

INCLUDES

17

GAMES

# COMMAND & CONQUER

THE ULTIMATE COLLECTION

COMMAND & CONQUER™ TIBERIAN SUN™  
COMMAND & CONQUER™ TIBERIAN SUN™ FIRESTORM™



Westwood

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## HOW TO ENGAGE

### STARTING THE GAME

#### CHOOSING YOUR SIDE: GDI VS. NOD

*Command & Conquer™ Tiberian Sun™* gives you the option to play one of two distinct armed forces: the honorable marines of the Global Defense Initiative (GDI) or the ruthless disciples of the Brotherhood of Nod (Nod).

If you choose GDI, you will fight against Nod. If you choose Nod, you will fight against GDI. Additionally, GDI may attempt to enlist the efforts of the alienated Mutant tribes known as The Forgotten.

GDI and Nod forces are radically different, each possessing a unique array of strengths and weaknesses. Additionally, each side relies upon different units, technologies and philosophies about war. GDI utilizes traditional military techniques and units while Nod favors stealth and advanced technology.

When you start a new campaign from the main menu, a dialog box comes up asking which side you wish to play. Make your selection by clicking on the side you want and your game will begin.

#### TITLE SCREEN MENU

When you start the game, you will be taken directly to the Main Menu screen. From here you can choose what type of game you want to play, set game options, or load a saved game.

#### START NEW CAMPAIGN

If you want to start a new campaign, choose this option. Your new game starts with a screen that allows you to select which side to play: GDI or Nod.

## DIFFICULTY LEVELS

There are three difficulty settings, which will change the balance of the game. We recommend playing the game at Normal difficulty, but if you feel the game is too hard or too easy, you can tailor it to your tastes by switching to Easy or Hard. Difficulty level can only be set at the beginning of a new game – you cannot change it once you have begun a campaign.

Depending on what difficulty level you choose, your enemy's units and structures could be less/more expensive and be faster/slower to build.

## LOAD MISSION

If you want to play a previously saved mission, choose this option.

## LOAD MISSION SCREEN

From this screen, click on the up-arrow or down-arrow to scroll through your saved missions. Select the saved mission you wish to reload and left-click on LOAD.

## OPTIONS

From this menu, you can access controls to adjust the game resolution, volume levels, keyboard shortcuts, network options and game settings such as speed, scroll rate, detail level and difficulty.

## EXIT GAME

Select this option to exit the game and return to the operating system.

## BASIC INTERFACE

The interface for *Command & Conquer Tiberian Sun* is designed to allow maximum control of your units and structures with little effort. The mouse will move your pointer around the screen, and depending on what you click, you can order units, build structures, attack, repair and perform a variety of other commands.

As a rule, in *Command & Conquer Tiberian Sun*, left-clicking confirms orders, changes modes or selects units and structures. Right-clicking pauses and cancels actions, modes, and selections.

## SCROLLING AROUND

To scroll the main viewing window around the battlefield, move the cursor to the edge of the screen. The cursor becomes a green arrow and the view scrolls in the indicated direction. If you are at the edge of the battlefield, a "no slash" appears over the arrow indicating that this is the edge of the battlefield and you can not scroll any further. You can also scroll the main viewing window by holding down the right mouse button and dragging the cursor in the direction you want to move. The scroll rate can be adjusted from the game controls menu.

## ORDERING YOUR TROOPS AROUND

To get your units to act, select a unit by left-clicking on it, then move the cursor to the point on the battlefield where you want the unit to move. If the cursor is over a potential target, it changes to one of the targeting cursors. Left-clicking at this point causes the unit to attack the target if it is in range, or move towards the target and attack it when it gets in range. Otherwise, it will move the unit to the chosen location if the terrain is passable by the unit.

Some terrain is passable to infantry but not to vehicles. If a vehicle is told to move to impassible terrain, it will get as close as possible.

To cancel out of move / attack mode (or any mode), right-click and the unit is deselected. Although no longer selected, the unit retains its orders, so it will continue to follow its last command. To stop a unit from moving, select it again and redirect it to a new location or press **S** to make it stop.

## GROUP ACTIVITIES

To save time, you can form your troops into teams. To select several units simultaneously, left-click and hold the mouse button down. Drag the mouse cursor to include all the troops you want selected. A box outline indicates the range of this selection. To complete the selection, release the mouse button and all the units within the box become selected. You can give the group an order the same way you would give a single unit an order. Some units in a group do not respond to certain commands. For example, an engineer in a group that is ordered to attack cannot do so because he has no weapon.

## THE SHROUD

When you start a mission, much of the battlefield is covered with a black Shroud. This represents the areas of the battlefield that are unexplored. As you move your unit towards the edge of the visible area, the shroud is uncovered around it depending on the unit's sight range. You can order a unit to move deep into the Shroud, uncovering large sections of the area at a time.

## THE SIDEBAR

The sidebar is your tool for accessing information and abilities not directly related to your troops. It gives you the controls to build units and structures. If you build a radar facility, a radar view of the battlefield will appear in the sidebar. The sidebar also displays how much power your base is producing versus how much it requires.

## BUILDING YOUR BASE

Critical to the success of many missions is the construction of your own field Base and the constant maintenance and defense of this Base during combat. The base is necessary for the gathering of resources (harvesting Tiberium via the Tiberium Refinery with its accompanying Tiberium Harvester), and for the construction and defense of units.

To begin building your base, you must have a Construction Yard. Unless the Construction Yard is set up when the mission begins, you need to deploy the Mobile Construction Vehicle (MCV). Move the MCV to the site you have chosen for your Construction Yard. Once it's positioned, move the cursor over the MCV and it will change to the deploy cursor. You need ample clearance on all sides of the MCV in order to deploy it. If there is not enough clearance to deploy your MCV, the cursor will change to a no-deploy cursor, and the MCV will not deploy. Otherwise, left-click to deploy the MCV and it turns into a Construction Yard.

Once the Construction Yard is set up, the sidebar becomes active and fills with icons. In the large upper window on the sidebar, a GDI or Nod logo may appear, depending on which side you have chosen. Once you have built a Radar Facility and have enough power to operate it, this area will display your radar map.

## BUILDING

Below the radar display is a horizontal row of four buttons. Each button has a single function: repairing a structure, selling a structure or unit, powering a structure on/off, or entering way-point mode.

Below these buttons are two columns of icons. The left column displays the structures your Construction Yard can build. The right column displays the units you can create. The arrow buttons at the bottom of the sidebar allow you to scroll through these selections. Left-clicking on an up/down button will scroll the icons up or down one icon at a time. Right-clicking on an up/down button will scroll the icons one full page at a time.

To build a structure or unit, left-click on the icon that represents the item you wish to create. Construction takes time, as indicated by the sweeping color. Cost for construction is automatically deducted from your credits. Only one vehicle and one infantry unit can be built simultaneously. Moving the mouse cursor over the icon (without clicking) displays the cost of producing that unit.

Multiple infantry units and vehicles can be queued up so they may be constructed automatically. This is accomplished by clicking on the different icons for the units you wish to create. There is a limit of five items in a production queue at any given time.

When construction of a structure is completed, the word **READY** appears across the top of the selected icon in the sidebar. Left-click on this icon and the mouse cursor converts into a placement grid on the battlefield. The grid gives you an idea of how much space the building requires once deployed. Move the grid to the location you have chosen for the building and left-click to place the building. The grid must be entirely white in order to place the building. Red cells in the placement grid indicate that the placement area is blocked and you will be prevented from deploying the building.

You cannot build any further structures while the placement grid is on the battlefield. To build additional structures, either place the completed building or cancel placement. To cancel, right-click while the placement grid is still active. The grid will disappear. Right-clicking on the icon in the sidebar cancels the building and refunds your credits.

When the training or construction of a unit is complete, the new unit emerges from the building of origin (Barracks for infantry and a War Factory for vehicles). It is a good idea to keep some free space in front of these buildings so units do not bunch up and block additional units from deploying.

## POWER

On the sidebar to the left of the construction icons is a narrow bar featuring a vertical indicator. This is your power bar – keep an eye on it! Every building that you create requires power. Knowing how much power you have and how much you are using is very important.

The vertical indicator tells you how much power your base needs to function optimally, while the vertical bar tells you how much power your base is producing. If it is green, your base has enough power to run all of the structures you have built. If the bar is in the yellow, your base is running low on power. If the indicator is red, your base is underpowered.

## NORMAL POWER

The amount of power produced by power plants depends on their state of repair. Make sure to keep all of your power plants fully repaired or you may find yourself losing power at an inopportune moment.

## LOW POWER

Lack of full power slows construction, shuts down radar (if built), and turns off base defenses. Power plants are good targets, especially if your enemy has extensive base defenses. Without power, the enemy is denied information, quick response time and moderate base defenses.

## POWER BUTTON

The power on/off button on the sidebar, represented by a lightning bolt, can be used to turn structures on or off. This feature is especially useful if your base is underpowered and you need to get your base defenses on-line quickly. Click on the power toggle button on the sidebar and the cursor changes into a lightning bolt. Click on any structure and it will be turned on or off. Structures that are powered off have an icon indicating their status. When a structure is powered off, any unit, structure, or ability that the structure offers is unavailable until the structure is turned on again.

## BUILD BARRACKS

If you have a Construction Yard and enough credits, you can build a Barracks. Barracks allow you to train infantry. At first, the types of units you can train are limited, but as you complete missions, you receive new technologies and upgrades. Soon, new units with unique abilities will become available.

## MONEY, TIBERIUM AND HARVESTING

There is one type of resource that you collect to make money: TIBERIUM. Tiberium is found in Tiberium fields and must be harvested to produce credits. You must construct a Tiberium Refinery in order to convert raw Tiberium into useable credits.

Above the sidebar, the credit counter keeps track of available money to build structures and units. This decreases as you build or repair units and structures and increases if you sell a building, deposit Tiberium from a Tiberium Harvester into the Refinery or find a crate that contains money.

There are two types of Tiberium: green Tiberium and blue Tiberium. Green Tiberium is plentiful but it is toxic to infantry units, killing them if they remain nearby for too long. Blue Tiberium is rare and hence more valuable than green Tiberium. Also, blue Tiberium is highly volatile and will explode if struck with gunfire.

## TARGETING TIBERIUM

Scout around your base until you find some Tiberium. Once you find some, select the Harvester by left-clicking on it, and put your cursor over the Tiberium. The cursor changes to an attack cursor. The Harvester does not have a weapon—the attack cursor indicates that the Tiberium beneath it can be harvested. Left-click again, and the Harvester will proceed to the Tiberium and begin to collect it. The Harvester will now automatically continue collecting and refining Tiberium.

**NOTE:** If you move the Harvester somewhere without targeting a Tiberium source for collection, the Harvester will not collect Tiberium. When it reaches its destination, it remains there until you order it to move again. The automatic collection happens only when you first build a Refinery.

## FORCE-RETURN

You can force the Harvester to return to the Refinery early by left-clicking on the Harvester, then placing your cursor over the Refinery. The cursor changes to an enter cursor (three blue arrows). Left-clicking on the refinery tells the Harvester to return to the refinery with its current load. As always, you may deselect it by right-clicking.

## UPGRADING BUILDING (GDI ONLY)

GDI employs a modular construction system that allows the placement of add-on components on certain structures, enhancing those structures' capabilities. Three structures are capable of being upgraded: Power Plants, Communications Centers and Component Towers. The location for each of these structures is a disk with four holes indicating where the add-on components fit.

## REPAIR BUTTON & REPAIRING

To repair a damaged building or unit, left-click on the wrench button on the sidebar. The mouse cursor on the battlefield becomes a wrench and rotates when placed over a damaged building. Left-click the rotating wrench on the building you want repaired. A wrench flashes on and off on the repairing building. The cost of repair is automatically deducted from your credits. Several buildings can be repaired simultaneously. To stop repairs on a structure, left-click on the structure while the wrench icon is still active. Right-click when you want to cancel repair mode.

## SELL BUTTON & SELLING

To sell a building, left-click on the \$ button in the sidebar and the mouse cursor will turn into a gold \$. When the cursor is over a building that can be sold it rotates. Left-click on the building you want to sell. The building is sold and you are credited a percentage of the structure's original cost. Using this method, you can also sell vehicles that are on a repair pad.

BE CAREFUL! As long as the cursor is in \$ mode, any building you left-click on will be deconstructed and sold! To cancel out of sell mode, right-click.

## WAY-POINTS

*Command & Conquer Tiberian Sun* features the ability to automate base patrols, repair routes, and attack vectors with a way-point system. Way-points are persistent and will remain on the battlefield until you delete them.

### PLACING A WAY-POINT PATH

The simplest use of way-points is for moving units from one location to another. By setting a path, you can make units avoid threats or sneak around the enemy base to attack from a less defended side. To accomplish this, left-click on the way-point button (or press **W**). This will place you in way-point mode. For now, only click once. Every successive time you click on the way-point button, you are cycling through one of the way-point paths you can set. Note that the color of the flag on the button will change to show which path you have selected.

Once you are in way-point mode, left-click where you wish to set the first way-point. Note that a zero (0) will appear next to the first way-point. The number order is important, for this is the order in which the units will follow the way-points, 0 to 1 to 2 and so on.

Once the first way-point is set, move the mouse and left-click in another location and way-point number 1 will be placed. You can continue to set way-points wherever you can see. Note that the way-points are connected, so you can get an idea of how the units will move from place to place. Ground units will have to navigate around impassible terrain but will try to stay as close to the path as possible.

When you are done placing way-points, right-click to exit way-point mode. If you wish to reenter way-point mode, left-click on any way-point with no units or structures selected.

### MOVING AND DELETING WAY-POINTS

To move a way-point, left-click on one of the way-points on the path you wish to modify. Once in way-point mode, left-click on the point you wish to move. You will then pick up that point. Move it to the new location and left-click to place it back down.

To delete a way-point, pick up the point as if you were moving it. Once the point is picked up, press the delete way-point key (-) to remove it.

### FOLLOWING WAY-POINTS

In order to get a unit to follow your set path, select the unit and left-click on one of your way-points. The unit will move to that way-point and follow the successive numbered way-points until it reaches the end of the path. Note that units will simply follow the way-points without engaging any enemy units.

## LOOPING WAY-POINTS (PATROLS)

Way-points can be used to create a patrol route, which is a series of way-points that loop. Any units sent on a patrol continually follow the path until otherwise ordered.

To create a patrol route, place the desired pattern of waypoints, then without canceling placement mode, press and hold **SHIFT**, and left-click on the first point in the path. The cursor changes to a loop path cursor when holding down **SHIFT**. Left-click to set the patrol path.

## GUARD PATROLS

To make patrolling units attack any enemy units they encounter, select the units to follow the path or patrol path and hold down **CTRL + ALT** while left-clicking on one of the way-points. The selected units will follow the path, attacking any enemy units they come across.

Guard patrols can be used for more than just attacking. Placing a repair unit (medic or mobile repair bot) on a Guard patrol will allow that unit to follow the path and repair/heal any friendly units near the path. Once the unit(s) are healed, the healing unit will return to the path and continue to look for other units to assist.

Aircraft can also be put on Guard Patrols. They will patrol the path as long as they have ammo to attack with. When they run out, they will return to their pad, reload, then continue on the patrol path.

## ADVANCED WAY-POINT USE

Way-points can be used for more than just moving units around. Placing a way-point on a structure can make units perform several different functions.

### ATTACKING SPECIFIC STRUCTURES

Placing a way-point on an enemy structure tells the units moving along that path to attack that structure. If engineers are used, they will attempt to capture that structure. If one of the structures along the path is destroyed or captured, the remaining units will move along the path, attacking any other structures that have way-points on them.

## AUTOMATED REPAIRING (GDI ONLY)

Placing one of the points directly on a GDI repair bay will cause any units following the path to stop and repair at the repair bay. If a damaged unit is already repairing when another reaches the pad, the second unit will loop around the path again, checking after each loop to see if the repair pad is clear. If it is, the unit will move onto the pad and be repaired. Once repairs are complete on any unit, that unit will return to following the path.

## RADAR

If you have not built a Radar Facility, your alliance's insignia (GDI or Nod) appears in place of the active radar display. With radar active, you will see a small map of the battlefield and any visible units not covered by the shroud. From time to time, video briefings are displayed in the radar window to give you important battle information.

## CAPTURING ENEMY BUILDINGS

As the game advances, a special infantry unit, the Engineer, becomes available. Engineers are unarmed, but they allow you to capture enemy buildings, repair bridges, or fully repair damaged structures owned by you. To do this, left-click on the Engineer and place the cursor over an enemy building, bridge repair hut or damaged structure under your control. The cursor changes to an enter cursor for enemy buildings or a rotating gold wrench for bridge repair huts and damaged structures.

## ENTER CURSOR

When you capture a building, it becomes part of your base. You can build additional structures around it, sell it, or just leave it alone while denying its use to your enemy. Depending on the structure captured, you may be able to build some units that are normally unavailable to you. Your enemy may attempt to retake the building, so be prepared to defend it.

## CHECK-UP

To check the health status of a unit or structure, select it by left-clicking on it when the cursor is in select mode (deselect with a right-click). As long as the bar is green, it is healthy. As the size of the bar decreases and it turns red, the unit selected is becoming increasingly damaged and will eventually be destroyed. Units that are in the yellow and red do not function as efficiently as those that are green. This may result in slower construction time, slower movement, and a variety of other negative effects.

Some units have a carrying capacity, indicated by a series of boxes in the lower left corner of the selected unit. These boxes tell you at a glance how much your unit is carrying and how much capacity remains.

## REPAIRING UNITS

Later in the game, the ability to build a Repair pad, Medic, and Mobile Repair Vehicle becomes available. The Repair pad and the Mobile Repair Vehicle can repair damaged vehicles and aircraft, while the Medic can heal damaged units.

To repair a damaged vehicle, select it and then move the cursor over the repair pad. The cursor changes to an enter icon. Left-click, and the unit moves onto the pad and begins repairs.

If you have selected multiple units, they are repaired one at a time. Money is automatically deducted from your account depending on the type of unit and the severity of the damage.

To repair damaged vehicles or infantry with the Mobile Repair Vehicle or Medic, select the Mobile Repair Vehicle or Medic and place the cursor over a damaged unit. The cursor changes to a wrench for the repair bot or a red cross for the medic. Repairing units in this way does not cost credits.

## OPTIONS

Choosing the Options mode stops all the action on the battlefield while you adjust your visual, audio and game controls.

## LOAD MISSION

Select LOAD MISSION from the Options menu if you want to play a previously saved mission.

## LOAD MISSION MENU

Left-click on the up or down arrow to scroll through your saved games. Then left-click LOAD to load the selected game.

If you wish to leave this screen without loading a game, left-click on CANCEL.

## SAVE MISSION

Select SAVE MISSION from the Options menu to save the mission you are currently playing. In the Save Mission menu, choose the saved mission slot you wish to use. If you save a game over a slot already used, the existing saved mission is overwritten. If you want to save into a new slot, choose EMPTY SLOT and name your mission.

**NOTE:** *Command & Conquer Tiberian Sun* will only store saved games under the directory in which the game is installed.

## SAVE MISSION MENU

Left-click on the up or down arrow to scroll through your saved games. Then left-click SAVE to save the selected game. If you wish to leave this screen without saving a game, left-click CANCEL.

## DELETE MISSION

Select DELETE MISSION from the Options menu when you want to get rid of some saved games.

In the Delete Mission menu, choose the mission you want to delete by left-clicking on it. Then left-click DELETE to remove the mission.

A confirmation window appears to make sure this is what you want. If you are intent on deleting the mission, left-click YES otherwise, left-click NO.

## ABORT MISSION

Select ABORT MISSION if you decide you do not like how the battle is going and you want to escape to the Title Screen. A confirmation window appears, just to make sure. You can also restart the mission from this screen by clicking the RESTART MISSION button.

## GAME CONTROLS

From the Game Controls menu you can customize your sound options, game speed, and map scroll rate.

## GAME SPEED

This slider bar allows you to change the speed at which the game functions.

## SCROLL SPEED

Use this slider bar to set the scroll rate of the game screen to your liking. The higher the setting, the faster the map will scroll in the game.

## SOUND CONTROLS

To control the volume of music or sound effects, drag the slider left or right. Moving the slider to the right makes the audio track louder and moving left makes it softer. If you want to shut off music or sounds, drag the control slider all the way to the left.

## RESUME MISSION

Left-click RESUME MISSION to get back to the current mission in progress.

## BRIEFING

If you have forgotten your mission objectives, left-click BRIEFING to have them restated to you. When you are ready to return to the mission, click the RESUME button.

## STRUCTURES AND UNITS USED BY BOTH SIDES

### UNITS



Light Infantry

The mainstay of the GDI and Brotherhood troops. Armed with an M16 Mk. II pulse rifle, they deliver light damage to most targets. Although slow, they are capable of movement over varied terrain types with little loss in speed. They are also able to pass through certain terrains or hazards inaccessible or damaging to vehicles.



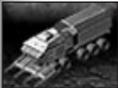
Engineer

Slow and unarmed, the Engineer is still deadly. Since they're the only units able to capture enemy structures, tactical use of engineers is considered an art among many commanders.



Hunter Seeker Droid

The Hunter Seeker Droid is a lightning-fast drone unit deployed to "clean up" the battlefield. They randomly search out an enemy unit or structure and latch on to it. Once attached, they self destruct, destroying the object. The unit cannot be controlled and automatically seeks prey when released.



Harvester

Critical to the financial success of both sides, this is the only unit capable of collecting Tiberium for refinement. They automatically collect Tiberium if a patch is nearby. The Harvester can be ordered to a specific location by selecting it and targeting the new area. The Harvester automatically avoids threat areas and informs you when it cannot enter an area because of nearby threats. Harvesters do not enter a hostile area unless specifically ordered.



Limpet Drone (*Firestorm* only)

An optional method of detecting enemy bases blanketed with a stealth generation field. When deployed, the drone buries itself and waits for any passing vehicle before it attaches itself to the underside of that unit. First, it interferes with the electrical system of the vehicle, slowing it down to a crawl. Second, it contains a highly sophisticated sensor/camera device that reveals terrain and relays the recon data back to the radar facility.

### STRUCTURES



Construction Yard

This is where all life begins. It allows you to build other structures, so defending it should be a top priority of any commander. In some missions, the player starts with an MCV, which can be deployed into a Construction Yard. In other missions, the Construction Yard has already been placed.



Tiberium Refinery

The Refinery converts the Harvester loads of Tiberium into credits. It also stores a certain amount of Tiberium. Once a Refinery is full, Tiberium Silos must be created to store excess Tiberium. If there is no available capacity at a Refinery or Silo, excess Tiberium is lost



Electromagnetic (EMP) Pulse Cannon

These fire a high-powered blast of electro-magnetic energy that renders any mechanized vehicle inoperative until the effect wears off.



Tiberium Silo

Stores excess Tiberium when the Tiberium Refineries are at maximum capacity. If a Tiberium Refinery is filled to capacity and there are no empty Silos available, excess Tiberium from a Harvester is lost.



Pavement

Designed to protect bases from burrowing units and heavy weapons fire and explosions from making craters in your base. In addition, units on pavement move faster compared to those on normal terrain.

# GDI UNITS AND STRUCTURES

## GDI UNITS



Disk Thrower

A light infantry unit carrying a long-range grenade delivery system, the Disk Thrower uses aerodynamic grenades designed for longer flight. These grenades can bounce along terrain if they do not impact their intended targets.



Jump Jet Infantry

The airborne divisions of GDI's infantry, these soldiers are able to perform surgical hits on targets normally inaccessible to standard infantry. Armed with a Vulcan cannon, these flying soldiers can provide an anti-air defense as well as quick air-to-ground attacks on poorly defended targets.



Medic

Solely responsible for treating the injured and getting downed soldiers back in the fight. Left on his own, he automatically heals any nearby friendly soldiers. Medics can be targeted to treat a specific soldier.



Ghostalker

Part of Forgotten, Ghostalker carries a small rail gun capable of eliminating rows of enemies in a single hit, and is armed with C4 charges that can destroy any enemy structure when a C4 icon appears. Left-clicking sends Ghostalker to the building and once he touches it, it flashes for a few seconds and then explodes. Ghostalker can heal in Tiberium.



Wolverine

The Powered Assault Armor, or "Wolverine", is a small eight to nine foot bipedal unit piloted by a single soldier. Fast and agile, these lightly armored suits excel at suppression fire and in light skirmishes. Handling large groups of enemy infantry is no problem for a squad of these troopers.



Amphibious APC

A heavily armored unit that can ferry up to five infantry units over land and sea. To load the APC, select the infantry soldier(s) you wish to load and highlight the APC. A blue enter cursor appears. Left-click to load the units into the APC. To make the units exit the APC, select it, and click it again when the deploy cursor appears. Note that an APC cannot be unloaded while in water.



Titan

The Medium Battle Mechanized Walker, or "Titan," is GDI's all-purpose assault and defense unit. Standing 25 feet tall and packing a 120mm cannon, the Titan's long range makes it an ideal unit for use in base assaults, as it can pummel defenses without fear of retaliation.



MLRS



Disrupter



Mammoth Mk.II



Mobile Sensory Array



Orca Fighter



Orca Bomber



Orca Carryall



Dropship

A medium to long range missile delivery system mounted on a hover chassis, capable of crossing both land and sea. Because of its hover capability, it is unaffected by most terrain types, making it an ideal unit for scouting enemy territory. Its rockets are capable of hitting both air and land targets with equal effectiveness.

Firing a harmonic resonance wave, the Disrupter is capable of shattering any unit or structure caught in the wave—enemy and ally alike.

This prototype behemoth is GDI's most powerful weapon with its dual rail guns and back-mounted anti-aircraft missile launcher. The rail guns are capable of destroying most units in a matter of seconds, while its AA launcher ensures air protection. Virtually indestructible, the Mammoth Mk. II is still in its testing phases, and only one can be deployed at any time.

The MSA is a vehicle equipped with a state-of-the-art sensor package that can detect the presence of enemy units even if they are cloaked or burrowing underground. Detected units are not uncloaked, but are displayed on radar and the tactical view.

Fast, lightly armored, and armed with dual missile launchers, this versatile and lightweight attack aircraft can deliver a missile barrage to any location on the battlefield within moments of receiving orders. The Orca must return to a helipad in order to reload its weapons.

Heavier and better armored than its fighter cousin, the Orca bomber trades speed for firepower. Delivering a stream of high-explosive bombs in strafing runs, the Orca bomber is ideal for softening up ground defenses during the beginning of a base assault.

This transport aircraft has the critical job of rescuing or delivering units to or from any destination. Using a large grappling device, it's capable of picking up any vehicle found on the battlefield. To pick up a unit, select the Carryall, then left-click the unit you wish to pick up. To put the unit down, select the Carryall when it is on the ground, highlight it, and left-click it when the deploy cursor appears. You can drop units directly onto repair pads and refineries without detaching them first.

These allow the delivery of crucial supplies and reinforcements to specific areas. The arrival of a dropship with reinforcements during a heated battle can mean the difference between victory and defeat. Dropships are only available in certain solo play missions and can never be directly controlled.



**Orca Transport**

Available only in certain solo-play missions, this can carry up to five infantry units to any location on a battle map.



**Kodiak**

The Kodiak is GDI's mobile command center. Commander McNeil and his crew reside on the Kodiak and use it to travel from battle to battle. Typically, the Kodiak observes the battle from afar. However, certain conditions could cause the Kodiak to be vulnerable to attack. If it is destroyed, the battle is over.



**Mobile Construction Vehicle**

The foundation of any base starts with the MCV. Able to deploy itself into a fully functioning construction yard, the MCV is a highly prized piece of equipment.



**Mobile EMP Cannon**  
(Firestorm only)

This lightly armored unit takes down small groups of vehicles in a quick radial blast. The pulse blast is capable of incapacitating vehicles, destroying cloaked drones, and shorting out a subterranean unit's guidance system, causing it to surface.



**Juggernaut**  
(Firestorm only)

The Juggernaut, although slow, delivers a lethal barrage of shells at long range. This unit can soften up even the most well protected bases with relative ease. Its effective minimum range is limited, so avoid deploying it close to the front lines of battle.



**Drop Pod Control Plug**  
(Firestorm only)

These drop pods can deliver their troops from the orbital command stations to any battle location with greater accuracy and speed. They're equipped with an anti-personnel weapon built into the exterior to help clear the path for deploying troops.



**Mobile War Factory**  
(Firestorm only)

Although slow and costly to produce, this unit sets up a mobile staging ground anywhere the battle lines move.

## GDI STRUCTURES



**GDI Power Plant**

These provide power for base structures and are critical to keeping base defenses online. GDI Power Plants are upgradeable via Add-on Power Generators. There are two empty upgrade pads for add-on generators per Power Plant. Each increases the power output of the structure by 50% over a non-upgraded Power Plant.



**Barracks**

The Barracks allow infantry units to be trained. It is also a prerequisite for base defensive structures.



**Firestorm Generator**

Creates an infinitely high force field. Once the generator is constructed, special Firestorm Wall Sections must be placed on the perimeter of an area to be defended, just like a wall. When activated, the force field that results from these emitters is impenetrable. The Firestorm Generator consumes massive amounts of power. Because of this, it can only be active for a short period before it needs to recharge. The shield can be turned on and off at will.



Used in conjunction with the Firestorm Generator, these emitters are placed like a wall and control the placement of the Firestorm Defense Shield. These emitters can be used to completely encircle a base or can be used at key defensive positions.

**Firestorm Wall Sections**



Allows commanders to view the battlefield and the relative locations of all units. In order for the radar view to remain active, the Radar Installation must be constantly powered.

**Radar Installations**



This is an upgrade to a GDI Upgrade Center that allows targeting control of GDI's orbital ion cannon weapon. Without this control the ion cannon cannot be used.

**Ion Cannon**



This upgrade to a GDI Upgrade Center allows two-way communication with a Hunter Seeker Droid, allowing it to acquire enemy targets. This upgrade is required in order to build Hunter Seeker Droids.

**Seeker Control**



**Power Turbine**

Up to two of these can be added to a Power Plant to increase power output. The output of each turbine is less than that of a new Power Plant, but the cost is much lower.



**GDI War Factory**

Allows for the construction of vehicles. Certain advanced vehicles require additional structures before they can be built.



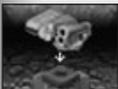
**Component Tower**

Serving as the basis for all GDI base defenses, these can be built as individual structures or as part of a wall. A Vulcan Cannon, RPG launcher, or SAM launcher can be mounted.



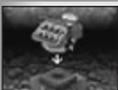
**Vulcan Cannon Component**

Consists of two mini-guns firing 50mm projectiles at high speed. The cannon is primarily intended for use against infantry, but can be used less effectively against vehicles.



**RPG**

Designed to use grenades against vehicles but can be used against infantry as well. Its explosive charge ensures splash damage to any units caught around its target.



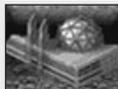
**Surface to Air Missile Upgrade**

GDI's anti-aircraft defense, which can only be used against flying units.



**Helipad**

Allows for the construction and rearming of Orca Fighters, Bombers, and Carryalls. Without the Helipad, aircraft cannot be constructed and cannot be rearmed.



**GDI Tech Center**

This is where GDI conducts its high-tech weapons research, therefore, it's required prior to the construction of certain high-tech units and structures.



**GDI Upgrade Center**

Used to communicate with various units and structures on the battlefield. Upgrade centers have two available upgrade pads and can accept Ion Cannon Uplink or Seeker Control upgrades.



**Service Depot**

Used to repair vehicles and aircraft that land on it—if enough credits are available, the unit is fully repaired. Units can be queued onto the pad by bandbox selecting all the units and targeting the Service Depot.



**Concrete Walls**

A more robust defensive structure than Sand Bags, Concrete Walls are effective at stopping both infantry and vehicles. Only certain units can shoot over these defensive walls.



**GDI Automatic Gate**

Prevents enemy units and Tiberium growth from entering a base by automatically opening for friendly units but not for enemy units.

# NOD UNITS AND STRUCTURES

## NOD UNITS



**Cyborg Infantry**

The result of recent Nod experiments in melding Tiberium-mutated humans with machines, these are armed with heavy body armor and a high-power pulse rifle.



**Rocket Infantry**

Nod's heavy infantry carry shoulder-mounted rocket launchers effective against vehicles, structures, infantry, and aircraft. They're slower than Light Infantry but are more heavily armored.



**Cyborg Commando**

Cyborgs that perform well are modified and promoted to the Nod Cyborg Commando ranks. Packing enough firepower to take out entire bases, they are a large threat on the battlefield. Armed with a chain gun and flame-thrower, the Commando can make quick work of vehicles, infantry, and structures.



**Mutant Hijacker**

The hijacker has the ability to commandeer any vehicle. When the hijacker is selected and the cursor is placed over an enemy vehicle, the cursor becomes an enter cursor to signify the vehicle can be stolen. Clicking a vehicle when the cursor is in this stage sends the hijacker to the unit to steal it. Once a vehicle is stolen, the hijacker cannot be removed from the vehicle until the vehicle is destroyed. When it is, he pops out and is able to steal another vehicle. The mutant hijacker can heal in Tiberium when he is not inside a vehicle.



**Subterranean APC**

Capable of carrying up to five infantry units underground to a target, where it is invisible to the enemy but can be detected by a GDI Mobile Sensor Array. The APC cannot surface from under certain terrain types, such as rough terrain and water.



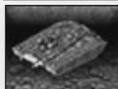
**Attack Cycle**

Primarily used as a scouting unit, this is Nod's fastest ground unit. Although it trades armor for speed, it's capable of sustaining moderate damage before being destroyed. It carries twin rocket launchers capable of hitting both air and ground units.



**Weed Eater**

A massive lawnmower used to harvest Tiberium veins for use in a Chemical Missile, it behaves like a harvester. However, it harvests Tiberium veins, not Tiberium crystals, and dumps its cargo at a Tiberium Waste Facility, not a Refinery. The harvested Tiberium veins, once processed at a Waste Facility, can be used to create a deadly Chemical Missile.



**Tick Tank**

This light battle tank has the ability to burrow into the ground to increase its defenses and perform mobile battery defense. When burrowed, only the turret and a small part of the unit remain above ground. To burrow the Tick Tank, select it, then left-click it. The unit burrows and becomes immobile. To move the unit again, select it, then left-click it again. Once the tank has dug out from the ground, it can be moved again.



**Stealth Tank**

The newest in covert warfare, this is a light battle tank able to cloak itself to remain undetected by enemies. The tank is unable to remain cloaked while firing thanks to the enormous power drain of the stealth generator. Only infantry and base defenses can reveal the stealth tank. However, GDI's Mobile Sensor Array can detect a stealth tank's presence.



**Artillery**

A long-range artillery platform that is unable to fire while un-deployed, and cannot move while deployed. To deploy the unit, select it, then left-click it. To un-deploy the unit, select the deployed unit, then left-click it again.



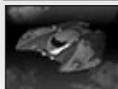
**Harpy**

Excellent against infantry and lightly armored vehicles, the Harpy is the newest generation of combat helicopters. Like all flying units, the Harpy must return to a helipad in order to reload its weapons.



**Mobile Repair Vehicle**

This robotic vehicle is capable of repairing damaged vehicles on the battlefield with its extendible arm that houses all of the necessary tools. Placing this unit in guard mode enables it to automatically repair any vehicles in its immediate vicinity.



**Banshee**

The next generation of fighting aircraft, code-named the Banshee, is capable of decimating any unit or structure with its twin plasma cannons.



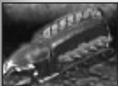
The foundation of any base starts with the MCV. Able to deploy itself into a fully functioning construction yard, the MCV is a highly prized piece of equipment.

#### Mobile Construction Vehicle



Capable of burrowing through all but the hardest of substances, the Devil's Tongue can unleash deadly jets of flame on unsuspecting targets with impunity. The flame is especially effective against infantry and structures although prolonged exposure to its blasts can even melt steel.

#### Devil's Tongue Flame Tank



The Nod's mobile command center where Commander Slavik and his crew travel between battles. Capable of burrowing underground, the Montauk typically remains safely away from the battlefield so as not to endanger the command crew. However, certain conditions can cause the Montauk to enter the battlefield. If this should happen, it is imperative that the Montauk be protected at all costs.

#### Montauk



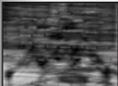
Although slow and costly to produce, this unit sets up a mobile staging ground anywhere the battle lines move.

#### Fist of Nod (Firestorm only)



The MSG is Nod's mobile version of their stealth generator. The MSG must be fully deployed in order to function (movement interferes with the stealth fields when used on such a large scale). This unit also has a much smaller area of effect than its immobile equivalent.

#### Mobile Stealth Generator (Firestorm only)



A cyborg torso attached to an all-terrain walker base, this is equipped with dual cluster-missile cannons and an anti-personnel net launcher.

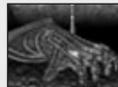
#### Reaper (Firestorm only)

## NOD STRUCTURES



These supply power to all structures in a base. Without enough power, structures don't function at all or function in a reduced capacity.

#### Nod Power Plant



This is where Nod infantry units are trained, and it's a prerequisite to building base defenses.

#### Hand of Nod



The Stealth Generator can cloak all units and structures in a large area. The base remains cloaked until the Stealth Generator is turned off, the base becomes underpowered, or the stealth generator is destroyed. Base defenses and units under the effect uncloak only when firing or leaving the area of effect. Units exiting from a War Factory or Hand of Nod and Harvesters exiting a Refinery are visible briefly before the Stealth Generator cloaks them.

#### Stealth Generator



Allows commanders to view the battlefield and the relative locations of all units. In order for the radar view to remain active, the Radar Installation must be constantly powered.

#### Nod Radar



Generates twice as much power as a regular Power Plant.

#### Advanced Power Plant



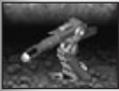
Allows for the construction of vehicles. Certain advanced vehicles require additional structures before they can be built by a Weapons Factory.

#### Nod War Factory



Serves as the drop-off point for the Weed Eater unit. This structure refines and concentrates harvested Tiberium veins for use in the Chemical Missile. Once enough has been collected, it is automatically loaded into a Chemical Missile, provided a Missile Silo is available. The Waste Facility comes with a Weed Eater unit.

#### Tiberium Waste Facility



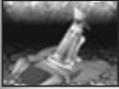
**Laser**

The Nod's main base defense fires a focused laser beam at enemy units, and generates its own power so that it can remain operational during low power conditions.



**SAM Site**

The primary defense against enemy aircraft, it can only be used against flying units.



**Obelisk of Light**

A frighteningly powerful weapon whose power output has been increased to create a devastating laser bolt.



**Nod Tech Center**

This is where Nod conducts its high-tech weapons research, and is required prior to the construction of certain high-tech units and structures.



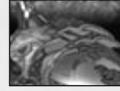
**Nod Helipad**

Required for the construction and re-arming of the Banshee and Harpy aircraft.



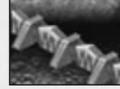
**Missile Silo**

Allows Nod to launch long-range weapons at an enemy, specifically a Multi- Missile or Chemical Missile.



**Temple of Nod**

Construction of the temple enables the Hunter-Seeker droid, and allows the recruitment of the Cyborg Commando and the Mutant Hijacker. Because of the resources required to produce these special soldiers, only one of each may be in your army at any one time.



**Nod Walls**

This basic base defense structure is effective at stopping both infantry and vehicles. Certain units can fire over Nod walls.



**Laser Fencing**

Consists of emitter posts that project a continuous laser beam between them, effectively stopping vehicles and infantry. Because they can be placed up to four cells from one another, a defensive perimeter can be constructed quickly. However, Laser Fencing requires significant external power to remain online.



**Nod Automatic Gates**

Prevents enemy units and Tiberium growth from entering a base. The gate automatically opens to allow friendly units to pass but doesn't open for enemy units.