

INCLUDES

17

GAMES

# COMMAND & CONQUER

THE  
ULTIMATE COLLECTION

COMMAND & CONQUER™ GENERALS

COMMAND & CONQUER™ GENERALS  
ZERO HOUR



## CONTENTS

<b>CONTROLS</b> .....	<b>1</b>
<b>SETTING UP THE GAME</b> .....	<b>2</b>
<b>SOLO PLAY</b> .....	<b>3</b>
<b>LOAD/SAVE</b> .....	<b>8</b>
<b>UNITS, STRUCTURES, AND UPGRADES</b> .....	<b>8</b>

## CONTROLS

### SELECTION COMMANDS

Select a unit	left-click
Add a unit to selection	<b>SHIFT</b> + left-click
Select previous/next unit	<b>CTRL</b> + left arrow/right arrow
Select previous/next dozer/worker	<b>CTRL</b> + up arrow/down arrow
Select all on-screen units of a type	<b>E</b> /left-click (double click)
Select all units on the map that match current selection	<b>E</b> (double tap)
Select all of your combat units on the screen ( <i>Generals Zero Hour</i> only)	<b>Q</b>
Select all of your combat units on the map ( <i>Generals Zero Hour</i> only)	<b>Q</b> (double tap)
Select all of your air combat units on the screen ( <i>Generals Zero Hour</i> only)	<b>W</b>
Select all of your air combat units on the map ( <i>Generals Zero Hour</i> only)	<b>W</b> (double tap)
Define selected units as a group	<b>CTRL</b> + number key
Select numbered groups	number key
View (not selected) numbered group	<b>ALT</b> + number key
Select and jump to numbered group	number key (double tap)
Jump to last radar event	<b>SPACEBAR</b>
Jump to Command Center	<b>H</b>
Rapid scroll	right-click (hold), move mouse
Scroll the screen ( <i>Generals Zero Hour</i> only)	arrow keys

## UNIT MODES

Force-fire mode	<b>CTRL</b> (hold) + left-click location/select target
Attack-move mode	<b>A</b> (tap) + left-click location
Instruct selected units to guard	<b>G</b> (tap) + left-click location
Stop selected units	<b>S</b>
Scatter selected units	<b>X</b>
Set waypoints for units	<b>ALT</b> + left-click for each waypoint
Set unit Formations	position, select units, and press <b>CTRL</b> + <b>F</b>

## SCREENS AND POP-UPS

Toggle Diplomacy/Communicator screen in skirmish games/Toggle Mission Objectives in single player	<b>TAB</b>
Toggle Command Bar	<b>F9</b>
Options screen	<b>ESC</b>

## CAMERAS

Set bookmark for camera	<b>CTRL</b> + <b>F1-F8</b>
Jump to camera bookmark	<b>F1-F8</b>
Jump to hero unit	<b>CTRL</b> + <b>H</b>
Rotate camera	numeric keypad <b>4</b> rotate left, <b>6</b> rotate right
Zoom camera	numeric keypad <b>8</b> zoom in, <b>2</b> zoom out
Reset camera to DEFAULT position	numeric keypad <b>5</b>

## SETTING UP THE GAME

Welcome, General. Please review this briefing to get familiar with the basics of the combat environment, training facilities, Solo Play, and advanced gameplay tactics. From the Main menu, you can set your gaming options for optimal performance on the battlefield.

## MAIN MENU

<b>Solo Play</b>	Begin a single player game.
<b>Load/Replay</b>	Load a saved game or replay.
<b>Options</b>	Change your audio, video, and network options.
<b>Credits</b>	Credits.
<b>Exit games</b>	Exit games.

## OPTIONS

In the Options screen, you can customize Display, Audio, Scroll Speed, and Network settings. To open the Options screen, click **OPTIONS** from the Main menu. To change options during the game, press **ESC**.

## DISPLAY OPTIONS

### Resolution

Set the resolution of the screen in the game.

### Detail

Choose your level of detail in the game: LOW, MEDIUM, HIGH, or CUSTOM. On Medium and Low settings, some effects in the game are turned off. The Custom setting is for advanced users who want to adjust certain display properties.

**NOTE:** A high level of detail can slow down game performance.

### Brightness

Use the slider bar to adjust the brightness in the game.

## AUDIO OPTIONS

### Music Volume

Use the slider bar to adjust the volume of music in the menu system.

### Sound FX Volume

Adjust the volume of sound effects in the game.

### Voice Volume

Adjust the volume of voices in the game.

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## SOLO PLAY

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Go to war with the most sophisticated weapons against the USA, China, and GLA forces. Pursue battlefield glory as the General of one of these armies, as you send your enemies to defeat.

To begin solo play, click SOLO PLAY in the Main menu.

**NOTE:** You can design your own single-player Skirmishes against up to seven enemy armies.

You can lead any of the three sides in a full campaign against the other two sides.

To begin a new campaign, click the name of any side to play. To choose a difficulty setting, click NORMAL, HARD, or BRUTAL.

To begin the training mission, click TRAINING. To choose a difficulty setting, click NORMAL, HARD, or BRUTAL.

To load a saved game, click LOAD GAME/REPLAY in the Main menu. Then, click LOAD GAME.

To play a Skirmish game, click SKIRMISH.

## MISSION OVER SCREEN

At the conclusion of any mission, you can review the results of the battle.

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## COMMAND & CONQUER™ GENERALS BASICS

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On-screen, you can see and affect the battle in the Battle Window, where you select and deploy your units and build and use your base structures. The Battle Window displays only part of the overall map, which may be represented in the Radar Map in the lower-left corner.

Below the Battle Window is the Command Bar, where you select commands and open optional screens.

Each unit and structure has a range of vision, so what you see in the Battle Window and Radar Map is the sum of all that your units can see. Areas of the map beyond this range are covered by a dark layer. As you explore the map with your units, you peel back the layer to reveal the terrain, structures, and units beneath it.

The layer is actually two separate layers. In single-player missions, the black Shroud covers unexplored terrain. As you explore terrain, the Shroud is peeled back. When your units or structures are no longer present in an area, it is cloaked in a semi-transparent Fog of War, which hides enemy units and structures and reveals only terrain and civilian buildings. The Fog of War is removed when your units return to the area. In Skirmish games, the Fog of War is the only layer.

## BUILDING STRUCTURES AND UNITS

When you begin a new game, your base normally consists of a Command Center and a construction unit, either a Construction Dozer or a Worker. Immediately, you should begin building your base.

### To build a structure:

1. Select your construction unit. The structures that it can create are displayed as icons in the Context Window, which is in the middle part of the Command Bar.
2. To build one of these structures, click the icon.
3. Move the mouse in the Battle Window to the location where you want to build. If the structure is displayed in red, you cannot build it at that location due to terrain deformities.
4. To create the structure, left-click. The construction unit begins building.

To cancel creation of the structure, click on it. In the Context Window, click the Stop button. The cost is refunded to your funds.

When you build structures such as Barracks, War Factories, or Air Fields, you can then use those structures to build fighting units.

### To build a unit:

1. With your construction unit, build a Barracks (for example).
2. When the Barracks is complete, left-click on it. The units that it can create are displayed in the Command Bar.
3. To build one of these units, left-click on its icon. The unit is displayed on the right side of the Command Bar in the Production Queue. A shaded timer indicates how long it takes to build the unit.
4. When the unit is done, it leaves the structure and reports for duty.

**NOTE:** You can click the icon again to order production of multiple units.

## MONEY

You begin a game with money to spend on building units and structures. However, to finish the fight, you must acquire more money.

### To acquire more money:

1. Find a Supply Dock on the map. Supply Docks and the smaller Supply Piles contain supplies that you can collect and return to your base.
2. Build a Supply Center close to the Supply Dock closest to your base. A Supply Center receives supplies and turns them into money. When you build a Supply Center close to a Supply Dock, your collectors can automatically collect supplies and take less time to do it.

**NOTE:** The GLA's center for supplies is the Supply Stash.

3. When the construction of the Supply Center is complete, the collecting unit begins gathering supplies at the Supply Dock and returning them to your Supply Center.

After you acquire the Capture Building upgrade, you can capture oil derricks to add to your money supply.

## POWER

The structures of Chinese and USA bases require a steady supply of power. At the beginning of a game, build a power plant. When it's completed, the power meter at the top of the Command Bar grows. The GLA does not require power.

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.

## GAINING TECHNOLOGIES

### PRODUCTION STRUCTURES

Structures such as the Barracks, War Factory, or Air Field can develop technologies to assist the units that they produce.

To develop an upgrade from a production structure, click on the structure. In the Context window, click on the upgrade to develop. The icon for the upgrade is added to the Production Queue.



## CAPTURING STRUCTURES

It's possible to capture enemy structures. You can develop the Capture Building upgrade at the Barracks. To capture an enemy structure, left-click on an infantry unit, click the Capture Building icon in the Context window, and then click on the enemy structure. The unit captures the structure, which changes color to your side, and you now control it.

## GENERALS ABILITIES

Through the Generals Window, you can select and develop strategic technologies with your earned skill points.

## CONTROLLING UNITS

### MOVEMENT

To move a unit, left-click on it. In the Battle Window, click a destination. The unit begins moving to that destination.

### ATTACK

To attack an enemy unit, select a unit or group of units. Then, click on the enemy unit. Your unit approaches the enemy and begins attacking.

### RALLY POINTS

To set a rally point for all units produced at a structure, click the structure, and then click the Rally Point Flag icon in the Context window. Click the location on the battlefield where you would like the units to rally.

## TEAMS AND FORMATIONS

### CREATING A TEAM

A team is a set of multiple units controllable as a single unit on the battlefield. When a team is selected, one order given to the team is acted on by all of the team's units.

To group units into a team, select the units to join it. Then, press **CTRL** + a number key. The group number is displayed above all selected units. To select that team at any time, press the number key.

### PUTTING UNITS INTO FORMATION

Formations are groups of units that move together, keeping the same positions relative to each other.

To create a formation, put the units in the positions that you want. Then, select all of the units in the formation and press **CTRL** + **F** to create the formation. To undo a formation, press **CTRL** + **F** again.

## UNIT MODES

To force any selected unit or team to stop, press **S**.

### GUARD MODE

To put a selected unit or team in Guard mode, press **G**. Left-click a location in the Battle Window for the unit or team to guard.

### ATTACK-MOVE MODE

You can force units to move to a location and attack anything along the way.

To put a unit or team into Attack-move mode, select it. Then, tap **A** and click the location. To cancel Attack-move mode, tap **A** again.

### FORCE-FIRE MODE

To force a unit or team to fire at a target, select it. Then, hold down **CTRL** and click the target.

### WAYPOINTS

Units and teams can be ordered to follow a set of waypoints. To set waypoints for a unit or team, press **ALT** and then left-click for each waypoint.

## UNIT VETERANCY

When a unit eliminates an enemy unit, it gains veterancy points. When it accumulates enough veterancy points, it gets promoted to a new veterancy level, where its performance capabilities improve.



### Veteran

Unit fires faster and does more damage (if applicable). Represented above the unit by a single chevron icon.



### Elite

Unit fires faster and does more damage (if applicable) and automatically heals itself. Represented above the unit by a double chevron icon.



### Heroic

Unit fires faster and does more damage (if applicable), and automatically heals itself and fires red tracers (if applicable). Represented above the unit by a triple chevron icon.

## SKIRMISHES

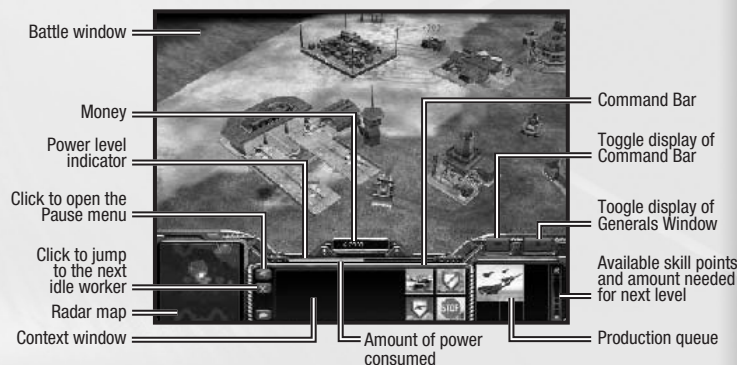
Skirmishes are single-player battles that simulate a multiplayer game using computer-controlled opponents. In the Main menu, click **SOLO PLAY**. Then, click **SKIRMISH**.

To select a cpu-controlled team, click the Players drop-down. Select the difficulty setting for the team: **NORMAL ARMY**, **HARD ARMY**, or **BRUTAL ARMY**.

Next to the name of the map on the right side of the screen is the maximum number of sides that can play on the map.

To change maps, click **SELECT MAP**.

## GAME SCREEN



To toggle display of the Command Bar, press **F9** or left-click the button in the upper-right corner of the bar. To open the Diplomacy screen in Skirmish games, press **TAB**. To access the Generals Window, click the Star button in the corner of the Command Bar.

## BATTLE WINDOW

In the Battle Window, you order your units to move, attack, defend, or build new structures. Additionally, you can select structures and order them to build new units or develop new technologies.

**NOTE:** When you select a unit or structure, different buttons appear in the Context window.

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. To perform a rapid scroll, hold down the right mouse button while scrolling.

## MOUSE WHEEL

If your mouse has a wheel, you can use it to move the camera. To zoom in or out, roll the wheel forward or backward. To rotate the camera, hold the wheel down and move the wheel. To return the camera to the default view, click the mouse wheel.

**NOTE:** If you have radar capabilities, the Radar Map in the lower-left corner can be used to jump to a different location on the map.

**NOTE:** You can bookmark locations on the map that can be accessed with a single keystroke.

## POWER AND MONEY METERS

Located along the top of the Command Bar, the power meter indicates the total amount of available power and how much of it you are consuming. For the USA and China sides, each power structure increases the power demands on your side.

## MONEY

Above the Power Meter is your current amount of money. Building a unit, structure, or a new technology costs money. As soon as you choose to build something new, the funds required to build it are deducted from your total.

## RADAR MAP

Showing only a fraction of the entire map, the Battle Window is marked by a yellow border in the Radar Map in the lower-left corner.

To move the Battle Window, left-click on a new location in the Radar Map. To move the window without changing your selection, right-click on a location. You can then decide to deploy the currently selected unit by left-clicking in the Battle Window.

## CAMERA BOOKMARKS

Camera bookmarks allow you to mark locations on the map and jump to them with a single keypress.

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**.

## Production Queue

When you choose to build a new unit or to develop a new technology from one of your structures, an icon representing the new construction appears in the Production Queue in the lower-right corner of the screen. As you select more units for the structure to build, icons are added to the Production Queue.

**NOTE:** When you select a structure, icons representing its upgrades may be displayed in the Context window. Choosing to build an upgrade adds another icon to the Production Queue.

The first item in the Production Queue is under construction. You can gauge the time to build the unit by the movement of the shaded timer over the item's icon.

To cancel production of a unit, left-click on its icon in the Production Queue. The unit cost is refunded to you.

## GENERAL WINDOWS

In *Command & Conquer Generals*, victories in the battlefield bring promotions to your units and skill points to your résumé. Skill points can be applied to strategic upgrades through the Generals Window. If you acquire enough skill points, you are promoted, which gives you access to more and better strategic Generals Abilities. Skill points are acquired by destroying enemy units and structures.

**NOTE:** You start each game with one skill point. You can apply skill points towards upgrades that are within or beneath your current rank.

**NOTE:** Depending on the game type and the mission, available skill points vary. In a single-player campaign, the available skill points are limited.

To open the Generals Window, click the Star icon on the right side of the Command Bar. In the Generals Window, you can see the number of skill points that you have acquired, the number you have available to spend on powers, and the number needed to reach the next level. By spending skill points on a Generals Ability, you can improve overall strategic capabilities of the units on your side. Some upgrades add veterancy bonuses to your units. Some improve unit capabilities. And some are new and special units that can be created and deployed.

To acquire a Generals Ability, click on it. The skill points are deducted from your total available.

## PROMOTIONS

The horizontal bar at the top of the Generals Window indicates the number of points needed to get promoted to the next level. Next to the bar your available skill points are displayed.

You must gain additional skill points to get promoted. Promotions give you access to Generals Abilities that are grayed out.

► To close the Generals Window, click **DONE**.

## GENERALS ABILITIES

Many Generals Abilities are deployed from the Command Center. To deploy, click the Command Center, click the icon in the Context window, and then select a target in the Battle Window.

## SOLO CAMPAIGN

In a solo campaign, skill points that you can spend on Generals Abilities carry over from one mission to the next. You must spend them again based on your needs for the new mission. Spend wisely, as you can earn only a limited number of skill points per mission.

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## LOAD/SAVE

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*Command & Conquer Generals* automatically saves single-player games when you successfully complete a mission. Or, you can save the game through the Options screen.

To load a saved game, click **LOAD GAME/REPLAY** in the Main menu. Then, click **LOAD GAME**.

## LOAD/SAVE

In the Load/Save screen, you can see the list of games that have been saved, including the map used and time and date stamp when it was saved.

To load a game, click on the name of the game in the list. Then, click **LOAD GAME**. To save a game, click on the name of the game in the list to overwrite. Then, click **SAVE GAME**. To return to the previous screen, click **BACK**.

## REPLAYS

When you successfully complete a solo game, a replay of the mission is automatically saved. In the Load Replay screen, you can load replays, delete them, or copy a replay to the desktop to archive or share with your friends.

To load a replay, click **LOAD GAME/REPLAY** in the Main menu. Then, click **LOAD REPLAY**. To load a saved replay, click its name. Then, click **LOAD REPLAY**. To delete a replay, click it. Then, click **DELETE REPLAY**.

To copy a replay to the Windows® desktop, click the replay. Then, click **COPY REPLAY**. When prompted, click **YES** to copy the replay. To return to the previous screen, click **BACK**.

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## UNITS, STRUCTURES, AND UPGRADES

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Each side brings a unique set of strengths and weaknesses to the fight. This section covers the roles and functions of the units and structures of each side.

## UPGRADES

Some units and structures can be upgraded to improve offensive, defensive, or production capabilities.

To create an available upgrade, select the unit or the structure that produced the unit. In the Context window, select the upgrade to produce. The upgrade is added to the Production Queue, and the cost is deducted from your funds.

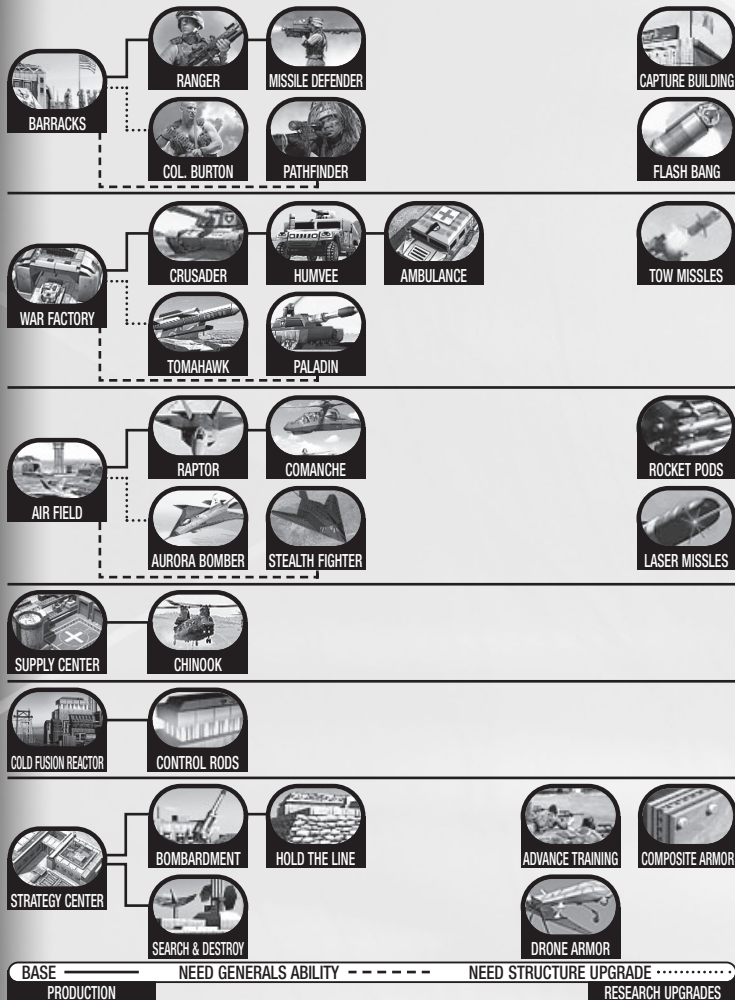
## CAPTURE BUILDING

Each side can upgrade its basic infantry to capture enemy and technology buildings. Developed at the Barracks, the Capture Building upgrade allows you to select an infantry unit and then click the building for the unit to capture.

To capture an enemy building, click an infantry unit, and then click the Capture Building icon in the Context window. Click the building to capture.

## USA UNITS AND STRUCTURES

### USA TECH TREE



## USA UNITS



### Construction Dozer

Use to construct all of the USA military structures and repair occupied structures or clear minefields.



### Ranger

Trained with the latest techniques and armed with the best weapons, the Ranger is effective in urban combat. Rangers can also combat drop into neutral structures via Chinooks and capture enemy facilities or tech buildings.



### Missile Defender

Missile Defenders provide flexible support for your base's perimeter defenses. Garrison neutral structures to provide protection—your Missile Defenders can stop heavy air and ground attacks. Use the laser missile attack to improve the Missile Defender's accuracy.



### Pathfinder (Generals Ability)

These advance scouts for the USA infantry are lethal to enemy infantry. With a long-range sniper rifle, a Pathfinder can take out an enemy soldier before he is even seen. When stationary, Pathfinders enter stealth mode.



### Colonel Burton (Structure Upgrade)

An expert in covert operations, Colonel Burton can wreak havoc against enemy infantry of all types. Armed with a sniper rifle, knife, and remote or timed demo charges, Colonel Burton's stealth training allows him to move invisibly across almost any terrain.



### Pilot (Non-trainable)

When titanium-plated vehicles are destroyed, the Pilot can escape into the battlefield. An escaped Pilot retains the veterancy status of his vehicle, so send him a new vehicle to apply his veterancy level to it.



### Ambulance

This mobile infirmary can return injured soldiers to fighting form. Additionally, it can release a foam to clean up poisoned or radiated ground, which helps to keep infantry on the battlefield.





**Humvee**

This infantry transport can carry up to five soldiers at a time. Fast yet reasonably durable, the Humvee has firing slots in its side panels for infantry inside. It can be upgraded to carry a Battle or Scout Drone and TOW anti-tank missiles. The TOW missile upgrade is developed at the War Factory.



**Crusader Tank**

The fastest and most lethal tank in the world, the Crusader can deliver 125mm shells onto near and far targets. Upgrades can improve the armor or add a scout or battle drone. The Composite Armor upgrade is developed at the Strategy Center.



**Paladin Tank**  
(Generals Ability)

An advanced prototype, the Paladin tank fires a jet-assisted shell and automatically targets enemy missiles with its small, powerful laser. Still in development, the laser has a slow rate of fire, so the Paladin should be used with other anti-air defensive systems. Upgrades can improve armor and add a scout or battle drone. The Composite Armor upgrade is developed at the Strategy Center.



**Tomahawk Missile Launcher**  
(Structure Upgrade)

This vehicle carries a Tomahawk ground-to-ground missile. Battle or scout drone upgrades are available. A fantastic support weapon, the Tomahawk Missile Launcher can bombard targets from long range.



**Chinook**

The workhorse of the USA forces, the Chinook acquires and delivers supplies to the Supply Center. As circumstances require, the heavy-duty helo can be redirected to carry two vehicles and two infantry units or up to eight infantry units alone.



**Raptor**

The Raptor has the best performance characteristics and weapons systems of any aircraft in the world. Its four underwing missiles can be targeted at both air and ground targets. When its ordnance has been delivered, the Raptor automatically returns to its home base. It can only land at friendly Air Fields, which can develop laser missile upgrades for it. It is especially vulnerable to Chinese MiGs.



**Comanche**



**Aurora Bomber**  
(Structure Upgrade)

The Comanche has multiple weapons systems to suppress hard and soft targets. A 20mm nose cannon can keep infantry behind cover, while its four missiles can damage heavy armor. Developed at the Air Field, the Rocket Pods upgrade places a pod of rockets on each Comanche. When its weapons are exhausted, it reloads on the fly and never needs to return to base unless repairs are needed.

Traveling at supersonic speeds on its attack runs, the Aurora Bomber is invulnerable to enemy AA fire. After ordnance is released, the jet slows and regresses to base at subsonic speeds. On its return flight or in large groups, the Aurora can be hit by ground fire.



**Stealth Fighter**  
(Generals Ability)

The ideal weapon against anti-air weapons, the Stealth Fighter can move unseen through most enemy defenses. It's invisible to the enemy except when it drops its payload. The Stealth Fighter can be upgraded with laser missiles from the Air Field.



**Sentry Drone**  
(Generals Zero Hour only)

This stealthed vehicle provides a forward-looking eye that doesn't need much coordination or supervision. When the drone is upgraded, a nose-mounted 20mm machine gun is automatically deployed against infantry and small vehicles.



**Microwave Tank**  
(Generals Zero Hour only)

The Microwave Tank can disable the electronics in structures via microwave frequencies. Defensively, a microwave field harms infantry.



**Avenger**  
(Generals Zero Hour only)

A mobile platform, the Avenger can paint airborne and ground targets with its Point Defense Laser. When targets are painted, other units in the vicinity can fire faster and with better success at them. The Avenger can also down enemy aircraft.

## USA STRUCTURES



**Command Center**

The entire base of operations for the USA side grows from the Command Center. From the Command Center comes your fleet of Construction Dozers, which you use to build and repair. Additionally, the Command Center controls the USA radar systems and Spy Satellite. After they are acquired, the A10 Missile Strike, Spy Drone, Fuel Air Bomb, Paratroop, and Emergency Repair ability are deployed from the Command Center.



**Supply Center**

The Supply Center dispenses Chinook helicopters to retrieve supplies from the nearest depot. While Chinooks are vulnerable to anti-air fire, they can cross any terrain, including mountains, to keep your Supply Center full of resources and money.



**Supply Drop Zone**

When a base is isolated from its supplies, a Supply Drop Zone can add a trickle of supplies to your stores. Periodically, transport planes drop supplies that add to your money. In large or small battles, a Supply Drop Zone can make a difference.



**Cold Fusion Reactor**

The power plant of the USA side, a Cold Fusion Reactor produces five units of power and can be upgraded with control rods.

To increase your overall power level, build more power plants or upgrade existing ones.



**Barracks**

All infantry personnel are created in the Barracks. Injured Rangers, Missile Defenders, and even Colonel Burton can return to their Barracks to get healed. The Flash Bang and Capture Building upgrades are developed here.



**War Factory**

In addition to building all USA vehicles, the War Factory can repair vehicles, too. Damaged vehicles can enter the repair bay one-by-one for repairs. It can also create the TOW missile upgrade.



**Air Field**

Each USA Air Field can build, arm, control and repair up to four airplanes at a time. To build more than four airplanes, you must build multiple Air Fields. Note that the Comanche does not need an Air Field to resupply. The Rocket Pod and Laser Missile upgrades are developed here.



**Strategy Center**

The Strategy Center is the key element to building and controlling the more sophisticated structures in the USA arsenal. When you build a Strategy Center, new structures become available for creation. Once a Strategy Center is built, you can apply one of the following battle plans to your units:

- ▶ Search and Destroy increases sight range of all troops on the battlefield. The Strategy Center sprouts a large radar array to detect units in stealth mode.
- ▶ Hold the Line improves the armor defenses of all troops on the battlefield. The Strategy Center becomes twice as tough and is fortified with sand bags.
- ▶ Bombardment increases the firepower of all units. When this plan is enacted, a battle cannon deploys from within the Strategy Center. Advanced Training, Composite Armor, and Drone Armor upgrades are developed here.



**Patriot Missile System**

The Patriot Missile System is the base defensive unit of the USA side. Multiple units can be linked in a network to unleash targeted firepower on both land and air targets. The Patriots are weak against infantry, so protect your missile system with fortified infantry units.



**Particle Cannon**

The most advanced USA weapon, the Particle Cannon fires a focused particle beam off of an orbiting mirror and onto enemy targets at any distance from the source.

To target the particle beam, left-click a location in the map. Continue clicking targets until the beam dissipates.

The Particle Cannon requires a great deal of technology, energy, and money to build.



**Detention Camp**

From the Detention Camp, you can activate the Intelligence special weapon, which reveals everything that enemy units see for a period of time.



**Fire Base**

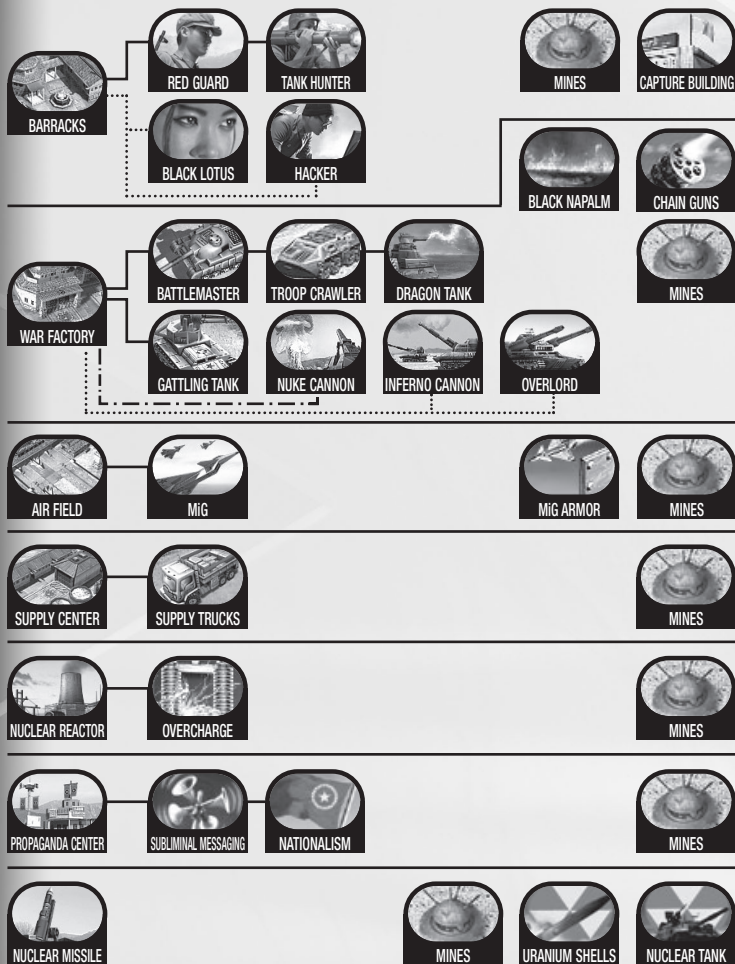
*(Generals Zero Hour only)*

Packing a 155mm cannon, this small firing base can deliver a tremendous amount of ordnance a long way. If inbound hostiles manage to avoid the barrage, they may be weak enough to be dispatched by the four infantrymen that can be garrisoned inside.



## CHINA UNITS AND STRUCTURES

### CHINA TECH TREE



BASE ——— NEED GENERALS ABILITY ——— NEED STRUCTURE UPGRADE ——— NEEDS BOTH ———  
 PRODUCTION RESEARCH UPGRADES

## CHINA UNITS



**China Dozer**

The Chinese Construction Dozer works much like the USA Dozer.



**Red Guard**

The front-line trooper of the Red Army, the Red Guard operates best in large groups. Red Guard units can capture enemy facilities. When fighting in close quarters, the Red Guard can switch from his bolt-action rifle to his bayonet, which can do considerable damage.



**Tank Hunter**

A squad of Tank Hunters can ruin a tank division. Armed with an RPG rocket launcher, the Tank Hunter can hit-and-run against slow tanks or fire down from occupied structures. However, he may be even more dangerous when cornered. A zealous Tank Hunter can place a TNT charge on a vehicle, which can stop it in its tracks. Works very well in groups.



**Hacker**  
(Structure Upgrade)

While the enemy prepares for hardened soldiers, it is the Hacker who may deliver the most important strike. When the Hacker gets within range of an enemy structure, he can set up his satellite uplink to neutralize the structure and all of its dependent units and structures. In the rear of your own base, Hackers can hack into the world economy through the Internet to drain resources from it.



**Black Lotus**  
(Structure Upgrade)

A master hacker, Black Lotus can capture structures, disrupt vehicles, and steal money from the opposition. Always stealthed, she is difficult to detect and harder to apprehend.



**Supply Truck**

The main link in the Chinese supply chain, the Supply Truck ferries freight from depots to its Supply Center. While its capacity is less than the Chinook, the Supply Truck is cheap to produce and can be quickly built in quantity.



**Battlemaster Tank**

The basic tank platform for the Chinese side, the Battlemaster is cheap to produce and very flexible. When deployed in invasion-sized attacks, the Battlemaster can wear down enemy defenses and overrun installations. It can be upgraded with Uranium Shells and Nuclear Tank ability at the Nuclear Missile structure.



**Inferno Cannon**  
(Structure Upgrade)

This long-range cannon can launch napalm shells over perimeter defenses and onto enemy structures. When a shell lands, it explodes and burns. It can be upgraded with Black Napalm at the War Factory.



**Dragon Tank**

A mobile hose of fiery napalm, the Dragon Tank is extremely effective against infantry, especially when garrisoned in buildings. When enemy forces are closing, Dragon Tanks can create a 180-degree wall of fire.



**Troop Crawler**

This large troop transport can carry up to eight Red Guards and dispense them in an instant. Equipped with stealth detection. When loaded with troops, this unit is ideal for rapidly capturing key structures on the battlefield.



**Overlord Tank**  
(Structure Upgrade)

Large and slow, the Overlord Tank is a battlefield force to be reckoned with. In addition to basic firing, this tank can run over enemy vehicles. A single Bunker, Gatling Cannon, or Propaganda Tower can be erected on its back. The Overlord can be upgraded with Uranium Shells and Nuclear Tank ability at the Nuclear Missile structure.



**Gatling Tank**

The Gatling Tank spews lead and more lead. This weapon is particularly lethal against infantry and other soft targets. The Chain Gun upgrade from the War Factory can increase its rate of fire.



**Nuke Cannon**  
(Generals Ability and Structure Upgrade)

The most dangerous artillery weapon ever created, the Nuke Cannon can fire small nuclear charges considerable distances. Detonating shells cause tremendous damage and radiate the ground for a long time. Enemy units continue to take damage from radiation.



**MiG**

This multirole fighter is the basic air unit of the Chinese side. In the early stages of a war, the Chinese can dominate the air and do considerable damage. Each is armed with two napalm missiles, and groups of MiGs can create firestorms. The MiG can be upgraded with Black Napalm at the War Factory and with MiG Armor at the Air Field.



**Listening Outpost**  
(General Zero Hour only)

China has developed advanced surveillance technologies that can be deployed in low-cost units for the front line. The Listening Outpost can detect the movements of units across a wide radius, including stealthed units, and is fortified with Tank Hunter units.



**Helix**  
(General Zero Hour only)

This large helicopter can transport infantry and some vehicles across any terrain. A flexible platform, the Helix can be upgraded with the Propaganda Tower, Gatling Gun, or Bunker. Napalm Bombs can also be added for additional firepower.



**ECM Tank**  
(General Zero Hour only)

This vehicle-based suite of electronic countermeasures protects advancing Chinese columns. A multi-frequency jammer effectively disrupts guided missile and rocket attacks, which can cause them to miss their targets. Its directed beam can also disable the electronics of vehicle units.

## CHINA STRUCTURES



**Command Center**

The first structure in a Chinese base, the Command Center generates Construction Dozers to build the rest. Upgrades include a Radar Map and Mines. When they are acquired, the Cash Hack, Emergency Repair ability, Cluster Mines, Artillery Barrage, and EMP Pulse are deployed from here.



**Supply Center**

The Chinese Supply Center receives and holds resources that are found and delivered by the Supply Trucks it creates. Building extra Supply Trucks speeds your gathering of supplies.



**Bunker**

A Chinese Bunker can garrison up to five soldiers guarding an area. Units can be evacuated individually or simultaneously from the Bunker. It's best to garrison with a variety of Chinese infantry.



**Nuclear Reactor**

A strong yet volatile source of power, the Nuclear Reactor should be built a safe distance from other structures. When switched into Overcharge mode, the Nuclear Reactor generates additional power yet takes damage. If left in Overcharge mode, the reactor eventually explodes.



### Barracks

All Chinese infantry, including the Red Guard, Tank Hunter, Hacker, and Black Lotus, are trained and released from the Barracks. The Capture Building upgrade is developed here.



### War Factory

The Chinese War Factory builds and repairs Chinese vehicles. The Chain Guns and Black Napalm upgrades are developed here.



### Air Field

The Air Field can produce, rearm, and maintain up to four MiG aircraft. The MiG Armor upgrade can be developed here.



### Gatling Cannon

A vicious machine gun, the Gatling Cannon can be targeted against air and ground attackers. A steady stream of bullets from the Gatling Gun can make short work of most enemy units—especially infantry. Its rate of fire can be increased by 25% with the Chain Gun upgrade from the War Factory.



### Propaganda Center

From the Propaganda Center come inspiring messages to troops in the field. Upgrades can inspire Nationalism among Chinese units. Nationalism and Subliminal Messaging upgrades are developed here.



### Nuclear Missile

The Chinese special weapon, the Nuclear Missile can nearly destroy an enemy base with a single blow. While the Nuclear Missile takes time to set up and arm, its missile can destroy multiple structures and irradiate the vicinity of its detonation. It requires plenty of power to build and arm. The Uranium Shell and Nuclear Tank upgrades are developed here.



### Speaker Tower

When the Red Army is hurting, its units turn to the Speaker Tower for inspiration. All units within range of its propaganda automatically heal their wounds. The Speaker Tower is a great way to heal units and get them back into the fight quickly.



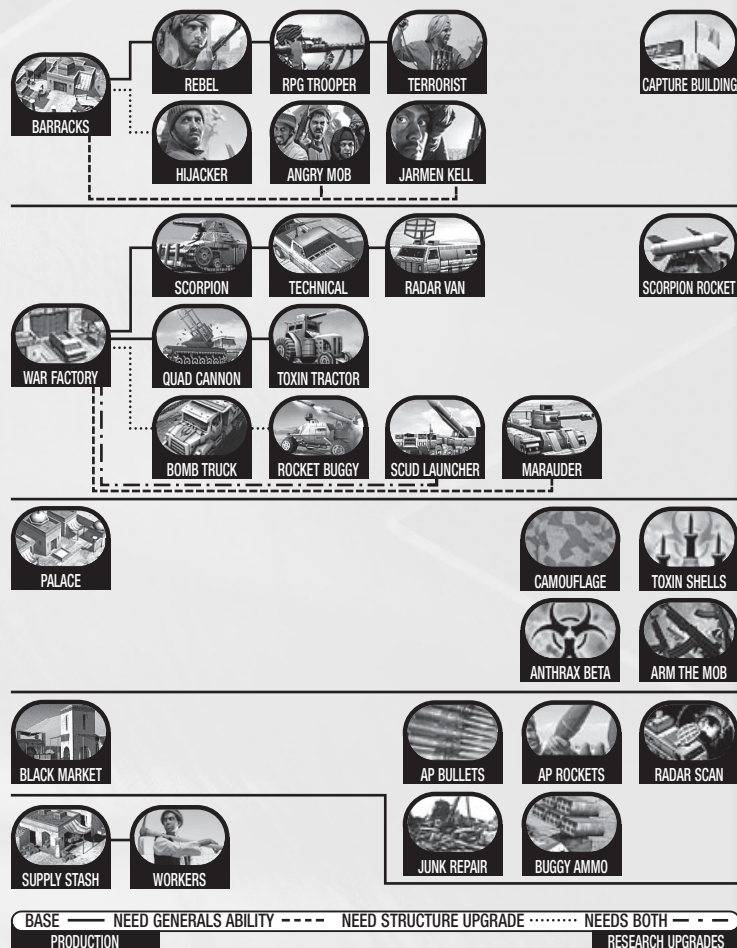
### Internet Center

(Generals Zero Hour only)

Stronger than the sum of its parts, the Internet Center can hold up to eight Hackers, who perform better when working together. The Internet Center can be upgraded with Satellite Hack 1 and Satellite Hack 2.

## GLA UNITS AND STRUCTURES

### GLA TECH TREE





## GLA UNITS



**Worker**

The basic construction unit of the GLA, the Worker can be directed to erect GLA structures and repair them. When a structure is mined or a bomb is set, the Worker can remove it. Cheap to build, he has little natural protection against enemy attack.



**Rebel**

The GLA Rebel has more spirit than training or equipment. The basic unit of infantry for the GLA carries a simple rifle. The Rebel can be upgraded with Armor Piercing bullets at the Black Market, with Camouflage at the Palace, and with Capture Building at the Barracks.



**RPG Trooper**

The RPG Trooper is the basic GLA weapon against armored vehicles. Upgrade to AP Rockets at the Black Market for more destructive force. RPG Troopers are especially useful in garrisoned structures guarding against quick tank assaults.



**Terrorist**

There are few defenses against the motivated Terrorist. The GLA Terrorist costs little to train. Armed with several kilos of C4, the Terrorist charges opposing units or structures and self-destructs on impact. Terrorists can capture cars for faster, more lethal attacks.



**Hijacker** (Generals Ability)

These daring thieves have been recruited to steal vehicles for the GLA. When he is idle, the Hijacker blends invisibly into the crowd. When he is directed to attack, he jumps into a vehicle, kills the driver, and takes control of the wheel. He cannot take Elite or Heroic units.



**Jarmen Kell**  
(Structure Upgrade)

This mercenary is an outstanding sniper with stealth capabilities. Working alone, he can occupy structures without detection from the enemy. Using a scope, he can pluck drivers inside vehicles. When an enemy driver is dropped, the vehicle can be taken over by GLA infantry.



**Radar Van**

From a moving Radar Van, the GLA can keep track of enemy movements. This mobile unit can be hidden or repositioned based on the evolving battlefield conditions. Upgrade to the Radar Scan at the Black Market to temporarily show all the enemy's positions across the map.



**Technical**

A mounted machine gun on the back of a truck, the Technical can be an effective weapon against infantry and other light vehicles. When an enemy is destroyed, a Technical can salvage parts to upgrade its own gun and bullets. Infantry can pile into a Technical, making it an impromptu troop transport for the GLA. It can be upgraded with Armor Piercing bullets at the Black Market.



**Scorpion Tank**

These light and ancient tanks are a vital leg of the GLA hit-and-run attack strategy. Fast and lightly armored, the Scorpion is a poor match against heavy weapons. It can be upgraded with the Scorpion Rocket at the Arms Dealer and with Toxin Shells at the Palace.



**Rocket Buggy**

This light all-terrain vehicle carries a small battery of long-range rockets across most surfaces on the map. When attacking an enemy, the Rocket Buggy launches all of its rockets and must then reload. So, attack and then move away quickly to reload. The Rocket Buggy can be upgraded with Armor Piercing Rockets and Buggy Ammo at the Black Market.



**Angry Mob**

The GLA can incite an Angry Mob to attack enemy positions. Starting with a group of five, an Angry Mob can grow in size. GLA generals can arm the Mob with AK-47s and direct it to make a fire bomb attack against an enemy unit or installation. It can be upgraded to "Arm the Mob" at the Palace.



**Toxin Tractor**

From several on-board tanks, the Toxin Tractor releases a vicious poison that can contaminate the ground for a period of time, inducing illness and even death in infantry that touch it. When parked, the tractor can continuously contaminate the area, creating an effective defense against enemy personnel. The Toxin Tractor is especially effective at clearing out enemy garrisoned buildings. It can be upgraded to Anthrax Beta at the Palace.



**Bomb Truck**

Disguised as any enemy vehicle, the Bomb Truck can catch the enemy by surprise with terrible consequences. The fanatic at the wheel drives the truck into an enemy unit or structure to detonate the bomb on-board. Upgrades add more explosiveness or biological effects and can be used in combination.



**Quad Cannon**

Acquired through the Arms Dealer, these Soviet-era weapons can protect GLA units from airborne attack. Equipped with four heavy machine guns, the Quad Cannon can target both air and ground units. When an enemy unit is destroyed, the Quad Cannon may be able to salvage it to upgrade its own weapon systems. It can be upgraded to Armor Piercing bullets at the Black Market.



**SCUD Launcher**

Dating from the Soviet era, these ground-to-ground missile systems can do significant damage against enemy installations. The SCUD launcher can be toggled to launch one of two projectiles: a high-explosive shell or an anthrax bomb that poisons the area where it detonates. It can be upgraded to Anthrax Beta at the Palace.



**Marauder Tank**

Acquired via the Arms Dealer, these tanks have improved range and defensive capabilities over the Scorpion. The Marauder Tank can salvage its defeated enemies to improve its cannons. One-star generals can develop the Marauder Tank. It can be upgraded to Toxin Shells at the Palace.



**Saboteur**  
(Generals Zero Hour only)



**Combat Cycle**  
(Generals Zero Hour only)



**Battle Bus**  
(Generals Zero Hour only)

This infantry unit receives special training in stealth and sabotage. Capable of climbing cliffs, the Saboteur can infiltrate enemy bases, sneak into buildings, and power them down. If a Saboteur enters an enemy Command Center, all Generals Powers are reset.

Manned by infantry personnel, the Combat Cycle is a low-cost, highly mobile fighting unit. Excellent for reconnaissance operations, the Combat Cycle acquires the abilities of any GLA infantry unit that drives it.

A re-enforced civilian bus, the Battle Bus can carry infantry units to the front line. Transported units can fire weapons from the windows of the Battle Bus. When immobilized, the Battle Bus becomes bunkered cover for the remaining troops.

## GLA STRUCTURES



**Command Center**

GLA recruits and trains its workers at the Command Center. When they are acquired, the Ambush, Anthrax Bomb, and Emergency Repair ability are deployed from here.



**Supply Stash**

The GLA stores its resources in one or more Supply Stashes. When created, the Supply Stash is manned by a Worker, who immediately begins gathering supplies.



**Tunnel Network**

The Tunnel Network can put GLA fighters in the enemy camp very early in the battle. You can build multiple entrances to the Tunnel Network, which can hold up to ten units at a time. Each unit can be directed to a different exit. Manned by two RPG Troopers and a gun turret.



**Demo Trap**

These hidden bombs can provide excellent perimeter and choke point security. A Demo Trap can be activated in either of two modes: Proximity detection or Manual control.

To put a Demo Trap in Manual mode, click it and then click the Manual Control icon in the Context window. To detonate it, click the Detonate icon.



**Barracks**



**Stinger Site**



**Arms Dealer**



**SCUD Storm**



**Palace**



**Black Market**



**Fake Structures**

All GLA infantry including the Rebel, Terrorist, Angry Mob, RPG Trooper, and Jarmen Kell are trained in the Barracks. The Capture Building upgrade is developed here.

To protect its bases against aerial bombardment, the GLA uses shoulder-launched Stinger missiles. Behind the barricade of sand bags at each Stinger Site, three soldiers can target inbound aircraft. When one soldier drops, the other two keep fighting until a replacement arrives. The Stinger can be used against ground forces, too. The Stinger Site can be upgraded with Armor Piercing Rockets at the Black Market.

When the GLA needs vehicles, it comes here. The local Arms Dealer can acquire or build fine weapons from all over the world. The Scorpion Rockets upgrade is developed here.

Under serious threat, the GLA can unleash its SCUD storm. The nine SCUD rockets of this super-weapon contain biological weapons that can damage or kill enemy units on impact. It can be upgraded with Anthrax Beta at the Palace.

The source of secrets for the GLA, the Palace can create important upgrades to weapons, defense, and biological attacks. Up to five GLA fighters can garrison the Palace, and it cannot be captured by enemy units. Camouflage, Anthrax Beta, Arm the Mob, and Toxin Shells are developed here.

The GLA knows how to use the shifting hidden markets of the world. Through its Black Market, the GLA can acquire hard-to-find ammunition and technologies. Additionally, through its activities in the market, the GLA can earn a small yet steady income. Armor Piercing Bullets, Junk Repair, Radar Scan, Armor Piercing Rockets, and Buggy Ammo upgrades are developed here.

Effective diversionary instruments, Fake Structures can force the enemy to change tactics or waste resources. However, Fake Structures can be upgraded to real structures, changing the battlefield circumstances once again.