. Compatibility mode must be

specified.

C&C crashes with a DOS 4GW error during initial loading.

Sometimes nuclear missiles are still unavailable in mission thirteen even with the retrieval of all special nuke crates on missions six, eight, and twelve.

Strange things happen to weapon reload times when save games made with versions prior to 1.18 are loaded.

Changes hex offsets in game.dat file. This means that early versions of popular 3rd party utilities may not work with v1.18a.

Flame-thrower hitpoints increased to 70 from 50.

1.19 This is the second official Westwood patch from 1.07.

-----  
It does everything that the 1.18 patch does, with the following additions:

Fixes the build anywhere bug.

Fixes problem with nonappearing nuke in last Nod mission.

**\*SIDE EFFECTS\***

Incompatibility with earlier versions in multiplayer mode. Combatibility mode must be specified at run-time.

Some people still are unable to fire nuclear missiles, but the number of such complaints has fallen.

1.20 This is the Covert Operations patch version

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This is the same thing as 1.19, but adds Covert Ops functionality. It is only available by purchasing Covert Operations.

**\*16-4\* Errors in the C&C manual**

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First and foremost, the manual seems to be written to be more of a 'good read' rather than a tech manual. This might explain the exaggerations evident in some parts of the text.

The armor values for some units are incorrect. For the true armor values of units, see the tables section of this FAQ.

The power usage values for some buildings are incorrect. For true power usage values, see the tables section of this FAQ.

The manual states that mammoth tanks can crush through walls. This is incorrect. Walls, fencing, sandbags, and other barriers, can only be destroyed by weapons.

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**CHAPTER \*17\* Conclusion**

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This may be the end of the FAQ, but I still have that Oops-I-forgot-my-toothbrush feeling. There is much about C&C that is not in this FAQ. I think, however, that it is time for me to call it a day.

I enjoyed receiving your letters of support and encouragement. They are what really kept me going. Thank you all for giving me the opportunity to share my knowledge with the world. It has been a delightful and exciting experience.

Until next time,  
Roger (April 19, 1996)

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CHAPTER \*18\* Revision History  
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v0.1: First release of the Unofficial Command and Conquer Strategy FAQ.  
(October 1, 1995 GMT)

v1.1: A major revision of the Unofficial C&C Strategy FAQ. FAQ is completely rewritten. FAQ explains cheating, mission-trees, how to do such and such, and contains a section of unsolicited advice.  
(October 4, 1995 GMT)

v2.1: Major revision of the Unofficial C&C Strategy FAQ. All missions listed. Missions listed according to internal mission numbers + countries, to avoid 'which mission is this?' confusion. Most vehicle and infantry entries filled. Building, vehicle, infantry unit stats added. Discovered more ways in how the computer cheats.  
(October 8, 1995 GMT)

v2.2Oops. I accidentally posted v1.1 instead of v2.1 to the newsgroups. To make up for the error, I'm posting this one, version 2.2. It includes the beginnings of the armor, health, damage data tables. Added cheating util information. More multiplayer strategies.  
(October 8, 1995 GMT)

v2.7I'm no longer using tabs for spacing. This should ensure readability. Some errors were pointed out to me. I should have read the submissions more carefully. I apologize for the errors. Phil Lochner submitted his C&C strategy FAQ to me, which I have absorbed into mine. Some more multiplayer strategies have been added. I've added the special Nod 'poison troopers'. Expanded section on exploitable computer bugs. Big thanks to Andrew Griffin for extracting data from the C&C files.  
(October 16, 1995 GMT)

v3.2Tables! Tables! Tables! Completed many tables. Complete vehicle armor values worked out by Andrew Griffin. Added section on bugs and updates. I corrected a few minor errors. Yet more multiplayer strategies are added. The 1.08 patch is out.  
(October 27, 1995 GMT)



v3.7 Lots of errors in v3.2. So many errors, in fact, that I really need to apologize for all of them! Added dinosaurs. Changes in C&C Internet resources. FAQ now available via E-Mail, thanks to Alvin Jiang. A couple blanks filled in here and there. A little more information on future C&C products. If you have any suggestions for reordering elements of this FAQ, please write to tell me about them. I'm an organizational nightmare!  
(November 4, 1995 GMT)

v3.71 Typo in E-mail server address fixed.  
(November 5, 1995 GMT)

v4.7 Westwood releases 1.18 patch. I find time to update FAQ. I'm really pooped now, so I'm going to bed. Goodnight.  
(December 11, 1995 GMT)

v4.7 - Cut some sections out to reduce the size of the FAQ. These v5.0 versions were not released to the public.  
(February 8, 1996 GMT)

v6.0 Oh my gosh, the FAQ has actually SHRUNK in size! Yes! New cheats added. New mission strategies added. More cool things to do with your units. False intelligence reports eradicated.  
(February 17, 1996 GMT)

v7.0 Bogus FAQ entries eliminated. Complete Covert Operations strategies added. The spell checker died--there are many typos, I am sure.  
(April 19, 1996 GMT)