

INCLUDES

17

GAMES

# COMMAND & CONQUER

THE  
ULTIMATE COLLECTION

COMMAND & CONQUER™ 4 TIBERIAN TWILIGHT



# CONTENTS

COMPLETE CONTROLS .....	1
PEACE THROUGH POWER .....	3
FACTIONS .....	3
CAST OF CHARACTERS .....	4
PLAYING THE GAME .....	5
THE TECHNOLOGY OF PEACE .....	6
COMMANDING YOUR FORCES .....	9
SKIRMISH .....	11
ACHIEVEMENTS .....	12
COUNTER SYSTEM .....	12
UNITS .....	12
UNIT UPGRADES .....	24
SUPPORT POWERS .....	32

## COMPLETE CONTROLS

On the battlefield, there's slim margin for error. Learn the following commands until they are second nature, and use them to instantly deploy and direct your forces as necessary.

### INTERFACE

Show all health bars	CTRL + ~
Heads up display	END
Beacon create	B + left-click
Open pause screen	ESC
Show player names	CTRL + INSERT
Rapid scroll	Right-click (hold)
Cycle engineers	N
Set bookmark 1	CTRL + Q
Set bookmark 2	CTRL + W
Set bookmark 3	CTRL + E
View bookmark 1	SHIFT + Q
View bookmark 2	SHIFT + W
View bookmark 3	SHIFT + E
Camera reset	5 (num pad)
Camera scroll left	Left arrow
Camera scroll right	Right arrow
Camera scroll up	Up arrow
Camera scroll down	Down arrow
Rotate camera left	4 (num pad)
Rotate camera right	6 (num pad)
Zoom camera in	8 (num pad)
Zoom camera out	2 (num pad)
Player list	O
View last EVA event	SPACEBAR

## SELECTION COMMANDS

Select a unit	Left-click
Add a unit to selection	SHIFT + left-click
Select a group	Left-click (hold and drag)
Select all combat units (non-guarding)	Q
Select all units (including guarding)	Q (twice)
Select matching units on screen	W
Select all matching units	W (twice)
Select all non-combat units (non-guarding)	E
Select all non-combat units (including guarding)	E (twice)
Select crawler	R
Center on crawler	R (twice)
Next sub group	TAB
Previous sub group	SHIFT + TAB
Units tab	T
Upgrades tab	Y
Structures/Powers tab	U
Unit Commands tab	I
Build/Upgrade/Power Buttons	F1-F10

## UNIT COMMANDS

Attack move	A + right-click
Stop	S
Reverse move	D + right-click
Scatter units	F
Guard	G + left-click
Hold fire stance	H
Hold ground stance	J
Aggressive stance	K
Waypoint mode	ALT + next action
Use first unit ability	Z
Use second unit ability	X
Use third unit ability	C
Decommission your selected unit	DELETE
Redeploy Crawler	/
Formation Move	Click and hold both mouse buttons

## CONTROL GROUPS

Make a control group	CTRL + 0-9
Select a control group	0-9
View a control group	ALT + 0-9
Select default group	~
View default group	ALT + ~

## CHAT

Open chat	ENTER
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# PEACE THROUGH POWER

Tiberium. The key to limitless wealth and power. The first shards fell to Earth in 1995, and many believed it would change humanity forever. It did.

The Tiberium Wars nearly reduced civilization to ashes. Behind every atrocity stood one man: Kane, the self-proclaimed messiah of the fanatical Brotherhood of Nod. His ambition to control Tiberium was only checked by the Global Defense Initiative (GDI), a military organization sworn to uphold the ideals of freedom, peace, and security. But Tiberium was a trap. It rapidly spread across the world, more virulent and deadly than any plague. By 2062, GDI scientists estimated that Earth would be uninhabitable in less than a decade. Then Kane resurfaced ... and offered a truce.

Fifteen years later, the GDI/Nod alliance remains intact. Their joint project, the Tiberium Control Network (TCN), halted the slide towards extinction and now safely harnesses the toxic mineral to help rebuild Earth's devastated ecosystem. As the TCN nears completion, humanity appears to be on the brink of a new Golden Age.

But many on both sides eagerly wait for the day when Kane betrays the GDI. And some aren't waiting anymore.

## FACTIONS

### GLOBAL DEFENSE INITIATIVE



Originally the military arm of the United Nations, the Global Defense Initiative rose to prominence as an answer to Nod's increasingly aggressive stance at the end of the 20th Century. Later, their focus widened to include stopping the spread of Tiberium. While GDI is resourceful and dependable under even the worst circumstances, they've been far more successful at the former task than the latter. For over six decades, GDI held the line against Nod's vicious attacks, and even confirmed Kane as KIA on at least two occasions. Tiberium, on the other hand, has proved far more difficult to eradicate. That is, until a very-much-alive Kane presented them with a solution.

### THE BROTHERHOOD OF NOD



Rumored to be an ancient and powerful cult, the Brotherhood of Nod revolves entirely around the will of Kane and his quest to "elevate" humanity. Existing in the shadows for decades — perhaps millennia — the Brotherhood made itself known just as Tiberium arrived on Earth and quickly gained followers by luring the poor and disenfranchised around the world with promises of "ascension." Their tactics are a blend of fast-strike guerilla warfare and wide-scale terrorism, fueled by an eclectic mix of low-tech militias and high-tech fanatics. Kane's truce with their former enemy has left many of his worshipers confused and angry ... and open to new leadership.

### THE FORGOTTEN

Unfortunates warped by Tiberium poisoning, the Forgotten lack central governance and seem to be only loosely organized into tribal bands. They are, however, a persistent threat to the Tiberium Control Network and anyone who comes in contact with them. Although the majority of Forgotten distrust pure humans, their loyalty can be bought. As mercenaries, their services are invaluable in the more desolate areas of the world.

## CAST OF CHARACTERS

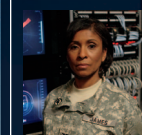
During the course of the campaign in *Command & Conquer™ 4 Tiberian Twilight*, you're guaranteed to encounter several elite and renegade members of GDI and Nod.



#### KANE

*Played by Joe Kucan*

Machiavellian, charismatic, sociopathic, possibly immortal ... remarkably little is known about the man who single-handedly brought Earth to the brink of annihilation. Kane's prophetic knowledge of Tiberium's existence, origins, and effects made the Brotherhood of Nod a world power almost overnight and millions flocked to his banner. Billions have paid for his ambition ever since. Kane's abrupt reversal to join with GDI forces may simply be an act of self preservation, but Kane's motives have never been simple. And he's been dead before.



#### COLONEL LOUISE JAMES

*Played by Iona Morris*

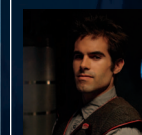
Louise James rose through GDI's ranks on the front lines, thinning out Nod's army one bullet at a time. Her father was a decorated hero of the First Tiberium War, and James wasted no time distinguishing herself in the Third. Unfortunately, when Kane drew the alien Scrin to Earth, her husband and son were among the first to die. Now forced to work with Kane, James is biding her time, waiting for any excuse to kill him for the *last* time.



#### EVELYN RIOS

*Played by Natacha Roi*

The elected leader of Idris, a mega-corporation effectively serving as the government, General Secretary Rios rode to power on a wave of optimism sweeping the globe. Idealism aside, Rios is a working-class girl who watched her father deteriorate for years as a result of Tiberium-related cancer. As leader of the last superpower left, she is a shrewd and assertive politician, determined to preserve her fragile new democracy at all costs.



#### GIDEON

*Played by Chris Wolfe*

Gideon grew up in the poisoned Middle America wasteland, and found his calling when a traveling preacher came to town, spreading the word of Kane. Since then, he's built up his own following through a gut-punching blend of evangelistic populism and radical Nod prophesy, even going so far as to denounce Kane as a fake. And with Kane absent from the stage, the word of Gideon is gaining traction with new and old followers alike.



#### GENERAL WESLEY RIGGS

*Played by Tim Dezarn*

Few people survive to General Riggs' age anymore. Fewer survive two Tiberium wars. That's made him a legend, but Riggs is tired of legends, tired of endless war. Instead, he renounced old grudges and brokered the truce between GDI and Nod, despite harsh political backlash. In his new role as peacemaker, Riggs works directly with Kane and often talks about GDI disarmament. But bad old habits still won't let him turn his back on Kane for long.



# PLAYING THE GAME

You've been entrusted with the security of the TCN, humanity's last hope for survival. Manage your resources wisely, create and upgrade your forces, and execute your mission objectives.

## DIFFICULTY LEVELS

- Easy** A light workout for novices.
- Normal** The standard mode for most players.
- Hard** Extra pain and hardship for players who want to be tested.
- Brutal** The enemy makes no mistakes, shows no fear, and has better resources.  
(Skirmish only)

## CAMPAIGN

You are an experienced GDI commander returning to active duty after sustaining horrific injuries, including the loss of your eyes, a year ago. An experimental optical implant has returned your sight and also lets you monitor the Tiberium Control Network from anywhere in the world. In effect, you are a part of the TCN. That makes you the perfect weapon to defend it against all threats from without or within.

## GAME SCREEN



## BATTLE WINDOW

You can't be everywhere at once. The battle window covers the one small corner of the overall map where your attention is currently focused.

Use the arrow keys or right-click and hold to quickly scroll the battle window to other parts of the map, and jump to any part of the map by left-clicking on the mini-map.

## THE FOG OF WAR

Each unit has a certain range of vision, so what you see in the battle window is the sum of all that your units see. Areas beyond this range are covered by a mist that hides enemy units and structures, revealing only terrain and civilian buildings. The fog of war is only removed when your units enter or return to that area, though some units and support powers extend your visual range.

## MINI-MAP

The mini-map gives you an overall view on the battlefield. It reveals the position of important structures and shows you enemy troop movements before you spot them in the battle window, but don't trust it entirely. Some enemies have stealth capabilities. GDI units always show up as blue and Nod units always show up as red. Your units are always green.



## MISSION OBJECTIVES (CAMPAIGN ONLY)

Your mission objectives are displayed in the upper left corner of the screen. You must complete all of your primary objectives in order to complete a mission. Keep in mind your objectives may change during the course of battle.

## SAVING AND LOADING

*Command & Conquer 4: Tiberian Twilight* uses an autosave feature to automatically save game progress and settings, overwriting saved games without confirmation. Save single-player games manually.

To load a previously saved game or skirmish, press **ESC** and select **LOAD** from the main menu. Then select the saved game you wish to continue.

## THE TECHNOLOGY OF PEACE

Success on the battlefield means choosing the right units to field, upgrading them to increase their effectiveness, and taking advantage of the spoils of war.



### THE TIBERIUM CONTROL NETWORK

Using ancient data contained in the Tacitus, Kane devised a way to control the spread of Tiberium and harness it safely ... but he needed GDI resources to make it happen. Years later, the Tiberium Control Network is online and nearing completion, operating through highly sophisticated TCN nodes. These nodes have become points of contention for anyone interested in acquiring the kind of wealth and power that only Tiberium brings.

## CLASSES

Choose one of three distinct classes at the start of every mission, depending on what tactics you plan to use in combat. The class you choose determines which Units and special abilities are available to you.

- Offense** Bring overwhelming force to bear by fielding gun-heavy walkers and fearsome tanks.
- Defense** Dig in and let the enemy walk into your trap while you prepare your superweapon.
- Support** Establish total air superiority, then change the tide of battle with Support Powers.



## CRAWLERS



The Mobile Construction Vehicle Mark VII, or Crawler, is your all-in-one mobile base, responsible for all unit production and upgrade research. Unlike previous MCVs, Crawlers build units while still on the move. Select your Crawler from anywhere on the map by pressing **R**.

- Order the Crawler to unpack instantly by pressing **Z**, or have it automatically unpack once it reaches the set destination by pressing **X**. Once unpacked, any pre-built units immediately deploy.

Choose to decommission your Crawler at any time (select it, then press **DELETE**) and redeploy a new Crawler from a different class. All existing units and upgrade Tiers from the old class remain active.

## SPAWN POINTS



If your Crawler is decommissioned or destroyed in action, you must re-deploy at a spawn point. Your starting location is the basic spawn point, though you can capture Uplink Towers scattered around the map for additional spawn points and get back into the action faster. Spawn points are also vital to Tiberium harvesting, so it's a wise move to capture a few towers.

## BUILDING UNITS

Units are produced via the Unit UI tab. If a unit's icon appears grayed out, it means your Crawler isn't sufficiency upgraded. When a purchased unit is ready, it exits the Crawler (if unpacked) and reports for duty.

- To start a production queue, click the icon of the units you wish to build; to order more of the same unit, click its icon repeatedly or hold down **SHIFT** and click. A number appears on the icon telling you how many units you have ordered. To cancel units, right-click on their icon.

Each unit costs Command Points to build (listed on its tooltip). The total number of units you build is entirely determined by your available Command Points.

**ONE VISION, ONE PURPOSE:** Units build slightly faster in spawn zones. When deploying your Crawler, it pays to hang back in your starting area, or make straight for a captured Uplink Tower.

## COMMAND POINTS (CP)

Commanders are issued a Command Point budget for every mission. CP is used as you build units and refunded as units are destroyed in battle or decommissioned (select the unit and press **DELETE**). Total remaining CP is displayed at the top of the build window. Your CP cap varies depending on the mission or number of players.

**ONE VISION, ONE PURPOSE:** Be careful when decommissioning units! If they are destroyed by the enemy while decommissioning, they earn twice the Victory Points.

## STRUCTURES

Unique to the Defense class, structures are good for fortifying a position. Go to the structures tab on the build window to add structures to the build queue.

Like units, you build structures while your Crawler is in transit; unlike units, your Crawler's hold only contains one structure at a time. You must unpack the Crawler to place a structure.

**ONE VISION, ONE PURPOSE:** All structures are powered remotely by your Crawler. If it's destroyed or scuttled, all your structures go offline until a new Defense Crawler spawns. The remaining power level is displayed at the top of the build window.

## UPGRADING TECHNOLOGY

Smart commanders keep their army better equipped than the opposition. That means upgrading your units and Crawler in good order. Your Crawler's Tier upgrades unlock more advanced units and enhance your Crawler with weapons. Once purchased, some upgrades continue to apply even if you change classes.

There are three tech tiers to upgrade through. Most unlock unit special abilities and/or increase combat effectiveness.

- To upgrade your units, go to the Upgrades tab in the build window and left-click any available upgrade to purchase it with Upgrade Points.

Upgrade Points are earned by harvesting Tiberium. New units, upgrades, structures and powers are unlocked by earning Experience Points.

## TIBERIUM



Tiberium crystals periodically appear on Idris landing pads. Send any unit to collect it, but carrying Tiberium reduces a unit's speed and armor and takes all its special abilities offline, although it still fires.

Green Tiberium grants 1 Upgrade Point, Blue Tiberium grants 2 Upgrade Points. Red Tiberium appears in the Campaign only and automatically grants 5 Upgrade Points once collected (it doesn't have to be transported to a deploy zone).

- Right-click the Tiberium with any unit selected to grab the Tiberium. To harvest collected Tiberium and turn it into Upgrade Points, take it back to any spawn point under your control.
- Alternatively, turn your Tiberium runner into a mobile bomb. Simply drive it into a mass of enemies and press **X** to detonate it, dealing massive area damage. If the unit is destroyed prior to detonation, the Tiberium is dropped and open to collection by any active unit. You can also manually drop the Tiberium by pressing **Z**.
- Tiberium Cores are left behind when units are destroyed and are collectible for special unit bonuses (see *Unit Veterancy*).

## EXPERIENCE POINTS

Nearly everything you do—killing enemy units, capturing TCN nodes, harvesting Tiberium, unlocking achievements—earns Experience Points (XP). Earn enough XP to level up and unlock new units, upgrades, structures, and powers.

Your GDI and Nod forces each keep their own separate Experience Point tallies and levels. Favoring one might leave the other dangerously under-powered.

When you level up, go to your Arsenal to see what's been unlocked.

**ONE VISION, ONE PURPOSE:** Experience Points are persistent across all game modes. Earn XP in one mode, and it counts towards leveling your faction up in every mode. If you hit a roadblock in single player, play a few Skirmishes to level up, then head back into the Campaign with bigger and better troops.

## THE ARSENAL



Read up on all locked and unlocked units and upgrades by accessing your Crawler's arsenal. Just select **PROFILE** and select **ARSENAL**.

Select **GDI** or **NOD**, then the class you want to research. Locked items are grayed out, but select their file to learn everything you want to know, including how to unlock them.



## REPAIRS

If a damaged unit is close to your unpacked Crawler, move it inside the circle of wrenches to repair it. If not, some units specialize in repairing friendly forces in addition to (or in place of) offensive capabilities, while others automatically repair all allies in its immediate vicinity as a passive ability.

- To order a unit to repair an ally, select it and then right-click the ally in need of repairs.
- Assign a repair unit, such as an Engineer, to guard an ally by selecting the repair unit, pressing **G**, and left-clicking the unit to be guarded. Guardians automatically follow their charge, repairing it and other nearby allies as necessary.

## SUPPORT POWERS

A specialization of the Support class, Support Powers are special abilities that unlock as you earn Experience Points. Support Powers are offensive or defensive (or both), but they always give you a huge strategic advantage.

Support Powers are earned by gaining Support Points. While you gain points slowly over time, fulfilling your support role (repairing and buffing allies, debuffing/damaging enemies) speeds up the rate of gain. As you earn points, the Support Power icons light up as they become available for use. When a Support Power is activated, the point cost is deducted from your Support Points total.

**ONE VISION, ONE PURPOSE:** Support Powers and Points are tied to your Crawler. If your Crawler is destroyed, all Support Points are lost.

- To use a Power, go to the Support Powers tab in the unit pane and select its icon, then left-click on the target area to deploy it. Powers are usable anywhere on the map, regardless of where your Crawler is.

## COMMANDING YOUR FORCES

Successful commanders read a battlefield instantly, then issue orders to their armies with speed and clarity. Legendary commanders read the flow of battle as it happens, and shift tactics in an instant to overcome all opposition.

## BASIC MOVEMENT CONTROLS

- Movement** Select the unit(s) you want to move. Then scroll your cursor in the Battle Window to where you want them to go and right-click it.
- Attack** Select your unit(s), then place your cursor over the enemy unit you want to attack. You'll see the cursor change to a target icon. Right-click the target.
- Attack Move** Select your unit(s), then place your cursor over the area you want them to go to. Press **A** and right-click. Your units move to the location and engage anyone along the way.
- Rally Points** Set a rally point for all newly produced units, select your unpacked Crawler, then right-click the location on the battlefield where you want the units to rally.

## UNIT ABILITIES

Many troops and vehicles under your command have a primary ability, and some have secondary or even tertiary abilities. Some units combine their abilities to spectacular effect.

- Every unit's primary, secondary, and tertiary abilities are hotkeyed to **Z**, **X**, and **C**, respectively.
- Most abilities must be manually ordered, and often have cool-down times between uses. A few abilities are passive and are always active.

**ONE VISION, ONE PURPOSE:** Cross two flame weapons (or train a flame weapon on an existing fire) to create a deadly firestorm.

## STEALTH

Some units have stealth capabilities that render them invisible to enemy units and radar until they open fire. Most automatically enter stealth mode whenever possible, without waiting for instructions.

Other units specialize in detecting stealthed or burrowed units. Any hidden enemies are revealed once inside the unit's detection radius.

## BURROWING

Certain units burrow underground, increasing their armor at the cost of movement speed. A burrowed unit is invisible to the enemy unless detected, and un-burrow under valid terrain at any time. Burrowing is generally a secondary ability, activated by pressing **X**. Burrowed units generally climb up cliffs.

## CLIFF JUMPING

Units equipped with hover units or jump jets move up and down cliffs. Simply input a normal move command and any unit with cliff jumping abilities automatically traverse the obstacle.

## UNIT VETERANCY

As your units destroy enemy units and structures they gain experience. When a unit accumulates enough experience, it gets promoted to a new veterancy level. A special icon in the Battle Window denotes veteran units. Veteran units have improved performance capabilities.

- |                |   |
|----------------|---|
| <b>Veteran</b> | More resistant to enemy fire than standard units.   |
| <b>Elite</b>   | More resistant to enemy fire than Veteran units.  |
| <b>Heroic</b>  | Inflicts more damage and are even more resistant to enemy fire and automatically heal themselves. |

## TIBERIUM CORES

Tiberium Cores are left behind when units are destroyed. Collect a Tiberium Core by moving over it with any unit. Collecting a green Tiberium core grants one Veterancy rank. Blue Tiberium cores can only be seen by Offense units, and grant a special weapon upgrade to the unit that collects it.

## STANCES

Setting your units' stance determines their rules of engagement. To change stances, select the unit or group and select the stance you want from the Unit Commands tab, or press the appropriate hotkey.

- Aggressive** Units approach, attack, and pursue any enemy units or structures that enter their line of sight.
- Hold Ground** Units remain stationary, but fire on any enemies that come within range. Useful for defensive strategies or artillery units.
- Hold Fire** Units in this stance do not return fire or pursue enemy forces. Useful for stealthed units.
- Default** Units approach and attack any enemy that enters their line of sight, but do not pursue.

## CAPTURING STRUCTURES



Certain structures, like TCN Nodes and Uplink Towers, must be captured in order to take advantage of their resources, or as part of your mission objectives.

- To capture a neutral structure, simply have your units approach it to begin capturing it. The capture bar appears and the yellow indicator moves towards the capturing faction (blue for GDI, red for Nod). When the indicator reaches a color, the structure is captured. If enemy units are nearby, whoever has a higher number of Command Points (by unit) in the area begins the capture.
- Once a structure is captured, it's covered in armored plating to denote its new allegiance. A rival faction takes this structure by having more Command Points in the area until the capture bar indicator returns to a neutral white, or by attacking the structure directly to revert it to neutral.

**ONE VISION, ONE PURPOSE:** Only ground units capture a structure, but any unit attacks a captured structure and destroys its plating, returning it to a neutral stance. Defense buildings cannot capture structures.

## CONTROL GROUPS

Once you've amassed an army, it's a good idea to organize your units into control groups to better deploy the right troops for the right task.

- To create a control group, select the units you want in the group, then press **CTRL** and any numeral from **0-9**. That becomes the group's hotkey.

Select any group instantly by pressing its hotkey, or view them by pressing **ALT** + their hotkey.



## FORMATION MOVE

Arrange your troops to best handle any challenge they face by putting them in formation. Choose the formation you want before ordering them to move out. Formations move at the speed of the slowest unit.

- To use formation move, click and hold both the left and right mouse buttons, then drag across your units to change their layout. Your troops now automatically move to the selected destination and line up in the previewed formation.

**ONE VISION, ONE PURPOSE:** Try using formations in combination with the Hold Ground stance to form a defensive line. Combine a movement order with the formation preview.

## ATTACK MOVE

When ordered to attack-move, selected units stop to attack any opposing units or base defenses on the way to their assigned destination. This is an effective way to meet an opposing force or storm an enemy base.

- To order an attack move, select your units, press **A**, and right-click the area or structure you want them to move to.

## REVERSE MOVE

Sometimes a strategic withdrawal is called for. A reverse move orders your units to fall back while laying down fire, covering their retreat.

- To order a reverse move, select your units, press **D**, and right-click the area or structure you want them to move to.

**ONE VISION, ONE PURPOSE:** The armor on all your units is concentrated on their forward-facing side. They take extra damage if hit from the side, and are especially vulnerable to attacks from behind.

## FORCE FIRE

Direct your units to bombard any part of the map by issuing a force fire order, regardless of whether or not any enemy units are present. Use force fire to lay down suppressing fire or destroy Tiberium before the enemy collects it.

Most units can only force fire on neutral structures; artillery units force fire on any unoccupied area on the map. You cannot force fire on allied units.

- To order a force fire, press and hold **CTRL**, then right-click the location you want to attack.

## GARRISONING INFANTRY

Many civilian structures and some faction structures and vehicles double as cover and fortified positions for your infantry. Garrisoning units protects them and grants bonuses to their attack range. Enemies attacking garrisoned forces need to destroy the garrisoned building first, at which time any garrisoned forces automatically exit.

- To garrison a structure, select the desired infantry units, then right-click a friendly or neutral building. Not all infantry units can be garrisoned.

## GUARDING ALLIES

Order any unit(s) to guard an ally or friendly structure with their life. A Guardian follows their charge and acts in accordance with their abilities; defensive and support Guardians repair their charge and nearby allies, offensive Guardians attack any enemy who comes close.

- To issue a Guard order, first select the Guardian unit, then press **G** and left-click their charge.

Guardian units are not selected when you press **Q** to select all, but are added if you press **Q** twice.

## SKIRMISH

Skirmishes are single-player battles that pit you and A.I. allies against up to five A.I. commanders eager to take you out. Anticipate their attacks, exploit their weaknesses, and capture the TCN Nodes to claim victory.

## ACHIEVEMENTS

Each faction and class has a list of achievements that are unlockable. Every achievement awards Experience Points appropriate to the difficulty of the achievement. For a complete list of achievements and how to get them, select **SERVICE RECORD** and select **ACHIEVEMENTS**.

## COUNTER SYSTEM

Every unit is vulnerable to something. Deploy your troops to take advantage of your enemy's weaknesses, and divert them away from superior forces.

	LIGHT	MEDIUM GROUND	MEDIUM AIR	HEAVY	REINFORCED	CRAWLER
GUN	Good	Neutral	Neutral	Poor	Poor	Poor
CANNON	Neutral	Good	Can't Hit	Neutral	Poor	Poor
ROCKET	Neutral	Neutral	Good	Neutral	Poor	Poor
LASER	Poor	Neutral	Neutral	Good	Poor	Good
BLAST	Neutral	Neutral	Neutral	Neutral	Good	Poor

## UNITS

You have a wide array of forces at your command, each with their own unique function and special abilities, and nearly all upgradable. The key to victory is knowing when, where, and—most importantly—how to deploy them. Mouse over any unit's icon to open its tooltip and read up on its abilities, upgrade effects, and armor types.

**ONE VISION, ONE PURPOSE:** Many GDI hover vehicles and infantry can cliff jump for better maneuverability. Likewise, several Nod units can burrow underground to move around the map unseen.



### ENGINEER

A fast non-combat unit in light power armor, Engineers excel at capturing Tiberium crystals, taking control of husks, and keeping friendly units in good repair.

## GDI OFFENSE



### TALON

A fast-attack rocket platform, the Talon is a light, nimble hovercraft with a surprisingly effective surface and anti-air sting.



### WOLF

Its twin gatling guns have an obvious spool-up time, but the Wolf is still the last thing enemy infantry want to see rolling at them.





### HUNTER

GDI's workhorse battle tank, the Hunter's railgun packs a serious punch. But its ability to vet up faster than comparable units is what really makes the Hunter a keeper.



### TITAN MK. II

The all-terrain Titan Mk. II is only a medium-class walker, but its long-range laser cannon can slice up heavy enemies long before they see it coming.



### BULLDOG

Somebody stuck a heavy-duty, full-auto shotgun on a jeep and dubbed it the Bulldog. And like its namesake, it ain't pretty, but it does get the job done.



### STRIKER

A superlight walker, the Striker can literally run circles around enemy units, tagging them with its laser.



### SHOCKWAVE

Built to handle siege duties, the Shockwave fires sonic shells for timed area damage. Adding a second shell before the first detonates creates a truly devastating resonance effect.



### SANDSTORM

Despite the name, the Sandstorm's specialty is knocking birds out of the sky with a high-yield missile or a volley of smaller missiles — perfect for massed aircraft.



### COMMANDO

Commandos are infantry in power armor, jump-jetting into combat and laying down a one-two punch of railgun bullets and shoulder-mounted rockets; upgrades add structure-destroying C4 explosives. Commandos grant maximum veterancy when garrisoned, and never miss. Only one Commando is allowed per player.



### MAMMOTH TANK

The unstoppable force and immovable object in one package. The Mammoth Tank can erase attackers with twin heavy cannons and rocket fire. A "taunt laser" also forces targets to attack the Mammoth over other units ... something no sane soldier would do.



### REFRACTOR

The Refractor looks purely defensive, with a huge front-mounted shield that reflects enemy weapons. But then the mirror opens to reveal a Skybeam laser cannon, and that's the last thing the opposition sees.



### MASTODON

Mastodons are heavy walkers that unleash devastating blast attacks, then tidy up any survivors with rocket volleys. Upgrades add depth charges that damage everything in its proximity. Simply put, the Mastodon makes the enemy extinct.

## DEFENSE



### DOZER

The Dozer's primary function is to construct outposts, plant minefields and repair structures.



### SPARTAN

Essentially a gun on treads, the Spartan's armor makes it a perfect meat shield while providing ranged support. Once "destroyed," it becomes a full-health, repairable turret.



### ZONE LANCER

Zone Lancers are powerful laser units that can deploy into a stationary platform, sacrificing mobility in favor of increased range and heavier armor.



### ZONE TROOPER

Mobile infantry at its finest, the Zone Trooper uses their power armor's hover jets and sprints to keep moving, and an arm-mounted cannon to stop tanks dead. Upgrades allow cliff jumping.



### ZONE ENFORCER

Zone Enforcers are frontline soldiers, tasked with killing enemy infantry and light vehicles. A simple belt-fed auto-rifle takes care of business, a quick sprint keeps targets in range, and anti-structure grenades clear the path. Upgrades allow cliff jumping.





### ZONE DEFENDER

Enemy air is routinely savaged by a single woman with two huge rocket launchers on her shoulders. Zone Defenders don't do much else, but they do keep GDI's skies clean. Upgrades allow cliff jumping.



### ZONE RAIDER

The Zone Raider is a one-woman army, trained to take out structures with a short-range cutting laser and plant bombs with amazing speed and deadly precision. Upgrades allow cliff jumping.



### ARMADILLO

An armed and armored troop transport, the Armadillo takes up to three troops into battle.



### ZONE CAPTAIN

Zone Captains hunt big game, calling down an ion strike from one of GDI's orbital weapons platforms to wipe out massed ground units and entire structures.



### RHINO

A defensive tank, the Rhino is a solid block of armor on the move. Once deployed, it becomes stationary sonic artillery that also automatically unburrows nearby enemies.



### JUGGERNAUT

The Juggernaut is a long-range mortar launcher, perfect for dropping artillery shells or sticky-bombs right in the middle of enemy forces.



### OUTPOST

Putting a GDI presence in distant areas, the Outpost provides a decent build radius, stealth detection, and multiple supportive upgrades to friendly units.



### BUNKER

A heavy cover structure for GDI infantry, the Bunker is a good place to garrison up to three troops. Upgrading adds a chaingun defense system and reinforces its armor.



### GUARDIAN CANNON

Guardian Cannons are static anti-tank platforms that defend GDI territory. Upgrades add sonic shells that slow the target down ... assuming it survives the initial blast.



### MISSILE TURRET

On its own, a GDI Missile Turret is a steady anti-air/ground weapon, but multiple turrets can be linked together for coordinated attacks on any enemy. Upgrading reinforces its armor.



### TUNNEL

An instant-transport network, a Tunnel system allows Commanders to get their forces from Point A to Point B at a moment's notice. Upgrading adds shields and ups capacity to include heavy units.



### FALCON MLRS

The Falcon is a rocket bombardment engine. Effective enough on its own, multiple Falcons can be system-linked to completely level any target.



### FOCUS BEAM

Focus Beams fire a continuous heat-based laser, cooking enemies from the inside-out. Most effective on heavy armor.



### SKYSTRIKE ARTILLERY

When GDI wants to send a message, the Skystrike delivers it with Earth-shattering authority. Its extremely long range requires spotters to peel back the Fog of War to maximize its effectiveness.



### CRYSTAL SHIELD

The Crystal Shield is a GDI shield capable of withstanding prolonged heavy attack ... excellent for protecting key areas from harm. In an emergency, it can also stasis all units inside the shield, making them invulnerable, but unable to act.



### ION CANNON

GDI's orbital weapons platform, capable of re-drawing the map in a single, devastating ion strike. Firing the Ion Cannon before it's fully powered up reduces the damage appropriately.



## SUPPORT



### ORCA

The Orca isn't much use in the water, but can dish out a ton of air-to-air and air-to-ground punishment, courtesy of its twin rocket launcher pods.



### SHEPPARD

Sheppards are tough little support tanks, packing decent offensive capability and, more importantly, giving a dodge bonus to nearby friendlies. It's not bad at dodging, either.



### HURRICANE

A medium-class gunship with a big surprise, the Hurricane's gatling guns auto-launch sensor pods, depleting enemy armor and providing a stealth-detecting scouting view over them.



### SPANNER

Every fast attack force needs a Spanner or three backing them up with targeted repair beams and weapon dampeners for enemy resistance.



### PALADIN

Equally adept at attack and defense, the Paladin can laser heavies with ease or, if its primary weapon is disabled, automatically target and destroy enemy rocket fire.



### HAMMERHEAD

The Hammerhead is an imposing heavy gunship that buffs nearby friendlies with a rate-of-fire increase. Then it berserks its gatlings and rocket fire for a high damage/low accuracy trade-off.



### CONDUCTOR

Having a Conductor in your force is like having a master engineer repairing all units around it, armed with an EMP grenade launcher and capable of stopping enemy units in their tracks.



### FIREHAWK

Firehawks are fast movers, swooping in to carpet-bomb ground-based targets, or strafe aerial targets with missile barrages. Reloads take a while, but the results are worth the wait.



### KODIAK

GDI's gun-heavy monster, the Kodiak packs three under-mounted blast cannons for trouble on the ground and three top-mounted gatling turrets for air incursions.



### THUNDERHEAD

The biggest mobile laser cannon in GDI's arsenal, Thunderheads switch between ground and aerial modes, and can only fire on targets — after a long heat-up — at their own altitude.



### ARCHANGEL

Archangel is GDI's capital support ship, able to mitigate incoming enemy fire with four repair beams, sabotage enemy weapons, and boost the impact of friendly weapons in range of its influence.

## THE BROTHERHOOD OF NOD OFFENSE



### RAIDER

Raiders don't appear to be much more than a fast set of wheels with a machine-gunner perched on top.



### MANTIS

Amazingly versatile for a small package, the Mantis employs dual missile packs for use against aircraft, but collecting a blue Tiberium Core adds a rear-mounted ballistic missile for more spectacular ground attacks.



### AVENGER

The Avenger serves as Nod's primary tank, first pounding heretics with its main cannon, then scattering mines upon its destruction.



### SCORPION

At range, the Scorpion's Obelisk tail laser burns Nod's enemies. Up close, grasping claws immobilize its victim, making it a sitting duck for the laser's sting.





### ATTACK BIKE

A hit-and-run motorcycle with dual rocket packs, Attack Bikes make excellent swarm aggressors: cheap, plentiful, and expendable.



### SPIDER TANK

The superlight Spider Tank's laser is weak on its own, but once system-linked to other Spiders, they can create a veritable web of death to catch more powerful enemies.



### FLAME TANK

The Flame Tank has but one purpose: to purify nonbelievers. Even in death, the tank rains fire on its enemies by detonating its fuel reserves in spectacular fashion.



### STEALTH TANK

Sleek and hard to hit, Stealth Tanks escape radar detection to sneak up on enemy units and unleash high-burst damage from rapid-fire rocket packs.



### CYBORG COMMANDO

The next evolution in Nod cyborg technology, Cyborg Commandos fearlessly laser their enemies until they are damaged, then cybernetically hijack any vehicle they come in contact with.



### AVATAR

Heavy combat walkers, Avatars are ferocious adversaries with three mounted cannons. As they take damage, cannons are clipped off and speed increases, but upgrades enable full regeneration.



### SPECTRE

Stealthy fast-attack artillery, the Spectre's blast weaponry is crippling at long range. Adding a Tiberium catalyst to its shells creates a devastation area effect as well.



### WIDOW

A fearsome heavy tank on its own, the Widow can dock up to four Spider tanks (expandable to six with a blue Tiberium Core) as well, drawing their power to exponentially increase its laser's potency.

## DEFENSE



### SLAVE

Slaves build outposts and mine surrounding approaches, then eagerly work to repair damaged structures.



### CENTURION

Faithful followers in power armor, Centurions are equipped with an arm cannon and a deflector shield that deploys when stationary, protecting them from harm.



### REAPER

A mainstay of Nod's arsenal, the Reaper is a spider-walking cyborg with a laser, able to slowly auto-heal damage.



### ENLIGHTENED

Blessed infantry of Nod, the Enlightened wield arm-cannons and, once on the brink of death, make a suicide run at the nearest enemy.



### DEVOUT

Vision and purpose personified, the Devout take the word of Kane to the battlefield with their gatling gun. Upgrades add a second gatling gun to the cause.



### ASCENDED

The Ascended blaze a trail in the sky, destroying heretic aircraft with their shoulder mounted rockets.



### BLACK HAND

Chosen men singled out for their skill and fervor, the Black Hand are among Nod's most relentless killers. Their weapons of choice are flame guns and Holy Water bombs.



### RECKONER

The Reckoner transports up to three faithful warriors into combat, but they cannot fire while moving, and if an upgraded Reckoner is destroyed while burrowed, all are lost.





### HIGH CONFESSOR

Tiberium courses through the veins of the High Confessors. Nod's holy men wield Tiberium lightning launchers that chain through multiple heretics, powerful enough to destroy even heavy tanks and structures.



### AFTERSHOCK

Once deployed, the Aftershock continuously cycles through two damaging area attacks: a geo-shockwave that also reduces dodge, and a Tiberium cloudburst that corrodes enemy units.



### UNDERMINER

A tank specializing in ambush, the Underminer launches a burrowing explosive spike into unbelievers who wander near.



### OUTPOST

Spreading the word of Kane in distant lands, Nod's Outpost allows for building construction and can be upgraded to cloak friendly units and structures.



### BUNKER

Nod's analog to the GDI Bunker is a place of reflection and quiet contemplation for two infantrymen. Also burrows when upgraded.



### VIPER TURRET

A humble, powerful fixed-position cannon for turning back unbelievers. Upgrades allow it to burrow, hiding it until it emerges to spring a glorious ambush.



### ROCKET POD

Rocket Pods fire bursts of missiles, delivering a bigger bang at the cost of a longer reload. Also burrows when upgraded.



### BURROW TUNNEL

An underground network, miraculously and instantly transporting loyal infantry and vehicles from one location to another. Upgrading adds a cloaking field and allows transport of heavy units.



### FLAME COLUMN

Designed to lob anti-air/ground firebombs into the heart of the enemy, Flame Columns can also upgrade to include close-range flamethrowers.



### OBELISK OF LIGHT

A towering 360-degree crystal laser weapon, most effective against heavy units. When the Obelisk of Light is upgraded, splash damage affects units close to the primary target.



### INCINERATOR

When fired, the Incinerator bombards an entire area with microwaves, building in intensity until nothing survives. It cannot be re-aimed in mid-cycle.



### DISRUPTION TOWER

The Disruption Tower is Nod's best defense, able to protect vital areas from incoming attacks. It also toggles to a cloaking device, veiling all from heretic eyes.



### TEMPLE OF NOD

Holiest of all cathedrals, the Temple of Nod is a place of pious worship housing a ballistic missile silo. Even those few who survive the Temple's first strike capabilities likely die of Tiberium corrosion.

## SUPPORT



### VENOM

A small, rocket-firing ship, Venoms work best in groups, using speed to harass and split enemy forces.



### COBRA

Cobras roam the skies, looking for ground-based unbelievers to strafe with their cannons. Upgraded Cobras add stealth to their repertoire.



### MARAUDER

More heavily armored than most vehicles its size, the Marauder's shotgun-like weapon fires corrosive Tiberium-infused shells.





### SCALPEL

This healing obelisk of life repairs ground and air units. Scalpels also cast purges to remove buffs/debuffs in the name of Kane.



### TYRANT

Tyrants are interceptor tanks, speeding ahead of the main force to hit heavies and ground units with its laser. Tyrants can also burrow and increase the rate of fire for all friendlies in the area.



### SALAMANDER

When Kane desires total air superiority, his followers launch the Salamander. Its four rocket batteries fire independently of each other, while flame units purify the ground below.



### HIJACKER

A Nod intelligence cyborg, Hijackers scramble enemy targeting systems and can even hijack enemy units with one swift hack.



### VERTIGO

The Vertigo is a flying wing bomber ... fast in, fast out, with nothing left standing in its wake. Upgrades turn it into a stealth bomber.



### LEVIATHAN

Nod's capital ship and command center. The Leviathan bestows an armor bonus to the faithful, while three anti-ground fireball launchers send heretics to their grave. Upgrades add aerial drones to its arsenal.



### BASILISK

True to its name, the Basilisk can freeze ground units with a stasis field, or finish off all comers with its laser array.



### MEDUSA

The true horror of the Medusa is its Flux Blaster, a continuous-fire weapon that tracks its targets wherever they run. But it also serves Nod with a massive EMP rocket and unit healing abilities.

## THE FORGOTTEN



### VISCEROID

Visceroids were once human, until Tiberium mutated them into these bloated, explosive creatures.



### IRONBACK

Built to be tough, not pretty, Ironbacks have a devastating ground-pound move that affects vehicles and infantry alike.



### SCRAPBUS

Essentially a decommissioned bus with mounted chainguns, Scrapbuses are raid vehicles equipped with a front scoop to clear mines.

## UNIT UPGRADES

Purchase unit upgrades with your Upgrade Points, increasing your units' effectiveness in the field.

## GDI UPGRADES



### TIER 2 TECH

Unlocks Tier 2 units and upgrades and adds Tier 2 MCV weapon.



### TIER 3 TECH

Unlocks Tier 3 units and upgrades and further improves the MCV.



### RANGE BOOST

Increases the weapon range and vision range of all Tier 1 units.



### SPEED BOOST

Increases the movement speed of all Tier 1 units.





### REFIRE BOOST

Decreases the reload or recharge time of all Tier 1 Gun and Laser units.



### ACCURACY BOOST

Increases chance to hit by 50% for Tier 1 Cannon and Rocket units. Rocket units no longer miss against moving targets. Cannon units no longer miss when moving.



### RESONANCE AMPLIFIER (OFFENSE)

Upgrades the Shockwave with a Resonance Amplifier, increasing its dodge, and allowing it to detect stealth in a small radius.



### MISSILE STORM (OFFENSE)

Gives the Sandstorm the Missile Storm ability, which allows it to shoot less accurate rockets with area damage. Also adds area damage to the Talon and Commando.



### DEMOLITIONS KIT (OFFENSE)

The Commando carries C4 charges that can be thrown at structures and heavy units for massive damage.



### COMPOSITE ARMOR (OFFENSE)

Increases the health and speed of your MCV.



### MIRROR PLATING (OFFENSE)

Gives the Refractor the refraction ability, which splits incoming damage into multiple outgoing beams when activated. Also provides the Refractor and Mammoth Tank with a mirror coat, passively giving them a chance to reflect enemy attacks.



### DISPERSION BAYS (OFFENSE)

Equips the Mastodon with depth charges launched from both sides of the unit.



### BACKUP SYSTEMS (OFFENSE)

Husks gain health over time and automatically stand up when they reach full health, under your control.



### ADVANCED COMPOSITE ARMOR (OFFENSE)

Further increases the health and speed of your MCV.



### MEDICAL TRAINING (DEFENSE)

Provides all infantry with Medical Training, which increases their health and heals them when garrisoned in a vehicle or building.



### ENHANCED REPAIRS (DEFENSE)

Increases the repair speed of the GDI Dozer, and increases the repair radius and amount repaired by the Defense MCV.



### ASSAULT PACKS (DEFENSE)

Increases speed, allows cliffjumping, and adds the Jump Jets ability to quickly close the distance to a target.



### DEFENSIVE MATRIX (DEFENSE)

Creates a Defensive Shield in a large radius around the MCV when it is unpacked.



### REFLECTIVE DOZER (DEFENSE)

Provides reflective dozer blades for the Armadillo and Rhino, which have a chance to reflect weapons back at the attacker.



### STICKY BOMBS (DEFENSE)

Allows the Juggernaut to launch a series of large, visible mines.



### ENHANCED SHIELDS (DEFENSE)

Increases the shield health and regeneration of the MCV, Crystal Shield, Tunnel, and Outpost.



### MOBILITY MATRIX (DEFENSE)

Creates a defensive shield in a large radius around the MCV when it is mobile.



	<b>WEAPON DAMPENERS (SUPPORT)</b> When activated, reduces nearby enemies' rate of fire.
	<b>BERZERKER ENGINE (SUPPORT)</b> When activated, the Hammerhead fires quickly but inaccurately, with decreased movement speed and dodge for a short time.
	<b>ELECTROLYSIS PROJECTOR (SUPPORT)</b> Allows the Conductor to electrify targeted area, dealing blast damage to enemy units.
	<b>ADVANCED THRUSTERS (SUPPORT)</b> Enhances this MCV's propulsion system to allow for greater movement speed.
	<b>DEFENSIVE MANEUVERS (SUPPORT)</b> When used, the Kodiak dramatically increases its armor and speed, passively increases the armor of nearby allies, and can no longer fire.
	<b>GRAVITY FIELD (SUPPORT)</b> Primary weapon roots target and significantly reduces its chance to dodge. Also slows all units in a radius of the target.
	<b>AUGMENTED RECONSTRUCTION (SUPPORT)</b> Allows the Archangel to root itself in place, repairing all nearby allies.
	<b>CHARGED CAPACITORS (SUPPORT)</b> Increases the rate at which Support Points are gained for using Support Powers.

## NOD UNIT UPGRADES

	<b>TIER 2 TECH</b> Unlocks Tier 2 units and upgrades and adds Tier 2 MCV weapon.
	<b>TIER 3 TECH</b> Unlocks Tier 3 units and upgrades and further improves the MCV.
	<b>RANGE BOOST</b> Increases the weapon range and vision range of all Tier 1 units.
	<b>SPEED BOOST</b> Increases the movement speed of all Tier 1 units.
	<b>REFIRE BOOST</b> Decreases the reload or recharge time of all Tier 1 Gun and Laser units.
	<b>ACCURACY BOOST</b> Increases chance to hit by 50% for Tier 1 Cannon and Rocket units. Rocket units no longer miss against moving targets. Cannon units no longer miss when moving.
	<b>TRAIL OF FLAME (OFFENSE)</b> Grants Trail of Flame to Flame Tanks, which increases speed and leaves a trail of fire.
	<b>STEALTH FIELD (OFFENSE)</b> Increases the dodge bonus of the Stealth Tank and provides a small stealth radius.
	<b>INFILTRATION MODULE (OFFENSE)</b> Grants stealth to the Cyborg Commando.





### STEALTH GENERATOR (OFFENSE)

The MCV becomes stealth when in structure mode.



### TIBERIUM CATALYST (OFFENSE)

Enhances Spectre artillery with Tiberium shells, which leave behind a cloud of Tiberium and reduce enemy armor.



### ARACHNOPHOBIA (OFFENSE)

Reduces experience required to gain veterancy on Spider Tanks and Widows.



### BACKUP SYSTEMS (OFFENSE)

Husks gain health over time and automatically stand up when they reach full health, under your control.



### MOBILE STEALTH GENERATOR (OFFENSE)

The MCV becomes stealthed while mobile.



### MEDICAL TRAINING (DEFENSE)

Provides all infantry with Medical Training, which increases their health and heals them when garrisoned in a vehicle or building.



### ENHANCED REPAIRS (DEFENSE)

Increases the repair speed of the Nod Slave, and increases the repair radius and amount repaired by the Defense MCV.



### DARK ARMAMENTS (DEFENSE)

Outfits most Nod infantry with new abilities or increased combat effectiveness.



### DEFENSIVE MATRIX (DEFENSE)

Creates a defensive shield in a large radius around the MCV when it is in structure mode.



### IMPROVED CONCEALMENT (DEFENSE)

Increases the dodge bonus provided by stealth from the Outpost, Disruption Tower, and Burrow Tunnel.



### DRILLTIP (DEFENSE)

Grants the burrow ability to the Reckoner and increases its health.



### ENHANCED SHIELDS (DEFENSE)

Increases the shield health and regeneration of the MCV and Disruption Tower.



### MOBILITY MATRIX (DEFENSE)

Creates a Defensive Shield in a large radius around the MCV when it is mobile.



### CLOAK MODULE (SUPPORT)

Grants the Cobra and Vertigo stealth abilities.



### INFUSION ENGINE (SUPPORT)

Gives the Scalpel the ability to increase damage inflicted by friendly units.





### **DATA WORM (SUPPORT)**

Allows the Hijacker to infect a targeted enemy which takes damage over time before exploding. Upon death, the virus transfers to another nearby enemy.



### **MOBILE STEALTH GENERATOR (SUPPORT)**

The MCV becomes stealthed while mobile.



### **HANGAR BAY (SUPPORT)**

Small fixed-wing gun drones surround each Leviathan, attacking nearby enemies.



### **SPECTRUM BEAM (SUPPORT)**

Laser weapons bounce off of nearby enemies, causing damage to multiple targets.



### **AMPLIFICATION OVERRIDES (SUPPORT)**

Increase the radius of the Medusa's EMP, Flux Cannon, and repair effects. The cannon slows targets, EMP lasts longer, and repairs are more effective.



### **CHARGED CAPACITORS (SUPPORT)**

Increases the rate at which Support Points are gained for using Support Powers.

## **SUPPORT POWERS**

### **GDI TIER 1 SUPPORT POWERS**



#### **RECON DRONE**

Call in a Recon Drone to circle the targeted location, revealing shroud and increasing nearby units attack and vision range.



#### **STATUS REBOOT**

Instantly removes all enemy buffs and all allied debuffs, and gives all allied units a health boost in the targeted area.



#### **OVERKILL**

Increases all allies' rate of fire in the targeted area for ten seconds.

### **GDI TIER 2 SUPPORT POWERS**



#### **TECH SUPPORT**

Drops an Engineer with full veterancy at the target location.



#### **REPAIR ZONE**

Instantly repairs all friendly units in the targeted area.



#### **ACCELERATED BUILDING**

Increases the targeted Crawler's build speed for a short time.



## GDI TIER 3 SUPPORT POWER



### SUPPLY DROP

Drops a pod containing blue and green Tiberium cores at the target location.



### POINT DEFENSE SHIELDS

Spawns non-regenerating shields around all friendly units in the target area.



### EMP MINE DROP

Creates an EMP minefield in the target area.

## GDI TIER 4 SUPPORT POWERS



### MIRROR COAT

Gives all friendly units in the target area a deflection bonus.



### SONIC ARTILLERY

Fires a sonic shell barrage at the target area, doing damage and EMPing enemy units in the blast area.



### BATTLE HARDENING

Gives all friendly units in the target area a permanent experience level boost.

## GDI TIER 5 SUPPORT POWERS



### SEISMIC DISTURBANCE

Generates an earthquake at the target location, unburrowing burrowed units and unstealthed stealthed units while reducing the speed and dodge capabilities of enemy ground units.



### DISPLACEMENT FIELD

Links all units in the target area to a resonance wavelength, significantly increasing dodge for a short time.



### FIREHAWK AIRSTRIKE

Spawns a fighter/bomber squadron to mercilessly bombard the target area until they are out of ammo.

## NOD TIER 1 SUPPORT POWERS



### EYES OF THE PEOPLE

All units gain increased vision and range for a short time.



### DEMORALIZE

The voice of Kane spreads fear in his enemies, reducing their speed and dodge in the target radius.



### OBELISK OF LIFE




Unburrows an Obelisk of Life to heal friendly units, starting with the most damaged. Targeted manually and cannot be sold.



## NOD TIER 2 SUPPORT POWERS

	<b>CLOAKING FIELD</b> Stealths all friendly units in the target area for a short time.
	<b>BURROW MINES</b> Unburrows an incendiary minefield in the target area.
	<b>EMP COUNTERMEASURES</b> Re-enables all friendly EMPed units and gives them EMP immunity for a short time.




## NOD TIER 3 SUPPORT POWERS

	<b>HACK RADAR</b> Jams the radar of all opposing forces, taking out their mini-map and shroud clears, and sending out false TCI beacons.
	<b>DECOY ARMY</b> Creates decoys of all allied units within target radius. Decoys take four times normal damage and deal no damage.
	<b>FIRESTORM IGNITION</b> Ignites all current flames and flame weapons into firestorms for a short time.

## NOD TIER 4 SUPPORT POWERS

	<b>SUBTERRANEAN STRIKE</b> Unburrows large Nod drills at target location, doing area damage.
	<b>RISEN MONOLITH</b> Unburrows a powerful Obelisk of Light in the target area.
	<b>HAND OF LEGION</b> Unburrows a full veterancy Hijacker at the targeted location.

## NOD TIER 5 SUPPORT POWERS

	<b>TIBERIUM INFUSION</b> Instantly completes the cooldown of all abilities on all units for all friendly players, and reduces all cooldown times for a brief time.
	<b>VEIN DETONATION</b> Detonates an underground Tiberium vein, causing earthquakes just prior to releasing a toxic Tiberium cloud, damaging enemies and reducing their armor.
	<b>MARK OF KANE</b> Significantly increases the rate of fire for all friendly units in the targeted area.