CONTENTS

COMPLETE CONTROLS

Memorize the following commands in order to give yourself a competitive edge. You can customize most of the following controls by accessing the Hot Keys tab of the Settings menu.

NOTE: All instances of "click" and "double-click" refer to the left mouse button unless otherwise specified.

SELECTION COMMANDS

ACTION	KEYBOARD/MOUSE
Select a unit	Click
Add a unit to selection	**SHIFT** + click
Select a group of units	Click and drag a box around the desired units
Select all combat units on the map	**Q**
Select all on-screen units of a certain type	**W** or double-click unit
Select all units of a given type on the map	Click unit and double-tap **W**
Define selected units as a group	**CTRL** + **0–9**
Select numbered group	**0–9**
Select and jump to numbered group	Double-tap **0–9**
Place rally point	**CTRL** + **R**
Jump to last Mini-Map event	**SPACEBAR**
Select next Harvester	**N**
Show all Health Bars	**CTRL** + **~**
Fast forward mode (during replays only)	**>**

MOVE AND ATTACK COMMANDS (WITH UNITS SELECTED)

ACTION	KEYBOARD/MOUSE
Move units or attack targets	Right-click
Attack move	**A** + right-click
Assault move	**F** + right-click
Reverse move	**D** + right-click
Force move	**G** + right-click
Formation move	Hold both mouse buttons
Stop units	**S**
Force attack	**V** + right-click
Scatter	**CTRL** + **X**
Planning mode	**CTRL** + **Z**
Waypoint mode	**ALT**
Aggressive stance	**ALT** + **A**
Guard stance	**ALT** + **S**
Hold Ground stance	**ALT** + **D**
Hold Fire stance	**ALT** + **F**

PRODUCTION AND SIDEBAR COMMANDS

ACTION	KEYBOARD/MOUSE
Toggle Objectives menu	O
Intel Database	I
Sell mode	Z
Power mode	X
Repair mode	C
Contextual tab	~
Structure tab	E
Support structure tab	R
Infantry tab	T
Vehicle tab	Y
Aircraft tab	U
Next subtab/Previous subtab	TAB/CTRL + TAB
Sidebar slot 1-10	F1–F10
Unit ability buttons	CTRL + A/S/D/F
Support powers	CTRL + F1–F8

SCREEN AND CAMERA CONTROLS

ACTION	KEYBOARD/MOUSE
Open Pause menu	ESC
Scroll the screen	Arrow keys, or move the mouse to the edge of the screen
Rapid scroll	Right-click and drag mouse
Jump to primary base	H
Set camera bookmark 1	CTRL + J
Set camera bookmark 2	CTRL + K
Set camera bookmark 3	CTRL + L
Set camera bookmark 4	CTRL + ;
Go to bookmark 1	J
Go to bookmark 2	K
Go to bookmark 3	L
Go to bookmark 4	;
Rotate camera left/right	Numeric keypad 4/6, or hold and drag the middle mouse wheel and drag mouse left/right
Zoom camera in/out	Numeric keypad 8/2, or hold and drag the middle mouse wheel and drag mouse up/down
Reset camera to default position	Numeric keypad 5 or double-click middle mouse wheel
Toggle interface graphics	F9
Capture screenshot	F12

GLOBAL CONQUEST CONTROLS

ACTION	KEYBOARD/MOUSE
Next Phase	SPACEBAR
Previous Base	Q
Next Base	W
Previous Strike Force	E
Next Strike Force	R

CAST OF CHARACTERS

During the course of each campaign in *Command & Conquer™ 3 Tiberium Wars™* and *Command & Conquer™ 3 Kane's Wrath*, you'll meet several top-ranking officials from GDI and The Brotherhood of Nod. Below is an overview of each.

GDI

Jack Granger
Played by Michael Ironside

A seasoned veteran who rose through the ranks through military achievement rather than political savvy, General Jack Granger is a tough, no-nonsense commanding officer. His experience in two wars against Nod has netted him valuable insights into any military situation—and the confidence and courage to enact a strategy for victory.

Redmond Boyle
Played by Billy Dee Williams

Lesser men would have crumbled under the weight of such trying times, yet when fate thrust Redmond Boyle into the position of Acting Director of GDI, he stepped up to the challenge. A charismatic but brash leader, Boyle is the public face of GDI and is clearly intent on vanquishing The Brotherhood of Nod at all costs.

Sandra Telfair
Played by Grace Park

Lieutenant Sandra Telfair is special assistant to General Granger at Central Headquarters. With a background in military intelligence, Sandra is a very capable officer in her own right. Her astute assessment of Nod tactics may come in handy.

Kirce James
Played by Jennifer Morrison

A consummate professional and exceptional military officer, Lieutenant Kirce James is exactly the kind of soldier any commander wants on his side. Lieutenant James' access to hard intelligence data—as well as GDI's most powerful weaponry—will frequently be invaluable.

THE BROTHERHOOD OF NOD

Kane
Played by Joe Kucan

The man known only as Kane is the supreme leader—some might say *messiah*—of The Brotherhood of Nod. Kane epitomizes the fine line between genius and madman, so it's little wonder that the world seems to be polarized either for or against him. His followers believe that he prophesied the existence of Tiberium, yet his actions seem to hint at hidden agendas and megalomaniacal impulses.

Kilian Qatar

Played by Tricia Helfer

General Kilian Qatar is an extremely charismatic and—when the situation demands—incredibly ruthless leader. Nod's second-in-command, Qatar rose through the ranks on both her laurels as superb military tactician and her unwavering loyalty to Kane.

Ajay

Played by Josh Holloway

Ajay is the go-to guy for Nod military planning. A brilliant intelligence officer and a cunning tactician, Ajay has repeatedly proven his ability to create blueprints for complex—and very successful—military operations. An experienced soldier, Ajay is never far from the front lines where his brothers fight to execute his plans.

Brother Marcion

Played by Carl Lumbly

Once the leader of the Brotherhood's religious wing, Marcion grew disillusioned with the Brotherhood and Kane as the Second Tiberium War drew to a close. Within a year of his break with Nod, Marcion had organized his followers into a disciplined theocratic army—the 'new' Black Hand.

Alexa Kovacs

Played by Natasha Henstridge

Rising quickly through the ranks of Nod Intelligence, Alexa developed a reputation for coldness, reserve, and religious dogmatism that segregated her from her peers—and drew the attention of Kane himself.

CABAL

CABAL, or Computer Assisted Biologically Augmented Lifeform, was a tactically brilliant combat intelligence developed by Kane to defeat GDI in the Second Tiberium War. After Kane's death, CABAL declared war on humanity, his cyborg armies wreaking havoc across the Tiberium-scarred earth.
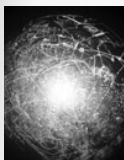
The Tacitus

An artifact of unknown age and alien origin, long sought after by Kane. The Nod leader briefly managed to acquire the device during the Second Tiberium War, only to have it recaptured by GDI. The Tacitus has since remained safe in GDI's fortified Cheyenne Mountain complex.

GAME SCREEN

Objectives
Support Powers
Battle Window
Common Control Interface
Power Meter
Intel Database
Mini-Map
Resources
Sidebar
Contextual Window

BATTLE WINDOW

In the Battle Window you can build and place structures, order your units to move and attack, use special powers, and much more. The Battle Window displays only part of the overall map at any time.

NOTE: During Campaign missions, waypoint markers always appear on-screen to guide you toward objectives.

➤ To scroll the Battle Window, move the mouse to the edge of the screen in the direction that you want to move. The Battle Window begins to scroll. To stop moving, move the mouse towards the center of the screen. You can also scroll the Battle Window by using the arrow keys.

➤ To scroll more quickly, hold down the right mouse button while moving the mouse.

Mouse wheel camera controls: To zoom your view in or out using your mouse wheel, roll the mouse wheel forward or backward. To rotate the camera, hold the wheel down and move the mouse. To return the camera to the default view, double-click the mouse wheel.

THE FOG OF WAR

Each unit has a range of vision, so what you see in the Battle Window is the sum of all that your units can see. Areas of the map beyond this range are covered by a semi-transparent mist, called the **Fog of War**. This mist hides enemy units and structures and reveals only terrain and civilian buildings. The Fog of War is only removed when your units return to the area.

In some Campaign missions, an additional layer—a black **Shroud**—covers unexplored terrain. As you explore the map you slowly peel back the Shroud to reveal the terrain, structures, and units beneath it. Once the Shroud is peeled back, it is gone permanently. However, anything past your units' range of vision is still cloaked in the Fog of War. As in standard Campaign missions, the Fog of War is removed when you are once again within range.

CAMERA BOOKMARKS

Camera bookmarks allow you to mark locations on the map and instantly jump to them with a single press of a key.

➤ To set a camera bookmark, press **CTRL** + **F1** through **F8**.

➤ To jump to a defined camera bookmark, press **F1** through **F8**.

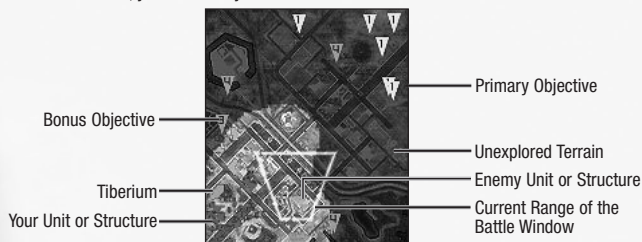➤ To jump to your Command Center, press **H**.

SIDEBAR

Use the Sidebar to manage your base and your forces. Regardless of where you are and what you see in the Battle Window, you can always build new units and structures in the Sidebar. You need not view your base each time you want to initiate production.

➤ The Sidebar includes a **Contextual Window** that provides information on any selected units, structures, and more. To learn more about anything in the Sidebar, hover your mouse cursor over its icon.

➤ During Campaign missions, icons to open your primary and bonus objectives and your Intel Database also appear in the Sidebar.

RADAR MINI-MAP

The Sidebar includes your battlefield radar, also known as the mini-map. Keep an eye on your radar, as it often reveals enemy troop movements before you spot them in the Battle Window. Beware, however: In certain circumstances, your radar may be disabled.

Bonus Objective

Tiberium

Your Unit or Structure

Primary Objective

Unexplored Terrain

Enemy Unit or Structure

Current Range of the Battle Window

NOTE: Enemy units and structures appear in a different color than your own.

OBJECTIVES (CAMPAIGN ONLY)

To review your mission goals, click the Objectives icon. You must complete all of your primary objectives in order to complete a mission. (Note that your primary objectives may change during the course of battle.) Completing bonus objectives is optional but grants you additional resources or other rewards.

TIP: When all primary objectives are completed, the mission automatically ends in victory. If you plan on completing bonus objectives, be sure to do so with at least one primary objective remaining.

INTEL DATABASE (CAMPAIGN ONLY)

The Intel Database is a valuable reference tool that hosts a wide variety of information about your fighting forces as well as any secret info you happen upon over the course of your Campaign.

➤ To access the Intel Database during gameplay, click the Intel Database icon in the upper-right corner of the screen.

➤ To access the Intel Database from the Main menu, select PROFILES, then click INTEL DATABASE.

TIP: Listen for important battlefield announcements from your Electronic Video Agent (EVA). Press **SPACBAR** to instantly move to EVA's specified locations.

COMMON CONTROL INTERFACE

Located along the bottom of the Battle Window, the Common Control Interface lets you set unit behavior and combat tactics. While there are keyboard shortcuts for all of these options, the Common Control Interface lets you easily access them with a mouse click.

GAMEPLAY BASICS

The following overview is designed to bring the new player up-to-speed on how to play *Command & Conquer 3 Tiberium Wars*.

BUILDING STRUCTURES

It is not uncommon to start a mission with only a Construction Yard. Begin building the rest of your base immediately.

To build a structure:

1. Select your Construction Yard (or the production structures tab). The structures that it can create are displayed as icons in the Context Window in the Sidebar.

NOTE: If an icon appears grayed out, it is either because you do not have sufficient resources to purchase it or you have not yet built prerequisite structures.

2. Click the icon of the structure you wish to build. A shaded timer appears over the icon. As the time decreases, the credits necessary for building your structure are withdrawn. When the timer is complete, the structure is ready to be placed and you see its icon flashing.

NOTE: If you run out of credits during construction, construction is put on hold until your credits replenish. When your credits are replenished, construction automatically resumes.

3. Move the mouse cursor in the Battle Window to the location where you want to build. (You'll notice your cursor becomes a transparent image of the building.) You must build within your base's ground control, which extends in a circular area from most of your structures. If the structure you wish to build is displayed in red, you cannot build it at that location.

NOTE: To rotate the structure before placing it, click and hold, move the mouse left/right, then release.

4. Once you have decided on a location, click to begin to build the structure.

➤ To cancel creation of the structure, right-click it once to stop production (if still in progress), then right-click again to cancel production and refund the purchase cost.

TRAINING UNITS

When you build structures such as Barracks or War Factories, you can use them to train fighting units.

To train units:

1. Click your infantry production structure—or click the Infantry subtab on the Command Bar—to open the Units menu. The units available for you to train appear.

2. Click the icon of the unit you wish to train. A shaded timer indicates how long it takes to build the unit.

NOTE: To start a production queue, click the icon of the units you wish to build repeatedly. A number appears on the icon telling you how many units you have ordered. To queue up five units at a time, press and hold **SHIFT** while clicking.

3. When the unit is ready, it exits the structure and reports for duty.

➤ To cancel unit training, right-click the Unit icon once to stop training, then right-click again to cancel training and refund the associated costs.

POWERING YOUR BASE

Your base requires power to function properly. As you add more structures to your base, you'll need additional power. If your base runs low on power, you suffer a number of consequences: your radar goes offline, your base defenses cease functioning, and the speed at which you can build new structures and train new units is reduced. As soon as you regain sufficient power, all of these effects go away. Your Construction Yard generates a small amount of power, but you must construct Power Plants to generate more. When a Power Plant is constructed, the Power Meter increases.

➤ To determine how much power you have at your disposal and how much you are presently using, check the Power Meter.

➤ Next to the Power Meter is a small indicator of how much power your base requires. Try to keep the power meter above this indicator.

NOTE: If you are running low on power you may choose to power down one or more of your structures in a conservation effort. To do so, click the Power icon on the Command Bar and then click the building. Be warned, however, that powered-down buildings are *completely inactive*. This means, for example, that you'll no longer be able to train units from a powered-down War Factory. Buildings that are affected by EMP weapons are considered to be powered down. To restore power, click the building again while still in this mode.

RESOURCES

Building units and structures, researching upgrades, and using support powers all cost you credits. When you select an item or action that requires credits, the funds begin being deducted from your account until the full amount has been paid. (Support powers deduct credits in one lump sum.)

➤ You begin a typical match with enough credits to spend on building basic units and structures. However, to finish the fight, you must acquire more credits.

➤ If you choose to perform a task that requires credits, but run out of credits, that task is put on hold until you earn more.

➤ To acquire more credits, locate Tiberium, then build a Refinery in its vicinity. A Refinery comes with a Harvester that automatically seeks out and recovers Tiberium, which is converted into credits. When you build a Refinery close to Tiberium, your Harvesters naturally take less time to gather resources.
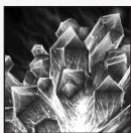
Blue Tiberium   Green Tiberium

TIP: Be on the lookout for the rare, blue-colored Tiberium, which is much more valuable than the standard green Tiberium.

UPGRADING TECHNOLOGY

Structures such as the Tech Center can research new technologies to enhance your units. Once researched, upgrades instantly affect all units of the applicable type—including units already in the field.

➤ To develop an upgrade from a structure, click the structure, then click the upgrade icon in the Context Window. The upgrade takes time and credits, much like structures and units do.

CONTROLLING YOUR FORCES

A good commander knows when to order his troops to hold ground, make a strategic retreat, or charge boldly into battle. Learn what it takes to command your forces to victory.

BASIC MOVEMENT CONTROLS

Movement	To move a unit, click it to select it in the Battle Window, then right-click a destination. Most units automatically fire on enemy units in range while moving to a designated point.
Attack	To attack an enemy, select your units then right-click the target.
Rally Points	To set a rally point for all units produced at a structure, either click the structure then right-click on the map, or click the production tab, press **CTRL + R**, and right-click on the map. **NOTE:** Once you have set a rally point, your newly-trained units exit the unit production structure and proceed directly to that point.

STANCES

Set your units' stance to determine their rules of engagement. There are several options to choose from.

➤ To change the stance of a group of units, select the group, then either click the appropriate stance button in Common Control Interface or press one of the designated shortcut keys.

Aggressive	Your units approach, attack, and pursue enemy units or structures in their line of sight. (Shortcut key: **D**.)
Guard (default)	Your units approach and attack enemies that enter their line of sight. When the enemies are destroyed or retreat, your units return to their positions. (Shortcut key: **F**.)
Hold Ground	Your units remain stationary, but fire on any enemies that come within range. **NOTE:** This stance is useful for defensive strategies or artillery units. (Shortcut key: **G**.)
Hold Fire	Units in this stance do not return fire or pursue enemy forces. **NOTE:** This stance is useful for stealthed units. (Shorcut key: **;**)

TIP: Try selecting your unit production structure and changing the stance of that building. Units trained from this building default to the selected stance.

UNIT VETERANCY

As your units attack enemy units and buildings, 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.

➤ **Veteran** units inflict more damage and are more resistant to damage (compared with non-veteran units).

➤ **Elite** units inflict more damage and are more resistant to damage (compared with veteran units).

➤ **Heroic** inflict more damage and are more resistant to damage (compared with elite units). Also, they attack more quickly, automatically heal themselves, and have distinct weapon effects.

PLANNING MODE

Planning mode allows you to queue up multiple unit orders to your units, which are executed on your mark. This is useful for diversionary tactics and flanking maneuvers. Planning mode may also be used to put units on patrol.

To issue orders in planning mode:

1. Press **CTRL + Z** to toggle planning mode on, then right-click to issue orders as you normally would. Faint lines in the battle window denote planning mode orders. If you were to issue a movement order, for example, a red line would indicate the route which your troops take.

2. To instruct your troops to proceed with carrying out your orders, press **CTRL + Z** again to toggle planning mode off.

To create a patrol in planning mode:

1. Press **CTRL + Z** to toggle planning mode on.

2. Right-click to assign one or more waypoints to a unit, making sure the last waypoint connects with the starting point. (You see the waypoint markers change hue when you have done this correctly.)

3. Press **CTRL + Z** again to toggle planning mode off. Your units begin patrolling.

➤ To decommission a patrol, simply issue your patrolling units a new order.

FORMATION PREVIEW

Once you've amassed a considerable army, you may wish to place some of your units into an organized formation. The formation preview feature takes the guesswork out of organizing your troops by automatically arranging them.

To use formation preview:

1. Select a group of units.

2. Move your mouse cursor to the place on the terrain where you want your units to form up.

3. Click and hold both mouse buttons simultaneously. A preview of your formation appears.

4. Move the mouse horizontally to rotate your formation such that it faces your preferred direction, then move the mouse vertically to change up the battle line and control the depth and width of the resulting formation.

5. Release the mouse buttons. Your troops now automatically move to the selected destination and line up in the previewed formation.

➤ Try using formations in combination with the Hold Ground stance to form a defensive line.

TIP: You can combine a movement order with the formation preview. For more information, see *Formation Move* on page 12.

GARRISONING INFANTRY

Many civilian structures and some other structures can be garrisoned with infantry units. Garrisoning infantry protects them and grants them a bonus to their attack range. Enemies attacking garrisoned forces need to severely damage the garrisoned building first, at which time any garrisoned forces will automatically exit.

➤ To garrison a structure, click the desired infantry units, then right-click the structure you wish to garrison. The units move to the selected structure, occupy it, and your faction's flags appear.

➤ To remove units from a garrisoned structure, click the structure. An icon of the units inside of it appears. Click the units you wish to remove. They exit the structure and are ready for new orders.

NOTE: Some units, such as the GDI Grenadier, have attack abilities that instantly eliminate enemy units inside of garrisoned structures.

CRATES

These gray GDI-771g lock-crates should be considered targets of opportunity. Crack one open and you may find something useful, from extra credits to healing boosts to automatic veterancy upgrades.

➤ To acquire a crate, order units to move to its position.

BARRELS

Not to be confused with crates, the barrels you sometimes encounter carelessly strewn about the battlefield contain highly volatile chemicals that explode when fired upon. Try shooting one when your foes are nearby.

SAVING AND LOADING

You can load games through the Main menu and save them through the Pause menu. In Campaign mode, your game is automatically saved after each mission victory. (Separate autosave files are stored for each campaign.)

➤ To load a saved game, click CAMPAIGN in the Main menu, then click CONTINUE CAMPAIGN. Select a saved game from the list and click LOAD GAME.

➤ To save a game in progress, press **ESC** to open the Pause menu, then click SAVE. Select a saved game on the list to overwrite then click SAVE GAME.

INTERMEDIATE TACTICS

There's still more to learn once you've mastered the basics of *Command & Conquer 3 Tiberium Wars*. Take heed of the following tactics for superior results in battle.

GROUPING UNITS

Although it is possible to play *Command & Conquer 3 Tiberium Wars* using only the mouse, you can play more efficiently with one hand on the keyboard.

➤ One of the most useful key combinations in the game involves setting up unit groups. Simply select the units you want and then press and hold **CTRL** and any number key. The units you selected are now assigned to that number key. To select them, simply press the number key you chose.

➤ To center your view on that group, double-tap the number key.

➤ To add units to that group, hold **SHIFT** and click the additional units.

TIP: Unit groups are a great way to send coordinated forces into battle. For starters, try putting all your aircraft in one group, all your vehicles in another, and so on. Experiment with unit groups to discover combinations that work best for you.

KEYBOARD SHORTCUTS (HOTKEYS)

If you want to master *Command & Conquer 3 Tiberium Wars*, it's essential to learn all the different hotkeys in the game. The preset hotkeys are designed to support competitive play; however, you can customize them to best suit your personal style.

➤ To customize your hotkeys, select OPTIONS in the Main menu, click SETTINGS, then select the Hotkeys tab.

BASE BUILDING 101

In *Command & Conquer 3 Tiberium Wars*, you'll be spending most of your time in battle. While combat tactics are important, some battles can be won before they begin by players who strategically set up their base. The decisions you make very early in a match often affect the outcome, so it's important to learn how to build a base quickly and effectively.

QUICK TIPS

➤ Consider building a Crane right from the start. The principle benefit of a Crane is that it lets you construct twice as many buildings in the same amount of time as your Construction Yard alone.

➤ It's usually best to build at least one extra Harvester for every Refinery that you build. Harvesters fuel your economy and therefore should be protected at all costs.

➤ Consider an early expansion to additional resources. The fastest way to expand is to build a Surveyor (GDI), Emmisary (Nod), or Explorer (Scrin). These vehicles deploy into Outposts that provide ground control for base expansion.

➤ Set up base defenses wherever you may be vulnerable. It may be tempting to place your unprotected Power Plants near the back of your base, but a shrewd opponent will exploit this.

DISABLED BUILDINGS

It is essential to keep in mind that disabled buildings—such as buildings that have been powered down—do not count as requisites for advanced units and structures until they are re-enabled.

➤ A building that has been hit with an EMP attack is considered a disabled building. Therefore, it is vital to keep your base protected from EMP attacks in particular whenever possible.

TIP: While engaged in battle, don't forget about your base. Keep building until you have access to all the units, upgrades, and support powers you need to win.

FOCUSING FIRE

In general, it is better to eliminate opposing forces one at a time rather than spreading your attacks thin. Even a nearly-defeated enemy can still cause considerable damage, so it makes sense to destroy foes in succession to thin out their ranks and overwhelm their force. Try to prioritize those targets that are most dangerous or most vulnerable first.

BUILDINGS UNDER ATTACK? SELL THEM

If your structures come under attack and the situation looks hopeless, considering selling the structures before they're destroyed. Bear in mind, however, that the amount of credits you get on resale is reduced the more the building is damaged.

BEWARE OF ENGINEERS

Although GDI Engineers, Nod Saboteurs, and Scrin Assimilators are relatively weak units, they all share an important role: taking over enemy structures and tech buildings. Thus, the shrewd commander never underestimates the Engineer.

➤ Getting your Engineer behind enemy lines is easier than you think. GDI and Nod can use their infantry's Call for Transport ability to fly them behind enemy lines. The Scrin Assimilator is stealthed—and thus invisible—when not moving.

➤ Engineers can also capture walker units, such as the Juggernaut and Avatar Warmech, after the walkers have fallen to the ground in defeat.

TIP: To add insult to your enemy's injury, sell off an enemy structure immediately after capture, or have it start rapidly creating units for your own army.

ADVANCED MOVE ORDERS

The units in *Command & Conquer 3 Tiberium Wars* are intelligent enough to know how best to respond to most situations when left to their own devices, or when given a standard right-click order. For example, they automatically attack enemy units that come into range. However, as your gameplay skills improve, you may wish to incorporate the following advanced move orders into your repertoire in order to gain a tactical advantage over your foes.

ATTACK MOVE

Hotkey: **A**

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

ASSAULT MOVE

Hotkey: **F**

This variation on attack-move causes your selected units to also attack any enemy buildings along their route. Units normally do not automatically attack enemy buildings, so this command can be useful for laying waste to enemy bases.

REVERSE MOVE

Hotkey: **D**

Normally your units move head-first in the direction they're ordered. The reverse-move command causes them to back up, which can be faster than ordering them to turn around in some cases. This is an excellent option for strategic retreats or baiting tactics.

TIP: Don't forget, most vehicles have front armor that is stronger than their rear armor. Reverse-moves are your best bet for a strategic—and safe—retreat.

FORCE MOVE

Hotkey: **G**

The force-move command forces your selected units to move to a designated point—even if the route happens to be *through* enemy units. Use this command to order your tanks to overrun infantry rather than shoot them. Some of the largest ground units can even overrun other vehicles.

FORMATION MOVE

Hotkey: **N/A**

The formation move allows you to combine the expedience of a movement order with the simplicity of formation preview.

➤ To issue a formation move, press and hold both mouse buttons at the desired destination for your selected units, and then move the mouse around. You see a variety of different formations you can choose. To select one, release the mouse buttons. Selected units then move toward the specified point (at the rate of the slowest unit in the group) and arrange themselves in the designated formation. This is useful for keeping fast units from outpacing slower ones as they head into battle.

SCATTER

Hotkey: **CTRL + X**

If your units are in danger of being overrun or bombarded, you can make them spread out using this command.

PLACE RALLY POINT

Hotkey: **CTRL + R**

This handy shortcut lets you set a rally point for the currently-selected production queue, without having to select the building back at base. This is a great way to send reinforcements straight to the front lines in mid-battle.

WAYPOINT MODE

Hotkey: **ALT**

Press and hold the Waypoint Mode hotkey to queue up multiple orders by right-clicking. It's a great way to prioritize focused attacks against enemies and enemy structures, or for setting circuitous routes through enemy terrain.

ARMOR FACING

Tanks and other armored vehicles sustain more damage when attacked from the side and sustain considerably more damage when attacked from the rear. Use this knowledge to your advantage and protect your forces well.

TIP: Try using the reverse-move command to get your armor out of a pinch.

INFANTRY SUPPRESSION

When fired upon, infantry may become suppressed. When this happens, you'll see your troops go prone. Suppressed infantry move slower than usual but are better defended due to their low profile.

TIP: In general, the more powerful the weapon, the better it is at suppressing infantry. Remember this well when considering how best to use and counter infantry units.

INFANTRY COVER

Infantry automatically kneel behind cover when ordered to move next to civilian structures and other large obstacles in the environment. Covered units are better defended and nearly impossible to suppress.

TIP: Use your knowledge of infantry cover tactics to gain the upper hand against comparable forces in urban operations.

SUPERWEAPONS

Each of the three factions in *Command & Conquer 3 Tiberium Wars* has at least one superweapon—something so destructive it can nearly wipe any opposition from the map. These superweapons are ideal for use in the event of a standoff, when your enemy is deeply entrenched. Be warned, however, that the moment you construct a superweapon building, a countdown timer appears that both you and your opponents can see. Don't be surprised if the enemy redoubles its efforts to annihilate you before the clock runs out.

NOTE: The countdown temporarily stops if your base runs low on power.

TIP: Although superweapons are extremely powerful, they may not end the match. Have some forces on reserve to mop up the remaining forces as needed.

GAME MODES

CAMPAIGN

March, 2047. A massive nuclear fireball explodes high in the night sky, marking the end of GDI's orbital military command center and the beginning of the Third Tiberium War.

➤ To begin a Campaign as either, select CAMPAIGN in the Main menu, then select either GDI or NOD. (GDI is recommended for new players.)

➤ After completing each Campaign mission, you are awarded a medal. The medal you receive depends on the difficulty level you chose. Superior medals are earned by completing missions at higher difficulty settings. Complete all bonus objectives in a mission to earn a first ribbon. Discover all Intel Database entries in a mission to earn a second ribbon.

➤ In between Campaign missions, you return to the Theater of War screen, which allows you to choose your next mission, move to another Theater of War (if available), and replay previously-accomplished missions. The Theater of War screen also shows which medals you have earned in each mission.

SKIRMISH

Skirmishes are single-player battles that pit you against one or more computer-controlled opponents.

➤ To begin a skirmish, select SKIRMISH in the Main menu, then click NEW SKIRMISH. The Skirmish Setup screen appears.

SKIRMISH SCREEN

Select a map from the drop-down menu

The maximum number of players that can appear on the map

Select the difficulty level of the AI

Select your AI's personality

Select your army's starting location by clicking one of the points here

Adjust your handicap or that of your opponent

➤ You can choose your starting location on the map prior to beginning the Skirmish. To do so, click one of the start points on the displayed map.

➤ Skirmishes can be played with up to eight players. Any players that are not controlled either by you or the computer are marked CLOSED. Not all maps support the maximum of eight players, and you cannot exceed the maximum number of players defined by the map.

➤ To customize the rules of your skirmish, click RULES in the Skirmish screen. You can adjust the game speed and initial resources, or enable and disable random crates in gameplay (for more information, see *Crates* on page 10).

➤ Handicap allows you to balance gameplay between two unevenly matched players, making one side or the other inherently stronger. A negative handicap decreases attacks and the severity of damage as well as other factors.

➤ When you are ready to begin gameplay, click PLAY.

NOTE: To load a previously saved skirmish, select SKIRMISH, click LOAD, then select the game save you wish to continue.

THE CUSTOMIZABLE AI

You can adjust the behavior of the computer artificial intelligence in both skirmish and multiplayer games with four different difficulty settings and five different personalities. This allows you to configure the game to your unique tastes and desire for challenge.

AI SKILL LEVELS

There are four different skill levels you can choose from for each computer-controlled player.

Easy	Recommended for novice RTS players or those yearning to experiment. Don't expect much of a fight.
Medium	Recommended for most players. You'll be in for a fair fight.
Hard	Recommended for experienced players looking for a challenge. The AI plays to the best of its ability without cheating.
Brutal	Recommended for hardcore players who want to win by the skin of their teeth—or not at all. The Brutal AI gets double income as its only cheat.

AI PERSONALITIES

There are five different AI personalities that determine what kind of gameplay tactics your opponent uses.

Balanced	This personality type favors mixed forces and an even-handed style that doesn't emphasize defense over offense.
Rusher	Prepare to defend yourself quickly against this personality type, which will immediately set out on the attack.
Turtle	You'll need to fight relentlessly to crack the shell of this defense-oriented personality type, which also focuses on resource gathering.
Guerilla	Expect the unexpected from this personality type, which harasses you with fast, diversionary tactics.
Steamroller	This personality type favors decisive force. It aims to build an overwhelming army with which to attack you head-on.

COMMAND & CONQUER 3
TIBERIUM WARS

UNITS, STRUCTURES, AND POWERS

Thorough knowledge of the arsenal at your disposal is the mark of a good commander.

SUPPORT POWERS

Support Powers are special moves specific to the faction you are fighting for. They appear as icons on the left side of the Battle Window. Using a Support Power costs resources.

➤ Each time you use a Support Power there is a cool-down period before you can use it again.

➤ Support Powers are automatically unlocked when you build the requisite structure.

UPGRADES

Many units can be upgraded with various technologies, including advanced weapons and new abilities.

➤ To upgrade a unit, you must first research the upgrade at a specific faction structure. Select the proper structure and click the icon representing that upgrade. The cost is deducted from your credits and the upgrade is researched.

NOTE: Once you have researched an upgrade, it is instantly applied to all relevant units on the battlefield and any additional units of that type that you train—even if the structure where the upgrade was researched is destroyed.

ABILITIES

Abilities are unit-specific special moves initiated by the player. Unlike most Support Powers, most Abilities do not cost resources per use (although some do). However, like Support Powers, they often require a cool-down period before they can be used again. Some abilities must be researched before they can be used.

 GDI

GDI forces have one mission: to save the world from the spread of Tiberium. Their aim is to abolish The Brotherhood of Nod terrorist organization and reverse the effects of Tiberium on the ecosystem so that the world can return to a sustainable level of habitability.

GDI UNITS

INFANTRY

All GDI infantry units are trained at the **Barracks**.

ICON	NAME/DESCRIPTION
	Rifleman Squad: Rifleman Squads are the mainstay of GDI ground forces, capable of digging foxholes to protect themselves—and other infantry—when defending a position. **Abilities:** Dig In, Call for Transport **Upgrades:** Composite Armor

ICON	NAME/DESCRIPTION
	Missile Squad: Missile Squads, the natural counterpart to Riflemen, provide essential support fire against ground and air targets. Their heavy anti-vehicle weapons make them slower than Riflemen, and thus vulnerable to enemy attacks. **Abilities:** Call for Transport **Upgrades:** Composite Armor
	Engineer: Engineers can capture enemy facilities, repair GDI structures and damaged bridges, and commandeer fallen walkers like the Juggernaut. Due to their slow movement rate and vulnerability, however, it's a good idea to offer them protection whenever possible. **Abilities:** Call for Transport
	Grenadier Squad: Grenadier Squads serve as GDI's close-assault infantry. They are extremely difficult to suppress, and can quickly clear enemy squads out of garrisoned structures with their high-powered, rocket-assisted grenades. **Requirements:** Command Post **Abilities:** Call for Transport **Upgrades:** Composite Armor
	Sniper Team: Sniper Teams can kill most infantry from long range with a single well-placed shot and are trained in reconnaissance tactics such as stealth and artillery target spotting. **Requirements:** Armory **Abilities:** Call for Transport
	Commando: Thanks to their burst-firing prototype rail carbines, Commandos are unmatched when fighting enemy infantry. Their explosives can demolish structures and even large walkers like the Avatar. **Requirements:** Armory, Tech Center **Abilities:** Jump Jets, Call for Transport
	Zone Trooper: Capable of surviving in otherwise uninhabitable environments, Zone Troopers are highly mobile, well protected, and trained to destroy enemy infantry and vehicles with their heavy-duty railguns. **Requirements:** Tech Center **Abilities:** Jump Jets, Call for Transport **Upgrades:** Scanner Packs, Power Packs

VEHICLES

Most GDI vehicles are built at the **War Factory**.

ICON	NAME/DESCRIPTION
	Pitbull: Although the Pitbull—GDI's primary scout vehicle—can fire missiles capable of damaging ground and air vehicles, it is too lightly armored to survive direct combat. Pitbulls can also detect stealth units. **Upgrades:** Mortars
	Predator Tank: The Predator is equipped with an armor-piercing cannon and can withstand heavy fire thanks to its thick plating. However, it is ineffective against infantry and vulnerable to hostile aircraft unless supported with anti-air defenses. **Upgrades:** Railguns

APC: GDI infantry rely on APCs to move safely through hostile terrain. APCs can fire at aircraft, infantry, and light vehicles, and are designed to let infantry attack from within.
Abilities: Lay Minefield

Harvester: GDI Harvesters are easily recognizable by the light machinegun mounted above the cab, used to ward off marauders that might wish to steal their precious cargo.
Requirements: Refinery

MCV: The Mobile Construction Vehicle (MCV) was invented to provide GDI with a mobile base at a moment's notice. MCVs can be seen packing and unpacking into Construction Yards.

Rig: The Rig is a heavy support vehicle capable of deploying into a versatile Battle Base, which provides considerable defense with two integrated Guardian Cannons, a missile launcher, stealth-detection scanners, and automated repair drones.
Requirements: Command Post

Mammoth Tank: Armed with dual cannons and rocket pods, the Mammoth Tank is the ultimate in armored warfare. Although slow, the Mammoth is so powerful it can crush lesser tanks beneath its treads.
Requirements: Tech Center
Upgrades: Railguns

Juggernaut: GDI's walking artillery platform can support tank operations with its long-range cannons, serve as a siege weapon when stationed outside an enemy base, and bombard targets with the aid of Sniper Teams.
Requirements: Tech Center
Abilities: Bombard Target

Surveyor: The Surveyor can locate viable base sites and deploy in order to facilitate construction. It is most useful when placed near Tiberium fields.

AIRCRAFT
Most GDI aircraft are built at the **Airfield**.

ICON	NAME/DESCRIPTION

Orca: The Orca is effective in a variety of roles including scouting, fire support for ground operations, and direct strikes on enemy installations. It can be outfitted to increase its scouting capabilities.
Abilities: Deploy Sensor Pod, Pulse Scan
Upgrades: Sensor Pods

Firehawk: Firehawks can carry heavy Hellcat Firebombs or Rattlesnake Missiles for smashing enemy aircraft. When outfitted with Stratofighter Boosters, Firehawks can fly outside the range of enemy air defenses then plunge for the attack.
Abilities: Missile Loadout, Bomb Loadout
Requirements: Tech Center
Upgrades: Stratofighter Booster

ICON	NAME/DESCRIPTION

V-35 Ox Transport: The V-35 Ox—a flying transport capable of shipping all but the heaviest military forces—lets GDI mount surprise attacks. Ox Transports are not durable enough to send into enemy territory, however.

GDI STRUCTURES
GDI PRODUCTION STRUCTURES

ICON	NAME/DESCRIPTION

Construction Yard: The heavily-armored Construction Yard doubles as GDI's forward base. It can pack into an MCV, affording it mobility, but needs to be protected at all costs. The Construction Yard provides radar capability to GDI bases.

Power Plant: GDI's Power Plant provides clean, efficient energy for their forward combat bases.
Upgrades: Advanced Turbines

Crane: Larger GDI bases employ Cranes to help sustain rapid construction schedules. A single Crane can double the rate at which a GDI forward base is built.

Refinery: The GDI Refinery is highly effective at processing Tiberium into useful resources. The Refinery comes with a Harvester included, and is essential to funding GDI's military efforts.

Barracks: The GDI Barracks is a self-contained recruitment and training center. GDI infantry divisions can be outfitted for combat quickly and efficiently here.
Requirements: Power Plant

Armory: The Armory grants GDI access to its most highly trained soldiers. It includes upgrades for Zone Trooper Power Armor as well as a medical bay that can heal wounded infantry.
Requirements: Barracks

War Factory: The GDI War Factory builds standard GDI vehicles and is outfitted with automated repair drones that automatically repair damaged vehicles that approach it.
Requirements: Power Plant, Refinery

Command Post: The Command Post is an essential component of an advanced GDI base. It can scan remote locations and is required to build key structures.
Requirements: Power Plant, Refinery

Tech Center: Tech Centers provide cutting-edge military technology to GDI forces. Vehicles, tanks, and aircraft can all be upgraded. Additionally, a Tech Center also grants access to some of GDI's strongest forces.
Requirements: Command Post

Airfield: GDI Airfields support ground operations in combat zones. Each Airfield contains up to four aircraft. Airfields can call Orca Strikes, deploy infantry and vehicles via air transports, and summon elite Bloodhound recon groups.
Requirements: Command Post

Space Command Uplink: This self-contained launch platform allows GDI to deploy high-tech support weapons and send Zone Troopers to the battlefield from orbit. An EMP weapon called Shockwave Artillery can also be utilized.
Requirements: Tech Center

GDI SUPPORT STRUCTURES

ICON	NAME/DESCRIPTION

Watchtower: These tall structures with a good line of sight and rapid firing, automated anti-infantry machineguns ensure the security of the base against hostile threats.
Requirements: Power Plant

Guardian Cannon: Guardian Cannons—equipped with an automated gun that can punch through tank armor but is less effective against infantry—are a frequent sight in areas vulnerable to armored attacks.
Requirements: Barracks

AA Battery: The AA Battery contains cannons capable of eliminating aircraft with deadly efficiency. The targeting systems and turret actuators cannot track ground targets, so they are useless against infantry or tanks.
Requirements: Command Post

Tiberium Silo: The Tiberium Silo, made of special materials that allow for long-term storage, is the perfect storage facility for excess Tiberium.
Requirements: Refinery

Sonic Emitter: Sonic Emitters were originally developed for breaking down Tiberium, but gained a reputation as extremely powerful base defenses.
Requirements: Tech Center
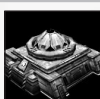
Ion Cannon Control: By building this structure you gain access to the latest version of GDI's most feared weapon, the Ion Cannon, which can vaporize virtually everything within its significant blast radius.
Requirements: Tech Center

GDI SUPPORT POWERS

ICON	NAME/DESCRIPTION

Radar Scan: The Radar Scan enables a powerful, localized sensory sweep of a designated area on the battlefield that instantly reveals stealthed enemies.
Enabled At: Command Post

GDI Airborne: Paratroopers are standing by to descend on any visible point on the battlefield in need of fast reinforcements.
Enabled At: Armory

Sharpshooter Team: The GDI commander may summon several experienced Sniper Teams to drop in behind enemy lines.
Enabled At: Tech Center

Orca Strike: Orca aircraft are always standing by to deliver a payload of infrared-guided air-to-surface missiles precisely where needed.
Enabled At: Airfield

Bloodhounds: Bloodhounds are an airlifted recon-and-fast-attack unit of veteran Pitbulls and APCs, deliverable to any visible point on the battlefield.
Enabled At: Airfield
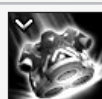
Zone Trooper Drop Pods: Zone Troopers, specially-trained in atmospheric descent, crash straight into battle to settle the score with their powerful railguns.
Enabled At: Space Command Uplink

Shockwave Artillery: Fitted into warheads, GDI's sonic emitter technology has the ability to decimate anything caught in the blast while temporarily disabling any facilities or mechanical units in its periphery.
Enabled At: Space Command Uplink

Ion Cannon: GDI commanders can call upon an orbital battle station to fire supercharged ion beams in one concentrated blast that disintegrates targets without causing environmental harm.
Enabled At: Ion Cannon Control

GDI UPGRADES

ICON	NAME/DESCRIPTION

Composite Armor: Composite Armor protects GDI's invaluable infantry troops from greater damage inflicted in battle.
Units Affected: Rifleman Squad, Missile Squad, Grenadier Squad
Researched At: Armory

ICON	NAME/DESCRIPTION
	Scanner Packs: By augmenting their powered armor with scanner packs, Zone Troopers are able to see farther and detect stealthed foes. **Unit Affected:** Zone Trooper **Researched At:** Armory
	Power Packs: Powered armor is made supremely durable and includes sophisticated medical systems that let Zone Troopers recover from most injuries. **Unit Affected:** Zone Trooper **Researched At:** Armory
	Mortars: Although the Pitbull is primarily intended for scouting and anti-air fire, upgrading this vehicle with Mortars turns it into a light artillery platform. **Unit Affected:** Pitbull **Researched At:** Tech Center
	Railguns: GDI's magnetic-accelerator weapons technology offers numerous advantages over conventional ballistics. Chief among them is intensely superior firepower. **Units Affected:** Predator Tank, Mammoth Tank **Researched At:** Tech Center
	Stratofighter Boosters: When equipped with Stratofighter Boosters, GDI Firehawks can teleport nearly anywhere, safely bypassing most conventional anti-aircraft defenses. **Unit Affected:** Firehawk **Researched At:** Tech Center
	Sensor Pods: Upgrade the Orca fighter with Sensor Pods that can be used to spy on enemy forces. **Unit Affected:** Orca Fighter **Researched At:** Tech Center
	Advances Turbines: Advanced Turbines provide nearby Power Plants with a much stronger, more efficient mechanism for generating clean power at a greater rate. **Researched At:** Power Plant **Requirements:** Tech Center

GDI ABILITIES

ICON	NAME/DESCRIPTION
	Call for Transport: All infantry and vehicle units with this ability can summon an Ox transport to take them wherever they need to go. **Requirements:** Airfield **Units Affected:** Rifleman Squad, Missile Squad, Engineer, Grenadier Squad, Sniper Team, Commando, Zone Trooper, Pitbull, APC, Predator Tank
	Dig In: Trained infantry with this ability can create a foxhole—a garrisonable structure built out of sandbags. **Unit Affected:** Rifleman Squad

ICON	NAME/DESCRIPTION
	Jump Jets: Jump Jets allow specially-equipped troops to soar across the battlefield and over otherwise-impassable terrain. **Units Affected:** Zone Trooper, Commando
	Lay Minefield: This ability allows an APC to place small mine fields on the battlefield. **Unit Affected:** APC **Requirements:** Tech Center
	Bombard Target: Juggernauts may fire their cannons much farther than usual by targeting any area within the line of sight of a sniper team. **Unit Affected:** Juggernaut
	Pulse Scan: Use this ability to scan the battlefield to reveal stealthed units and enemy structures. **Unit Affected:** Orca
	Deploy Sensor Pod: Orcas may use these pods to track enemy formations and reveal hidden forces. **Unit Affected:** Orca

THE BROTHERHOOD OF NOD

Followers of The Brotherhood of Nod do not consider themselves part of any army so much as part of a religion. They believe their leader Kane to be on the forefront of a movement to elevate the human race. Their loyalty to Kane is thought to be absolute and their convictions, unshakable. They are willing to sacrifice everything to bring victory to the Brotherhood.

NOD UNITS

NOD INFANTRY

All Nod infantry units are trained at the **Hand of Nod**.

ICON	NAME/DESCRIPTION
	Militant Squad: Poorly trained but numerous, these lowly soldiers of Nod are armed with aging, 20th Century chainguns. **Abilities:** Call for Transport **Upgrades:** Tiberium Infusion, Confessor
	Militant Rocket Squad: Although armed with rocket launchers capable of destroying aircraft and armored vehicles, Rocket Militants are still extremely vulnerable on the battlefield. **Abilities:** Call for Transport **Upgrades:** Tiberium Infusion, Confessor

Saboteur: The Saboteur can capture enemy structures and instantly repair Nod facilities and bridges. He is also equipped with explosives that can be planted on neutral structures and detonated when enemy forces draw too close. He may even recover fallen walker units like the GDI Juggernaut.
Abilities: Call for Transport, Booby Trap

Fanatics: Nod Fanatics are equipped with volatile explosive devices that detonate when in close proximity to enemy forces. Fanatics are impossible to suppress and must be eliminated before reaching their targets.
Abilities: Call for Transport
Upgrades: Tiberium Infusion
Requirements: Operations Center

Black Hand: Extremely well-trained, loyal, and supernaturally tough, the elite Black Hand forces are armed with flame throwers that can clear out garrisoned structures and incinerate enemy squads.
Abilities: Call for Transport
Requirements: Operations Center

Shadow Team: These infantry units can use stealth and their collapsible glider packs to circumvent defenses and expose weaknesses in GDI's front. Once behind enemy lines, they can plant explosives on structures.
Abilities: Call for Transport, Glider Pack, Explosive Charge
Requirements: Secret Shrine

Commando: Nod Commandos—the best of the best of Nod's infantry—can slink into battle armed with fast-firing laser weapons, satchel charges, and portable stealth generators.
Abilities: Call for Transport
Requirements: Secret Shrine, Tech Lab

NOD VEHICLES

Most Nod vehicles are built at the **War Factory**.

Raider Buggy: Equipped with burst-firing machineguns that can make short work of infantry and light targets, the Raider Buggy is the most common Nod vehicle.
Abilities: EMP Burst, Call for Transport
Upgrades: EMP Coils, Laser Capacitors

Attack Bike: The Attack Bike—quick, armed, and equipped with an advanced scanner array—is the ultimate scout for Nod forces. It is respectably powerful against aircraft as well.
Abilities: Call for Transport

Scorpion Tank: The Scorpion Tank is the shield of Nod. Highly maneuverable, the standard Scorpion is armed with an armor-piercing 105mm cannon and sufficient armor to withstand direct fire—at least for a while.
Abilities: Call for Transport
Upgrades: Laser Capacitors, Dozer Blades

Harvester: Nod Harvesters are stealthed, allowing them to avoid most detection and bring home valuable Tiberium unopposed.
Requirements: Refinery

MCV: The Brotherhood's menacing-looking MCVs are capable of rolling over any relatively clear terrain and unpacking into a Construction Yard.

Flame Tank: Nod's Flame Tank is outfitted with two massive flamethrowers capable of clearing out garrisoned buildings and burning structures to the ground with ease.
Requirements: Operations Center

Stealth Tank: In spite of its light armor, the Stealth Tank is formidable. It is invisible to most opposing forces, except when it stops to fire a barrage of its deadly and accurate rockets.
Requirements: Operations Center

Beam Cannon: Though not intended for direct attacks against enemy armor, groups of Beam Cannons can deal terrific damage to structures given sufficient time. Their energies can enhance Obelisks of Light as well.
Abilities: Reflector Beam, Charge Defenses
Requirements: Tech Lab

Avatar: This massive, state-of-the-art walker is equipped with a portable version of the Obelisk Laser. Avatars may further enhance their immense power by literally ripping pieces from other Nod vehicles.
Abilities: Commandeer Technology
Requirements: Tech Lab

Emissary: The Emissary vehicle is designed to travel to distant locations and establish a Nod presence, thus paving the way for additional Nod bases.

NOD AIRCRAFT

Most Nod aircraft are built at the **Air Tower**.

Venom Patrol Craft: The Venom Patrol Craft keeps watch over Nod interests with its rapid-firing machineguns that are lethal against enemy infantry and quite effective against aircraft and some vehicles as well.
Abilities: Signature Generator
Upgrades: Laser Capacitors, Signature Generators

Vertigo Bomber: Due to its stealth capability, the Vertigo Bomber appears as if from nowhere and delivers its payload of groundpounder bombs before opposing forces can muster their defenses.
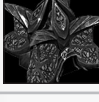**Requirements:** Tech Lab

Carryall: The Carryall is able to transport most Nod units to new destinations at minimal cost and high speed. However, it sacrifices armor for its mobility.

NOD STRUCTURES

NOD PRODUCTION STRUCTURES

ICON	NAME/DESCRIPTION
	Construction Yard: Heavily armored but mission-critical, Construction Yards are crucial to Nod's war efforts and tend to be well-defended for that reason. They also provide radar capability to Nod bases.
	Power Plant: The Nod Power Plant is able to generate extraordinary amounts of power from a small amount of Tiberium at the expense of ecological damage to the surrounding environment.
	Crane: Cranes reinforce the production capability of the Nod Construction Yard. One Crane fully doubles the rate at which Nod structures may be built.
	Refinery: The Nod Refinery can rapidly transform raw Tiberium into useful materials. Each Refinery comes with one of Nod's nearly invisible Harvester vehicles.
	Hand of Nod: The Hand of Nod provides shelter, supplies, and training to the legions of Nod militants, fanatics, and elite infantry as they wage war against GDI. **Requirements:** Power Plant
	War Factory: This essential facility is used to construct and deploy Nod's highly specialized vehicles. Nod War Factories also have automated drones that quickly repair damaged vehicles nearby. **Requirements:** Power Plant, Refinery
	Operations Center: The Operations Center contains advanced communications arrays required for Nod's costliest structures, and can also deploy advanced counter-intelligence technology such as the Radar Jamming Missile and the Cloaking Field. **Requirements:** Power Plant, Refinery
	Secret Shrine: Nod's Secret Shrine contains the special training rituals necessary to deploy advanced infantry. It can also be used to research advancements that substantially improve the effectiveness of most Nod infantry squads. **Requirements:** Hand of Nod
	Tech Lab: When a Tech Lab is present, The Brotherhood of Nod can deploy its most advanced military equipment, as well as research upgrades to its lower-tech vehicles. **Requirements:** Operations Center
	Air Tower: Air Towers enable air support for Nod operations and production of aircraft. Each Air Tower provides docking bays for up to four Vertigo Bombers. **Requirements:** Operations Center

ICON	NAME/DESCRIPTION
	Tiberium Chemical Plant: The Tiberium Chemical Plant allows Nod commanders to deploy advanced Tiberium weapons to the battlefield at a moment's notice. **Requirements:** Tech Lab

NOD SUPPORT STRUCTURES

ICON	NAME/DESCRIPTION
	Tiberium Silo: Tiberium Silos allow Nod bases to store as much Tiberium as they need to mount a decisive military campaign against its enemies. **Requirements:** Refinery
	Shredder Turret: Shredder Turrets act like gigantic anti-personnel shotguns when hostile infantry approach. While these shards do little damage against heavily armored vehicles, they are horrifyingly effective against flesh-and-blood targets. **Requirements:** Power Plant
	Laser Turret: Laser Turrets scale down Nod's infamous Obelisk of Light into a flexible anti-vehicle defense. Trios of Laser Turrets, controlled by a central defense hub, can quickly focus their beams against armored targets within range. **Requirements:** Hand of Nod
	SAM Turret: SAM (surface-to-air-missile) Turrets fire streams of missiles against hostile aircraft. A single SAM missile does not pack much of a punch, but concentrated fire from these defenses can bring down aircraft. **Requirements:** Operations Center
	Disruption Tower: Disruption Towers generate massive stealth fields. Nod buildings, infantry, and vehicles in their vicinity cannot be seen by enemies. Disruption Towers cannot themselves be stealthed. **Requirements:** Secret Shrine
	Obelisk of Light: Nod's incredibly powerful laser tower charges up a beam that can decimate vehicles and infantry squads. Its impressive range and power may also be enhanced by Nod's new Beam Cannon vehicles. **Requirements:** Tech Lab
	Temple of Nod: The Temple of Nod houses launch facilities necessary for an appallingly destructive nuclear strike as well as advanced supercomputers capable of resetting the entire base in the event of an EMP attack. **Requirements:** Tech Lab

NOD SUPPORT POWERS

ICON	NAME/DESCRIPTION
	Radar Jamming Missile: Nod's Radar Jamming Missile technology launches a warhead that temporarily disables the enemy's ability to see the entirety of the battlefield. **Enabled At:** Operations Center
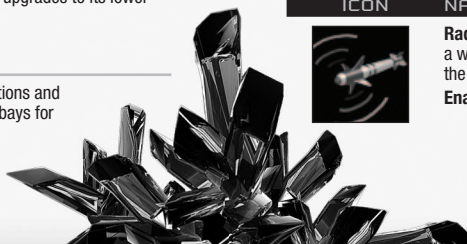
Decoy Army: Nod's research into stealth technology led to the discovery of light amplification techniques that create seeming mirror images of their fighting forces.
Enabled At: Operations Center

Cloaking Field: Stealths allied vehicles in a targeted area and causes extraordinary damage to allied and enemy infantry.
Enabled At: Operations Center

Shadow Strike Team: Shadow Strike Teams swoop down with their gliders and perform assassinations and demolitions with surprising swiftness.
Enabled At: Secret Shrine

Mine Drop: Mines jettisoned from a fast-moving aircraft quickly cover a wide area and become nearly invisible to the naked eye.
Enabled At: Air Tower

Tiberium Vapor Bomb: Nod has discovered a way to evaporate Tiberium into a gas-like form, and weaponize the result in an intensely explosive laser-guided bomb.
Enabled At: Tiberium Chemical Plant

Seed Tiberium: Seeding the ground with liquid Tiberium not only accelerates the spread of Tiberium across the globe; it also has certain tactical benefits.
Enabled At: Tiberium Chemical Plant

Catalyst Missile: This unique, long-ranged warhead's powerful effects are amplified by any Tiberium in the vicinity of the blast.
Enabled At: Tiberium Chemical Plant

Master Computer Countermeasures: Nod's temples possess powerful backup generators and control systems designed to quickly restore power to a Nod base.
Enabled At: Temple of Nod

Nuclear Missile: GDI's focus on Tiberium allowed Nod to secretly stockpile a considerable number of the 20th Century's most infamous weapons: Nuclear Missiles.
Enabled At: Temple of Nod

NOD UPGRADES

Tiberium Infusion: This Tiberium elixir heightens infantry metabolisms and makes troops seemingly immune to Tiberium's deadly effects.
Units Affected: Fanatics, Militant Squad, Militant Rocket Squad
Researched At: Secret Shrine

Confessor: Experienced Nod leaders called Confessors increase the effectiveness of some troops and carry hallucinogenic grenades which can incite friendly fire.
Units Affected: Militant Squad, Militant Rocket Squad
Researched At: Secret Shrine

EMP Coils: This portable EMP device is capable of disabling vehicles and structures with electro-mechanical components.
Unit Affected: Raider Buggy
Researched At: Tech Lab

Dozer Blade: Dozer Blades can savagely fell heavy infantry, including GDI Zone Troopers. They can also clear minefields and serve as frontal armor.
Unit Affected: Scorpion Tank
Researched At: Tech Lab

Laser Capacitors: The Brotherhood's Obelisk of Light inspired scientists to hone its laser technology down to a more-portable form factor.
Units Affected: Raider Buggy, Venom Patrol Craft, Scorpion Tank
Researched At: Tech Lab

Signature Generators: Venom Patrol Craft may be retrofitted with this technology that impairs enemy radar systems, creating the illusion that the Venom is a sizable force.
Unit Affected: Venom Patrol Craft
Researched At: Tech Lab

Liquid Tiberium Core: Nod's Tech Labs enable nearby Power Plants to bolster their output by means of a Liquid Tiberium Core.
Researched At: Power Plant
Requirements: Tech Lab

NOD ABILITIES
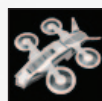
Call for Transport: This ability allows the Brotherhood of Nod to call in rapid transportation to and from the battlefield.
Units Affected: Militant Squad, Rocket Militant Squad, Saboteur, Fanatics, Black Hand, Commando, Attack Bike, Raider Buggy, Scorpion Tank
Requirements: Air Tower

EMP Burst: Nod's notoriously reckless Raider Buggy drivers are encouraged to close distance with enemy vehicles and disable them using this ability.
Unit Affected: Raider Buggy

Explosive Charge: Trained in demolitions and espionage, Shadow Teams can cripple enemy structures with the high explosives they conceal.
Unit Affected: Shadow Team

Glider Pack: Specially trained Shadow Teams can deploy a hang glider to quickly move around the battlefield.
**Unit Affected:** Shadow Team

Booby Trap: Place traps on any garrisoned structure or bridge with this ability.
Unit Affected: Saboteur

Signature Generator: Use this ability to make a single Venom appear as a group on enemy radar.
Unit Affected: Venom Patrol Craft

Reflector Attack: Beam Cannons may reflect their beams off of Venom Patrol Craft to strike otherwise-unreachable targets.
Unit Affected: Beam Cannon
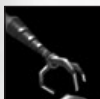
Commandeer Technology: The Avatar can use this ability on an Attack Bike, Flame Tank, Stealth Tank, or Beam Cannon to commandeer its technology. This destroys the unit being commandeered.
Unit Affected: Avatar

SCRIN

Proof that humankind was not alone in the universe came suddenly when the Scrin appeared on Earth and commenced their attack. They seem to thrive in Tiberium and, unlike us, appear to actually be healed, not harmed, by the substance.

SCRIN UNITS

SCRIN INFANTRY

All Scrin infantry units are transported via the **Portal**.

ICON	NAME/DESCRIPTION
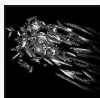
Buzzers: The terrifying Buzzers are like a cloud of flying razors that can cut cleanly through flesh and light armor. They seem to be guided by a limited sentience. Buzzers can clear garrisoned structures.
Abilities: Combine with Vehicle

Disintegrators: These metallic walking creatures decimate vehicles with a powerful cutting beam. When crushed, they explode, damaging enemies in the vicinity.

Assimilator: This alien, which is completely invisible when stationary, specializes in taking control of enemy structures. Assimilators can also repair Scrin structures and capture defeated walkers.

Shock Troopers: Shock Troopers are so called because of their violent attacks on heavily populated areas. They are more than capable of attacking armored vehicles head-on.
Requirements: Nerve Center, Stasis Chamber
Upgrades: Plasma Disc Launchers, Blink Packs

Mastermind: The shadowy Mastermind is capable of teleporting units and mind control. It appears at the center of enemy forces and takes control of vehicles, buildings, and infantry.
Requirements: Stasis Chamber, Technology Assembler
Abilities: Manipulator Device, Teleport Units

SCRIN VEHICLES

All Scrin vehicles are transported via the **Warp Sphere**.

ICON	NAME/DESCRIPTION

Seeker: Well-suited for scouting and skirmishing, this light hovertank is equipped with advanced scanners as well as plasma disc launchers that are effective against vehicles and aircraft.
Abilities: Combine with Buzzers

Gun Walker: These legged vehicles are armed with rapid-firing energy weapons capable of tearing through infantry and aircraft.
Abilities: Combine with Buzzers

Harvester: Harvesters absorb Tiberium and transport it to Scrin Extractors. They also seem to self-repair when Tiberium is present. If heavily damaged, harvesters generate a massive Ion Storm due to the destruction of their reactors.

Devourer Tank: The Devourer Tank is armed with a long-ranged proton cannon and can also consume Tiberium to supercharge its beam.
Requirements: Nerve Center
Abilities: Combine with Buzzers

Corrupter: Corrupters spray corrosive slime onto structures and infantry with devastating effect on humans; yet with surprisingly restorative effects on their own troops. Corrupters can clear garrisoned structures.
Requirements: Nerve Center

Annihilator Tripod: This devastating walking behemoth is armed with three beam weapons mounted on independently articulated tentacles, and legs so powerful they can crush smaller vehicles underfoot.
Requirements: Tech Lab
Upgrades: Forcefield Generators
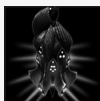**Abilities:** Combine with Buzzers

Explorer: The Scrin, seemingly obsessed with Tiberium, often send Explorers to establish a presence in Tiberium-rich areas so that harvesting can commence.

SCRIN AIRCRAFT

All Scrin aircraft are transported via the **Gravity Stabilizer**.

Drone Ship: These giant floating towers land and deploy in order to establish a Scrin base. They are similar in function to MCVs.

Stormrider: Stormriders are fast-attack aircraft armed with a plasma gun effective against both ground and air forces.

Devastator Warship: Devastator Warships can inflict grievous damage on anything and everything below with their tremendously long-ranged Zeus Plasma Disc Batteries.
Requirements: Tech Lab
Upgrades: Forcefield Generators

Planetary Assault Carrier: This heavy floating starship contains a complement of fighters that are vicious when swarming ground targets. The Planetary Assault Carrier is most fearsome when generating an Ion Storm.
Abilities: Ion Storm
Requirements: Signal Transmitter
Upgrades: Forcefield Generators

Mothership: The slow-moving Scrin Mothership is a superweapon capable of releasing a jolt of energy that disintegrates its target and causes a chain reaction that can level entire cities.
Requirements: Signal Transmitter

SCRIN STRUCTURES
SCRIN PRODUCTION STRUCTURES

Drone Platform: The Drone Platform can construct other Scrin buildings to form a base. The Drone Platform also enables radar capability.

Reactor: The primary power source for Scrin bases, the Reactor makes efficient use of Tiberium radiation to supply energy to other alien structures.

Extractor: The Extractor collects and stores Tiberium delivered by the alien Harvesters. It comes with a Harvester and is essential for generating the currency the Scrin need to mount their war efforts.

Portal: Transport Scrin infantry to the battlefield with a Portal. The Portal is not powerful enough to provide passage to heavy units.
Requirements: Reactor

Warp Sphere: The Warp Sphere creates a gateway capable of teleporting Scrin vehicles to the battlefield. It contains drones that repair damaged vehicles within range and can also deploy reconstruction drones when necessary.
Requirements: Reactor, Extractor

Nerve Center: Required for advanced alien bases, the Nerve Center can do everything from networking with distant alien forces to calling a Lightning Spike to help defend a base.
Requirements: Reactor, Extractor

Gravity Stabilizer: The Gravity Stabilizer controls the gravitational fluctuations of the planetary body it is built on in order to allow a safe teleportation destination for the Scrin's starship fleets.
Requirements: Nerve Center

Stasis Chamber: A Stasis Chamber can sustain advanced alien infantry such as the Shock Trooper and the Mastermind. The Stasis Chamber can also project a Stasis Shield anywhere on the battlefield.
Requirements: Portal

Technology Assembler: The Technology Assembler enables production of the Scrin's strongest units, outfits forces with improvements, and can render ground units impervious to attack for a short period of time.
Requirements: Nerve Center

Signal Transmitter: The Signal Transmitter can be used to summon a massive Scrin Mothership. It can also change its frequency to open Wormholes in its vicinity.
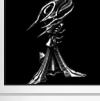**Requirements:** Technology Assembler

Foundry: A Foundry acts like a Drone Platform when creating structures, thereby granting Scrin foremen access to expedited base construction.

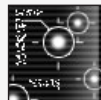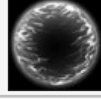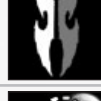# SCRIN SUPPORT STRUCTURES
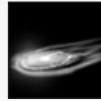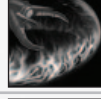
Buzzer Hives: Buzzer Hives store countless numbers of vicious Buzzers. If the Buzzers are destroyed, the Hive rapidly regenerates new ones.
Requirements: Reactor

Growth Accelerator: The Scrin are known to construct these mysterious Growth Accelerators to increase the output of their Tiberium fields.
Requirements: Extractor

Storm Column: The Storm Column generates a localized Ion Storm that aids alien spacecraft. It can focus this storm into a lightning bolt that severely damages aircraft, vehicles, and infantry.
Requirements: Technology Assembler

Photon Cannon: Photon Cannon blasts are capable of decimating ground vehicles. However, infantry are small enough to avoid taking direct damage.
Requirements: Portal

Plasma Missile Battery: The Plasma Missile Battery unleashes ultra hot discs capable of incinerating enemy aircraft.
Requirements: Nerve Center

Rift Generator: The Scrin use this profoundly dangerous device to open a flashpoint anywhere on the battlefield and eject everything near it into deep space.
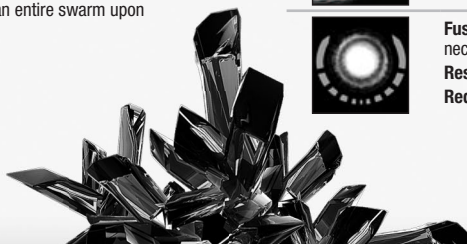**Requirements:** Technology Assembler

SCRIN SUPPORT POWERS

Reconstruction Drones: Scrin foremen are trained to release Reconstruction Drones wherever their forces require repairs, even in the midst of combat.
Enabled At: Warp Sphere

Lightning Spike: The Scrin developed Lightning Spikes as a defensive countermeasure effective against most known types of combat units.
Enabled At: Nerve Center

The Swarm: Because some situations require a larger-than-anticipated quantity of Buzzers, Scrin foremen stand ready to summon an entire swarm upon the battlefield as needed.
Enabled At: Nerve Center

Vibration Scan: The Scrin's Vibration Scan power instantly reveals Tiberium fields as well as Tiberium-based life forms, structures, and vehicles in the vicinity.
Enabled At: Nerve Center

Stasis Shield: Everything caught in a Scrin Stasis Shield temporarily shuts down—as if frozen in time—and becomes impervious to all known weapons.
Enabled At: Stasis Chamber

Phase Field: The Phase Field makes affected units difficult to attack and unable to fight. Scrin foremen use this power to send forces behind conventional base defenses.
Enabled At: Technology Assembler

Wormhole: The Scrin Wormhole creates a tunnel through space, allowing military forces to instantly travel from one end to the other.
Enabled At: Signal Transmitter

Mothership: While presumably not the sole vessel containing Scrin high command, the Mothership is an extreme threat, and can be summoned to battle with this power.
Enabled At: Signal Transmitter

Rift: The Scrin's most powerful weapon cuts a hole in the fabric of space that sucks up anything and everything in its vicinity.
Enabled At: Rift Generator

SCRIN UPGRADES

Plasma Disc Launchers: Normally reserved for Scrin armor divisions, Plasma Disc Launchers—which track and dismantle fast-moving aircraft—can be retrofitted for the Scrin's strongest foot soldiers as well.
Researched At: Technology Assembler
Unit Affected: Shock Troopers

Blink Packs: Elite Shock Troopers are able to use Blink Packs to instantaneously shift locations across the battlefield, much to the dismay of their enemies.
Researched At: Technology Assembler
Unit Affected: Shock Troopers

Forcefield Generators: Forcefield Generators create a localized energy shield that can withstand significant force—and even an EMP blast—before collapsing.
Researched At: Technology Assembler
Units Affected: Annihilator Tripod, Devastator Warship, Planetary Assault Carrier

Fusion Core: The Scrin's Technology Assembler affords its Reactors with the necessary components to substantially increase power output via a fusion core.
Researched At: Reactor
**Requirements:** Technology Assembler

SCRIN ABILITIES

ICON	NAME/DESCRIPTION
	Teleport Units: Adding to the threat of the Mastermind's ability to take control of its enemies, this Scrin commando unit may also teleport groups of its brethren across the battlefield. **Unit Affected:** Mastermind
	Conversion Beam: Devourer Tanks can "devour" Tiberium in order to super-charge their proton cannons. This affords them with improved range and stopping power. **Unit Affected:** Devourer Tank
	Ion Storm: Planetary Assault Carriers may generate a localized ion storm, which has the effect of bolstering the defenses of most Scrin aircraft in the vicinity. **Unit Affected:** Planetary Assault Carrier
	Manipulator Device: The Manipulator Device grants Scrin's Mastermind units the remarkable ability to instantly assert complete control over a target, whether it be a tank, an aircraft, or even an entire production facility. **Unit Affected:** Mastermind

NEUTRAL UNITS AND TECH BUILDINGS

Tech structures initially appear as white dots on the mini-map. They must be captured by a GDI Engineer, Nod Saboteur, or Scrin Assimilator to gain their benefits.

NEUTRAL UNITS

ICON	NAME/DESCRIPTION
	Mutant Marauder: Mutant Marauders are extremely strong, chaingun-wielding savages that seem to thrive in Tiberium, opposite to most living creatures.
	Visceroids: These foul, mindless, and dangerous by-products of a certain type of Tiberium exposure attack anything that moves and constantly regenerate.

TECH BUILDINGS

ICON	NAME/DESCRIPTION
	Tiberium Spike: Capturing this Tech Building provides a constant flow of additional resources.
	Expansion Point: Capturing this building provides ground control in the nearby vicinity. Ground control allows the placement of structures.

ICON	NAME/DESCRIPTION
	Reinforcement Bay: Capturing this Tech Building provides additional units.
	Subway Hub: Capturing this Tech Building provides access to all the Subway Entrances on the battlefield.
	Subway Entrance: Capturing the Subway Hub allows several units at a time to travel between all Subway Entrances on the map.
	EMP Control Center: Capturing this Tech Building allows the use of an EMP strike.
	Mutant Hovel: Capturing this Tech Building allows the recruitment of Mutant Marauders.
	Defensive Tower: Capturing this Tech Building provides a stationary turret.
	Tiberium Silo: Capturing this Tech Building provides a one-time bonus of additional resources.

COMMAND 3 CONQUER
KANE'S WRATH
UNITS, STRUCTURES, AND POWERS

Command & Conquer 3: Kane's Wrath delivers an array of new units, structures, and powers to use at your disposal.

GDI
GDI UNITS
VEHICLES
Most GDI vehicles are built at the **War Factory**.

Slingshot: One of the fastest moving units on the battlefield, the Slingshot is perfect for chasing down enemy aircraft.
Requirements: Command Post
Abilities: Call for Transport
Upgrades: Tungsten Shells

Shatterer: Best utilized against structures and the slower vehicles, a blast from a Shatterer can rip through multiple targets in a single shot.
Requirements: Command Post
Abilities: Call for Transport

M.A.R.V.: The largest vehicle in GDI's arsenal, the M.A.R.V. comes with a giant sonic cannon and can harvest Tiberium directly off the battlefield. Infantry can permanently garrison the M.A.R.V. to upgrade its abilities.
Requirements: Reclamator Hub
Abilities: Harvests Tiberium, Garrison Infantry

AIRCRAFT
Most GDI aircraft are built at the **Airfield**.

Hammerhead: Hammerhead is GDI's most versatile aircraft and never needs to return to the Airfield to reload.
Abilities: Garrison Infantry
Upgrades: AP Ammo, Ceramic Armor (ZOCOM only)

GDI STRUCTURES
GDI PRODUCTION STRUCTURES

Reclamator Hub: The Reclamator Hub deploys GDI vehicles and constructs the M.A.R.V.
Requirements: Tech Center

GDI SUPPORT STRUCTURES

Combat Support Airfield: Repairs and rearms, but cannot build GDI aircraft.
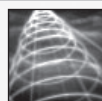**Requirements:** Airfield

GDI SUPPORT POWERS

Sonic Repulsion Field: Deploys a Defensive Sonic Field around buildings and prevents the structure from being captured or targeted with explosives, while also increasing armor.
Enabled At: Command Post

Supersonic Air Attack: Several Supersonic Fighters perform an air-to-air strike against enemy aircraft.
Enabled At: Space Command Uplink

Orbital Strike: Launches a series of highly destructive slugs down from space, crushing vehicles and structures.
Enabled At: Space Command Uplink

GDI UPGRADES

AP Ammo: Increases the damage of all gun-based units.
Units Affected: Rifleman Squad, APC, Hammerhead, Watchtower
Researched At: Command Post

EMP Grenades: Allows Grenadiers to throw disabling EMP Grenades.
Unit Affected: Grenadiers
Researched At: Armory
NOTE: Not available for Steel Talons.
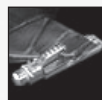
Hardpoints: Adds additional weapon hardpoints to GDI aircraft, allowing them to carry more missiles.
Unit Affected: Orcas, Firehawks
Researched At: Airfield
NOTE: Not available for ZOCOM.

Tungsten Shells: Upgrades ammo to Tungsten Shells and increases damage.
Unit Affected: Slingshot, AA Turret
Researched At: Tech Center

GDI ABILITIES

EMP Grenades: Causes all mechanical units and structures in the area of effect to become temporarily disabled.
Unit Affected: Grenadiers
Requirements: EMP Grenades upgrade
NOTE: Not available for Steel Talons.

STEEL TALONS

STEEL TALONS UNITS

INFANTRY

All Steel Talons infantry units are trained at the **Barracks**.

Combat Engineer: With a trusty sidearm, the Combat Engineer is very useful when it comes to taking down enemy Engineers.
Abilities: Call for Transport, Pistol

VEHICLES

Most Steel Talons vehicles are built at the **War Factory** or **Reclamator Hub**.

Wolverine: The Wolverine is a perfect scout unit—fast enough to stay ahead of the pack while packing enough weaponry and armor to get itself out of any unexpected difficulties.
Upgrades: AP Ammo
Abilities: Call for Transport

Titan: Slower but tougher than the standard GDI Predator tank, the Titan is an effective combat unit capable of crushing other vehicles.
Upgrades: Railguns, Adaptive Armor

Heavy Harvester: Outfitted with an infantry-capable garrison pod, the Heavy Harvester can be adapted to counter whatever threat is deemed most pressing.
Abilities: Garrison Infantry, Call for Transport

Mobile Repair Transport: In addition to standard APC functionality, the Mobile Repair Transport swaps the machine gun for the ability to repair nearby vehicles.
Abilities: Repair Vehicles, Garrison Infantry

Behemoth: Highly customizable, the Behemoth provides long range artillery support and can also garrison a squad of infantry.
Abilities: Garrison Infantry

STEEL TALONS SUPPORT POWERS

Railgun Accelerator: The Railgun Accelerator increases the refire rate of railgun equipped vehicles, but also damages those units while the accelerator is active.
Enabled At: Tech Center

STEEL TALONS UPGRADES

Adaptive Armor: Purchasing the Adaptive Armor upgrade allows units to activate the ability on the battlefield.
Units Affected: Titan, Mammoth Tank
Researched At: Tech Center

Railguns: GDI's magnetic-accelerator weapons technology offers numerous advantages over conventional ballistics. Chief among them is intensely superior firepower.
Units Affected: Titan, Mammoth Tank, Guardian Cannon, Battle Base
Researched At: Tech Center

STEEL TALONS ABILITIES

Adaptive Armor: Adaptive Armor increases armor and confers EMP immunity but reduces rate of fire.
Units Affected: Titan, Mammoth Tank
Requirements: Adaptive Armor upgrade

ZOCOM

ZOCOM UNITS

INFANTRY

All ZOCOM infantry units are trained at the **Barracks**.

Zone Raider: Zone Raiders fire area-of-effect Sonic Shells and shoulder-mounted anti-air rockets, and come equipped with all the benefits of Red Zone armor.
Abilities: Jump Jets, Call for Transport, Stealth Detection
Abilities: Jump Jets, Call for Transport, Stealth Detection

VEHICLES

Most ZOCOM vehicles are built at the **War Factory**.

Zone Shatterer: The Zone Shatterer can use its Overload Beam to fire an extra devastating shot, but it disables the Zone Shatterer for a brief moment afterward.
Abilities: Overload Beam

AIRCRAFT

ZOCOM aircraft are built at the **Airfield**.

ZOCOM Orca: Equipped with area-of-effect Sonic Shells, the ZOCOM Orca is powerful against vehicles and structures.
**Upgrades:** Sonic Cannon

ZOCOM SUPPORT POWERS

Zone Raider Drop Pods: Deploys several veteran squads of Zone Raiders anywhere on the battlefield.
Enabled At: Space Command Uplink

ZOCOM UPGRADES

Tiberium Field Suits: Increases armor and hit points, decreases damage from Tiberium attacks, and provides immunity to Tiberium exposure damage.
Units Affected: Riflemen, Rocket Soldiers, Grenadiers
Researched At: Armory
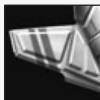
Ceramic Armor: Increases armor and hit points of GDI Aircraft.
Units Affected: ZOCOM Orca, Hammerhead, Firehawk
Researched At: Airfield

THE BROTHERHOOD OF NOD
NOD UNITS
NOD VEHICLES

Most Nod vehicles are built at the **War Factory** or **Redeemer Engineering Facility.**

Reckoner: Protecting infantry throughout the battlefield, the Reckoner APC can deploy into a bunker manually or automatically after taking significant damage.
Upgrades: Dozer Blades
Abilities: Garrison Infantry, Deploy into Bunker

Specter: Nod's Specter Stealth Artillery tank was designed as the ultimate evolutionary product of artillery-based guerilla warfare.
Abilities: Bombard Beacon, Call for Transport
NOTE: Does not stealth for Black Hand.

Redeemer: A massive combat mech equipped with shoulder-mounted garrison pods, an Obelisk-derived tri-part laser and a 'rage generator'. In Global Conquest Mode, Strike Forces with the Redeemer increase the Unrest of nearby cities.
Abilities: Rage Generator
Upgrades: Garrison Infantry

NOD STRUCTURES
NOD PRODUCTION STRUCTURES

Redeemer Engineering Facility: A massive pyramid large enough to support the scaffolding necessary to construct the Redeemer, this facility also doubles as a War Factory for standard vechicles.

NOD SUPPORT STRUCTURES

Voice of Kane: Propelling the messages of the prophet himself, this statue inspires nearby troops to fight with extreme fervor, increasing refire rate and armor.

Combat Support Airfield: These smaller air-pads can rearm and repair aircraft, but cannot create units like the Air Tower.
NOTE: Not available for Black Hand.

NOD SUPPORT POWERS

Laser Fencing: This fence protects a structure from being captured by Engineers or targeted with explosives, while also increasing armor.
Enabled At: Operations Center

Redemption: Believing a follower never truly dead, Militants who fall in the vicinity of this power are resurrected as Awakened cyborgs.
Enabled At: Operations Center

Tiberium Vein Detonation: Utilizing the research of Tiberium scientists, Nod has discovered how to weaponize Tiberium at its source.
Enabled At: Tiberium Liquidation Facility

NOD UPGRADES

Quad Turrets: Purchasing this upgrade adds an extra turret to all defenses.
Structures Affected: Shredder Turret, Laser Turret, SAM Turret
Researched At: Operations Center

Disruption Pods: Purchasing this upgrade allows Vertigo Bombers to drop stealth-emitting pods.
Units Affected: Vertigo Bomber
Researched At: Air Tower

Tiberium Core Missiles: Infusing warheads with the volatile crystal itself, these upgraded rockets do substantially more damage.
Units Affected: SAM Turrets, Stealth Tanks, Mantis (Black Hand only)
Researched At: Tech Lab

NOD ABILITIES

Disruption Pods: These pods are dropped from the air by Vertigo Bombers and stealth any units in the area.
Units Affected: Vertigo Bomber
Requirements: Disruption Pods upgrade

Deploy Artillery Beacon: The Shadow team can work in conjunction with the Specter artillery to drop an Artillery Beacon for long range bombardment.
Unit Affected: Shadow Team

Bombard Beacon: Utilizing the Shadow Team's beacon, the Specter can bombard within the beacon's vicinity from anywhere on the map.
Unit Affected: Specter

Deploy Reckoner: The Reckoner can deploy into a bunker only once, allowing garrisoned units to fire out and adding an extra garrison slot.
Unit Affected: Reckoner

BLACK HAND
BLACK HAND UNITS
INFANTRY
All Black Hand infantry units are trained at the **Hand of Nod**.

Confessor Cabal: Armed with machine guns and psychotropic hallucinogenic grenades, the Confessor Cabal also increases the combat effectiveness of nearby troops.
Upgrades: Black Disciples, Charged Particle Beams
Abilities: Hallucinogenic Grenades

BLACK HAND VEHICLES
Most Black Hand vehicles are built at the **War Factory** or **Redeemer Engineering Facility**.

Mantis: Fearing the superiority of GDI aircraft, Marcion demanded a dedicated anti-air vehicle. The Mantis droid is armed with a salvo of ground-to-air missiles.
Upgrades: Tiberium Core Missiles

Purifier: A predecessor to the Avatar, the Purifier comes equipped with a flamethrower and laser, while also increasing the combat effectiveness of nearby troops.
Upgrades: Purifying Flame

BLACK HAND SUPPORT POWERS

Power Signature Scan: Seeking out the enemy's source of energy, this reveals all Power Plants on the map.
Enabled At: Operations Center

Decoy Temple of Nod: Using deception to lure the enemy into the open, this decoy Temple can fool all but the most loyal Nod followers.
Enabled At: Tech Center

BLACK HAND UPGRADES

Black Disciples: With this upgrade, Black Hand flamethrower troops lead their fellow infantry squads into battle.
Enabled At: Secret Shrine

Purifying Flame: This blazing blue flame does horrific damage to enemy infantry and structures.
Units Affected: Black Hand, Flame Tank, Purifier
Researched At: Secret Shrine

Charged Particle Beams: A rapid firing green laser, these beams allow the quick decimation of infantry units.
Units Affected: Confessor Cabal, Shredder Turrets
Researched At: Tech Center

BLACK HAND ABILITIES

Hallucinogenic Grenades: These grenades are loaded with a chemical gas capable of forcing enemy soldiers to fire upon each other.
Units Affected: Confessor Cabal

MARKED OF KANE
MARKED OF KANE UNITS
INFANTRY
All Marked of Kane infantry units are trained at the **Hand of Nod**.

The Awakened: Equipped with arm-mounted direct-fire weaponry and a high-impact EMP emitter, these emotionless cybernetic warriors strike absolute fear in their enemies.
Abilities: EMP Blast, Call for Transport

Tiberium Trooper: Nod's ongoing experiments with Liquid Tiberium have finally begun to bear fruit in the form of portable, battlefield-ready weaponry.
Abilities: Slow down vehicles, Call for Transport
Upgrades: Cybernetic Legs

The Enlightened: A Crusader of the Brotherhood, these white-plated cyborgs fire penetrating particle beams at their targets.
Abilities: Improved EMP Blast, Call for Transport
Upgrades: Supercharged Particle Beams, Cybernetic Legs

MARKED OF KANE SUPPORT POWERS

Magnetic Mines: These special mines attach to vehicles and eat away at their hulls, dealing damage over time.
Enabled At: Operations Center

MARKED OF KANE UPGRADES

Cybernetic Legs: Promoting the merging of flesh and metal, Cybernetic Legs increase the movement speed of affected troops.
Units Affected: Saboteur, Tiberium Troopers, The Enlightened
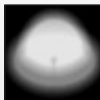**Enabled At:** Secret Shrine

Supercharged Particle Beams: These white-hot beams allow equipped units to deal increased damage, virtually melting their targets.
Units Affected: Venoms, Shredder Turrets, The Enlightened
Researched At: Tech Center

MARKED OF KANE ABILITIES

EMP Blast: This powerful ability can temporarily disable enemy vehicles and structures.
Units Affected: The Awakened, The Enlightened

SCRIN
SCRIN UNITS
SCRIN INFANTRY

All Scrin infantry units are transported via the **Portal**.

Ravager: The fastest infantry unit in the game, capable of performing precise hit and run attacks against Harvesters and bases.
Requirements: Nerve Center, Stasis Chamber
Abilities: Tiberium Agitation

SCRIN VEHICLES

All Scrin vehicles are transported via the **Warp Sphere**.

Mechapede: A multi-segmented monstrosity that can spawn new segments from its own body, each equipped with its own form of destructive weaponry.
Requirements: Technology Assembler
Abilities: Add Weapon Segments

Eradicator Hexapod: A mobile lifeform recycling system, the Eradicator Hexapod gains resources for enemy units destroyed in its radius. Infantry can permanently garrison the Eradicator to upgrade its abilities.
Requirements: Warp Chasm
Abilities: Garrison Infantry, Teleport Eradicator

SCRIN STRUCTURES
SCRIN PRODUCTION STRUCTURES

Warp Chasm: Deploys Scrin vehicles and the Eradicator Hexapod.

SCRIN SUPPORT POWERS

Tiberium Infestation: Summons a Tiberium Hive that infects a Tiberium field, damaging all units within the infected Tiberium field over time.
Enabled At: Nerve Center

Ichor Seed: Creates a miniature Tiberium field in the targeted area.
Enabled At: Nerve Center

Overlord's Wrath: Hurls a devastating Tiberium-saturated asteroid into the targeted area, causing extreme damage.
Enabled At: Signal Transmitter

SCRIN UPGRADES

Attenuated Forcefields: Absorbs a portion of damage and one EMP blast.
Researched At: Nerve Center
Unit Affected: Gun Walkers, Seekers, Shard Walkers (Reaper-17 only)
NOTE: Not available to Traveler-59.

Shard Launchers: Replaces Plasma discs with corrosive and powerful Tiberium shards, increasing weapon damage.
Researched At: Technology Assembler
Unit Affected: Seekers, Photon Cannons, Plasma Disc Launchers

SCRIN ABILITIES

Tiberium Agitation: Causes extreme damage by detonating Tiberium contained within a refinery or harvester.
Unit Affected: Ravager

Add Weapon Segment: The Mechapede spawns an extra weapon segment, of which eight can be added.
Unit Affected: Mechapede

REAPER-17
REAPER-17 UNITS
REAPER-17 VEHICLES

All Reaper-17 vehicles are transported via the **Warp Sphere** or **Warp Chasm.**

Shard Walker: By launching hazardous Tiberium shards, the Shard Walker positions itself as one of the strongest anti-infantry and anti-aircraft units.
Upgrades: Blue Shards, Attenuated Forcefields

Shielded Harvester: Protected with a forcefield, the Shielded Harvester can withstand more damage than the standard Scrin Harvester.

Reaper Tripod: Using its Tiberium-charged Conversion Beam, the Reaper Tripod packs a punch with a green laser that can tear through even the toughest armor.
Requirements: Technology Assembler
Abilities: Conversion Beam
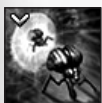**Upgrades:** Forcefield Generator, Conversion Reserves

REAPER-17 STRUCTURES
REAPER-17 SUPPORT STRUCTURES

Growth Stimulator: When placed in the middle of a Tiberium Field, the Growth Stimulator increases Tiberium regeneration and provides a constant flow of additional resources.

REAPER-17 SUPPORT POWERS

Shock Pods: Spawns several veteran squads of Shock Troopers to the targeted location.
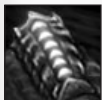**Enabled At:** Signal Transmitter

REAPER-17 UPGRADES

Blue Shards: Increases the damage of Tiberium shard-equipped units.
Researched At: Technology Assembler
Unit Affected: Seekers, Shard Walkers, Ravagers

Conversion Reserves: Increases the Conversion Beam storage capacity, allowing for more green laser shots.
Researched At: Technology Assembler
Unit Affected: Devourers, Reaper Tripods

TRAVELER-59
TRAVELER-59 UNITS
TRAVELER-59 INFANTRY

All Traveler-59 infantry are transported via the **Portal**.

Cultists: Naturally unarmed, Cultist units use mind control on enemy units to turn them against their creator.
Abilities: Mind Control

Prodigy: Equipped with Blink Packs, the Prodigy is capable of blink-teleporting onto the edges of an enemy encampment, seizing control of an entire regiment, and staging a mutiny without ever drawing attention to itself.
Abilities: Teleport Allies, Blink Pack, Mind Control, Area Mind Control

TRAVELER-59 SUPPORT POWERS

Temporal Wormhole: Significantly reduces the rate of fire and speed of all units within a targeted area.
Enabled At: Technology Assembler

TRAVELER-59 UPGRADES

Advanced Articulators: Increases the movement speed of infantry units.
Researched At: Stasis Chamber
Unit Affected: Disintegrators, Assimilators, Shock Troopers, Ravagers, Cultists

Traveler Engines: Equips Devastator Warships and Planetary Assault Carriers with a permanent speed boost.
Researched At: Technology Assembler
Unit Affected: Devastator Warships, Planetary Assault Carriers