

INCLUDES

17

GAMES

COMMAND & CONQUER

THE
ULTIMATE COLLECTION

COMMAND & CONQUER™ RED ALERT™
COMMAND & CONQUER RED ALERT™ COUNTERSTRIKE™
COMMAND & CONQUER RED ALERT™ THE AFTERMATH™



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STARTING THE GAME

CHOOSING YOUR SIDE: ALLIES OR SOVIETS

Command & Conquer™ Red Alert™ gives you the option to play one of two distinct fighting forces: The Allies, consisting of a handful of remaining free European countries that oppose Stalin; or the Soviet Empire, the mighty war juggernaut bent on continental domination.

If you choose the Allies, you will fight against the Soviet Empire. If you choose the Soviet Empire, you will fight against the Allies. Each side is radically different from the other, with varying strengths and weaknesses, different units, technologies, and different philosophies towards war. In addition, different stories will unfold depending on the side you have chosen.

When you start a new game, a dialog box will come up asking which side you wish to play. Simply click the side that you want and that game will begin.

TITLE SCREEN MENU

When you start the game for the first time, you'll be treated to *Command & Conquer: Red Alert's* exciting introduction. After which the game itself will begin. In subsequent games, you'll be taken directly to the Title Screen menu.

START NEW GAME

If you want to start a new game, choose this option. Your new game will start with a screen for you to select your difficulty level, then present you with the choice of which side to play: Allies or Soviet. When starting a new game, the introduction is not shown again.

DIFFICULTY LEVELS

There are 3 difficulty settings, which will change the balance of the game. We recommend playing the game at Normal difficulty, but if you feel the game is too hard or too easy, you can tailor it to your tastes. Difficulty can ONLY be set at the beginning of a new game – you cannot change it once you are in the missions.

Depending on what you set the difficulty to, your units and structures could be cheaper / more expensive to build, move faster / slower, fire quicker / slower, and the opponent's will be the opposite.

LOAD A MISSION

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

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

REPLAY INTRODUCTION

If you want to see the introduction again, select this option.

EXIT GAME

Select this option to exit the game.

BASIC INTERFACE

The interface for *Command & Conquer: Red Alert* has been designed to allow maximum control of your units and structures with little effort. The mouse will move your pointer around the screen, and depending on what you click on, you can order units, build structures, attack, repair, and perform a variety of other commands. As a general rule in *Command & Conquer: Red Alert*, left-clicking confirms orders, changes modes, or selects units and structures. Right-clicking pauses and cancels actions, modes, and selections.

SCROLLING AROUND

To scroll the main viewing window around the battlefield, move the cursor to the edge of the screen. The cursor will become a solid white arrow and the view will scroll in the indicated direction. If you're at the edge of the battlefield, a universal no slash will appear over the arrow indicating that this is as far as you can go.

ORDERING YOUR TROOPS AROUND

To get your units to act, select a unit by left-clicking on them, then move the cursor to the desired point on the battlefield where you want the unit to go. If the cursor is over a potential target, it will change to one of the targeting cursors (see *Targeting Cursors* below). Left-clicking at this point will cause the unit to attack the target. Otherwise, it will move the unit to that location, unless it is impassable (e.g. a cliff or trees), in which case it will get as close as it can to the target.

You can select your aircraft while they are in the air by band-box selecting (see group activities) them while they are in flight. You can then give them new orders, check their health, etc.

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



TARGETING CURSORS

There are two targeting cursors in *Command & Conquer: Red Alert*. The difference between the two is not large, but depending on which cursor you get, you can tell whether the selected unit is within range of the target, or if it will have to move to attack the object you've targeted. This information becomes important later in the game with some of the longer-range units (or when you're trying to avoid their effects). Note that this information will only be available when one unit is selected at a time.

GROUP ACTIVITIES

To save time, you can form teams among your troops. To select several units simultaneously, left-click and hold the mouse button down. Drag the mouse cursor to include all the troops you want selected. A white box outline indicates the range of this selection. Then, release the mouse button, and all the units within the white box will be selected. You can give that group an order the same way you'd give a single unit an order. Some units in groups will not respond to certain commands. For instance, a Medic in a group ordered to attack will not move when the rest of the group engages, because he has no weapon.

THE SHROUD

When you start a mission, much of the battlefield will be covered with a black Shroud. This represents the unknown areas of the battlefield that are unexplored. As you move your units towards the edge of the visible area, the Shroud will be uncovered around them depending on how far the units can "see". You can order a unit to move deep into the Shroud, uncovering large sections of the area at a time. Some structures or units will be able to replace the Shroud, blocking you (or your opponents) from seeing in that area.

THE SIDEBAR

The Sidebar is your tool for accessing information and abilities not directly related to your troops. With it, you can build units and buildings, get a radar view of the area (if you have a Radar Dome or GPS) and also tell you how much power your base is producing vs. how much it needs.

BUILDING YOUR BASE

Critical to the success of many missions is the construction of your own field Base, and the constant maintenance and defense of this Base during combat. The Base is necessary for the gathering of resources (through the Ore Refinery with its accompanying Ore Truck), construction of units, and defense thereof.

To begin building your Base, you must have a Construction Yard. Unless the Construction Yard is set up when the mission begins, you'll have to deploy the Mobile Construction Vehicle (MCV). Move the MCV to where you want the Construction Yard placed.

Move the cursor over the MCV and you'll get the Deploy cursor. You'll need clearance on all sides of the MCV in order to deploy it. If you try to deploy the MCV where there isn't enough room, you will receive the No Deploy cursor, and the MCV won't deploy. If you do have enough room, left-click to deploy the MCV, and it'll turn into a Construction Yard.

In the large upper window on the Sidebar, you will see the symbol of your side (Allied or Soviet). Later, this area becomes a radar display once you've built a Radar Dome – and have enough power to run it.

BUILDING THINGS

Below and slightly overlapping the radar display is a horizontal row of three icons. These are for repairing buildings, selling them, or toggling the radar map display. Each one has its own function. Below these three buttons are two columns of icons. The left column displays which structures your Construction Yard can build; the right column displays the units you can create. The arrow buttons at the bottom of these icons allow you to scroll through the selections when there are more than four available.

To build a structure or unit, left-click on the appropriate icon. Construction will take a period of time, as indicated by the sweeping hand over the icon. Cost for construction and purchasing will be automatically

deducted from your credits. Only one unit (of any one class) and one structure can be built at any one time. If you move the mouse cursor over the icon (without clicking), you'll see what that icon represents and how much it would cost you to build, buy, or train it.

When construction of buildings is completed the word **READY** appears across the top of the selected icon in the Sidebar. Left-click on this icon, and the mouse cursor will turn into a placement grid on the battlefield. The grid gives you an idea of how large the building will be on the battlefield. Move the grid to where you want the building placed. Once you've found a suitable location, left-click and the building will be placed where you indicated. The grid should be entirely white; any red in the grid indicates that the placement area is blocked, and you will not be able to deploy the building.

While there is a grid on the battlefield, you will not be able to build anything else. You'll have to either place the ready building, or cancel placement. To cancel, right-click while the placement grid is still up. The grid will disappear, and **READY** will appear on the icon again. Right-clicking again on the icon in the Sidebar will cancel the building and refund your credits.

When training or construction of a unit is complete, the new unit emerges from its originating building (Barracks, Kennel, or War Factory) and is ready to use. You are not required to place them. However, it is a good idea to keep some space in front of these buildings, so units don't bunch up and block any other units from coming out.

POWER

To the left of the construction icons is a narrow bar with a horizontal indicator on it. This is your Power Bar – keep an eye on it! Every building that you place requires power to run. Knowing how much power you have and how much you are using is very important.

The horizontal indicator tells you how much power your base needs to function optimally, while the vertical bar tells you how much power your base is putting out. If the bar is in the yellow or orange, your base doesn't have enough power! If it is green, your base has enough power to run all of the structures you have built.

Lack of full power will slowly damage your buildings, slow construction, and shut down the radar (if you already have it), as well as deactivate some of the high-tech base defenses available in the game. Power Plants are good targets to go after if the enemy has defenses that you are having a tough time cracking. Without power, the enemy is denied information, quick response time, and base defense.

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

CREATING ADDITIONAL UNITS

If you have a Construction Yard and enough credits, you can build a Barracks, which will allow you to train infantry. At first, the type of units you can train will be limited. As you win missions, you'll receive new technologies and upgrades. Once you do this, new units with unique abilities will become available.

As the game progresses and you build up your base, you'll have a chance to construct a War Factory. With this, you can acquire new and more powerful units like Rangers, Mine-Layers, and Tanks. Keep in mind that all the units and buildings mentioned above won't be available for both sides, and some units require you to build other structures (like a Tech Center or Radar Dome) before they become available.

CREDITS (MONEY), ORE, AND COLLECTING

There are two types of resources that you can collect to make money: Ore and Gemstones. Ore is found in many places; Gemstones are much rarer. Gemstones are more valuable, so it is always in your favor to collect as many Gemstones as you can.

In the upper right of the screen, the Credit Counter keeps track of the money you have to build structures and units. This decreases as you build or repair units and structures, and increases if you sell a building, deposit ore from an Ore Truck into the Refinery, or find a crate that contains money.

In order to make money, you need to collect Ore. To collect Ore, you need to build Ore Refineries or Trucks. Every Refinery that you build comes with a Truck, and you can build extra if you want to collect ore faster. Once construction of the Refinery is complete, place the Refinery where you want it to go. The closer the Refinery is to ore, the faster the turnaround on collection will be.

When the Refinery is built, an Ore Truck will appear with it. The Ore Truck will move to the nearest patch of Ore visible on your battlefield and begin collecting it. The Ore Truck will try to remember where it was collecting from and after dumping all of the collected Ore into the Refinery it will return to the ore patch and continue to collect from it. This process is automatic, but can be interrupted by you at any time by redirecting the Ore Truck to another location.

If there is no Ore in sight when you build your Refinery, the Ore Truck will appear outside the Refinery and not move. Take one of your other units and scout around your base until you find some Ore. Once you find some, select the Truck by left-clicking on it, and put your cursor over the Ore. You will see the cursor change to an attack cursor. Since the Ore Truck doesn't have a weapon, this cursor tells it to start collecting. Left-click again, and the Ore Truck will proceed to the Ore and begin to collect it. The automatic collection process will be started, so you no longer need to order the Ore Truck back and forth.



Enter Cursor NOTE: If you move the Ore Truck somewhere and do not tell it to collect Ore, it won't.

When it reaches its destination, it will just sit there until you order it to move again. The automatic collection only happens when you first build an Ore Truck and there is ore in sight.

KEEP AN EYE ON YOUR ORE TRUCK! There is nothing worse than not watching your Ore Truck, only to have it wander into enemy territory in order to collect Ore. It is the weakest link in your financial operations – remember to keep it safe!

REPAIR BUTTON & REPAIRING



**Wrench
Cursor**

To repair a damaged building and keep it operating at full efficiency, left-click on the Repair button in the Sidebar. The mouse cursor on the battlefield will turn into a silver Wrench. Left-click the Wrench on the building you want repaired. When repairing, the cost of repair will be deducted from your credits. Several buildings can be repaired simultaneously. Right-click when you want to cancel out of repair mode. To stop repairs on a structure, left-click on the structure.

Engineers can also repair buildings. If you select one of your Engineers and target one of your own buildings, a golden Wrench icon will appear over the building. If you left-click, the Engineer will enter the building, and instantly repair it back to full-health. You will lose the Engineer, but this is sometimes better than losing your Construction Yard to an enemy attack!

SELL BUTTON & SELLING



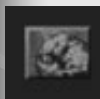
Sell Cursor

To sell a building, left-click on the sell or \$ button in the Sidebar. The mouse cursor will turn into a gold \$ sign. Left-click on the building you want to sell. It will deconstruct, and you'll be credited half of the structure's original cost. In the case of structures that come with vehicles, you will be refunded half the amount of the structure minus the cost of the vehicle.

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

To sell units, move the unit into the Service Depot. While a vehicle is on the Service Depot, carefully clicking on the unit with the green \$ cursor will scrap the vehicle. Infantry and naval units cannot be sold.

RADAR BUTTON & RADAR



Radar Button

If you have not built a radar facility you will see your side's insignia (Allied or Soviet) where active radar appears. With radar active you will see a small map of all the revealed areas of the battlefield. Clicking repeatedly on the radar button will display radar or your insignia once more.

CAPTURING ENEMY BUILDINGS



Enter Cursor

As the game advances, a special infantry unit, the Engineer, will become available. Engineers are unarmed but they allow you to capture enemy buildings. To do this, left-click on the Engineer and place the cursor over an enemy building. If the building is a valid building that you can take, you will see one of two enter cursors. If a red enter icon is displayed, the Engineer will damage the building, but not capture it. If the building is damaged into the red on its status bar, you will get a green enter cursor instead – this means the Engineer can capture the structure. Left-click if you want the Engineer to damage or try to capture the building.

If you are successful, the building will be damaged, or the color of the building you targeted will change to the color of your side and fall under your control. If you captured the building, it is now part of your base. You can build base structures around it, sell it, or just leave it there, denying your enemy of its use. Depending on the structure you captured, you may be able to build some units or structures that are normally unavailable to you! Your enemy may attempt to retake the building, so if you don't plan on attacking from within, sell it or be prepared to defend it!

CHECK-UP



To check the health status of a unit or structure, select it by left-clicking on it when the cursor is in Select mode (deselect with a right-click). As long as the bar is green, it's healthy. As the bar shrinks and turns red, it's closer to being destroyed. Units that are in the yellow and red will not function as efficiently as those that are green. This may result in slower construction time, slower movement, and a variety of other negative effects. In later missions, vehicles can be repaired if you build a Service Depot.

Some units have a carrying capacity or a limited ammo supply, indicated by a series of boxes in the lower left corner of the unit (when selected). This will tell you at a glance how much your unit is carrying. When the boxes are all full, so is the unit.

REPAIRING/RELOADING UNITS



Later in the game, the ability to build a Service Depot will become available. The Depot has two functions: it can reload AP and AT Mine Layers, and it can also Repair damaged vehicles. To Repair a damaged vehicle, select it, and then move the cursor over the Service Depot. The cursor will change to an enter icon. Left-click, and the unit will move back to the Depot and begin repairs. Money will automatically be deducted from your account depending on the type of unit and the severity of the damage.

Re-loading the Mine Layers is accomplished in the same way – simply drive the unit onto the Repair Pad, and it will be reloaded automatically.

For naval units, select the unit and highlight one of your Sub Pens or Naval Yards. The cursor will change to an enter cursor. Left-clicking will cause the unit to move back to the Pen or Yard and repairs will begin. To cancel repairs, move the unit away from the Pen or Yard.

OPTIONS

Choosing the Options mode will stop all the action on the battlefield while you adjust your visual, audio, and game control.

LOAD MISSION

Select Load Mission from the Options menu if you want to play a previously saved mission. The mission you are currently playing will be lost unless you save it first.

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

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

SAVE MISSION

Select SAVE MISSION from the Options menu to save the mission you're currently playing. In the Save Mission menu, choose the Saved Mission slot you wish to use. If you save a game over a slot already used, you'll overwrite the selected game. If you want to save into a new slot, choose EMPTY SLOT and name your mission. *Command & Conquer: Red Alert* will automatically add Allied or Soviet to the beginning of your save game, to help you identify them later.

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

DELETE MISSION

Select DELETE MISSION from the Options menu when you want to get rid of some saved games. This is especially useful if you need to free up space on your hard drive.

In the Delete Mission menu, choose the mission you want to get rid of by left-clicking on it. Then left-click on DELETE to get rid of that mission.

A confirmation window will pop up just to make sure this is what you want. If you're intent on ridding yourself of that mission, left-click on OK. Otherwise, left-click on CANCEL.

ABORT MISSION

Select ABORT MISSION if you decide you don't like how things are going and want to escape to the Title Screen. A confirmation window will come up, just to make sure. You can also restart the mission from this screen.

GAME CONTROLS

From the Game Controls menu, you can customize your sound and video options to your liking. You can also change the game's speed and scroll rate.

GAME SPEED

This slider bar allows you to change the speed at which the game functions. Note that missions with a timer will be affected by your setting. The clock will run faster/slower depending on your setting.

SCROLL SPEED

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

SOUND CONTROLS

Select GAME CONTROLS, then SOUND CONTROLS to adjust the volume of the music or sound effects, or to change the song currently playing.

SOUND CONTROLS

To control the volume of music or sound effects, drag the knob left or right. Going right will make that audio track louder. Going left will make it softer. If you want to shut off music or sounds, drag the control knob all the way to the left.

MUSIC

To hear a new song, left-click on any track and then left-click on the PLAY button. To stop a song from playing, left-click on the STOP button. When you begin the game only a few tracks will be available to play. As you play further into the game, more music tracks will become available.

Clicking the OPTIONS MENU button at the bottom of the menu will return you to the Options Menu, saving any changes you have made in the Sound Controls panel.

VISUAL CONTROLS

Visual Controls gives you display options. To adjust any of the controls, drag the control knob left or right. Going right increases a setting. Going left decreases a setting.

You can reset the Visual Controls to their default normal settings by clicking the RESET VALUES button.

Click on the OPTIONS MENU button to return to the Options Menu. The changes made in the Visual Controls take immediate effect.

RESUME MISSION

Left-click on RESUME MISSION to get back to the main game.

BRIEFING

Left-click on BRIEFING if you forgot what your mission objectives are. The next Briefing will be displayed. If you wish to see the Video Briefing again, click on the Video button. When you are ready to return to the mission, click the Resume Mission button. Note that some missions do not have Video Briefings, in which case you will not see a Video button.

STRUCTURES AND UNITS USED BY BOTH SIDES

STRUCTURES



Construction Yard

The Construction Yard is the foundation of a base and allows the construction of other buildings.



Power Plant

Power output is directly related to the Power Plant's condition, so protect them during battles.



Advanced Power Plant

This large, high-yield structure handles the energy strains of some later, more power intensive structures and defenses.



Ore Refinery

The Refinery smelts ore into its component elements. Building the refinery immediately deploys an Ore Truck. The Refinery can store up to 2,000 credits of smelted ore.



Ore Silo

This Silo can hold up to 1,500 credits of smelted ore. Guard it carefully. If destroyed or stolen, the amount stored is deducted from your account.



War Factory

Responsible for the building of all ground-based vehicles. Building multiple War Factories speeds up vehicle building.



Helipad

Allows construction and reloading of helicopters. Each new Helipad comes with a helicopter.



Service Depot

Repairs any damaged vehicle moved onto it. Mine Layer units can be reloaded by parking on the pad. Repairing a vehicle is much faster than building one, and costs a fraction of the original price.



Radar Dome

Gives you an overhead view of the battlefield when fully powered, and repaired of serious damage.



Concrete Walls

Concrete Walls are not crushable and block tank ordnance.



Technology Center

Allows the construction of high-tech units like the Cruiser and Gap Generator for the Allied, or the GPS Satellite Mammoth Tank and Tesla Coil for the Soviets.

UNITS



Rifle Infantry

Armed with an M-16 (Allied) or AK-47 (Soviets), this unit is at its best against other Infantry and Tanks.



Engineer

Engineers fully repair any damaged buildings instantly. When sent to enemy buildings, an Engineer may damage or capture it.



Ore Truck

This collects raw, unprocessed ore. It is heavily armored and able to withstand a hammering and still escape intact.



Demolition Truck (*Aftermath and Counterstrike only*)

These drone units carry an atomic bomb triggered to detonate on impact or destruction. Targeting a Demolition Truck on any unit or structure, or force firing on terrain makes the truck move to its destination and detonate.



MCV

Allows creation or expansion of a base. Although expensive, it's useful if the original Construction Yard is destroyed or captured. As with any other construction facility, the more of them you have, the faster construction proceeds.



Transport

Allows transportation of up to five ground-based units across water. Transports can only be loaded or unloaded on shore terrain, and they are at their most vulnerable while unloading.

ALLIED STRUCTURES AND UNITS

ALLIED STRUCTURES





Tent Barracks

Where all Allied infantry are trained. Some advanced and special infantry units may not be available until other structures are built.



Naval Yard

Builds and launches all Allied naval vessels. Damaged sea craft docked at the Naval Yard can be repaired. Building multiple Naval Yards speeds up naval vessel creation.



Pillbox

Armed with a rapid fire Vulcan cannon, this is ideal for defending your base from enemy infantry attacks.



Camouflaged Pillbox

Identically equipped as the Pillbox, this defensive structure has the advantages of better armor and near-perfect camouflage. It blends with the surrounding terrain, making it virtually invisible.



Turret

Heavily armored with good range, this Turret-mounted 105mm cannon is effective against armored threats.



AA Gun

Although its range is not great, any enemy aircraft flying over these are guaranteed to be heavily damaged, if not destroyed. They are accurate and deadly.



GAP Generator

Allows the Allies to hide associated bases from enemy sight. The Shroud immediately closes up once the invading unit is destroyed or leaves the area.



Chronosphere

This allows the transportation of a unit from one location to another without crossing the space in between. The unit only exists in its new location for a brief time before returning to its point of origin. Using it on certain units or using it constantly could produce unusual side effects.



Fake Structures

The Construction Yard, War Factory, Radar Dome, and Naval Yard have a fraction of the hit-points of a normal structure, but can be used to create the illusion that critical structures are in a different location.



Sandbag Barrier

The Sandbag Barrier is good for stopping non-tracked vehicles and infantry.

ALLIED UNITS



Medic

Any friendly infantry near the Medic is automatically healed to full health.



Rocket Soldier

Capable of rapidly damaging armored units and airborne attackers, these infantry make up for their lack of speed with a powerful punch.



Spy

Master of disguise, the Spy can slip by enemy forces undetected. A versatile unit, the Spy can gather many kinds of information on an enemy player—what they're building, how much money they have, how many units they have, etc. Beware—Attack Dogs are not fooled by the Spy's appearance.



Thief

Any Thief entering an enemy Ore Silo or Refinery steals half the structure's credits.



Tanya

Tanya can mow through infantry and her C-4 explosives can destroy buildings. Unlike other units, she can never be put in guard mode—you must manually target all enemies you want to attack.



AT Mine Layer

Can destroy most units with just one mine, making it possible to neutralize an enemy force before it gets near a base. The Mine Layer carries five mines and can be reloaded at the Service Depot.



Ranger

Fast and lightly armored, this unit is ideal for scouting an area quickly.



Light Tank

The standard Allied Tank. Fast with decent armor, the Light Tank works well in mixed groups and large divisions. What it lacks in firepower it makes up for in speed and rapid fire.



APC

With the Armored Personnel Carrier, the Allies can transport up to five infantry. A tracked vehicle, this is the lightest unit with the ability to crush Sandbag and Barbed-Wire Barriers.



Artillery

Very effective, if somewhat inaccurate, Artillery devastates infantry and structures from afar. Its slow speed and light armor require that it be protected.



Medium Tank

The higher-grade Allied Tank, this unit is just as well armored, faster, and less costly than the Soviet Heavy Tank, though armed with only a single barrel.



Mobile Gap Generator

The mobile version of the Gap Generator Functions the same way the stationary one does. Although it projects a smaller gap field, you can hide several units under its cover, blocking the enemy from seeing what you're sending.



Gunboat

The fastest and lightest of the Allied naval vessels, the Gunboat is good at scouting naval routes, and detecting Submarines before they can cause any mischief. Its depth charge launcher automatically fires at any Submarine.



Destroyer

This mid-level naval vessel is effective against land, air, and sea-based threats. Its fast-firing stinger missiles can hit air targets easily and decimate nearby ground targets. If it detects a Submarine, its dual depth-charge launcher takes it out of commission.



Cruiser

Slow moving death. What it lacks in speed it makes up for in firepower and range. Able to lob destruction onto targets at incredible distances, this ship can decimate an enemy base in minutes. Favorite targets of Submarines, these ships have no sea-based defenses, relying on the faster moving Destroyer and Gunboat to protect them.



Apache Longbow

The Allied attack helicopter is loaded with hellfire missiles, allowing it to destroy armored targets with ease. Used in conjunction with naval or ground attacks, the Longbow is an ideal support aircraft, able to rapidly inflict additional damage to a target—usually with little or no return fire.



GPS Satellite

When launched from the tech center, the Global Positioning System (GPS) Satellite provides free, unpowered radar and reveals the entire map when it reaches orbit.



Sonar Pulse

Reveals all enemy Submarines on the map for a few seconds. This can be incredibly useful in planning naval campaigns and devising countermeasures. This is acquired when a Spy enters an enemy Sub Pen.



Field Mechanic (Aftermath and Counterstrike only)

Repair vehicles in the field. Slow and unarmored, he is an easy target for Soviet infantry and tanks, but his ability to repair any nearby friendly units makes up for his lack of defense.



ChronoTank (Aftermath and Counterstrike only)

The latest advancement in Allied technology. When this tank is fully charged, it has the unique ability to Chronoshift itself, allowing it to appear anywhere on the battlefield. Its missile launchers are accurate and fast, adding punch to any assault. Unlike the regular Chronosphere ability, the ChronoTank does not automatically return to its original pre-shift location. To activate the Chronoshift ability, select the unit and click it again. You receive a destination selector. If you left-click anywhere with the destination cursor, the unit Chronoshifts to that location. Right-clicking cancels Chronoshift. Note that the unit can only use this ability when all the pips on the unit are filled.

SOVIET STRUCTURES AND UNITS

SOVIET STRUCTURES



Barracks

Where all Soviet infantry are trained. Some infantry units may not be available until other structures are built.



Kennel

The Kennel trains Attack Dogs.



Sub Pen

Builds and launches Submarines and Transports and repairs those that are damaged.



Airfield

Allows construction of MIG and Yak planes and allows access to Paratroopers, Parachute bombs, and Spy Planes. Only one plane is allowed per Airfield. If an in-use Airfield is destroyed while its associated plane is in the air, the plane crashes.



Flame Tower

The Flame Tower targets and destroys approaching enemy ground units by shooting balls of fire. It is best used against large groups of infantry and armored units. Its volatile fuels damage nearby units and structures if destroyed.



Tesla Coil

Automatically directs bolts of lightning at enemy ground units, reducing men to ash and tanks to molten steel in seconds.



SAM Site

Automatically launches long-range missiles at enemy aircraft. Slower moving or hovering aircraft fare the worst against this defensive structure.



Iron Curtain

Renders a vehicle or building invulnerable for a short period of time.



Missile Silo

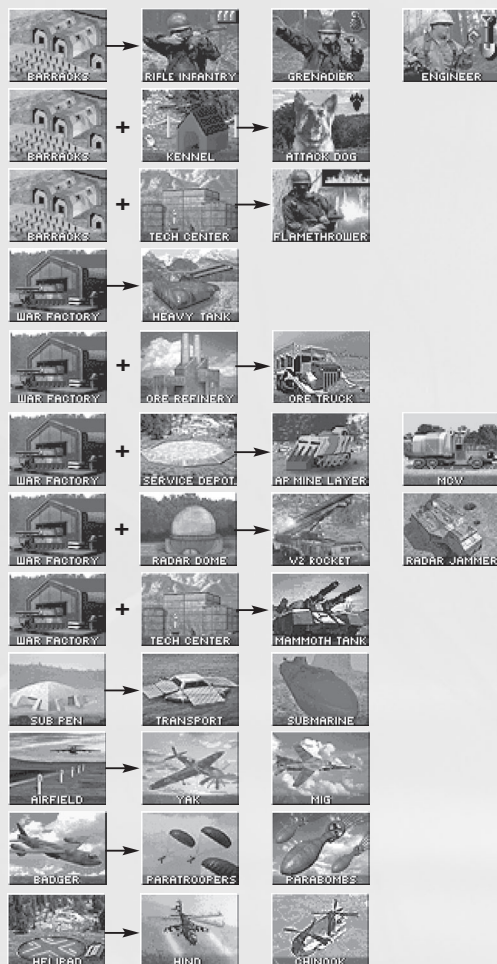
Readies an Atomic Bomb that can cause massive destruction to structures and infantry. Heavily armored units fare better, but not by much.



Barbed-Wire Barrier

Stops non-tracked vehicles and infantry. Tracked vehicles can destroy the barrier by shooting or running over it.

SOVIET UNITS



Attack Dog

The only unit that can detect Spies trying to infiltrate the base, dogs make the perfect in-base guard unit against sneak attacks by Engineers, Spies, and Thieves.



Grenadier

With a longer range and more destructive power than regular infantry, Grenadiers are effective against heavily armored units and structures in groups.



Flamethrower

Slower and more susceptible to damage than other infantry, the Flame Soldier can decimate structures and infantry in seconds with his flamethrower.



Heavy Tank

This beast is equipped with twin 105mm cannons, giving it twice the punch of the nearest Allied equivalent.



AP Mine Layer

Deploys Anti-Personnel Mines to thwart the Allied heavy infantry ranks. This Mine can destroy entire groups of infantry with one explosion. The Mine Layer carries five mines, and can be reloaded at the Service Depot.



V2 Rocket Launcher

The V2 Launcher can destroy most buildings with two rockets. Factor in its incredible range, and it is easy to see why this weapon is feared. Its light armor, long reload time, and inability to hit fast-moving targets are drawbacks.



MRJ

The Mobile Radar Jammer (MRJ) disrupts enemy radar functions, shutting down transmissions and display. The range of this unit allows it to hide a good distance away from the enemy base while other forces use the radar blackout to attack.



Mammoth Tank

The largest land-based weapons platform, this tank can take and dish out a lot of punishment. Its twin cannons are unmatched in power on land, and its missiles make it effective against infantry and air units.



Submarine

Silent and stealthy, Submarines can attack ships from afar. Subs must surface to fire, giving away their position, and opening them up to attacks.



Yak

Sometimes called the "Infantry Eraser," the Yak fires in strafing runs, swooping down on groups of marching infantry and potentially destroying them in a single run. The Yak is not very fast, making it an easy target for Allied Rocket Soldiers that survive the first strafing run.



Badger Bomber

A transport plane used for dropping Paratroopers and Parachute Bombs onto a designated target, its slow speed and lack of armor make it an easy target for enemy AA-guns.



Paratroopers

Dropped from the Badger, this squad of five infantry soldiers is the same as regular ground-based infantry. Paratroopers can be dropped anywhere on the map.



Parachute Bombs

Dropped from Badger Bombers, these explosives fall in a line over their target, removing the object targeted and anything in the area around it. Troops can see these falling and will attempt to leave the targeted area.



Spy Plane

When targeted, the Spy Plane swoops in from off board and takes a snapshot of the targeted area, removing the shroud.



MIG

This fast-attack craft carries a limited number of powerful and accurate missiles. Used in hit-and-run tactics, the MIG can remove armored craft before they can become a threat.



Hind

Large and armored, the Hind uses its high-velocity Vulcan chain-gun to tear apart enemy units and structure. Equipped with a large ammo supply, the Hind follows its target while wearing away its defenses.



Transport Helicopter

Able to transport five infantry-type units through the air, the Transport Helicopter is ideal for landing engineers and other assault squads in an enemy base.



M.A.D. Tank (*Aftermath and Counterstrike only*)

The Mutually Assured Destruction Tank is a final-solution weapon. Once activated, it builds up a powerful harmonic shock wave that, when fully charged, detonates to destroy itself and damage every unit and structure within a large radius. However, infantry are unaffected by its detonation. If the unit is destroyed before it detonates, the destructive effect is neutralized. To activate the M.A.D. Tank for destruction, select it, and then click it again. The warning siren starts the countdown to destruction. Once the unit is activated, the only way to stop it is to destroy it.



Missile Sub (*Aftermath and Counterstrike only*)

This class of submarine is capable of launching attacks on inland targets. Its weapons are nearly as powerful as those of the dreaded Allied Cruiser, with the added advantage that they can submerge and surface before the enemy knows what hit them.



Tesla Tank (*Aftermath and Counterstrike only*)

With its long range and powerful electrical discharges, this is effective in both offensive and defensive roles. The electrical discharge from the Tesla Tank jams enemy radar. Used in conjunction with normal Tesla Coils, Tesla Tanks provide added security against assaults, and ensure that low-power conditions won't hurt defenses.



Shock Trooper (*Aftermath and Counterstrike only*)

Sturdy (if somewhat slow) infantry units that carry a portable Tesla generator, capable of delivering large jolts of electricity to any unit or structure. Shock Troopers cannot be run over by enemy vehicles.