

PRIMA'S OFFICIAL STRATEGY GUIDE

EXPANSION PACK COMMAND + CONQUER GENERALS ZERO: HOUR

ALSO COVERS
COMMAND + CONQUER
GENERALS



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*Requires Command & Conquer™ Generals to play

EXPANSION PACK
COMMAND + CONQUER
GENERALS
ZERO HOUR



Prima's Official Strategy Guide

Steve Honeywell

Prima Games
A Division of Random House, Inc.

3000 Lava Ridge Court
Roseville, CA 95661
1-800-733-3000
www.primagames.com



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Associate Product Manager: Christy L. Curtis

Project Editor: Tamar Foster

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Dedication

For Bud Sperry, a man I was lucky enough to call father-in-law and one of the best people I've ever known.

Acknowledgements:

First thanks go to my wife Sue and my two girls Gail and Maxine. Thanks also to Craig Owens, Harvard Bonin, and the rest of the team for putting up with me for a week and answering my frequent questions. Finally, thanks to my Sunday crew, the non-reality check I often need.

CONTENTS

Chapter 1: Introduction	iv
The Story So Far	iv
How to Use this Guide	iv
Part 1	1
Chapter 2: Units	2
U.S. Units	2
Chinese Units	9
GLA Units	14
Chapter 3: Structures	20
U.S. Structures	20
Chinese Structures	24
GLA Structures	28
Chapter 4: Generals' Abilities	32
U.S. General Abilities	32
Chinese General Abilities	35
GLA General Abilities	37
Chapter 5: Game Basics	40
Building a Base	40
Attacking	43
Defending	46
Chapter 6: Economics	48
Acquiring More Supply	48
Denying Enemy Supply	51
Chapter 7: Advanced Strategies	54
U.S. Tactics	54
Chinese Tactics	57
GLA Tactics	60
Chapter 8: China Missions	64
The Dragon Awakes	64
Hong Kong Crisis	69
A Flood of Violence	75
Broken Alliances	81
A Night on the Town	87
Dead in Their Tracks	93
Nuclear Winter	98
Chapter 9: GLA Missions	104
Shymket DMZ	104
Almaty Region, Kazakhstan	109
Astana City, Chinese Occupied	
Capital of Kazakhstan	114
Adana, Turkey	119
Western Shore of the Aral Sea, Kazakhstan	126
Somewhere Near Lenger, Kazakhstan	133
Baikonur Cosmodrome, Southern Kazakhstan	138
Chapter 10: U.S. Campaign	144
Operation: Silent Dawn—The Training Mission	144
Operation: Final Justice	151
Operation: Treasure Hunt	158
Operation: Guardian Angel	164
Operation: Stormbringer	168
Operation: Blue Eagle	174
Operation: Desperate Union	180
Operation: Last Call	185

Part 2	190
Chapter 1: New Units and Structures	191
New Units	191
New Structures	194
Chapter 2: New Upgrades and Generals' Powers	197
New Upgrades	197
New Generals' Powers	202
Chapter 3: U.S. Missions	204
Mission 1	204
Mission 2	207
Mission 3	210
Mission 4	213
Mission 5	217
Chapter 4: GLA Missions	221
Mission 1	221
Mission 2	224
Mission 3	228
Mission 4	232
Mission 5	238
Chapter 5: Chinese Missions	242
Mission 1	242
Mission 2	245
Mission 3	248
Mission 4	251
Mission 5	254
Chapter 6: The Generals Challenge	259
The Generals	259
Playing Generals Challenge	268
Chapter 7: Multiplayer Games	277
Generals Multiplayer Differences	277
Playing as the United States	278
Playing as China	281
Playing as the GLA	282
Zero Hour Multiplayer Tactics	285
Playing as the United States	285
Playing as the GLA	286
Playing as China	287
Appendix A: Units	288
U.S. Units	288
GLA Units	289
Chinese Units	289
Appendix B: Structures	290
U.S. Structures	290
GLA Structures	290
Chinese Structures	291
Appendix C: Special Abilities and Research	291
U.S. Abilities and Research	291
GLA Abilities and Research	292
Chinese Abilities and Research	292
Appendix D: General Points	293
U.S. General Points	293
GLA General Points	293
Chinese General Points	294
Index	295

1

INTRODUCTION

The Story So Far

In *Command & Conquer™ Generals*, the world stands in a state of peace, but storm clouds are brewing. An organization that calls itself the Global Liberation Army, or GLA, has established a series of strongholds in Central Asia. Because these strongholds exist in the sphere of influence of several countries, the Security Council has had extreme difficulty setting up any sort of meaningful discussion with the group. Worse, the GLA has recently crept over the borders into western China, looking to set up its own independent nation. Its sources of funding and leadership are unknown, adding to the confusion.

For China, this is nothing but bad news. The GLA opposes recent reforms in China and stands poised to block them at every possible opportunity. However, the Chinese government in Beijing has stood resolute, which led to the recent attacks by the GLA on the Chinese military depot at Yecheng. The GLA stole thousands of rounds of ammunition and destroyed a nuclear power plant, causing dangerous radiation levels as far as 100 kilometers away from the site. The Chinese government is furious and has allowed the Security Council to step in as mediators between them and the rebel GLA.

The United States would seem to be a natural source of information and manpower against the threat, but has been sitting on the fence regarding this matter. Recent Security Council failures to back American actions in the Middle East to prevent terrorism are still fresh in the mind of America; hence the super-

power has remained on the sidelines, offering only orbital recon to assist the Security Council effort. Meanwhile, U.S. forces have remained on high alert.

And here the situation stood until the GLA forced its hand, attacking both Chinese and American targets. The world stands at the brink of war, with both the Chinese and American forces looking to maintain the status quo, while the GLA hopes to overturn the current balance of power in their own favor.

The Americans enjoy the luxury of high-tech prowess and an unmatched air force. The Chinese can muster more troops and vehicles into battle than any other army in the world, and can use this force to overwhelm enemies. Meanwhile, the GLA lacks manpower and technical savvy, but has stealth, guile, and an ability to strike from the shadows. Your position in this coming war is at the head of one of these three armies. Your success leads to promotions and the possibility to use newer and more powerful technologies. Failure means the destruction of your cause.

The *Zero Hour* expansion picks up where the first game ends, with the defeat of the GLA. In the new missions, the U.S. military moves to destroy a remnant GLA general known only as Dr. Thrax, pursuing him across the desert to rid the world of his toxins. The GLA campaign picks up with the death of Dr. Thrax and the resurgence of the GLA as they attempt to push the Americans off the European continent for good. The Chinese pick up from there, crushing the GLA just as they celebrate their victory over the U.S.

How to Use This Guide

This guide is divided into two main sections. In the first, you will learn about the units, abilities, and structures of *Command & Conquer: Generals™*. Further, it highlights important strategic elements in the game, takes you through the basics of playing, and walks you through all of the different campaign scenarios, from the basic training mission to the final battle, for each of the three armies.

In the second part, this guide includes information on all of the new units, structures, upgrades, and Generals Abilities found in the *Zero Hour* expansion. Each of the three *Zero Hour* campaigns is covered from start to finish, with tips for getting the most out of your units. Finally, notes on the new Generals Challenge mode, the special units available to the Generals, and

tips on defeating each General on his or her home territory are provided, giving you the best possible chance to dominate on land and in the air.

This guide does not contain every possible strategy for every battle you might face. There are too many variables in a game of this scope and magnitude for one guide to handle every conceivable situation in every scenario. Instead, we provide possible strategies that have been proven to work, as well as paths that take you from the beginning of a mission to its successful completion.

You will undoubtedly come up with strategies on your own that will work for you. In fact, some of the strategies you devise may be easier or more effective for you. Everyone has their own style and preferences. You may find units that you can't live without in situations where this book makes no mention of them. That's fine, and it's to be expected.

Good luck! A whole world of battle awaits you!



COMMAND + CONQUER™

GENERALS

Part One



2

UNITS

U.S. Units

Infantry



Ranger

The Ranger is the basic unit of the U.S. Army, but don't make the mistake of thinking that he is ineffective or has value only when other resources are unavailable. Rangers are highly trained and valuable for many reasons. They are the only U.S. unit capable of capturing enemy structures and converting them for use by the U.S. Army. When upgraded with flash-bang grenades, Rangers can instantly root out enemies from garrisoned structures, killing them all with the impact. Rangers are great in large groups, particularly against infantry. Their machine-gun fire is limited against armored opponents and structures. Rangers in a Chinook can also be combat dropped into occupied buildings.



Missile Defender

The natural counterpart of the Ranger is the Missile Defender. Where the Ranger is weak against vehicles and structures, the Missile Defender, armed with a powerful rocket launcher, is in his element. Ineffective against other infantry, Missile Defenders are excellent defenses against tank assaults and for tearing down buildings quickly and inexpensively. They need protection from enemy infantry. When coupled with the U.S. Humvee, they make a powerful force capable of handling infantry and armored targets. Missile Defenders are also useful against enemy aircraft.



Pilot

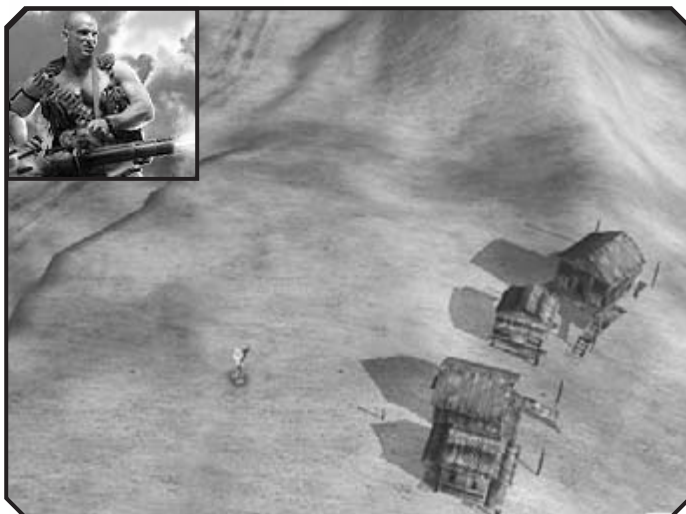
When a vehicle is destroyed, normally the driver or Pilot is killed as well. This is not always the case with U.S. vehicles and aircraft. Any vehicle with at least one bar of veterancy contains an experienced Pilot, who ditches from his vehicle moments before it is destroyed.

Although vulnerable and noncombative, Pilots are nonetheless valuable. Place one in any vehicle, and he immediately adds his bars of veterancy to those of the vehicle, up to the maximum of three bars.



Colonel Burton

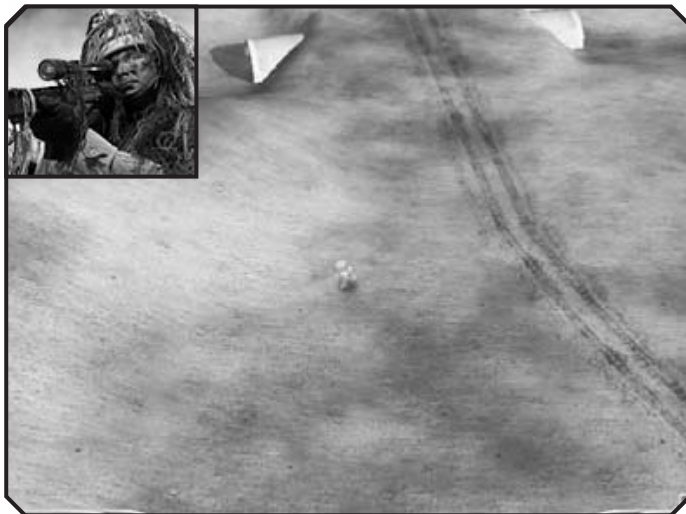
Colonel Burton is the ultimate U.S. soldier, capable of handling scores of enemies by himself. Equally at home when dismantling entire bases, Colonel Burton is a true force on the battlefield. In close combat against enemy infantry, he prefers using a knife attack, which allows him to kill silently. Burton can plant timed or remote explosive charges. The remote explosive charges can be detonated from a safe distance, causing massive explosions in a variety of places and sending the enemy into confusion. Colonel Burton is unique; you are limited to having only one at a time.



Pathfinder

Pathfinders are like Rangers on steroids. Equipped with a high-powered long-range rifle, a Pathfinder can snap off a shot and slay any infantry unit with a single bullet. Pathfinders are invisible

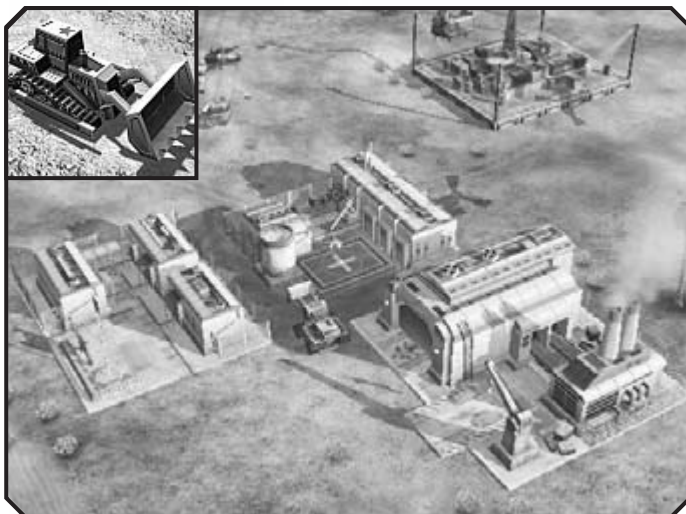
while standing still—even when shooting. Pathfinders are singularly able to mow through huge numbers of infantry. When placed inside a Humvee, they are an effective, mobile anti-infantry deterrent.

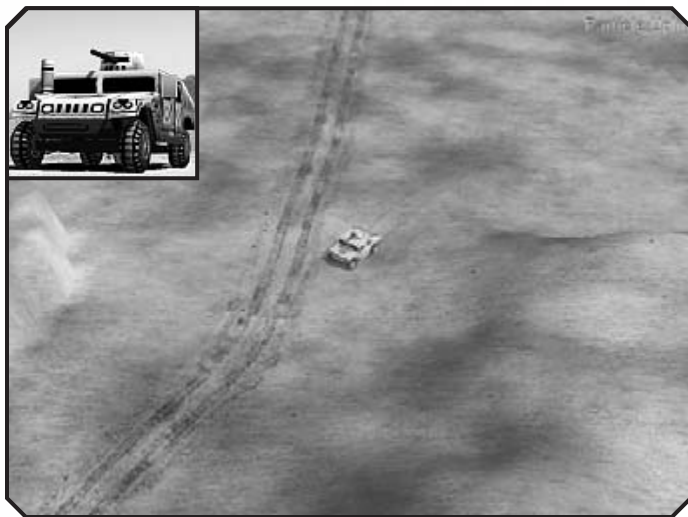


Vehicles

Construction Dozer

The Construction Dozer is a critical unit despite its having almost no military use. In fact, it's only possible offensive function in combat is to run over enemy infantry. Still, the Construction Dozer is a necessary unit. It builds all of your structures and can also be used to repair damaged buildings and clear land mines.





Humvee

The Humvee is one of the workhorses of the U.S. Army. This multipurpose vehicle can be used as a deterrent against infantry, as a mobile and agile scout vehicle, and as both transport and protection for infantry units. You can place up to five infantry inside a Humvee. These infantry are capable of shooting from ports in the vehicle's sides. Like many U.S. vehicles, Humvees can create Battle Drones and Spy Drones. Humvees are ineffective against armored targets—a fact easily remedied with the addition of a few Missile Defenders.

Crusader

The second U.S. workhorse is the Crusader tank. This standard tank combines firepower, speed, armor, and agility into one package. It packs more armor than its Chinese or GLA counterpart and hits harder, too. Crusaders are excellent against armored targets and structures, less effective against infantry, and vulnerable to aerial attacks. When faced with infantry, the Crusader's best option is either retreating or steamrolling soldiers under its treads. You'll build many Crusaders, and you'll always wish you had more.



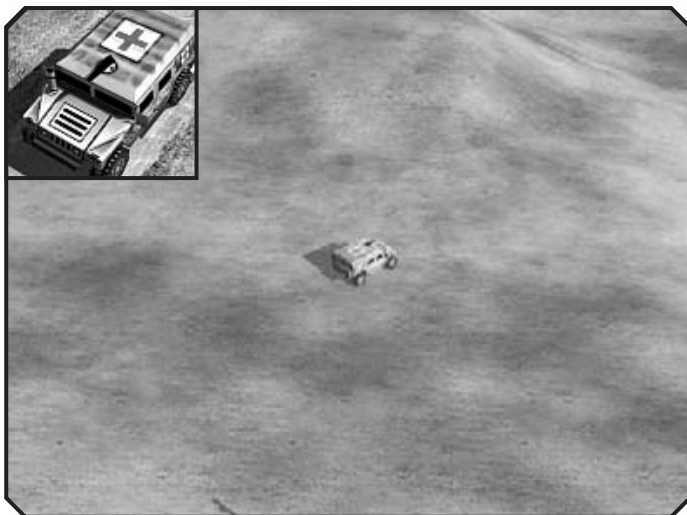
Paladin

Paladin tanks are the big brother of the Crusader. Larger, more powerful, and slower, Paladins are a force to be reckoned with. Paladins are armed with a laser attack that allows them to strike at missiles, making them more capable of defending themselves—particularly in multiplayer games against other U.S. players. This laser also makes Paladins more effective than Crusaders against infantry, making them harder to attack without significant losses. Paladins are good, if expensive, all-purpose units.



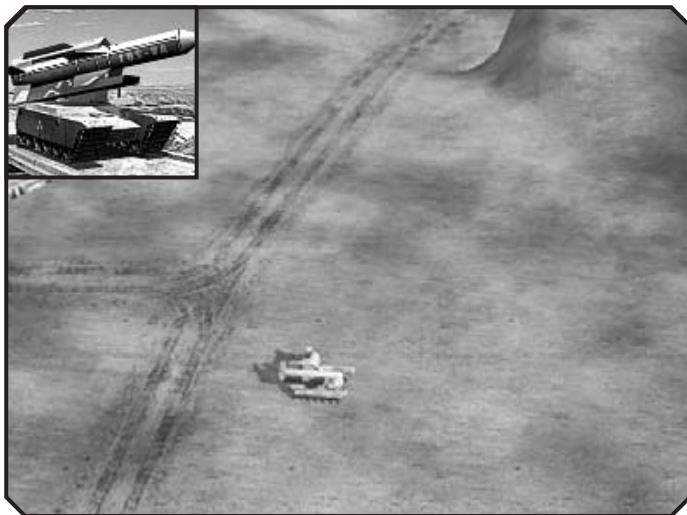
Ambulance

Like Pilots, Ambulances are noncombative, but still are useful. In the absence of a Hospital and away from your Barracks, an Ambulance can be used for emergency healing of wounded infantry. An Ambulance automatically heals any wounded infantry in the vicinity, patching them up as they take damage. Ambulances can also clear up the toxins caused by the GLA's biological weaponry. In an emergency, Ambulances can be used as infantry transport for up to three units, although this is not their main function.



Tomahawk

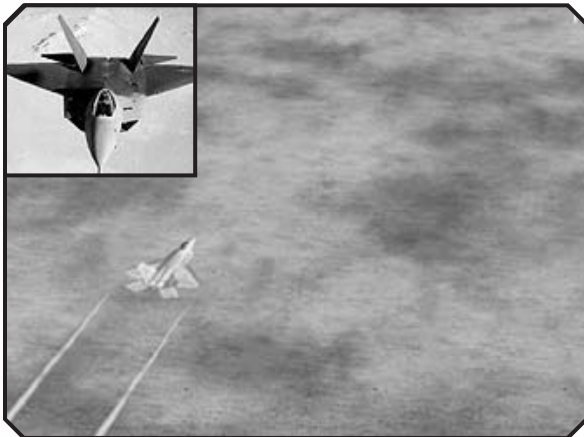
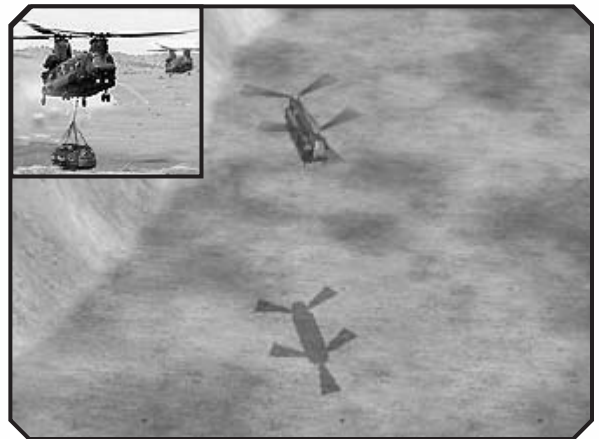
Tomahawk launchers are the premier long-range unit for the U.S. Army. Packing a massive warhead, the Tomahawk can send this packet of destruction over great distances into enemy units or structures, causing a substantial amount of damage. The missile tracks large heat signatures, making it effective against vehicles but less so against infantry. The Tomahawk shows its stuff when striking against structures. A group of them can eliminate virtually any building in a few attacks. Aside from combat drops and flash-bang grenades, Tomahawks are the best choice for destroying enemy garrisons.



Aircraft

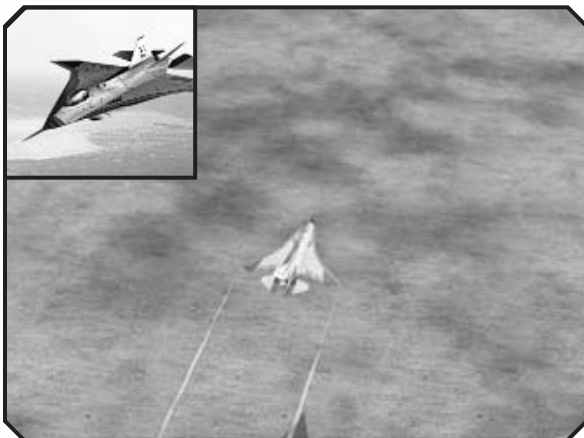
Chinook

Chinooks are the basic source of income for the U.S. Army. These large cargo helicopters move between the Supply Center and Supply Drop Zones, carting \$600 worth of freight each time. Additionally, Chinooks can move a group of up to 10 infantry or 2 vehicles and 2 infantry units at a time to any specified location. Loaded with 10 Rangers, a Chinook can hover over an occupied building and drop the Rangers inside to take it over quickly. However, Chinooks are fragile and have no offensive capabilities of their own.



Raptor

Raptors are fast, quick-strike aircraft capable of decimating an advancing enemy column or making a quick, deadly strike against entrenched enemy positions. Raptors are also equipped with laser-guided missiles. You can place up to four Raptors on a single U.S. Air Field. As you might expect, Raptors are susceptible to damage from enemy anti-aircraft fire. They are best used in situations where these units and structures are otherwise occupied or already destroyed.



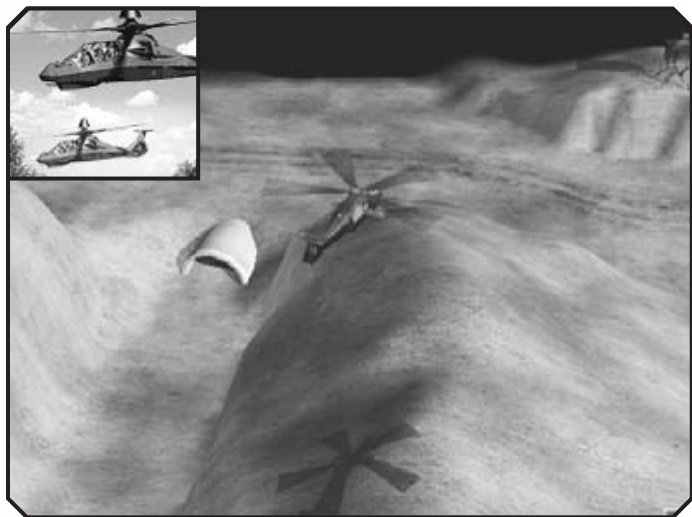
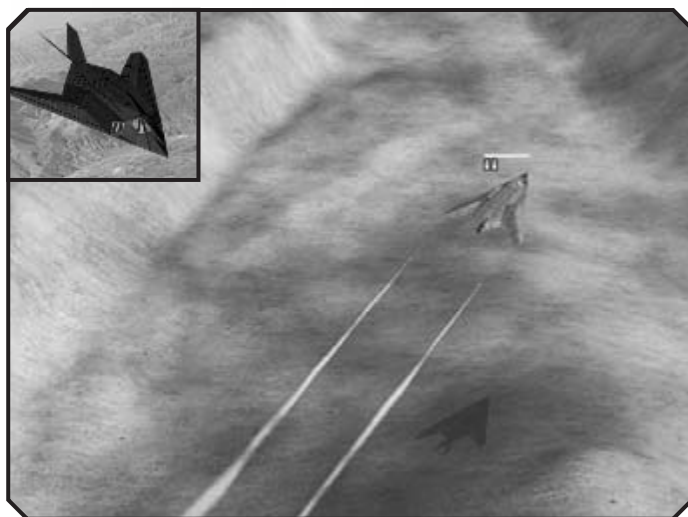
Aurora Bomber

Aurora Bombers are high-altitude craft that can level entire sections of an enemy base or lay waste to a full advancing strike team with a series of well-placed bombs. Like Raptors, Aurora Bombers are easily shot down by anti-aircraft fire, making it risky to use them in situations where there is significant anti-air presence. They are expensive and vulnerable, but effective.



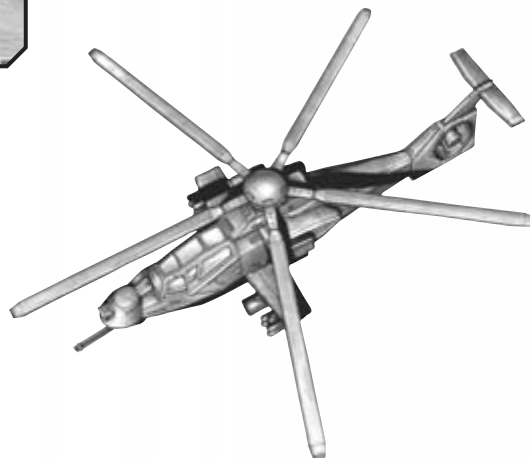
Stealth Fighter

Perhaps the most effective weapon of the U.S. Air Force is the Stealth Fighter. Completely cloaked by radar jamming until it strikes, the Stealth Fighter is always invisible for the first few seconds of any attack, allowing it to launch its salvo of rockets before the enemy can react to shoot it down. If spotted, Stealth Fighters are fragile and can be taken down easily. The trick for the enemy, of course, is to find them in the first place.



Comanche

Comanches are attack helicopters. Armed with high-powered machine guns and rockets, Comanches announce their presence with a devastating missile strike followed by a barrage of bullets. Comanches are extremely vulnerable to anti-air attacks, but also have the power to deal with them. In groups, Comanches are almost impossible to stop except by the most concerted anti-aircraft defenses. Build a lot of them.

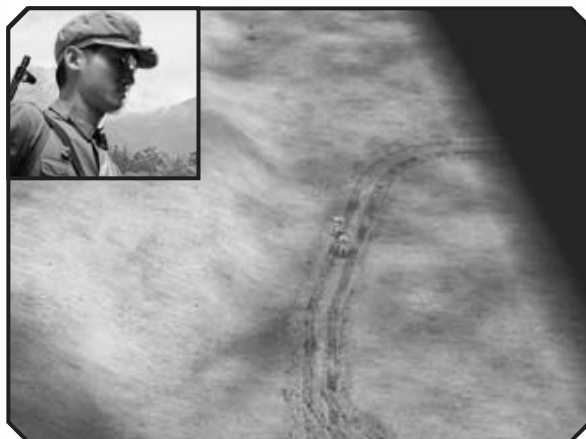


Chinese Units

Infantry

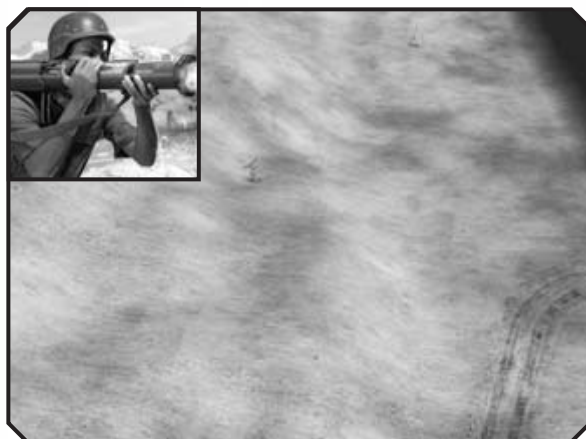
Red Guard

The Red Guard is the basic unit of the Chinese military. Produced in mass groups, Red Guards are the embodiment of the marching Chinese, capable of overwhelming an enemy with sheer numbers. When produced, each \$300 investment in Red Guard actually creates two units. They are similar to Rangers in many ways; they can occupy structures, are capable of being upgraded to capture buildings, and are most effective against soft targets like other infantry. Unlike the Rangers, Red Guards do not have a flash-bang attack. Like Battlemasters and Tank Hunters, Red Guards in large groups gain a horde bonus, firing more rapidly and with greater effect.



Tank Hunter

The counterpart of the Red Guard is the Tank Hunter. These units are armed with a high-powered anti-tank weapon useful for destroying enemy vehicles and for taking down enemy aircraft. Tank Hunters also have a TNT attack. Tank Hunters are slower than Red Guards, but like them, can occupy structures for added defense. Tank Hunters are most at home striking enemy vehicles, but are also useful in taking down structures quickly. Like Red Guards, they benefit from great numbers.



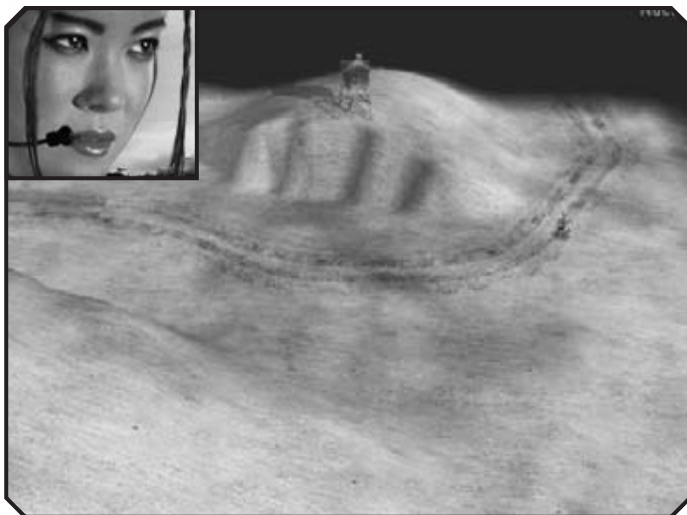
Hacker

Hackers are noncombative units, unable to defend themselves from enemy attack. Nonetheless, they are incredibly useful for the Chinese Army. By hacking the Internet, Hackers can produce a steady stream of income. When brought close to an enemy structure, a Hacker can disable it, shutting off its power and preventing it from functioning. They are most useful for their money-making skills, which provide continual funds. When used in this capacity, they must be well-protected.



Black Lotus

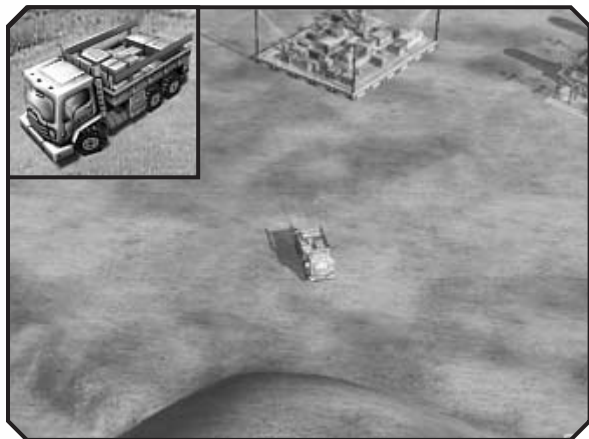
The top secret agent of the Chinese military, Black Lotus has few direct combat applications. However, she is highly skilled and useful on raids and major attacks. Like the Hacker, she is a noncombatant. However, like Red Guards, she is capable of capturing enemy buildings. She can also hack cash from enemy structures. Most importantly, in combat, Black Lotus can hack enemy vehicles much as Hackers do buildings. This shuts down the vehicle for a short period of time, allowing it to be bypassed or destroyed without opposition.



Ground Vehicles

Construction Dozer

The Chinese Construction Dozer is identical to the U.S. version, although it builds Chinese structures. Like the U.S. Construction Dozer, it can be used to clear landmines from selected areas.



Supply Truck

As the name implies, the Supply Truck is the main Chinese source of income, moving from Supply Docks to the Supply Center in the Chinese base. Supply Trucks carry a cargo of \$300. They operate at roughly the same speed as the U.S. Chinooks, but are forced to deal with terrain. This, their lack of combat uses, and their smaller capacity makes them less useful than Chinooks. But they are cheaper to build.



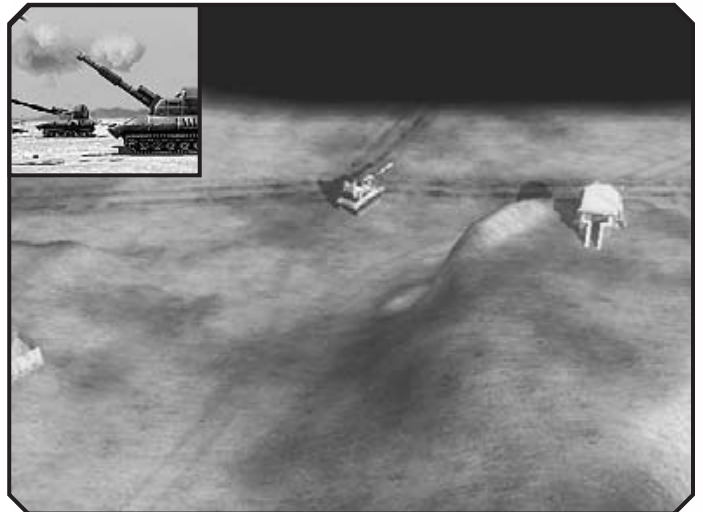
Battlemaster

Battlemaster tanks are the basic workhorses of the Chinese Army. Matched up against U.S. Crusaders, Battlemasters are less effective and much less durable. However, in large groups they gain the horde bonus, making them move and shoot at an increased rate. Much like Red Guards, Battlemasters expect to carry the fight by sheer numbers, and if you build them, use as many as possible.



Inferno Cannon

The Inferno Cannon is an interesting unit. It has one of the longest ranges of any unit of any army, but it lobs napalm, not missiles. This is highly effective against infantry, but less so against harder targets, although it still causes damage. Used in force, the napalm launched by Inferno Cannons can generate a massive firestorm that is difficult to stop and can quickly destroy an enemy base. This unit is decent against armor as well. The strategy? Use them in bulk or not at all.



Dragon Tank

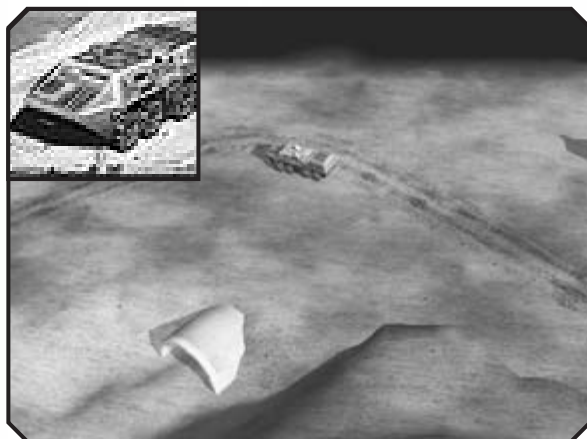
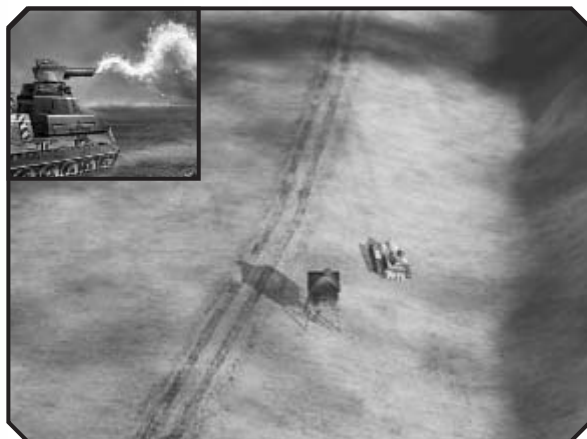
Dragon Tanks are more practical in many ways than Inferno Cannons. Although their range is much shorter, their napalm spray is just as effective, damaging vehicles and crisping infantry in a few excruciatingly painful seconds. In addition to their normal napalm attack, Dragon Tanks can set down a fire wall in a sizable radius around the unit that damages anything walking or driving through. This includes your units, so be careful. These fire walls are deadly but have a short range; be ready to move your Dragon Tanks if an enemy unit with longer range appears. Dragon Tanks can take out the occupants of a garrison, killing them all and freeing the building.

Troop Crawler

The Troop Crawler is built to carry troops from one place to another. It can carry any infantry unit in any combination, and up to eight units fit inside. You can put wounded infantry in the Troop Crawler to heal them. Each Troop Crawler comes with eight Red Guards already inside. Unlike the Humvee, the Red Guard must deploy from the Troop Crawler to attack, and the Troop Crawler itself has no offensive capabilities other than driving over enemy infantry. It can, however, detect enemy minefields, making it useful in base assaults.

Overlord

The Overlord is the ultimate vehicle on the battlefield, capable of smashing anything in its path by driving over it or shooting through it. Overlords are capable of steamrolling infantry and most vehicles, crushing them under their massive treads. Their twin cannons can destroy many enemy vehicles in a single salvo. Overlords are big enough to mount structures on themselves: Each Overlord can carry a Speaker Tower, a Bunker (which holds five infantry), or a Gatling Cannon. Used singly, they are devastating. Used in groups, Overlords are unstoppable.



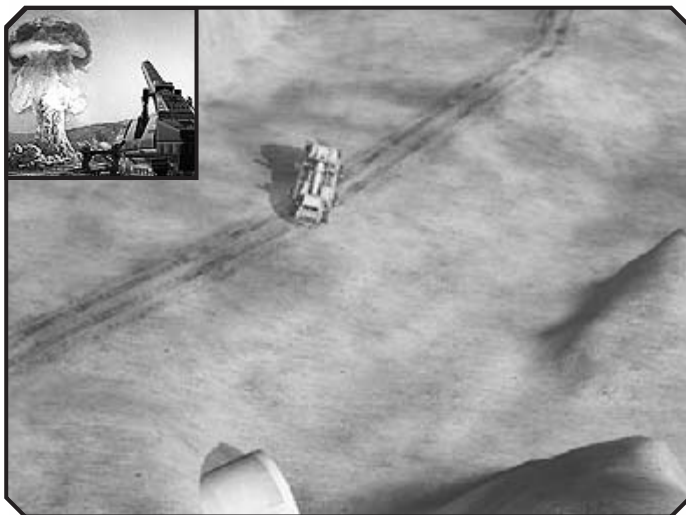
Gattling Tank

The most effective and interesting infantry deterrent owned by the Chinese military is the Gattling Tank. Mobile, accurate, and deadly, the Gattling Tank is a force on the battlefield. If it has a drawback, it's that the whirling gun barrels take a few moments to get up to speed. This weapon is quite handy against vehicles—not from the damage of its shells, but from the sheer number it spits out. Gattling Tanks are also virtual proof against air assaults, shredding enemy aircraft in a heartbeat.



Nuke Cannon

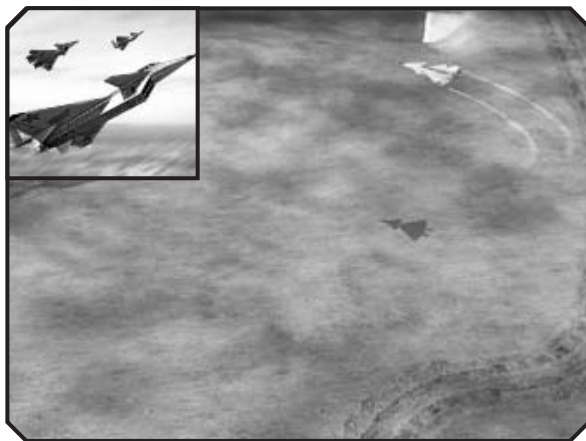
When long range is called for, the Chinese military unwraps the Nuke Cannon. Devastatingly powerful, both for the initial blast and for the resulting radiation, Nuke Cannons are difficult to use well. They must be protected at all times, because they are fragile. Unlike other vehicles, the Nuke Cannon must deploy into a stable firing platform before launching. This makes it vulnerable and difficult to move when it comes under attack. Nuke Cannons are designed not for defense or active, mobile attacks, but for the initial softening up of enemy positions—a task they excel at.



Air Vehicles

MiG

The Chinese MiG is similar in many respects to the Raptor aircraft employed by the U.S. military. Groups of MiGs can take down the toughest foe or splinter the largest and most difficult building. However, like all aircraft, they are susceptible to being downed by enemy anti-aircraft fire. Unlike Raptors, MiGs can be upgraded with better armor, which makes them more durable. Multiple MiGs can create a firestorm with their attack. This firestorm continues to damage structures and units. Two MiGs can start a small, quickly eliminated firestorm. Greater numbers of MiGs produce much more powerful and longer-lasting firestorms.

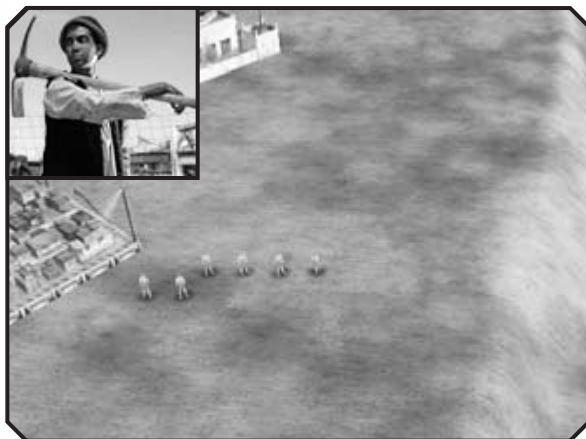


GLA Units

Infantry

Worker

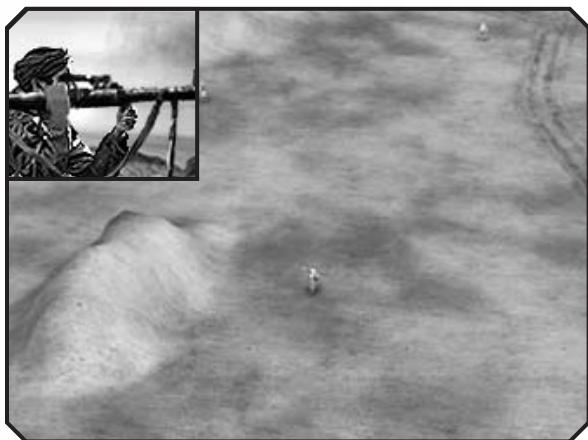
Workers do double duty in the GLA. On the one hand, a Worker is responsible for moving supplies and generating the GLA's income. A worker is slower than either a Chinook or a Supply Truck, and he carries only \$75 worth of goods at a time. Workers are also responsible for the creation of all GLA structures, serving as a flesh-and-blood version of the Construction Dozer. You'll need lots of Workers. Fortunately, they're cheap to produce.



Rebel

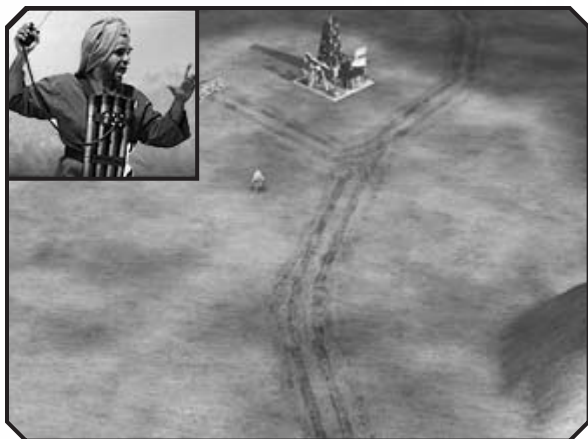
Rebels are the basic unit of the GLA. What they lack in training, they make up in determination and desire to achieve their collective goal. The main benefit of Rebels is their low cost, which allows them to be produced in large numbers. They are ineffective against armored targets, but are solid against other infantry. Like Rangers and Red Guards, Rebels can be upgraded to capture buildings. Rebels can be upgraded to have camouflage.





RPG Trooper

RPG Troopers are the GLA's answer to Missile Defenders and Tank Hunters. Equipped with a powerful rocket-propelled grenade launcher, RPG Troopers are capable fighters against vehicles of all sorts, including enemy aircraft.



Terrorist

Terrorists are the most dedicated and loyal fighters in the GLA cause. They are so dedicated that they are willing to sacrifice themselves in order to push their agenda. Terrorists strap bombs to their bodies and run out, looking for targets. When they find a likely candidate, they run forward, trigger the explosive, and go up with a bang, damaging or destroying anything in the vicinity. They are devastating when placed effectively.



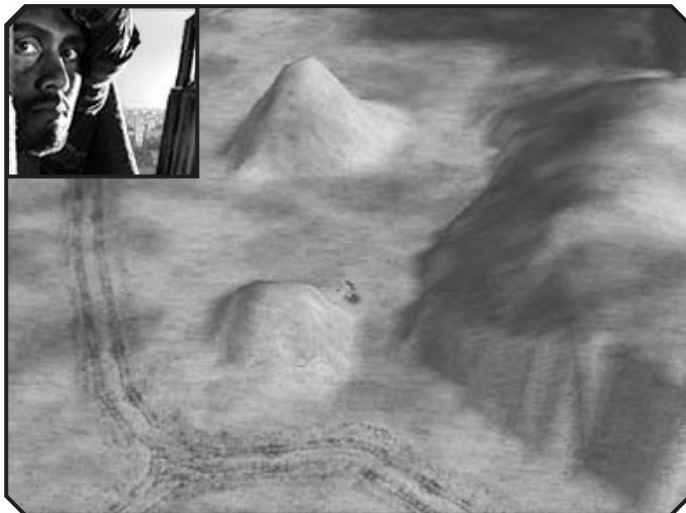
Hijacker

Hijackers are capable of turning an enemy vehicle into a friendly one with a little bit of effort. They can camouflage themselves so that enemy units can't see them. When an enemy vehicle comes into range, the Hijacker pops out of cover and takes over the enemy vehicle, turning it into a force for the GLA. With precision and care, Hijackers can reverse an enemy attack, turning it back on its creator.



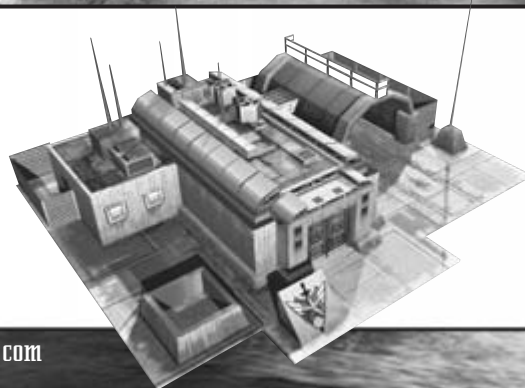
Jarmen Kell

The hero of the Global Liberation Army is Jarmen Kell, a man with one deadly and highly useful talent. Jarmen Kell is naturally camouflaged, making him difficult to spot. When faced with enemy infantry, Kell can snap off round after round of high-powered shots, taking out enemy units with each bullet. Against vehicles, Kell is even more deadly. He can target the Pilot of the enemy vehicle and kill him from range, leaving the vehicle undamaged and allowing any other GLA infantry unit (including himself and Workers) to take over the vehicle and add it to the GLA force. Like Black Lotus and Colonel Burton, Jarmen Kell is unique.



Angry Mob

While the Chinese have their propaganda, the GLA has the ability to infuriate the common man to the cause of liberating the world from its oppressors. The Angry Mob is just what it sounds like: a group of ordinary citizens who rally around the GLA's banner and take on their fight. Angry Mobs make up for their weak individual attacks with pistols and Molotov cocktails by attacking in large numbers that increase as time goes on. They can be effective from their bulk. When facing them, squash them quickly or get out of the way.



Ground Vehicles

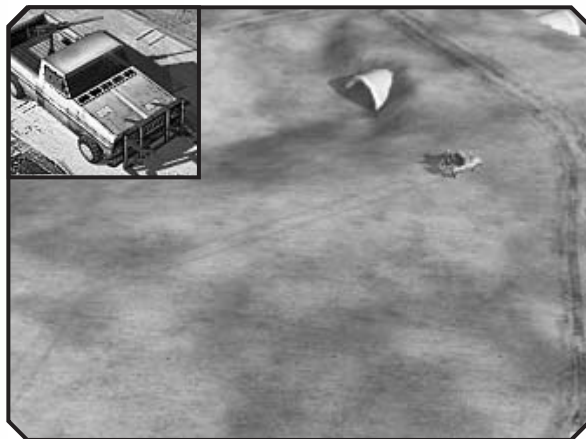


Radar Van

Unlike the Command Centers of their enemies, the GLA's only way to get a radar map is to create a Radar Van. This vehicle is entirely noncombative, except that it can run over enemy infantry if desperate. Its function is to serve as the radar for the GLA. You'll want one, and you'll want to keep it well protected. If you are worried about losing your radar map, build two of these.

Technical

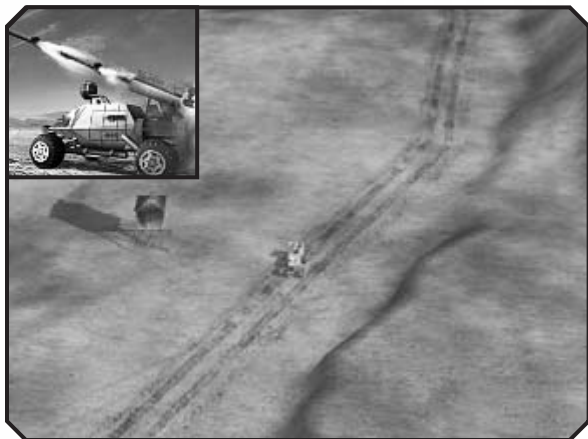
One of the GLA's low-tech solutions to fighting a high-tech war is the Technical. This is essentially a pickup truck with a pintle-mounted .50-caliber machine gun in the flatbed. Their machine-gun fire is ineffective against other vehicles, but Technicals are solid against enemy infantry. They serve double duty in that, like Humvees, they can take up to five infantry units with them to the front lines. When GLA units destroy vehicles, salvage are left behind. These upgrade the Technical, Quad Cannon, and Marauder. They give veterancy to everyone else on GLA.



Scorpion

Scorpion tanks are the workhorses of the GLA. Produced in mass numbers, they provide a way to counter enemy attacks into their territory. Their greatest benefit is their low manufacturing price. Scorpions can't measure up to the tanks of the other two armies, but can be retrofitted with a rocket launcher that greatly adds to their effectiveness. This rocket can be further augmented with anthrax, making the Scorpion an effective deterrent against infantry and vehicles.



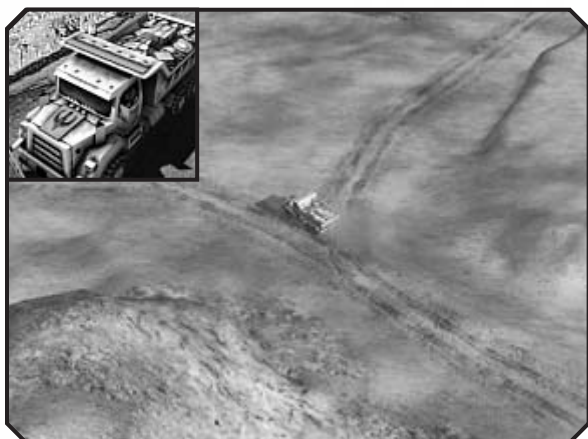
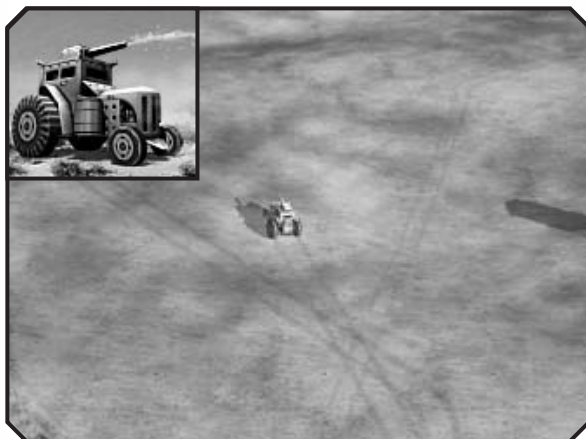


Rocket Buggy

One of the GLA's favorite tactics is the hit-and-run, and few units do it better than the speedy and powerful Rocket Buggy. Armed with a sizable missile rack, this vehicle drives into range, fires off its payload, and then darts away before being struck by return fire. Rocket Buggies need this speed because they are fragile and easily destroyed if cornered. Micromanaged to fire and retreat, they are hard to counter.

Toxin Tractor

Toxin Tractors are the GLA's response to China's Dragon Tank. Filled with reservoirs of anthrax toxin, these vehicles can pump out a deadly stream capable of turning the hardiest infantry unit into a puddle of diseased sludge in a matter of seconds. Like Dragon Tanks, they can also contaminate in a radius around themselves, making the area toxic even after the Toxin Tractor has moved on to a new location.



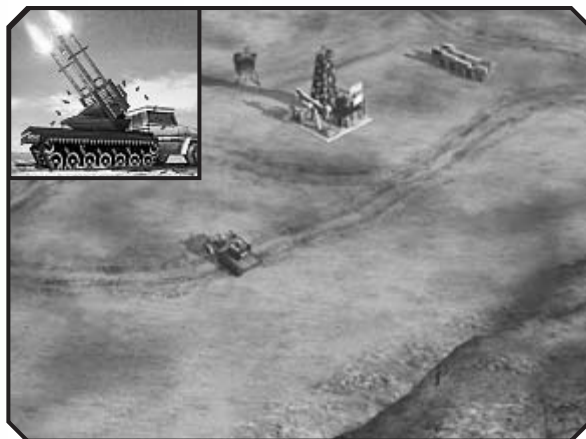
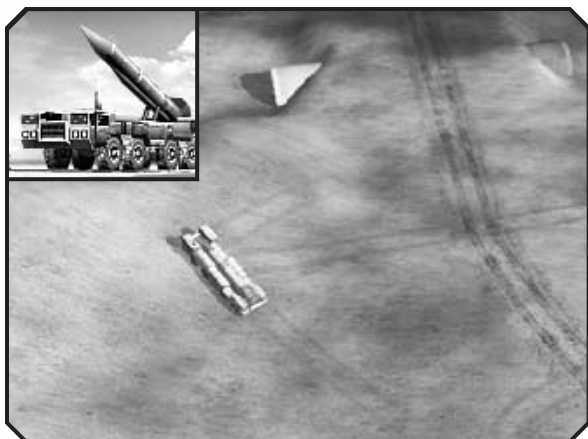
Bomb Truck

Bomb Trucks are the vehicular version of the Terrorist, and they pack a larger punch. They're also more expensive to build, but their explosive can be upgraded either for additional power or with anthrax as an anti-infantry weapon. Bomb Trucks can be disguised as any other vehicle on the map, allowing them to drive into an enemy base and dismantle it from the inside out. Although expensive, it's an excellent investment.



Quad Cannon

The GLA is unable to obtain gattling technology. Instead, they have the Quad Cannon, a modified pickup that mounts a four-barreled machine gun in the back. Quad Cannons are about as fragile as Technicals; they can't take much damage, but they can dish it out. Quad Cannons are effective at stopping infantry and at shooting down enemy aircraft. They are necessary for large assaults for this reason, and they make handy mobile base defenses.

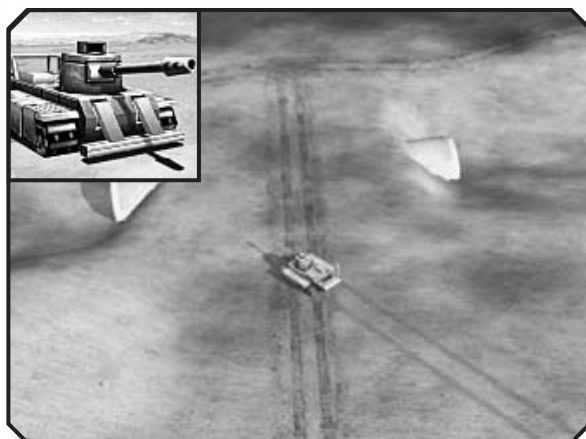


SCUD Launcher

The SCUD Launcher is the GLA's longest-range weapon, useful for tearing down enemy structures. The missiles aren't as effective against moving targets, but they can be used to make areas dangerous when they use anthrax missiles that create a deadly cloud of toxins. SCUD Launchers are slow and fragile, so they need to be protected in the field. Like Nuke Cannons and Tomahawks, they are most useful in tearing down enemy defenses and base structures. You'll want them when you attack any entrenched enemy position.

Marauder Tank

Marauders are beefed-up, more powerful versions of the Scorpion. They can go toe-to-toe with the Chinese Battlemaster on about even footing. Like several GLA units (the Technical, for instance), the Marauder's greatest asset is its ability to improve over the course of battle by scavenging parts from destroyed enemy vehicles.

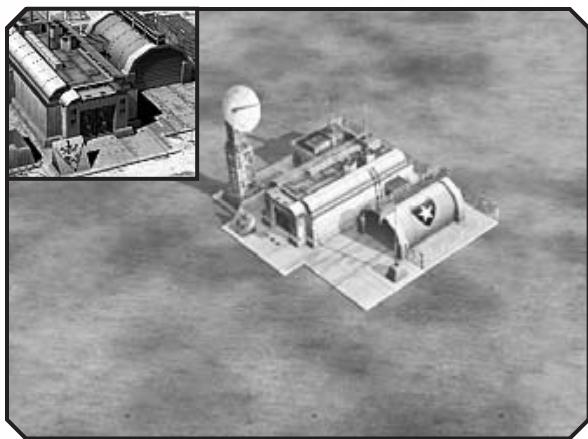


3

STRUCTURES

U.S. Structures

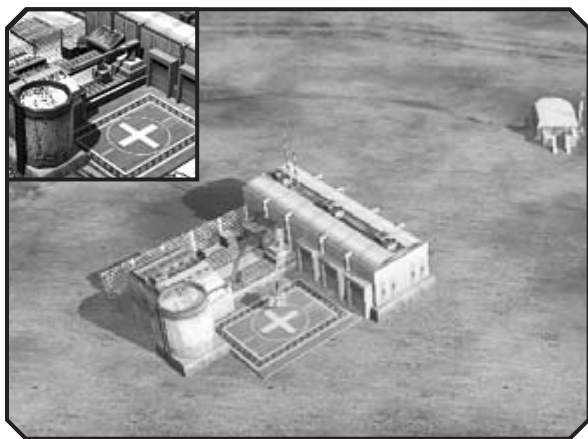
The American base is the most technologically advanced of the three armies. The U.S. is the only army that possesses radar without the need for an upgrade or a special unit. The U.S. also has one base defense system, which means they rely more heavily on their units for security.



Infrastructure

Command Center

The Command Center is the heart of the U.S. base. All orders and operations start here. This is the only structure that can create Construction Dozers. Additionally, most of the special abilities of the U.S. Army, including the A-10 airstrike, Paradrops, Spy Drones, Emergency Repair, the Spy Satellite, and the Fuel Air Bomb have their orders issued from this structure. Without a Command Center, you will be without most of your special, devastating abilities.

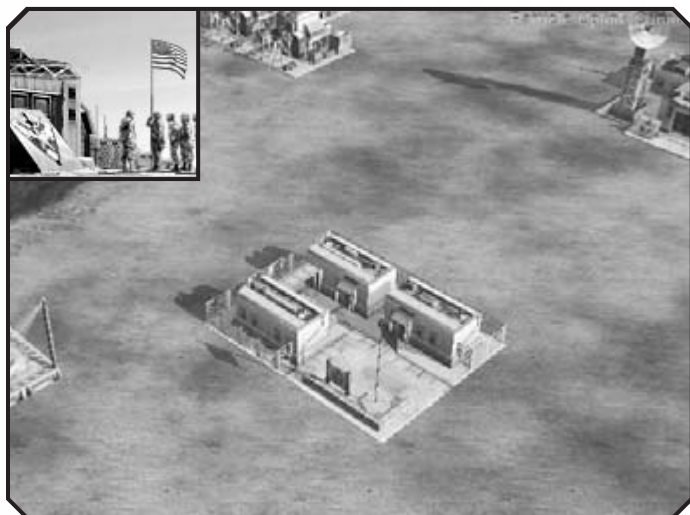
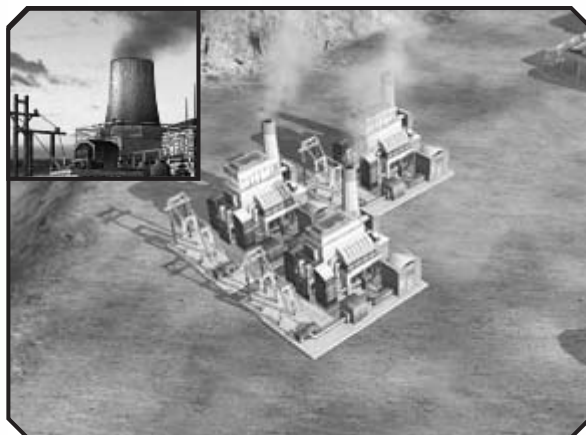


Supply Center

The Supply Center controls your economy. The supplies picked up by Chinook helicopters are brought here for processing to be turned into the cash that fuels your war effort. Besides acting as a storehouse for your money, the Supply Center creates Chinooks.

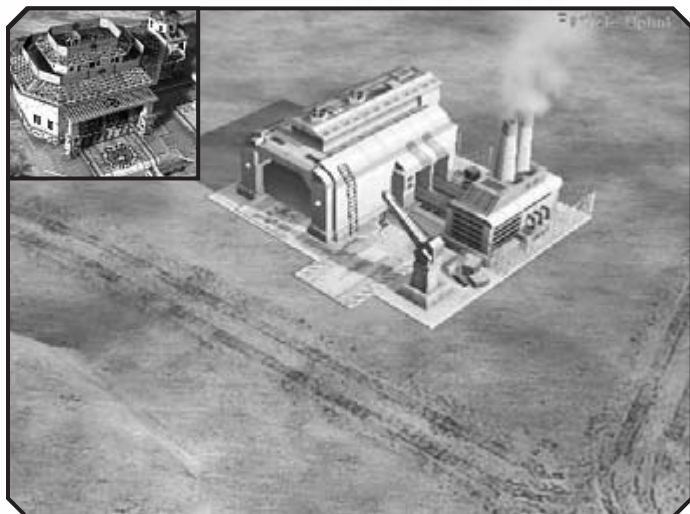
Cold Fusion Reactor

All of the power to run American structures comes from Cold Fusion Reactors. Each one generates five units of power, enough to run several typical buildings. A Cold Fusion Reactor can be upgraded with control rods to double its power output.



Barracks

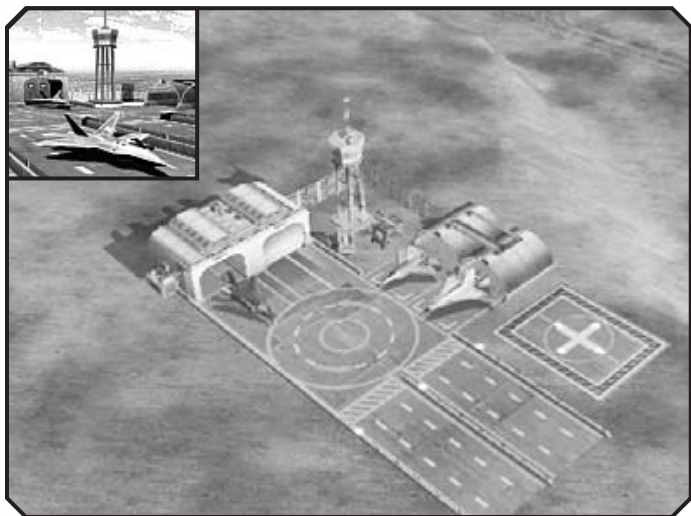
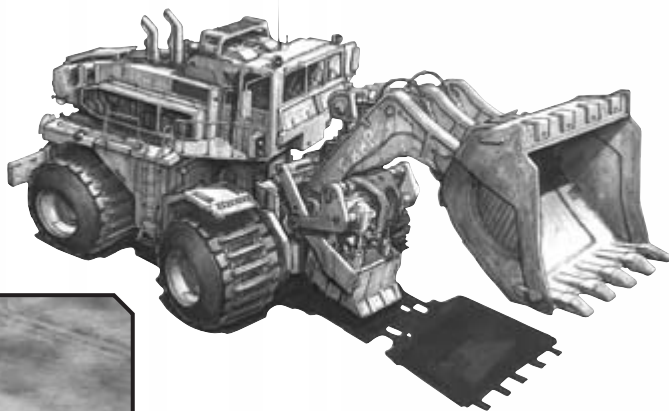
All infantry (except Pilots, which cannot be created) are produced at the Barracks. You can also research the flash-bang grenades and Capture Building upgrades for your Rangers here.



War Factory

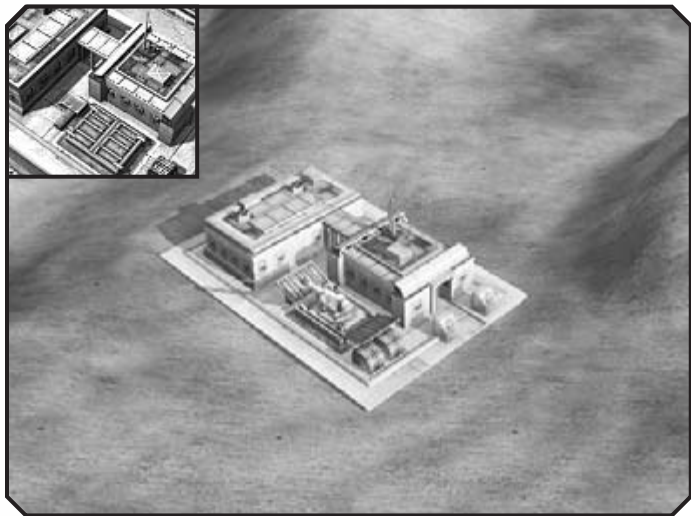
As the Barracks is for infantry, the War Factory is for ground vehicles. Everything from the Ambulance to the Tomahawk is built in this facility. In addition to the creation of vehicles, the War Factory produces the TOW Missile upgrade for Humvees.





Air Field

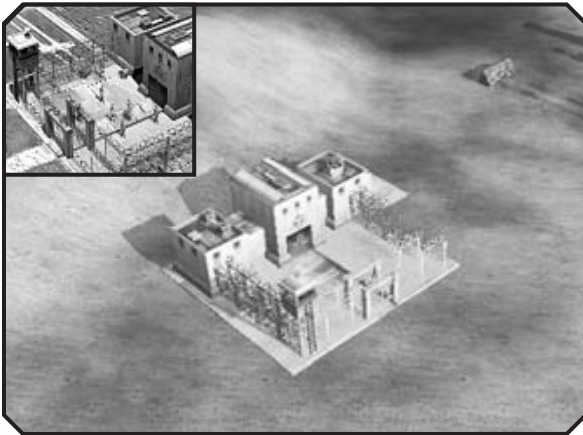
The Air Field is the home for all your aircraft except Chinook helicopters. You will need this structure if you want to have an air force. It builds all combat aircraft, and can research the Rocket Pods upgrade for Comanches, as well as the Laser Missile upgrade for fighter aircraft.



Strategy Center

The Strategy Center is required for many of your most powerful units. You can research Composite Armor, Advanced Training, and Drone Armor here. This structure also allows you to augment your army. If you select the Bombardment option, this building deploys a defensive gun, and all of your units do 20 percent more damage. Selecting Hold the Line builds a wall around the building and gives every unit 10 percent more armor. If you choose Search and Destroy, the Strategy Center deploys a scanner array. All units gain a 20 percent improvement on visual and targeting range.





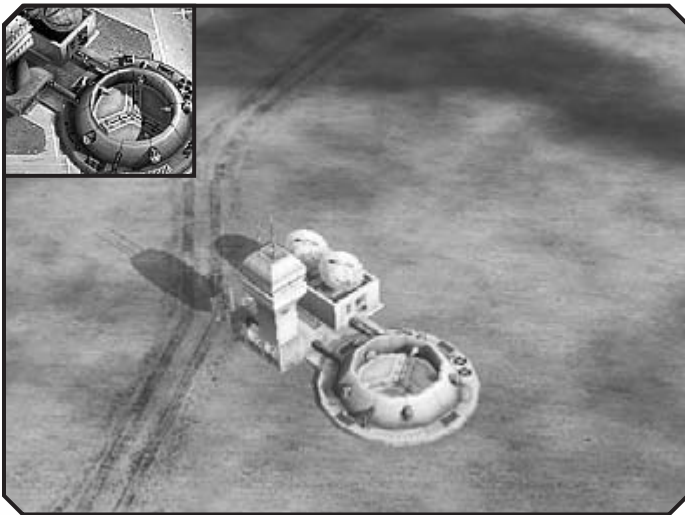
Detention Camp

This structure provides you with the ability to reveal the entire map shroud with the press of a button. Every two minutes, you can use the Intelligence option to reveal the entire map, allowing you to pinpoint enemy structures and track troop movements.



Supply Drop Zone

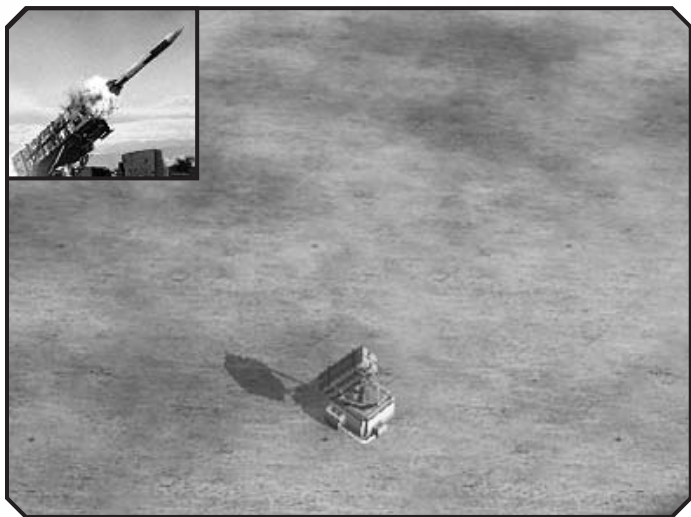
By the time your basic supplies run out, you'll want to have built at least one Supply Drop Zone. Every two minutes of game time, a cargo airplane flies in and drops \$1,500 of supplies on the landing pad, fueling your economy and allowing you to continue producing units.



Particle Cannon

The Particle Cannon is the ultimate weapon in the U.S. arsenal. When fired, it creates a massive beam of light from a satellite in geosynchronous orbit over the battlefield. This light beam can destroy buildings and enemy units, leaving your enemies helpless, and there's no way to stop it once it fires.





Base Defenses

Patriot Missile System

The first, best, and only defense the Americans have other than their powerful units is the Patriot Missile System. When powered, this structure reacts to any enemy incursion, blasting it with powerful missiles. This is most useful against vehicles and aircraft, and should be augmented with anti-infantry troops and vehicles. The Patriot can also target and shoot down incoming enemy missiles.

Chinese Structures

The Chinese try to get as much as possible from the space they have. Their Nuclear Reactors pump out a lot of power in minimal space, and by remaining compact, they maximize the benefit from their Speaker Towers. The Chinese Bunkers are an effective base defense, but require the addition of infantry units to provide any level of protection.

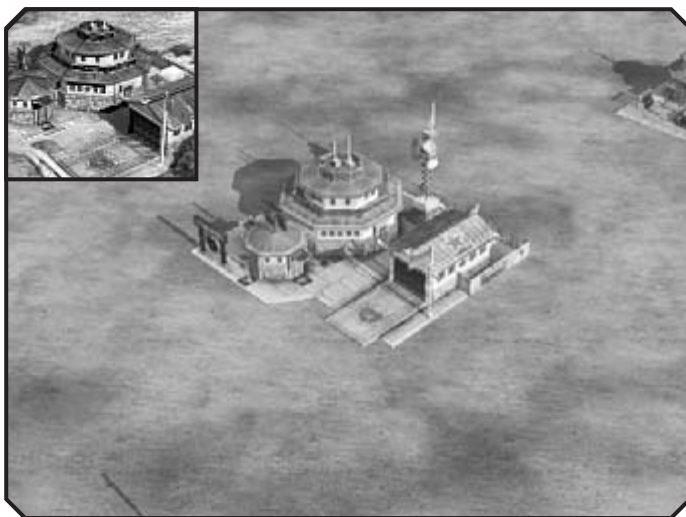
NOTE

All Chinese structures, with the exception of the Speaker Tower, can create a spread of land mines around themselves as a defensive measure.

Infrastructure

Command Center

Like the U.S. version, the Chinese Command Center is the heart of their military operations. Unlike its U.S. counterpart, it does not come with a functional radar; this must be built to allow the Chinese to have a radar map. Most of the Chinese special weapons are ordered from this structure. Without it, you cannot use Cluster Mines, Cash Hack, Artillery Barrage, Emergency Repair, or the EMP Pulse. Construction Dozers are also built here.



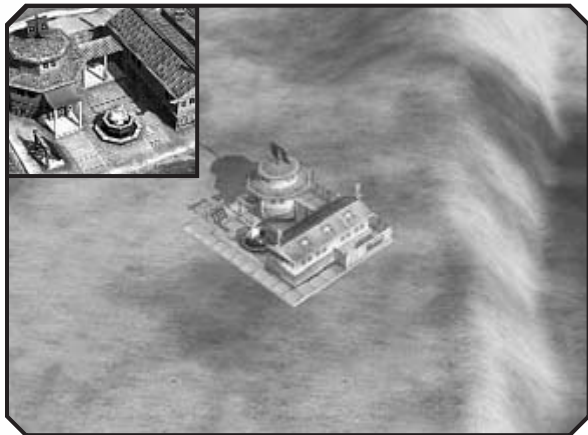
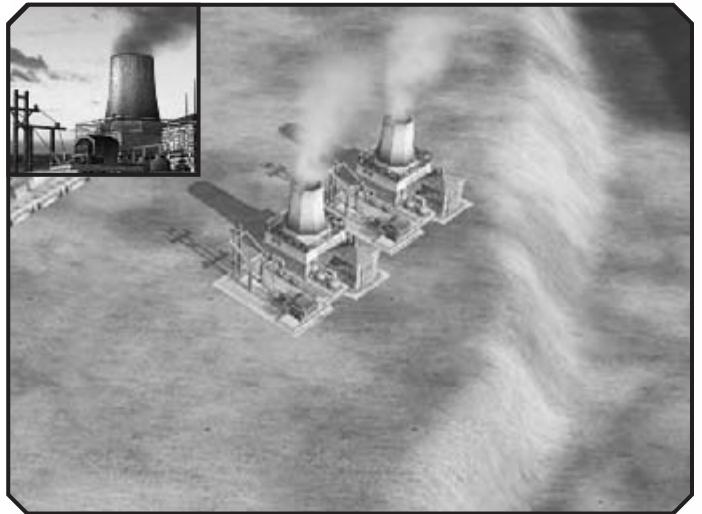
Supply Center

This building is similar to the American Supply Center, except that it builds Supply Trucks instead of Chinooks and can deploy land mines as a defensive measure.



Nuclear Reactor

The Nuclear Reactor is the power source for all Chinese structures. It produces 10 units of power, capable of providing the juice for several structures at once. In an emergency, Nuclear Reactors can be overloaded, which doubles the power output, but damages the structure to the point of explosion.



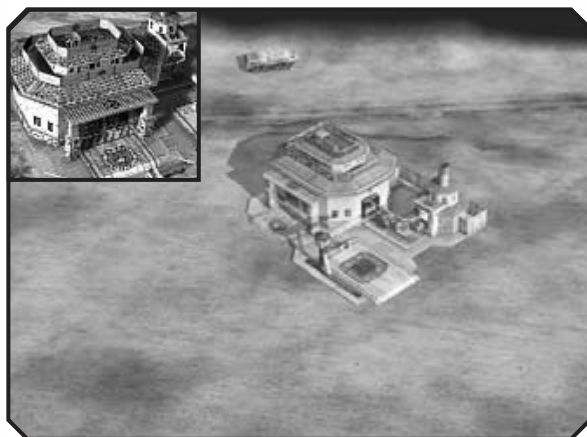
Barracks

The Barracks are the home and production center for all Chinese infantry. The Capture Buildings ability for Red Guards can be researched here.



War Factory

The War Factory is the production point for all ground vehicles in the Chinese military except for Supply Trucks. Everything from Troop Crawlers to Overlords are created here. The Black Napalm and Chain Guns research is done at this building.



Air Field

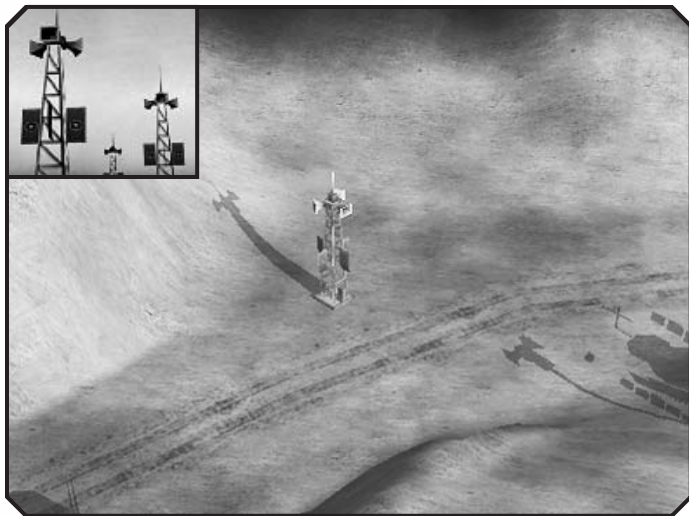
All MiG fighters in the Chinese Air Force are created at the Air Field. In addition to housing and repairing Chinese military aircraft, the Air Field can also research the MiG Armor upgrade, allowing the fighters to withstand more punishment.



Propaganda Center

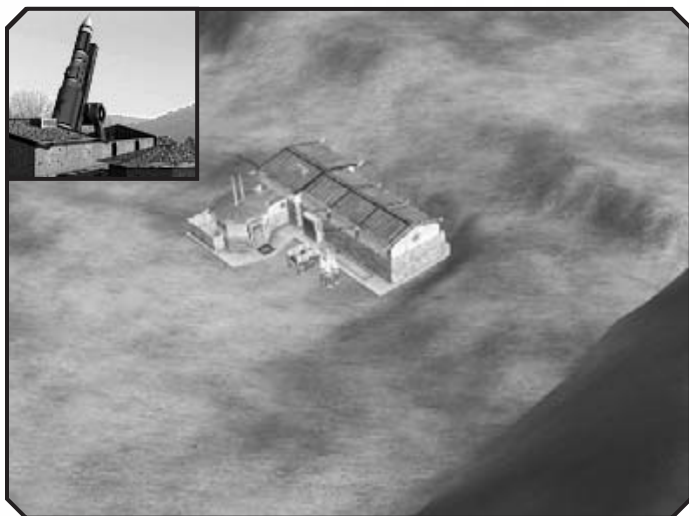
The Propaganda Center is a critical building for the Chinese. In addition to opening the doors for some of the most impressive Chinese units, like Black Lotus and Overlords, the Propaganda Center is responsible for two items of critical research: Nationalism, which increases the horde bonus for several units, and Subliminal Messaging, which empowers Speaker Towers.





Speaker Tower

The Chinese Army lacks the use of Ambulances, but instead relies on the Speaker Tower to keep its units in fighting trim. This small structure blares a constant stream of propaganda, increasing the will of units in its listening radius and repairing any damage done to them. This is useful, but is better when augmented by Subliminal Messaging research.



Nuclear Missile

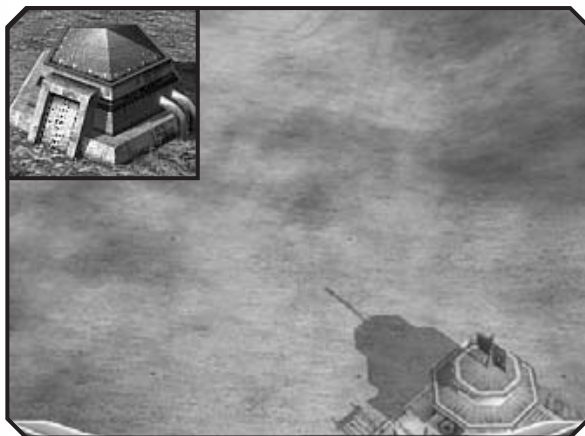
Nuclear Missiles are the most destructive force on the battlefield, and they're wholly controlled by the Chinese military. This superweapon unleashes a torrent of disaster on unwary foes, and there is no defense save scrambling all units out of the blast vicinity. The Chinese can research the Uranium Shells and Nuclear Tanks advantages at the Nuclear Missile site.



Base Defenses

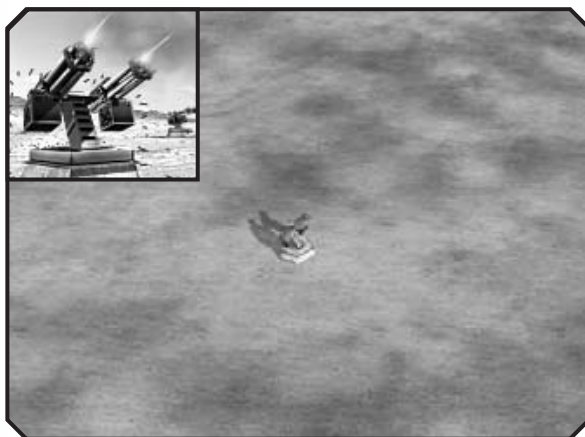
Bunker

Bunkers are structures designed to take into account the particular advantages of infantry. Each is a small faction building that can be occupied by up to five infantry units. These units can fire out of the gun ports in the Bunker, mowing down infantry, vehicles, and aircraft, while remaining protected from enemy fire. Tank Hunters are important in Bunkers, because the other Chinese defensive structure is geared more toward infantry and aircraft.



Gatling Cannon

The main base defense of the Chinese military is the Gatling Cannon. Although it is less effective than some units at deterring vehicles, the Gatling Cannon can cause damage to incoming tanks. It splits through enemy infantry and is an excellent first line of defense against encroaching aircraft.



GLA Structures

The GLA depends more on base defense than the other two sides, and you'll often find both Stinger Sites and Tunnel Networks crisscrossing the GLA's territory. GLA buildings don't look like military structures, because they aren't—they have been converted from civilian use by the GLA to complete their goals whatever the cost.

NOTE

Unlike the U.S. and Chinese structures, GLA structures have no power requirement. Because of this, the GLA does not have a power-producing building.

Infrastructure

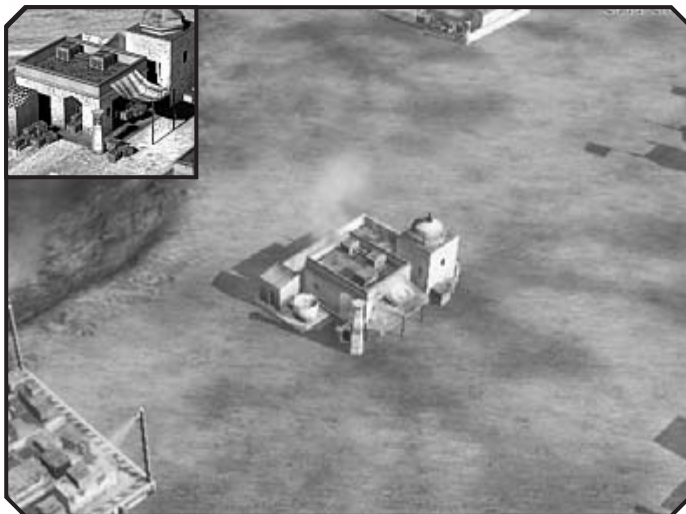
Command Center

This structure is similar to those of the Chinese and U.S. militaries, except that it produces Workers. The GLA's special attacks are ordered from this structure. Without this structure in your base, you cannot launch Anthrax Bombs, use Emergency Repair, or order an Ambush.



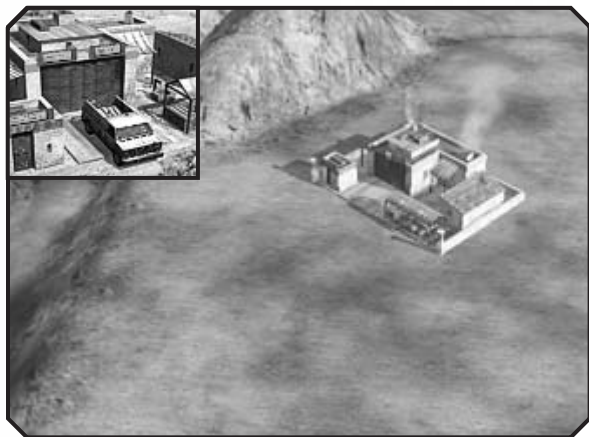
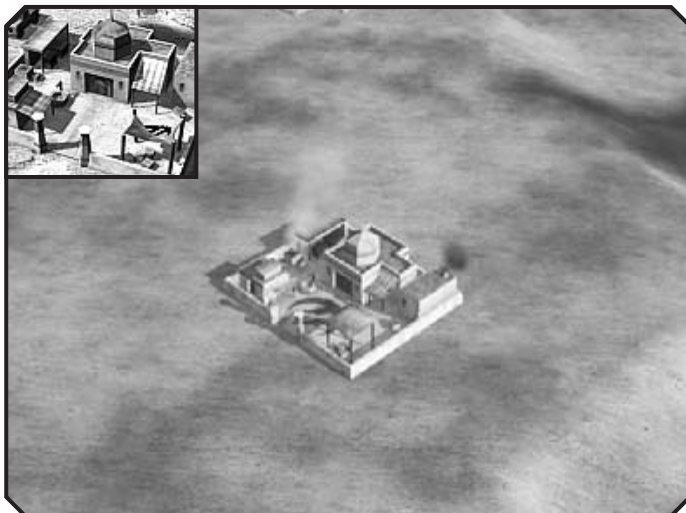
Supply Stash

The Supply Stash takes the place of the Supply Center owned by the other two armies. Like the Command Center, this building can generate Workers to bring in more supplies and generate more cash.



Barracks

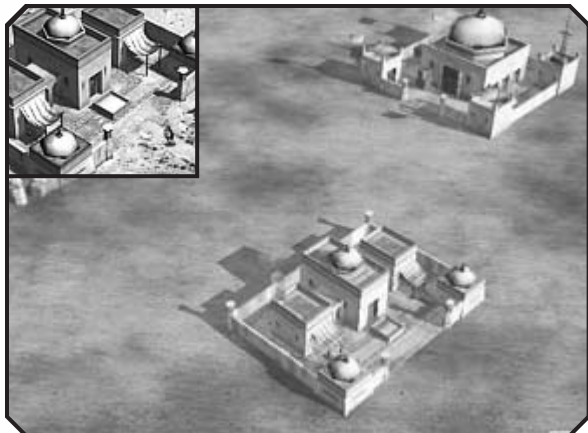
All GLA infantry units are created at the Barracks, and because the GLA depends more on infantry than the other armies, this structure is critical. The Capture Buildings option for Rebels can be researched here.



Arms Dealer

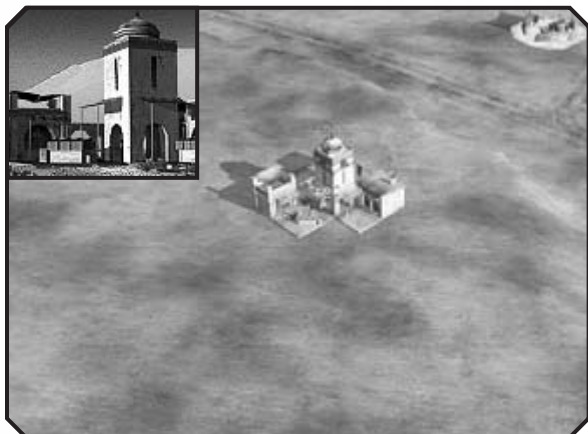
Unlike the other armies, which build their own vehicles, the GLA purchase theirs already built from the Arms Dealer. In addition to generating vehicles, the Scorpion Rocket upgrade can be researched at the Arms Dealer.





Palace

To build the most important pieces of technology owned by the GLA, you must have a Palace. You can research the GLA's upgrades here, including Arm the Mob, Camouflage, Toxin Shells, and Anthrax Beta at the Palace. This structure can be garrisoned.

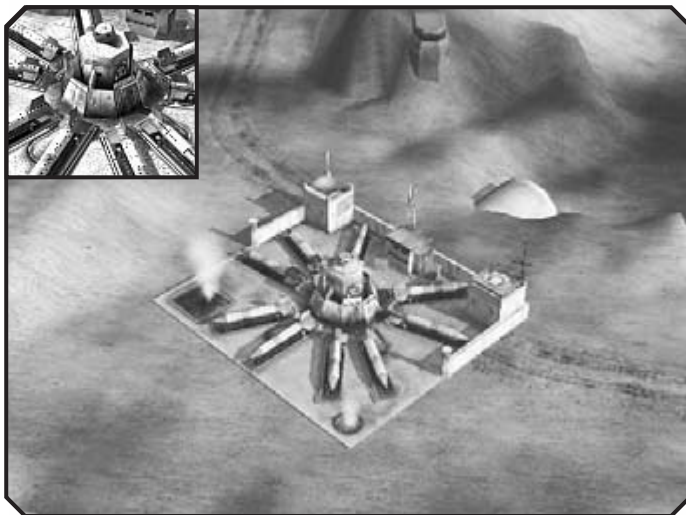


Black Market

The main function of the Black Market is to generate income for the GLA. Once in place, it creates wealth instantly. It also houses research facilities for AP Bullets and AP Rockets, Junk Repair, Buggy Ammo, and Radar Scan, all of which can reduce the technology gap between the GLA and its enemies.

SCUD Storm

The SCUD Storm is the superweapon of the GLA. When triggered, it launches a series of SCUD missiles on a target, decimating it, and releasing a toxic cloud of anthrax to handle any infantry in the vicinity. Not as powerful as the Nuclear Missile or Particle Cannon, the SCUD Storm can still destroy buildings and will make a large area uninhabitable for a long time.

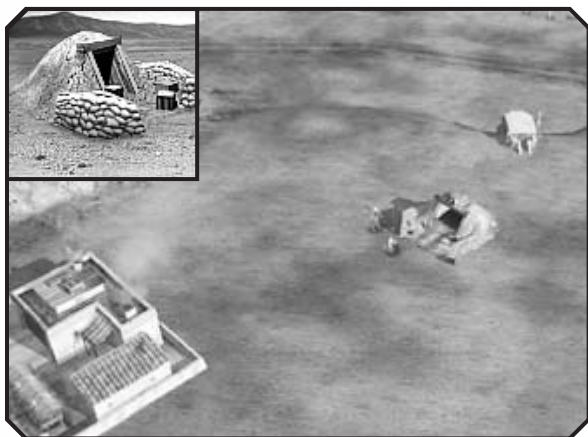


Base Defenses



Demo Trap

Demo Traps can be used as a base defense, and can be placed virtually anywhere. These proximity explosives detonate when an enemy unit drives over them, causing a massive explosion and equally massive damage to everything in the blast radius. They make good deterrents, but must be placed away from your structures and units.



Tunnel Network

Tunnel Networks are an interesting form of base defense. When this structure is built, two RPG Troopers and a single anti-infantry gun appear at the site. Up to 10 units can be placed inside a Tunnel Network and brought out of another Tunnel Network site owned by the same player anywhere on the map. This allows GLA troops and vehicles to move instantly from one end of the map to the other. Additionally, anything placed in a Tunnel Network is repaired to full strength.



Stinger Site

Stinger Sites function as antivehicle and antiaircraft defenses for the GLA. Consisting of a few RPG Troopers placed in a camouflaged bunker, Stinger Sites can slow down or stop advancing columns of enemy vehicles quickly and efficiently. Grouped together, Stinger Sites can shoot down any passing aircraft within moments.



4

GENERALS' ABILITIES

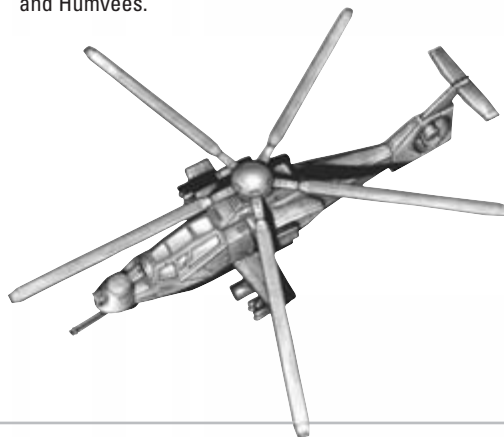
U.S. General Abilities

One-Star General Abilities



Paladin Tanks

Selecting this option allows you to build Paladin tanks. Although these units are never a necessary addition to your military force, they are useful because of their additional abilities against infantry and their greater power against vehicles. With a laser that shoots down missiles, the Paladin Tank complements your Crusaders and Humvees.



Spy Drone

Using a General Point to select this option allows for the creation of Spy Drones around any of your units. Spy Drones are camouflaged against enemy radar and sight, and reveal the location of hidden enemy units. Against GLA units like Jarmen Kell, Spy Drones are essential.

Emergency Repair

When selected, all units in a given radius are instantly repaired. You can select up the three levels of Emergency Repair, with each upgrade providing additional repair benefits.



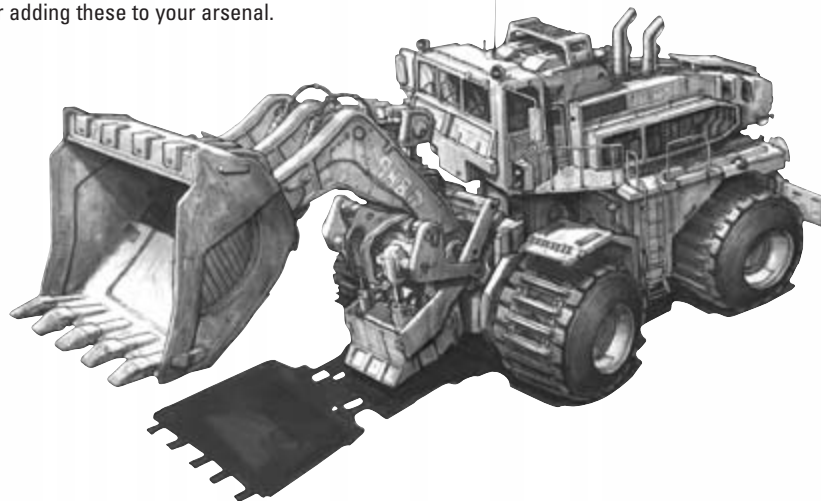
Three-Star General Abilities

Pathfinders

Selecting this option gives you the ability to produce Pathfinders. These are your ultimate anti-infantry units, capable of taking down an enemy soldier with a single hit and from extreme range. Pathfinders are always useful, particularly against the GLA's Terrorists and Jarmen Kell. They can also be used to clear GLA Stinger Sites.

Stealth Fighters

Choosing this option grants the ability to build Stealth Fighters. Although much of your air power centers on the use of Comanches, Stealth Fighters add a powerful punch because of their ability to fly undetected for the first few moments of their attack. If you are going to use air power, consider adding these to your arsenal.



Paradrop

You can select up to three levels of Paradrop. One level gives you 5 Rangers, two brings in 10, and three levels produces 20 Rangers equipped with parachutes and able to drop any place on the map. These Rangers are available every four minutes. Keep in mind that the aircraft can be shot down, and if it is, the Rangers inside are lost.





A-10 Strike

Like Paradrop, you can select up to three levels of A-10 Strike, with an additional aircraft added for each level: one plane for the first level, two for the second, three for the third. These planes are available every four minutes and can be used to damage enemy vehicles or to strafe structures. It requires all three A-10s to take out a GLA structure and the hole beneath it. Your A-10s are susceptible to anti-aircraft fire, but losing one or all of them will not set back the timer.

Five-Star General Abilities



Fuel Air Bomb

The Fuel Air Bomb is devastating. Available every six minutes, this sends a slow bomber over enemy territory, releasing a huge explosive on the target. This is enough to damage or destroy most buildings and do considerable collateral damage to surrounding structures and units. The aircraft is naturally susceptible to anti-aircraft fire, so use this wisely and in places where defenses are already down. It's too valuable to lose through poor planning.



Chinese General Abilities

One-Star General Abilities

Red Guard Training

When you select this ability, all of your Red Guards are created with one bar of veterancy, including those created when you build a Troop Crawler.



Artillery Barrage

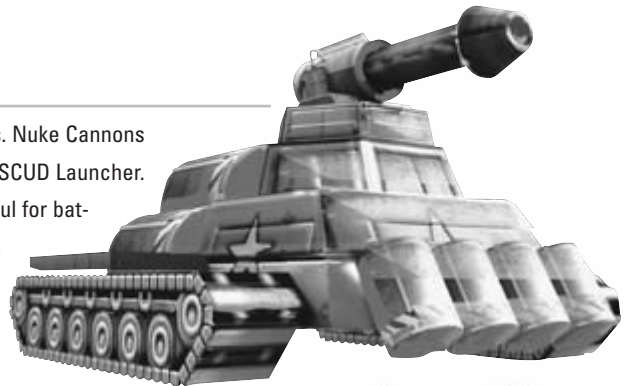
Artillery Barrages are the Chinese equivalent of the American Fuel Air Bomb, except that there is no real defense against it. There are three levels of this ability, each level adding 12 shells to the attack. Every five minutes, you can call in an offscreen artillery attack that lays waste to anything in the vicinity, destroying buildings and eliminating nearby units. You can buy only the first level of Artillery Barrage as a 1- or 2-Star General.

Emergency Repair

This ability is identical to the U.S. Emergency Repair.

Nuke Cannons

Selecting this option gives you the ability to create Nuke Cannons. Nuke Cannons are the Chinese answer to the American Tomahawk and the GLA SCUD Launcher. As such, they are devastating weapons in a siege, extremely useful for battering down enemy defenses. You'll want them whenever you can get them.



Three-Star General Abilities



Cluster Mines

Cluster Mines aren't as destructive as you might initially desire, but they are extremely effective in deterring attacks. When dropped, they carpet a small area with contact mines that explode with great force when any unit steps or drives over them. Cluster Mines are excellent for preventing enemies from getting into your base or for stopping attacks through particular avenues of assault.

Artillery Barrage

The second two levels of Artillery Barrage are available to 3-Star Generals in selected missions. This is the Chinese equivalent to the A-10 strike.

Cash Hack

Usable every four minutes, this ability steals money from your opponents, putting it directly into your coffers for use. As with Artillery Barrage, you can select up to three levels of Cash Hack. The first level takes \$1,000, the second level \$2,000, and a third level \$4,000.



Five-Star General Abilities

EMP Pulse

The EMP Pulse is one of the most powerful Chinese attacks. Usable every six minutes, this attack shuts down the functions of all vehicles and structures in its area of effect, rendering them useless for a short time. This is a great precursor to an attack, because you can completely shut down base defenses and guard vehicles. You can also temporarily sideline enemy superweapons, or you can blunt attacks by stopping the vehicles, which makes them easy to destroy.

GLA General Abilities

One-Star General Abilities

Technical Training

When you select this option, all Technicals are produced with a single bar of veterancy. Because your Technicals are fairly fragile compared with other vehicles in the other two armies, this is often helpful.

Marauder Tanks

Selecting this gives you the opportunity to build Marauder Tanks. Because Scorpions are weaker than the tanks of the U.S. and Chinese military, having Marauders can give your vehicle force a necessary boost.

Emergency Repair

This ability is identical to the U.S. Emergency Repair.



Three-Star General Abilities

SCUD Launcher

This ability allows you to build SCUD Launchers. These are your most effective long-range weapon, and you should use them in almost all of your missions. SCUD Launchers, like Tomahawks and Nuke Launchers, are weak and easily destroyed, but extremely powerful and effective against buildings and stationary targets.



Cash Bounty

With this option, you can increase your revenues. Each of the three levels of Cash Bounty gives you a monetary reward for enemy kills. You receive 5 percent of the value of the enemy unit destroyed for the first level, 10 for the second, and 20 percent of the value of the destroyed unit if you possess all three levels of Cash Bounty.



Rebel Ambush

This is the GLA version of the U.S. Paratroop. Usable every four minutes, the Rebel Ambush creates a force of Rebels anywhere on the map. There are three levels of this advantage. The first creates 4 Rebels, two levels produces 8, and three levels creates 16 Rebels, all ready to fight.



Hijackers

Using your General Points to select this allows you to create Hijackers, units capable of taking over enemy vehicles. Because your army tends to be underpowered in general, Hijackers are very useful for stopping enemy vehicles, making these units a worthy addition to your force.



Five-Star General Abilities

Anthrax Bomb

One of the most powerful weapons in the GLA arsenal is the Anthrax Bomb. Not as destructive as other super-weapons, it is nonetheless extremely useful in deterring enemy infantry and creating havoc in an enemy base. Usable every six minutes, this creates a deadly patch of toxin that slaughters infantry and damages vehicles. The explosion also causes enough damage to destroy many buildings in a single hit.



5

GAME BASICS

Building a Base

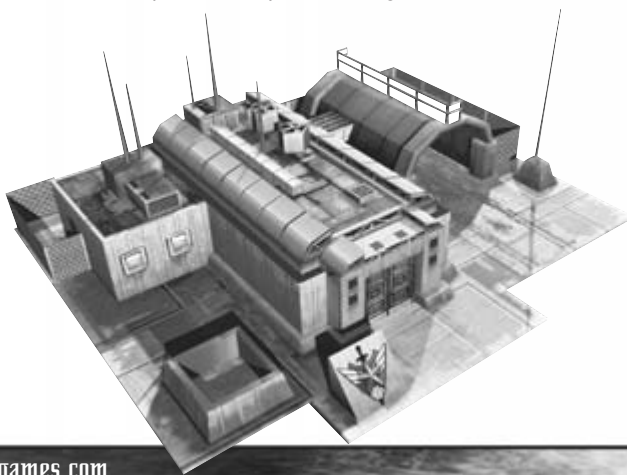
If you're an RTS veteran, you'll notice some unfamiliar elements in *Command & Conquer Generals*. Although your base is important to your success in most of your missions, it will be smaller than you are used to. You don't need as many structures, and there aren't as many structures to build and maintain.

Base creation is a little simpler than in other RTS games. Some structures must be protected at all times, and others you'll want positioned to the front of your base so they can put units into the field. And base defenses protect your holdings and keep the enemy outside.



Often, you can get by with a couple of buildings and some defenses.

The first rule of base creation is to place your Supply Center or Supply Stash as close to the Supply Depot as possible. A few feet might not seem like a big deal, but multiplied over the dozens of trips your supply units make between the two structures, even a few feet can mean the difference between having the money you need to build what you want and being left inadequately defended. The closer you build (though there are limitations to how close you can build structures to each other), the shorter the trip, and the shorter the trip, the faster your income generation.



CHAPTER 5: Game Basics



Trips between Supply Dock and Supply Center or Stash should be as short as possible.

Second, your Supply Center or Stash must be kept out of the line of enemy fire. Protect these structures at all costs from enemy attacks. Anti-aircraft defenses, especially against the Americans, is critical. For the American and Chinese player, defending your power supply is also important. Because your main base defenses run on this power (as do your superweapons), keeping the power flowing is significant. Leaving a part of your power grid exposed means that your entire base can be shut down.



Power structures must be protected and kept separate from each other.

Space out power structures. Placing all of your power generation in one place is an open invitation for the enemy to move in and shut down your entire operation with a massive strike from the air, long-range missile weapon, or ground force.

Other structures to be kept behind your front lines are those that don't produce any units used in base defense. Air Fields, money-generating structures like Black Markets and Supply Drops, Propaganda Centers, and the like have no business as targets, so keep them back and keep them protected. The American Strategy Center is an exception if you select the Bombardment strategy, because the gun that deploys will assist in base defense.





In this base, the unit-production structures are out front and non-unit-producing structures are placed to the rear.

Up front, or at least close to the front, are the two buildings you'll spend a good deal of time with: the Barracks and the War Factory or Arms Dealer. Because these structures produce units that figure prominently in your base defense and offensive actions, place them so that freshly produced units can get to the front lines immediately.



For GLA players, placing the Barracks and Arms Dealer next to a Tunnel Network is just as good. New units can be sent into the Tunnel and brought out on the front lines.

TIP



Beyond these guidelines, all that remains is the placement of base defenses. For the Americans, this means Patriot Missiles, which should go anywhere you expect enemy attacks. These are useful against both ground and air assaults, and should be placed along the most likely paths of enemy attack. The Chinese military should double up with Gatling Cannons and Bunkers filled with Tank Hunters. Paired groups—one of each—makes for a solid defense against vehicles, infantry, and air units. For the GLA, Tunnel Networks are provided for minor defense (the gun mounted on top is useful but nothing special), but are more important because they allow you to move units immediately where they are needed. You can almost never have too many Tunnel Networks. Stinger Sites are important, particularly against American forces, because of their power in stopping air attacks. Protect every important building with these, and make sure all approaches to your base, including direct line-of-flight paths from the enemy base, have adequate Stinger Site protection.



The right side of this base—the natural path of enemy attacks—is well protected with two Stinger Sites and a Tunnel Network.



TIP

When facing an American foe, group your air defenses. Although a single Comanche is no match for a Gatling Cannon or Stinger Site, a group of them can wipe out a single defensive structure. Placing several, or backing up each one with additional support, prevents this problem.



Attacking

Every unit you have, regardless of which army you are playing, has a weakness. Overlord Tanks are a possible exception to this rule, but even they can be destroyed by a concerted assault. Comanches are powerful, but can't stand up to a couple of Quad Cannons. RPG Troopers, Tank Hunters, and Missile Defenders are all better at destroying tanks than tanks are at killing them, but a Toxin Tractor, Pathfinder, or Dragon Tank will wipe them out in a couple of seconds. No matter how big your force or how powerful you think it is, your enemy has a counter for it. Groups composed of a single unit type are doomed. A force of Overlord Tanks is weak against Rocket Infantry and Artillery. If some don't have Gatling Cannons built on, they're even more vulnerable to air attacks.



Here, a mixed group of U.S. units demolishes an enemy base.



The lesson is that mixed-unit attacking groups are the most effective when attacking the enemy. It would be nice and simple to base your entire strategy on using a single unit type, but you can't. Crusader Tanks are great, but a large group of enemy infantry can whittle them down and destroy them unless those tanks are supported by Pathfinders, Rangers, Humvees, or something similar. The only way to greatly ensure your success on the battlefield is to use the variety of infantry and vehicles at your disposal.



Buy upgrades when you can afford them. Items like the Rangers' flash-bang grenades are often useful.

Each of the three armies has a unit that can hit defensive structures from a longer distance. The Tomahawk, Nuke Cannon, and SCUD Launcher are designed with the idea of destruction of base defenses. None of these units are much use in defending your own base because their shots are too slow to accurately strike moving targets, though Tomahawks will track moving targets. Because each of these units fires a slow-moving missile, their shots are vulnerable to anti-air defenses. This means that you should use more than one for penetrating bases. Of course, none of these units is capable of defending itself—another reminder that mixed groups are the only way to succeed.



While the SCUD launchers attack, other units protect them from American forces.

It makes sense to target your units at the enemy units against which they are most effective. This is common sense, but it's easy to forget in the heat of battle. The best way to help you target your units is to group them by type so that you can easily select and direct them. If you prefer not to have each unit type grouped, group them by their preferred target type. In other words, have your Missile Defenders and Crusaders in one group, Humvees and Rangers in another. That way, you can send them after targets they are best against.



CHAPTER 5: Game Basics

One thing that all vehicles are good for is smashing over infantry. Scorpion Tanks or Battlemasters won't last long against a dedicated group of infantry, but they can steamroll enemy units, crushing them under their treads and eliminating their threat that way. Often, even if it costs you a tank, this is the best way to deal with large groups of infantry, particularly if you don't have a Dragon Tank or Toxin Tractor nearby.

**Groups of infantry can be steamrolled by vehicles.
Any vehicle will kill any infantry unit it hits.**

While this is an important note when facing the Chinese army, it is especially critical against American forces. Any attacking group should have sufficient antiaircraft support. If you don't, your column will never make it even halfway to the enemy base. Quad Cannons, RPG Troopers, Missile Defenders, Tank Hunters, Gattling Cannons, and similar units must be a part of every attacking column unless (and only unless) you are facing the GLA, who have no air units.



The Quad Cannons (in the middle of this group) are here for defense against U.S. Comanches.

When attacking, concentrate your fire on a couple of enemy units or buildings at a time. This helps ensure the destruction of that unit or structure, which means that the enemy must expend time and money to replace it. Also, wounded units can still strike back. It's better to face a single, full-strength enemy tank (and have only one unit firing at you) than two half-strength enemy tanks (and be struck by two shells). Reducing enemy strength is what attacks are all about, and the only way to do this is to destroy units completely. The best way to do this is to concentrate your fire.





TIP

Remember that GLA buildings have a GLA hole beneath them. If the hole is left undestroyed, the structure will rebuild automatically.

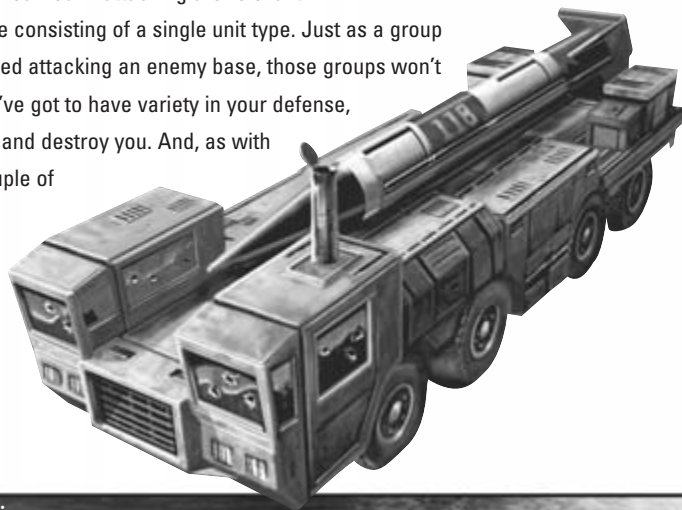
Press for as long as you can. Once your units start taking significant damage, pull them back.

Finally, don't be afraid to break off attacks. Set goals for your forays into enemy territory and pull back if the enemy is stronger than you thought, or if it looks like you'll lose a lot of units. It's better to retreat and save the bulk of your force for future assaults than it is to waste them in a futile strike. There's no dishonor in pulling back and reassessing the situation. There's plenty of dishonor in losing.

Defending

When it comes to defending your base, many of the same basic rules apply. There are some significant differences between defending a base and attacking the enemy, but the lessons learned in attacking are relevant.

For instance, a mixed defensive force is better than one consisting of a single unit type. Just as a group consisting of nothing but Red Guards or Scorpions is doomed attacking an enemy base, those groups won't hold against a concerted enemy attack of varied units. You've got to have variety in your defense, or you're giving an open invitation to the enemy to waltz in and destroy you. And, as with attacking, it's a good idea to concentrate your fire on a couple of enemies at a time to ensure their destruction.





Concentrating fire eliminates enemies, and eventually, the entire threat.

Long-range weapons like Tomahawks don't generally have an application in base defense, but you can use them as a deterrent. In fact, Nuke Cannons and SCUD Launchers are excellent for this. Having these units force-fire on the approaches to your base will keep up a steady stream of destruction that enemy units will be forced to travel through. The resulting radiation from Nuke Cannon shells and the deadly fallout from SCUDs filled with anthrax will make enemy units think twice about using a particular path to your base. Although Tomahawks don't have this ability, they'll still put down a powerful barrage that will damage or destroy approaching foes.

Base defenses are important for several reasons. First, they soak up more damage than your units can; for example, it's easier to get rid of a Scorpion than it is to take down a Stinger Site. However, you can't rely entirely on your base defenses for protection. If you don't back them up with a good supply of units, enemy long-range weapons can set up shop outside of your range and dismantle everything you've got. So, although base defenses are there to keep your holdings safe, you've got to have a few units around to move out and engage the enemy if they decide to attack from range.

The best way to do this is to form a small mobile company that can move from place to place behind your lines and strike at trouble spots quickly. In addition to this, having a mixed group positioned near the entrances and exits of your base allows you to deal with threats as they appear.



Sometimes, the only defense is to move your units out of the way and hope you get by without too much damage.

If you are desperate, your superweapons can be used against attacking enemies just as they can against enemy structures. Don't be afraid to use them in this manner if it seems like that's the only thing that will stop you from being overrun. The only really wasted use of a superweapon is one you failed to use.



6

ECONOMICS

Acquiring More Supply

Although it may not appear so on the surface, *Command & Conquer: Generals* is all about supply and production. Sure, overwhelming power is important—as are speed, ability to move past enemy fortifications, and intelligence—but most of these rely on your ability to generate income and produce the structures and units you need for victory. If you can outproduce your enemies, you can overwhelm them. If you have enough supply, you can create the units that are able to slip through enemy defenses or devastate attacking groups. Your army marches on its supply lines whether you like it or not. Because of this, maintaining an income is critical to your success.



You often need more than one supply vehicle. They are expensive, but worth it.

One action that seems counterproductive is to produce additional units to haul supplies. This is most expensive for the Americans because Chinooks cost quite a bit. However, the money you spend increasing income through volume of units is worth it; the faster you bring in the money, the faster you can build higher-end structures and more powerful units. Gaining this edge early may be all you need to eliminate a rival, and having a lot of supply units bringing in money is the best way to accomplish this.



In the top of the picture note the number of Workers. This speeds up supply and allows you to build quickly.

Most of your supply comes from the Supply Docks and smaller caches of supply, generally found near your base. This poses a problem in terms of gaining additional supply mainly because—unlike other, similar games—the places where you can generate income are limited. On some maps, additional supply points are located away from your and your enemy's bases; exploit these as soon as you find them.



Exploitation of additional Supply Docks is easiest for the U.S. Army because of its Chinook helicopters, which are not impeded by terrain and are faster than Workers and Supply Trucks. Still, finding a large stash of supplies is worth a second base. You won't need as much at this second position, but a Supply Center or Stash is critical, as are defenses and units. Think of it as an investment. If it costs you a few thousand dollars to gain access to more than \$25,000 in supply, it's money well spent. Smaller collections of supply aren't worth much in the way of building; if you can sneak in a few units to take the supply away, it's worthwhile, but construction of Supply Centers and defenses limits the profit you'll make otherwise.



When you find secondary Supply Docks, protect them until you can fully exploit them. This way, you prevent the enemy from benefiting from it.



Oil Derricks and Oil Refineries are also important to your overall economic plan. Oil Derricks generate income. You get a burst of \$1,000 for taking one (which immediately pays for the cost of upgrading Rangers, Red Guards, or Rebels) and a steady stream of income thereafter. As with secondary Supply Docks, Oil Derricks should be protected by a collection of units and a defensive structure or two. Don't guard them too heavily. If an enemy destroys an Oil Derrick, you've at least taken some money out of it. If they capture it, you can take it back later.

Oil Derricks guarantee income if you can protect them. When supplies run out, these are your best moneymakers.



Oil Refineries work differently. Each Refinery you possess reduces the cost of creating new vehicles, which means that you can purchase more with the money you already have. As with Oil Derricks, you should protect Refineries, but they aren't as critical to your success. They're nice when you can capture them, but are not worth the expenditure of many resources.

Because the supply situation is unusual in terms of other, similar games, it is worth your time and effort to build units or structures that continue to add income. For the GLA, this means a Black Market and potentially the Cash Bounty, and for the U.S., never be without a Supply Drop. Chinese players should build Hackers, and should consider the Cash Hack. Multiple Black Markets or Supply Drops are often worthwhile, and having multiple Hackers is a requirement for the Chinese.

Structures like the Black Market generate a steady supply of money—useful, especially in long battles.

As a final note, because your supply lines will run dry, even with additional cash flow from structures or units, you must take special care of the units and structures you have built. Any unit or building that can be repaired or healed instead of replaced is money saved that can be spent on something else. So be prepared to pull back damaged units to safety for repair. Controlling a Hospital (or building a few Ambulances if American) will help with your infantry, and Junk Repair for the GLA pays for itself.





Remember that veteran units like these Chinese vehicles self-repair. Because they do this for free, it's an added benefit when money is tight.



Denying Enemy Supply

Taking supply away from the enemy can be just as difficult as finding new sources of income. For the most part, you can't do much about an enemy's initial Supply Dock. By the time you have a force large enough to threaten them, it will have been scoured clean. Instead, concentrate on other aspects of enemy supply and seek to stop these. If you keep the enemy limited to their initial supply, you'll have enough of an advantage to overwhelm them.



Wipe out enemies guarding a Supply Dock. Don't let them take advantage of this supply.



So how do you do this? There are several methods, each of which can reduce the enemy's ability to match up with you unit-for-unit. As mentioned previously, structures such as Oil derricks and Oil Refineries are critical. If an enemy has control of one, take it away. If you don't think you can hold it, or if you think it's likely that the enemy will control it for much longer than you would if you took it, destroy it. Yes, this means that you won't be able to benefit from the structure, but it also stops the enemy from gaining money or reduced costs on vehicles. This scorched-earth strategy doesn't always work, but it will help starve out the enemy. If you still have a problem with the idea of destroying a potential source of income, consider the fact that while the enemy has it, you aren't gaining any benefit from it. In that respect, it's much like an enemy Supply Center or Black Market, and you wouldn't hesitate to destroy one of those.

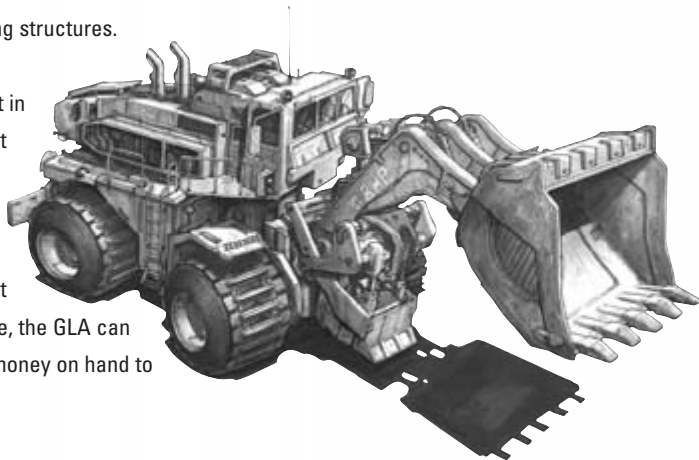


Another way to force the enemy to spend money is to destroy expensive, hard-to-replace buildings.



Second, make a real effort to destroy the supply units used by your enemy. If you see a Supply Truck or Chinook, go out of your way to destroy it. Not only does this slow the enemy's intake of money, but they must spend money to replace it. Workers, of course, are cheap and easy to produce, but each one you kill reduces the GLA's income.

Attacks on enemy positions should target income-generating structures. Hunting down Hackers may not be as exciting as blowing up a few Gatling Cannons, but doing so puts a big dent in the Chinese income. And, regarding the Chinese, remember that their Command Center controls their Cash Hack ability, thereby making it a very attractive and efficient target for superweapons. Also, if you've managed to take down most of the enemy supply units, hitting their Supply Center means they can't replace those losses and have nowhere to put supply. Of course, the GLA can build Workers at its Command Center, but they'll need enough money on hand to both bring out a Worker and rebuild their Supply Stash.



Superweapons should hit moneymakers or expensive, dangerous units and structures.

Finally, destroy enemy units completely rather than just wounding them and letting them run off. Concentrate your fire on one or two units or structures at a time and destroy them completely before moving on. How is this economic? Damage can always be repaired, and repair is always less expensive than replacement. By eliminating units, you force your enemy to undergo the cost of replacing losses rather than just the time spent repairing damage.



7

ADVANCED STRATEGIES

U.S. Tactics

The U.S. military has the most advanced technology of the three armies. It is the only contingent that produces radar automatically when its Command Center is built; no upgrade or additional building is necessary. It is the only one of the three militaries with a significant air force, and the Generals abilities of the Americans reflect this with the Fuel Air Bomb and the A-10s. The Americans use cleaner weapons than the other two sides—you'll never get nuclear or toxic fallout from the Americans, which might be nice for their overall standing in the world, but hurts them in terms of causing casualties. Still, the Americans tend to have the best units in general with the best training money can buy.

One of the most significant advantages the Americans have is the Chinook helicopters. Although expensive, they carry twice as much as the Chinese Supply Trucks and eight times as much as GLA Workers. More importantly, they are faster and don't have to contend with terrain. This means that you can use them to take supply from distant sources without as much need to build a new Supply Center near the secondary source. The only thing they need to worry about is anti-aircraft fire.

Chinooks hold a lot of supply and aren't hampered by terrain. This means the American forces tend to have better supply than their enemies.

Chinooks are also capable of performing combat drops with Rangers, allowing you to remove enemy garrisons and immediately take them over. It may not be a tactic you use often, especially if you've upgraded your Rangers with flash-bang grenades. Still, you've got the ability to eliminate garrisons without building too high on your tech tree and without the need for upgrading. This is something neither of the other armies possesses.



CHAPTER 7: Advanced Strategies



You can perform combat drops as soon as you can fill a Chinook with Rangers.

Power is expensive for you. To generate the same amount of power as a single Chinese Nuclear Reactor, you must spend almost twice as much. This is compensated by the lower power requirements of most of your buildings. Still, it's more efficient to build the Control Rods for each of your Cold Fusion Reactors than it is to add more structures. When you need more power, look to this option first.

Adding Control Rods costs the same as building extra Cold Fusion Reactors, and it gives the enemies less to shoot at.

As far as your other upgrades are concerned, none of them are critical (except possibly Capture Building), although many of them are very useful. TOW Missiles are great because they give your Humvees additional punch. If you concentrate on building air power, Rocket Pods and Laser Missiles are good upgrades because they increase the strength of your attacks. If you tend to stay more on the ground, Composite Armor is a good purchase. Flash-bang grenades are always useful because of their added punch against infantry.



As for your General abilities, the same is true. Few are ever critical for your success, but all are useful and interesting. The Fuel Air Bomb naturally carries with it the most power and possibility for devastation. The A-10 Strike, especially if bought up to the maximum, is also a good purchase. Paratroopers are also always a good buy, because you can drop them behind enemy lines, or add them to your base if you are under attack. Anytime you can get a group of essentially free units, it's a worthwhile choice.





A-10s add a lot of power to your attack. Three can destroy any structure in a single pass except for a Command Center or a Superweapon.

When available, don't go without the Strategy Center. When you have it built, immediately choose one of the strategy options so that you'll gain the benefit. Sometimes, this slight edge is all you need. It's a good idea to pick a basic strategy and stick with it, but don't be reluctant to change your mind as the situation dictates. If you are being hammered, switch to defense so that your units are harder to destroy. As enemies approach, go with the Bombardment option to add the gun for extra defense. There's no reason to build the structure and not take advantage of everything it offers.



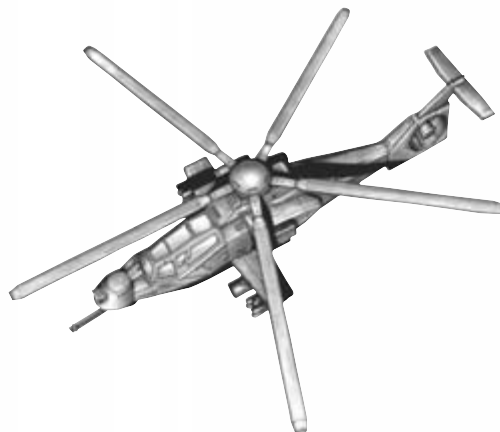
The Strategy Center (bottom left) has its gun deployed. This means the American units will do more damage.

As for air units, each has its use, but none have the general-purpose flexibility of Comanche, which can be sent to trouble spots quickly and has the ability to stick around until the fight is over. Each Air Field is limited to only four airplanes, but an unlimited number of helicopters. You can build a large force of them, and this is difficult to stop.





A group of Comanches can cause a lot of problems for the enemy.



Chinese Tactics

Unlike the Americans, the Chinese don't have a technological advantage. Where they excel is in sheer numbers. For the price of \$300, the Chinese produce two Red Guards. Their units are not as powerful one-on-one, but the Chinese can make a lot of them, and they can win through the overwhelming size of their military. The Chinese have more specialized units than the Americans do, which means that despite its huge size, the Chinese require some amount of micromanagement for success. Winning by attrition is the order of the day. If you've got the last man standing, you win, even if you had to lose thousands to do it.



The horde bonus enjoyed by the Red Guard, Tank Hunters, and Battlemasters is not to be overlooked. It can make creating mixed groups a little more difficult, because these units have to be relatively close together to get the bonus, but it's well worth it for the increased firing speed alone. Groups of five units (how many you need for the bonus) aren't that difficult or expensive to make. This is one of your biggest advantages over the other two armies; you can improve your units just by having them mass together, making them stronger than the sum of their parts.

The Horde bonus increases the abilities of many of your units. The Red Guards shown here are all more powerful because of their proximity to other Red Guards.



Although your power grid isn't particularly expensive compared to the Americans', it is much more detrimental if the buildings are destroyed. Because of this, you'll need to provide additional support for these structures. Your nuclear arsenal and the Nuclear Reactors are dangerous to your enemies and to yourself, so use these items with caution. The fallout is potentially hazardous, which might also be a good reason to keep your reactors a little farther away from your other buildings when possible.

Nuclear Reactors give a lot of power, but are dangerous if destroyed. Keep them protected.

The ability of Chinese structures to plant mines around themselves is really useful only in multiplayer games against other human opponents. Against the computer, you shouldn't generally have enemy units getting that close to your buildings unless you start creating a secondary base. On the other hand, as soon as you have a Command Center built, you should create the radar. It pays for itself time and time again.

Your research projects tend to be much more important than they are for the American forces. You gain some real advantages with your research, particularly Nationalism, Black Napalm, Chain Guns, Uranium Shells, and Nuclear Tanks. They are expensive, but if you are relying heavily on Gatling Cannons, for instance, Chain Guns is necessary research. Even if you don't build the standard Propaganda Towers, you'll likely build them on a few of your Overlords, so Nationalism should always be on your list of things to research as soon as possible.

Thanks to the Nationalism research and the Propaganda Tower on the rightmost Overlord, all three continue to repair quickly.



CHAPTER 7: Advanced Strategies

You have some excellent General abilities as well. In fact, your problem isn't necessarily which advantage you want for a particular scenario, but which ones you think you can live without. Cash Hack is good for longer games, because it allows you to increase your own wealth at the expense of the enemy—always a worthwhile objective. The Artillery Barrage is devastating, especially if purchased at the maximum. If you are going after an enemy base, as you often will be, Nuke Cannons can turn the tide for you quickly. And if you're going to use Nuke Cannons, you may as well start them as veterans with Artillery Training. In fact, if you need to make a choice, consider leaving out the EMP Pulse; it's a great precursor to attacks, but it's completely nondestructive.



Cluster mines can suppress enemy units as they are built—a nice way to prevent more units from coming on the field.

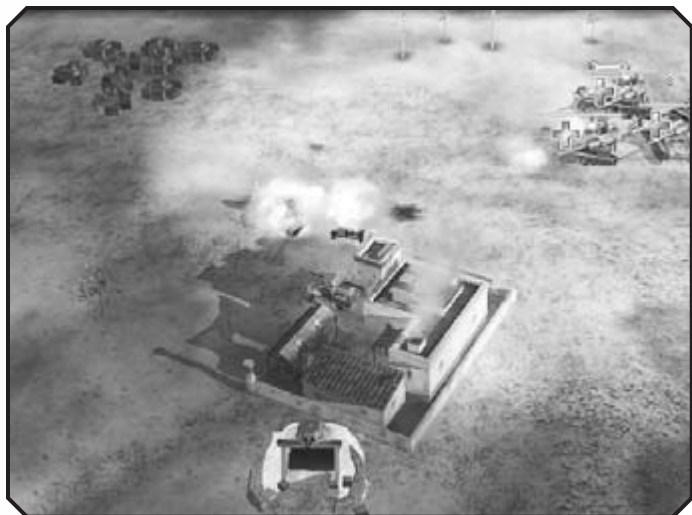
You have a couple of noncombatant special units in the Hacker and Black Lotus. Hackers are good for pulling in money or taking structures offline, but Black Lotus can be a real force on the battlefield. Her ability to shut down vehicles is of limited use, mainly because you won't often find single vehicles pitted against you. However, her ability to take over structures without needing an upgrade gives you a way to capture without spending money to upgrade your Red Guard.

As a final note, you have the true master of the battlefield in the Overlord Tank. A group of Overlords can be extremely difficult to stop except by the largest counterattack an enemy can muster. Make sure that you diversify the weapons on any group of Overlords. If you have a group of three, build a Propaganda Tower on one (to keep them all healthy), a Gatling Cannon on another (for air defense and killing infantry), and Tank Hunters on the third (for more anti-infantry power, especially against Terrorists). Of the three armies, you have the one most capable of relying on a single unit type for eventual success. Don't forget this, and use it to your advantage.



The Hacker can add some funds to your coffers.





Overlords are the most powerful unit on the field. Don't be stingy with them.



GLA Tactics

At first glance, the GLA appear less effective than the other two armies. They don't have anything close to the technical prowess of the Americans and they can't come close to amassing the kind of numbers the Chinese have. In fact, the GLA doesn't come close to U.S. technology or Chinese numbers. What makes them function is stealth, guile, and a complete willingness to destroy themselves for a greater good. The GLA is like an anthill or a nest of cockroaches. They may be easy to destroy individually, but who knows how many still lurk in the walls and where or when they will pop up next? when playing the GLA, you must learn to strike from the shadows and fade back into them after you've struck.

What this means is micromanagement. If you don't have the desire to get involved with every unit you put in the field, the GLA is not the army for you. Man for man, you are weaker than either the Chinese or the Americans. It takes at least two Scorpions, even upgraded, to match against a single Battlemaster or Crusader. Although your infantry goes toe-to-toe against your enemies fairly well, their vehicles are sturdier, do more damage, and are just in general better than yours. This means that you must be careful and ready to pull back immediately. You also must be ready to send units into Tunnel Networks for repair at a moment's notice.



CHAPTER 7: Advanced Strategies

Tunnel Networks are a big part of your strategy. Build them anywhere you plan to leave units.

One of the biggest advantages you have is that your power grid can't be shut down, because it doesn't exist. Not only does this mean that your base defenses work all the time until being destroyed, but it also means that you don't have to spend any money on power. This helps you produce a few more units, which will help the power balance. Another balancing factor is that Technicals and Marauders improve when they drive over destroyed enemies. This brings them more in line with the equivalent units of the other militaries, thereby helping to balance the forces.

You have a lot of important research to conduct from the moment you start your base. For one thing, Scorpions are a lot more effective with the Scorpion Rocket, and this is more effective when it's been upgraded to include anthrax. AP Bullets and AP Rockets help balance the power difference by making your units more effective against enemy vehicles, so these are worthwhile additions. And, if you're going to use Angry Mobs, you'd be negligent not to arm them with AK-47s by researching Arm the Mob. The difference this makes in the Mob's power is astronomical. However, as important as these things are, nothing is more important than Junk Repair. Starting your units with the ability to repair themselves right when they come off the assembly line can mean the difference between losing some units and merely having to pull them back for a minute or two.



After you've destroyed an enemy group, send Technicals and Marauders to pick up the scraps.



An Angry Mob armed with AK-47s is a deadly force.

Like the Chinese, you have lots of important General abilities. Any time you must destroy any enemy base in whole or in part, you'll want SCUD Launchers along for the ride. Hijackers are great for blunting enemy attacks and adding more power to your army. And the Rebel Ambush is a group of free units, although cheaply made ones. The Anthrax Bomb is also useful, but is limited unless the enemy uses lots of infantry. Still, it can seriously damage a building and make it very dangerous for infantry to move through the area. The Cash Bounty is a great way to keep money flowing after supplies are gone. It can even make you look forward to an enemy attack.



SCUD Launchers are almost always worth buying with your General points.



TIP

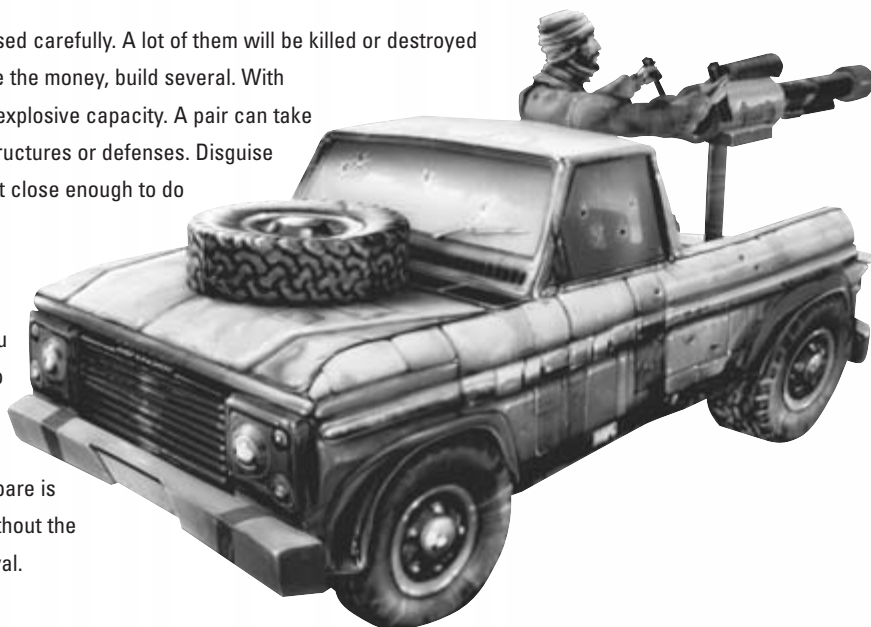
Use the Anthrax Bomb on an enemy Barracks. If any people come out (assuming the building isn't destroyed), they'll be caught in the toxins and die immediately.



CHAPTER 7: Advanced Strategies

Terrorists and Bomb Trucks must be used carefully. A lot of them will be killed or destroyed before they reach their targets. If you have the money, build several. With Bomb Trucks, it's worthwhile to boost the explosive capacity. A pair can take out a significant area, including several structures or defenses. Disguise the trucks as an enemy unit, and they'll get close enough to do their work.

Finally, don't forget about your Tunnel Networks. Any unit that ducks inside is instantly healed. If you play it carefully, you can micromanage your damaged units into a Tunnel Network and immediately bring them back out into battle. It's well worth the time and effort. Every dollar you can spare is more research you can undertake, and without the research, you've got little chance of survival.



Disguise your Bomb Trucks. The two civilian vehicles at the bottom left are actually Bomb Trucks ready to destroy enemy structures.



8

CHINA MISSIONS

The Dragon Awakes



- 1 Start
- 2 GLA guards bridge
- 3 GLA base

The collected might of the great Chinese military is on display in Beijing, demonstrating to the world the supreme power of China. The nefarious GLA has taken this opportunity to strike a devastating blow to the military's pride. As tanks and troops parade down the street, the GLA triggers an ambush that culminates with a massive explosion wiping out thousands of people and dozens of buildings. You must retaliate and crush the GLA forces in the area and you must do it with vastly reduced forces.

CHAPTER 8: China Missions

The amassed might of the Chinese military is yours to command.

This first Chinese mission is simple and there's not a lot of finesse required to complete it. You must contend with a few infestations of GLA along the way, but money will never be a problem. Even better, you'll be able to build at a near-constant clip. You won't need to build much because you start with a sizable force. In short, this is an excellent chance to learn some of the ins and outs of the Chinese military and get a feel for some of their more important units.



You can build extra Supply Trucks to augment the ones you have at the bottom left, but you won't need them. You start with enough power to destroy the GLA.

The basics of your base are set up and ready to go. Build a small group of Dragon Tanks to augment the ones you already have, and build Battlemasters to go along with them. You may also wish to add a few Tank Hunters just to have them along for the ride. It can't hurt, and you really don't have anything else to spend your money on. Add a second Supply Truck if you wish, but even this isn't necessary. You can march into battle without worrying about building. The units you start with and collect along the way are more than enough to see you through to the end.



When you have your force built, group them by unit and head out. Lead with your Battlemasters, because the first thing you find are a couple carbombs. Take them both down; you should be able to get both before they hit you. Take down the Technicals that follow, and continue moving your force down the road.





A small force of GLA units guards the bridge across the river.

When you reach the bridge, you find the GLA a bit more dug in. You must force them out to continue. The best way is to send Red Guards into the nearby structures where they can attack without being damaged by the enemy. Move in the Battlemasters to destroy the Tunnel Network, and follow with the Dragon Tanks to clear out the rest of the infantry in the area.



TIP

Red Guards are excellent at eliminating Stinger Sites. They'll shoot the RPG Troopers inside, rendering the sites unable to attack and allowing your other units to destroy them without resistance.



When you have taken down all the GLA forces, start across the bridge, once again leading with the Battlemasters and Dragon Tanks with the infantry following behind. At this point, you can upgrade your Red Guard to capture buildings. Around this same time, you are reinforced with a group of five more Battlemasters.

A group of five Battlemasters joins your main force around the time you reach the bridge crossing.





Southwest of where the Battlemasters join you, locate a pair of Overlords. In the plaza to the east is a collection of Dragon Tanks.

TIP

Move in with your new force of Battlemasters to destroy the Tunnel Network.



Once you cross the bridge, the GLA starts to counterattack. They are stopped by a wing of MiGs that scream in and destroy the entire column. With the road cleared, start moving in your units, taking out the additional GLA at the top of the hill. Although it's not necessary because you probably won't need any additional funds from this point forward, you can take time to control the Oil Derrick; although you can spare the single Red Guard on the one hand, don't let anything stand in the way of your advance.

Go past the Oil Derrick to the next contingent of GLA troops.



Follow the road. Your vehicles should lead the charge, with the Battlemasters concentrating fire on enemy vehicles while the Dragon Tanks handle infantry. This proves to be a solid combination until you reach the area with the nuclear weapons facility that you must destroy. You must contend with several groups of GLA units along the way, but this is not a time for sitting back, and your force is large enough to be unstoppable to the small pockets of GLA resistance. The Chinese Army is successful not because of speed or power but because of overwhelming force. This is the tactic you should use for the rest of the mission. When GLA units appear, drown them in a sea of your units. Once you reach the base, things change.





Attack in force when you see the GLA.

You face a Tunnel Network and a collection of GLA vehicles, and a little farther along, a Stinger Site. Have the Battlemasters take care of the vehicles. Send your Red Guards at the Stinger Site, then finish it off with Battlemasters once the RPG Troopers inside are dead. Your Dragon Tanks and infantry can start on the Tunnel Network. Expect to lose a couple of units here and there during this attack, but because it's the final stand of the GLA on this mission, losing a couple of units won't hurt that much. As the Chinese, expect to lose units anyway. You always have more.

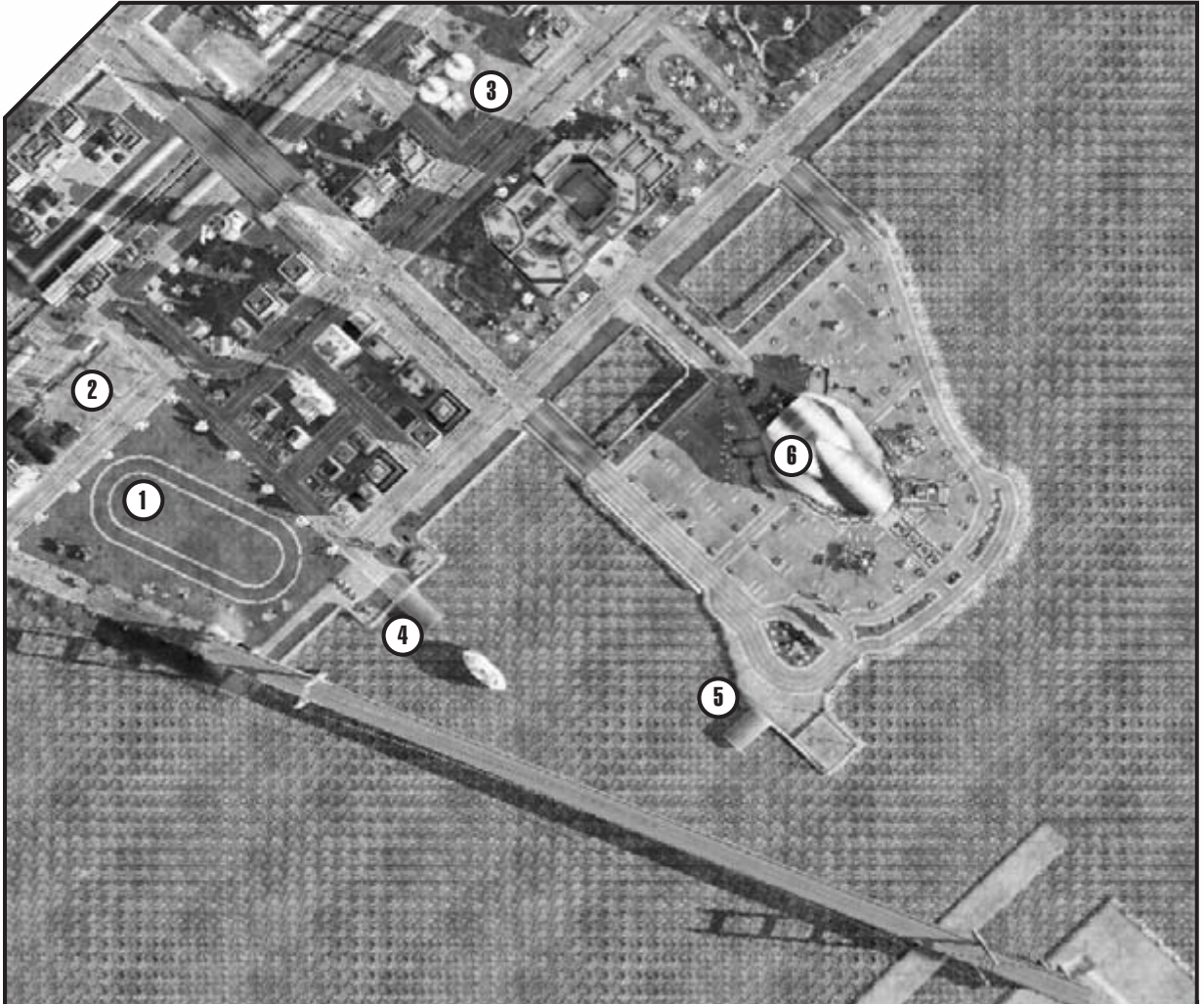


Expect to lose a unit or two in the final assault. When the Stinger Site is down, all that remains is the facility. Destroy it to complete the mission.

When the area is pacified, turn your attention on the final building, the nuclear facility. Target it with everything you have. As soon as the outer structure goes up, the mission ends in success. You won't have to worry about the GLA hole underneath it.



Hong Kong Crisis



- 1 Chinese base
- 2 Supply depot
- 3 GLA factory
- 4 Ferry
- 5 Ferry drop off
- 6 GLA base and parking garage

A GLA cell in Hong Kong has been discovered. It's a good bet that they will be targeting the buildings in the downtown area for the panic it will cause and the potential loot inside the buildings. You must move quickly to eradicate the threat and protect the people and economy of Hong Kong. The terrorists have already destroyed a major bridge and a substantial amount of your starting forces. Build yourself up quickly if you have any hope of retaliation.

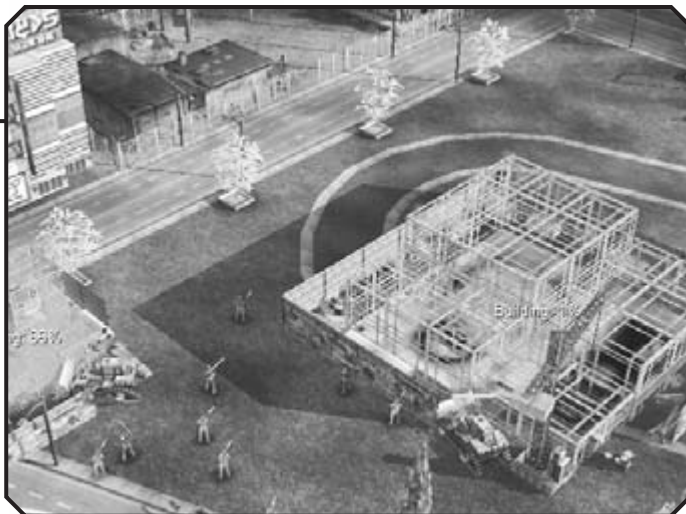


You start this mission with nothing. Get a base going immediately.

You need a Command Center and a Nuclear Reactor. Once these are up, build a Supply Center and add another Supply Truck or two to start bringing in the money. Now you need a Barracks and a second Reactor because you're going to line the north and east of your base with Gatling Cannons. Although these are expensive, they are a huge help in keeping the enemy forces away.

There is a fenced location to the north of your base. Break in with a Battlemaster to clear a path for your Supply Trucks to the Supply Depot. You can also collect a case of U.N. supplies. While not much, it will add something to your starting funds, so it's worth taking. Add a few more Supply Trucks, and start collecting in earnest.

Use a few Dragon Tank to set up a perimeter outside of the areas being watched by your Gatling Cannons. This provides an additional level of defense against enemy attacks. Fire walls will put down a deadly curtain of fire, which should take out anything that approaches. Still, a few might get through, so put up multiple Gatling Cannons to keep them out. Research the upgrade for your Gatling Cannons as quickly as possible. This will strengthen the Gatling Cannons, making doubly sure that anything breaking through the patches of fire laid down by the Dragon Tanks will not break through to anything vital. It's also a good idea to keep a Construction Dozer in the area to repair the Gatling Cannons after major conflicts.



Break through the fence to reach the Supply Depot and gain some extra cash for your war effort.

CHAPTER 8: China Missions



Base defense is important in this mission. The GLA will attack often and in strength.

What you are doing is holing up, waiting for the GLA to bring the fight to you—and they will. In fact, they will attack constantly with Toxin Tractors, infantry, and lots of carbombs, which are the biggest problem just because they are so damaging when they strike one of your units or buildings. Maintain this wall with a few Gattling Tanks, Gattling Cannons, and Dragon Tanks. With the Chain Guns research completed, the Gattling Tanks should take a larger role in base defense, aiding the Gattling Cannons. If you still haven't researched Chain Guns, do it now.



Fire walls created by Dragon Tanks will stop infantry and most of the carbombs. You still need other defenses, though.

The GLA starts destroying the many buildings in the downtown area. Because of this, don't garrison these structures. Terrorists will get in and destroy the buildings before you can eliminate them, leaving your troops exposed. If you can fight off the Terrorists, the GLA will move in with Toxin Tractors and eradicate your troops inside. This is a bad thing. So, don't worry about it. Instead, place a few Red Guards around your base as you see fit, adding Tank Hunters for added insurance.

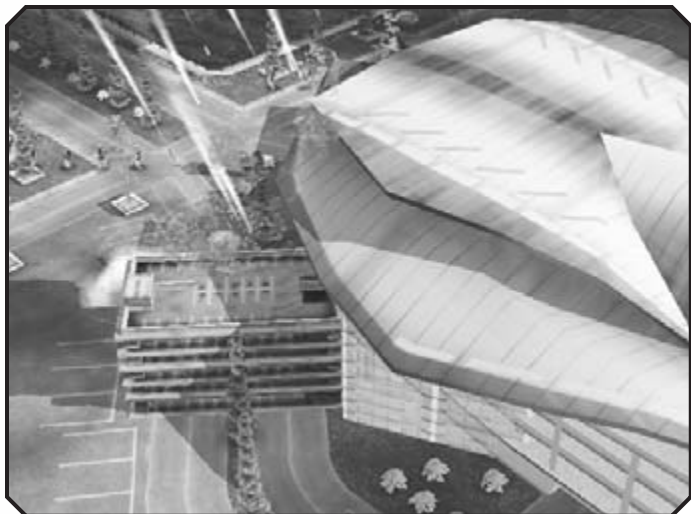




Occupying buildings is moot in this mission. Do it too often, and you'll end up destroying downtown Hong Kong.

Now it's time to spend some of the points you've accumulated. The one thing you need is the artillery barrage. You can only buy a single level of this in the current mission, but it's better than nothing. Use it to start assaulting the Convention Center and parking garages.

Although the strikes aren't necessary for your success, they will make things easier. In fact, you can simply hole up in your base and use these strikes exclusively, destroy all three buildings over time.



Your special attacks get a workout on this mission. That's okay. It's why you earn the points in the first place.

The enemy Toxin Tractors are a problem, not because you can't destroy them, but because they usually get off a little ordnance before they are blown up, thereby wearing down your units and base defenses by attrition. You can put a stop to these attacks by moving a force up the left edge of the map. There's an Arms Dealer here that is the source of these vehicles. This is a tough battle; your units are attacked by car-bombs along the way, and once they are in position, Toxin Tractors appear at regular intervals to add to the destruction. If necessary, use an off-shore artillery barrage to eliminate this structure; this will relieve a great deal of the pressure on your base, and makes garrisoning some of the few remaining structures a little more viable.



CHAPTER 8: China Missions



With the Toxin Tractor factory in ruins, the pressure on your base will be reduced. This allows you to build a larger force to take the island.

Once this is taken care of, turn your attention to the parking garages attached to the Hong Kong Convention Center. This is the source of most of the carbombs. A friendly local has offered the use of his ferry to get you out to the Convention Center. This is a good idea, at least for an initial assault. Load the ferry with a Dragon Tank, a Battlemaster, and a Gatling Tank, and transport them over to the Convention Center. There will be room in the ferry for a couple of infantry, but they won't add much to this assault.



The ferry lies almost due east of your base. It can carry a few vehicles at a time.

Once there, you can do one of two things. The first is to go right for the parking garages. You probably won't destroy them, though, so this will probably just waste your units. It's a better idea to go for the GLA buildings to the east of the Convention Center. Take out the Supply Stash first, because you can completely eliminate the enemy economy this way, reducing the number of units they can build. If possible, move on to their War Factory next, then the Barracks. It's likely that your small attacking force won't get more than some initial strikes on the War Factory. Don't worry about this. The main thing is causing chaos in the GLA ranks and getting a few initial strikes on their buildings.



With a few vehicles near the Convention Center, you can cause a little havoc and blunt the GLA.

CAUTION

It might seem like a good idea to move over additional units to the ferry and let them wait, shuttling them over in groups of three. This is a bad idea. The GLA will attack with carbombs, taking out your force while it waits, wasting your money and time.



While all of this is going on, don't forget to maintain the defenses around your base, adding additional units or putting up another Gatling Cannon or two as needed. The GLA will send some truly massive assaults your way, so keeping everything in top running order is essential to the maintenance of your home base. As has been the case, the carbombs are the biggest threat. Target them by first sending Gatling Tanks and Battlemasters after them while the Gatling Cannons and other units clean up anything else.

With the buildings by the Convention Center spotted and your base defenses keeping the enemy from doing much damage, all you need to do now is sit tight. Use the off-shore bombardment to take down the War Factory and the Barracks. With these gone, the GLA will be limited to the units they already have and the carbombs they can create from the parking garages. Let them send a couple more attacks on your base, then move out a force toward the island. Don't use the ferry this time, because they'll be ready for you.

When you can, turn your attention to the parking garages. These will take a lot of punishment, so augment your attacks with artillery.



TIP

As mentioned earlier, you can simply beef up the defenses around your base and take out the buildings with artillery barrages. If you decide to do this, make sure that you add a few extra Gatling Tanks to the east and north of the base. Since you aren't striking at the GLA buildings, they'll be sending more units your way.

Instead, move through the streets and take down any enemies who come across your path. Take it nice and slowly. Rushing will get some units blown up by carbombs, but taking it easy will see the bulk of your force over safely. Move down onto the island and target the first of the parking garages with about half of your units. Select the other half and be ready to use them. If a carbomb appears, hit it with this half of your force.

Remember that you can also use your barrages to help with these parking garages. The bombardment will do significant damage and make the eventual destruction of the parking garages easier. Move down additional units as you see fit, and continue to hammer on the structures.



TIP

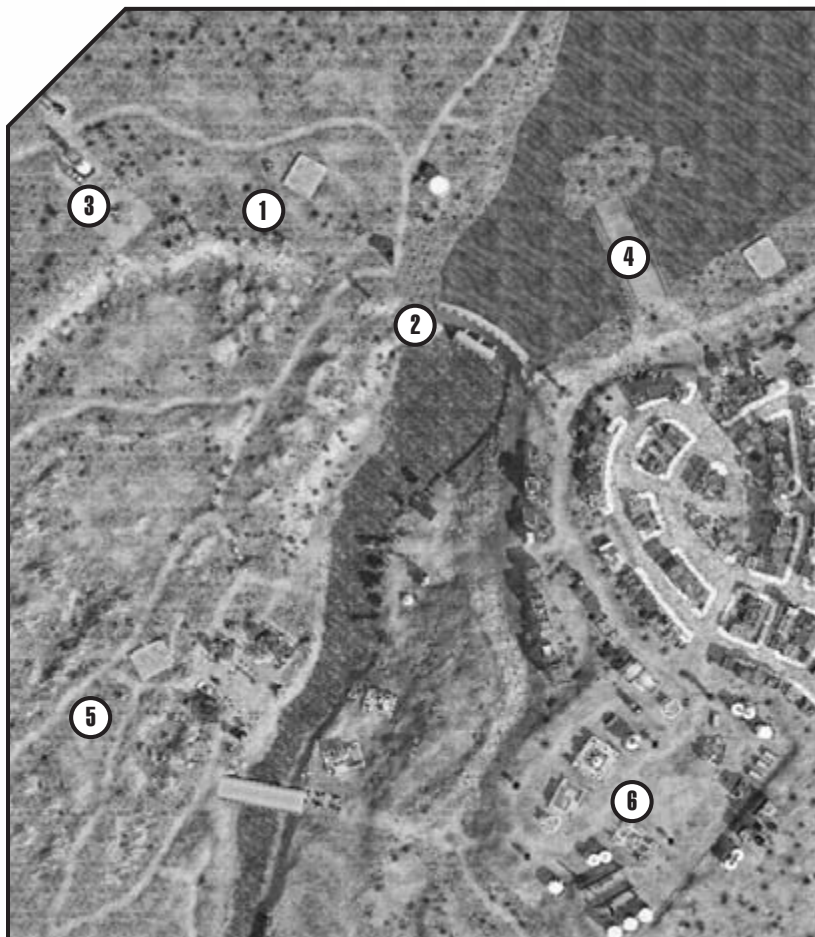
Don't risk any of your units in the final assault on the Convention Center. Sit back and use the Artillery Barrage. This will take some time, but if your defenses are tight, the GLA won't crack your base and the garages will go down eventually.



Watching the parking garages go up in smoke is one of the happiest sights in the Chinese set of missions.

When both parking garages have been destroyed, the mission ends. This one is tough, but by playing it smart and maintaining a rock-solid defensive perimeter around your base, you can prevent excessive losses.

A Flood of Violence



- 1** Your base
- 2** Destroy the bridge from this point
- 3** Oil Derrick and Refinery
- 4** GLA units attack over this bridge once the water level drops
- 5** Extra Supply Dock
- 6** GLA base

Another terrorist GLA cell has been discovered, this time near the Three Gorges Dam. Your troops are threatened by this. Worse, the Chinese agent Black Lotus has been put in jeopardy by the proximity of the GLA forces. You are to handle this situation by any means necessary.

This mission starts simply enough. Your forces have pulled back to the Three Gorges Dam itself and your base nearby. You are instructed to destroy the dam to eliminate the GLA threat in the river valley below. Send your two Battlemaster tanks up to handle the dam, and get your forces out of the Troop Crawler. A pair of GLA tanks attacks from behind. Use your infantry. Although they aren't very effective, they won't take much damage, and that much fire will destroy the tanks eventually. Keep the Troop Crawler back because it has no means of defending itself, and the GLA will target it. You can also use your Dragon Tanks to help destroy the GLA Rebels.

Your units start under attack. Keep a small force behind to handle the GLA while the rest go to destroy the dam.

Once the tanks are gone, pull the rest of your forces up to the dam and let the Battlemasters continue their assault. When the dam breaks, a massive flood wipes out the GLA forces below you, putting much less strain on your limited army. However, the GLA won't sit for long. There's more to this battle than destroying the dam.



It won't take too long before the dam begins to break.

You have new problems after the flood finishes. The GLA downstream have been wiped out, but the water level is starting to drop because of the dam's destruction. In a few minutes, the water level will have dropped enough to allow the GLA to cross. If you are going to be ready for them, you'll have to get your base operation and turn out some units to protect it. Get production going in the War Factory as soon as it is built, and route the new vehicles to the land bridge.

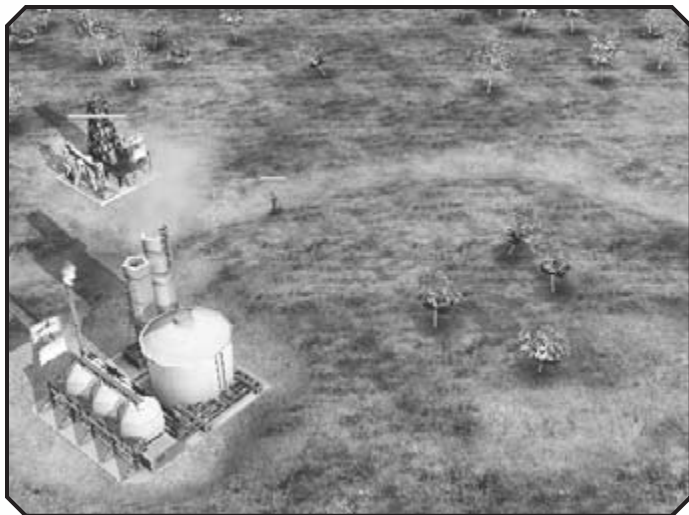


The water level is dropping. When there is a solid land bridge between the two sides, the GLA will attack.

Get the base going immediately. First and foremost, you need a Nuclear Reactor, a Supply Center, a Command Center (upgraded with radar as quickly as possible), and a War Factory. Once these are built, place Gatling Cannons to the right near the land bridge forming as the water level drops. To the west are an Oil Derrick and a Refinery. Have Black Lotus capture both, Oil Derrick first. Add at least a second Supply Truck to bring in additional funds.



CHAPTER 8: China Missions



These structures will help your war effort. The Oil Derrick adds funds while the Refinery reduces the costs of your vehicles.

When the War Factory is running, start churning out units. Gattling Tanks and Battlemasters are the most important. The Gattling Tanks will handle the enemy infantry along with the Cannons, and the Battlemasters will take care of enemy vehicles. Add a Barracks when you can, because infantry will be useful in pushing back the enemy as well. Finally, when you have the money for it, upgrade your gattling guns so that they do more damage.



Get production going in the War Factory as soon as it is built, and route the new vehicles to the land bridge.

In truth, if you are extremely efficient, you can capture both technical buildings, and get a Nuclear Plant, a Supply Center, a Command Center, a War Factory, and two Gattling Cannons built before the GLA begins its attack. You should also have enough time to turn out a couple of units from the War Factory before they hit. They'll come with Scorpions and hordes of infantry. Once the second wave of Scorpions is dust, pull back your damaged vehicles and repair them, then return them to the front. Continue adding vehicles as a defensive buffer.





The GLA attacks are pretty mild. You won't have much trouble fighting them back.

The best thing to do now is to sit tight and let the GLA come to you for a while. Doing this will allow some of your units to gain levels of veterancy, and this will be critical on the push to destroy the GLA forces in the heart of the town. Once you have a couple of units able to self-repair, it's time for the next phase of your operation.

Create a group of six Red Guards and four Tank Hunters. Send these down to the building on the island. Stash them in the building. If you wish, you can add a Gattling Cannon or two here, although you will need to add a second Nuclear Reactor if you wish to do this. Move down your vehicles, split evenly between Gattling Tanks and Battlemasters. Again, sit tight for a bit and let the enemy come to you. The island is small, so only a few of your vehicles will be able to get into position to attack. Plan your advance so that both Battlemasters and Gattling Tanks can make it to the front.

Take the building. Once your troops are inside, they will act as an initial line of defense.



Again, build an infantry force of six Red Guards and four Tank Hunters and move them onto the island. Wait for a break between enemy assaults and move the infantry across the bridge onto the mainland. Send them left immediately and into a building. They'll be assaulted time and time again by Scorpions. While the buildings will suffer, your troops will quickly gain levels of veterancy, making them much more potent. The Tank Hunters will advance rapidly as they chalk up kills.



Be careful of the enemy garrisons. Move the troops west and into a building along the river.

While the enemy is distracted with your infantry, send over your vehicles and root out the GLA infantry from their garrisoned structures. Hit them hard with the Battlemasters and clean up the survivors with the Gatling Tanks. Dragon Tanks are also an excellent choice for uprooting the garrisons, because the fire will not only kill everyone in the building, but it will leave the building mostly intact, allowing you to take it with additional infantry. If you wish to garrison these buildings, the quickest way is to build Troop Crawlers and send them up already loaded with Red Guards.



While the GLA is distracted, eliminate the garrisons.

You should have highly experienced troops that are able to repair or heal themselves. It's time to leapfrog down to the GLA base. Using the two groups of infantry you have in the area (including one from the structure on the island), move them ahead from building to building. When the coast is clear, remove the group farthest back and send them to an advanced position. Keep the vehicles moving as well so that they are able to support the occupied buildings. When you move your infantry, go a couple of buildings farther into the town. Move troops constantly, but use short, controlled moves that allow you to keep your men inside the protection of buildings rather than having them running exposed.



leapfrog your way into the GLA base.

Keep moving down the map, going from structure to structure with the infantry. When you reach the enemy supply area, stash a Gattling Tank here to wipe out the Workers and cut off the GLA's funds. Keep working your way down the map, going slowly but consistently toward the GLA base.

Once you reach the base, it's a free-for-all. Hit everything you can, concentrating first on units and defensive structures, then garrisoned buildings, using Dragon Tanks to clear these. Finally, when there are no other targets to shoot, hit the infrastructure. There's still a surprising number of GLA forces here, but your units should all be highly experienced and able to take the heat. The base doesn't have many buildings you can garrison, but it does have a few. Occupy these when possible and use them to fight back the GLA forces while your vehicles remove the structures.

Once you've reached the base, blow up everything.

You must completely destroy all of the GLA buildings to complete this mission. With the force you have at your disposal, augmented by any additional vehicles you see fit to build, this should not prove to be much of a problem.



Broken Alliances



- 1 Units start near Chinese Barracks
- 2 Stinger Site
- 3 Toxin Tractor waits
- 4 Chinese War Factory
- 5 GLA base
- 6 Target

The GLA has constructed a biotoxin factory. You have been dispatched to locate it. To do so, you have agent Black Lotus at your disposal. She will help you find the GLA base. Once you have located it, it will be destroyed by a firestorm. Of course, the main problem is to find it in the first place; doing this, combined with the need to destroy Stinger Sites along the way, makes this an interesting mission.



Start by grouping your forces and moving down the road. If you wish to build a few extra troops, you can, but you shouldn't need them.



Fortunately, you have everything you need to complete the mission. First, you have Black Lotus herself, whose special abilities will come in quite handy in several places in the mission. Second, and just as important, you have a collection of Red Guards and Tank Hunters. Third and finally, you have a Barracks and a Command Center, which will be extremely useful.

Group your units together by type and move out from the Barracks. Don't worry about adding anything to your forces yet; you shouldn't need much more than what you've started with, at least at first. Group your units by type and send them up the road. Keep them out of range of the first Stinger Site for now.



While the Red Guards kill off the RPG Troopers in the Stinger Site, the Tank Hunters destroy the building.

When you are ready, rush your Red Guards up to the Stinger Site and have them attack. They won't take much in the way of return fire. Once the site goes down, switch the Red Guards to the nearby troops and bring in your Tank Hunters to destroy the GLA hole. You may wish to retreat your Red Guards at first to pull the nearby enemy troops away. Once the battle is over, send any wounded back to the Barracks to heal and replace any losses. You can add a few more troops at this time. You'll get reinforcements along the way in this mission, though, so save money for later and don't build too much.



Keep your eyes open. GLA forces like to hide in the trees, and they can be tough to spot.

When the Stinger Site goes down, some replacement troops drop in. Use these to bolster your forces and continue moving up the road. Watch out for the Technical in the area. Although Black Lotus can disable it, it's really not worth it. Let your Tank Hunters destroy it, which they'll do in a few seconds' time. Move up toward the bridge and stop when you spot the next Stinger Site off to your right. There are two GLA Rebels and a Terrorist on the promontory near the area where the two roads converge.



You must explore both sides of the fork in the road. Take care of the right side first.

What you discover is that this Stinger Site is actually two sites right next to each other. Take it out the same way you did the first; run the Red Guards up and follow them with the Tank Hunters. As soon as you do, all hell breaks loose. A Technical moves in, as do some Rebels and a Terrorist from the bridge. Your Tank Hunters should take out the Technical as soon as it is in range, then they should switch their fire to the first Stinger Site. The Red Guards should drop the Terrorist and the Rebels, then charge the second Stinger Site. You may lose a few guys, but you'll get another stack of reinforcements once both sites are dust.



CAUTION

Keep Black Lotus back from these battles. She doesn't have any way to defend herself, so putting her out in front will get her killed. If she dies, a replacement is dropped in, but this wastes time.



Don't worry if you lose a few troops in this attack. More reinforcements appear once the Stinger Sites are destroyed.

The bridge looks to be the toughest area you've encountered yet, and it is. On the far side is another Stinger Site, but this one is guarded by a Toxin Tractor, which will annihilate your units. The solution is to have Black Lotus work her magic and disable the vehicle. Once it is down, have your Tank Hunters destroy it, then pull back and wait. The toxins are lethal to your infantry, but they dissipate eventually.



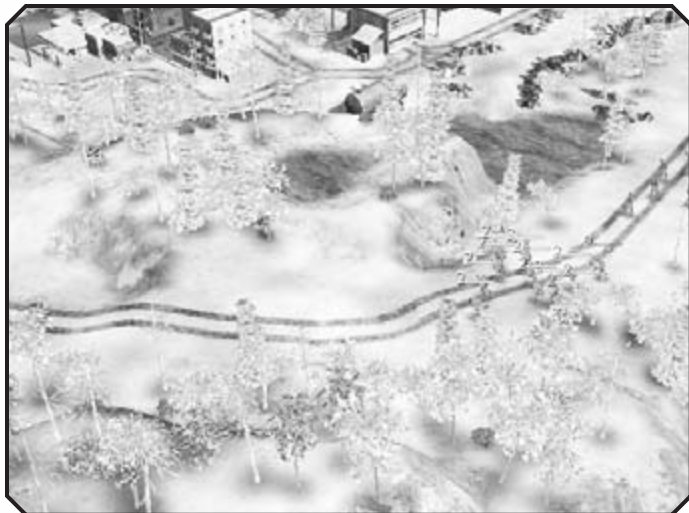
The Toxin Tractor is inoperative. You can either destroy it now and wait, or you can hit the Stinger Site, clear out the area, and then wipe out the Toxin Tractor.

Once the poison is gone, send the Red Guards across the bridge and have them smack the two Rebels standing next to the Stinger Site, then the RPG Troopers inside the Stinger Site. Move in your Tank Hunters to drop the site. As with the first two, you receive additional units once this Stinger Site is gone.

As you continue up the road, you should notice a few things. First, you are very near a town that seems to have plenty of buildings waiting for your infantry. Second, the War Factory you were alerted to is just southwest of the town. Third, and most important at the moment, is the horde of Rebels storming up the road. Spilt them and continue up the road to the War Factory.



CHAPTER 8: China Missions



When you spot the town, you are getting close to the GLA position.

Black Lotus should take the War Factory as soon as it is safe to do so. Once she has it, start turning out vehicles. You'll want any you can get your hands on, but Gattling Tanks and Battlemasters are the two you need the most. Move them into a position to protect the War Factory; the GLA will send in carbombs to destroy it. They'll also move in with Toxin Tractors, infantry, and a nearly constant stream of Techincals, so have your vehicles take defensive positions. Stand pat for a few moments, sending badly damaged vehicles back to the War Factory for repair. Keep building, making a roughly equal force of both Battlemasters and Gattling Tanks. If you wish, build a Dragon Tank or two for their ability to kill infantry.

Grab the War Factory and start turning out vehicles. The GLA attacks with carbombs right away, so you must be prepared.



The next problem is that the path in front of the War Factory and the road into town are heavily mined with antipersonnel mines. Your vehicles can drive over them with no problem, but they will annihilate your infantry. The best way around this is to build a Troop Crawler or two. Have it drive into town and unload, then use it to ferry your infantry past the antipersonnel mines. You can also force-fire on the ground to destroy the mines, although this takes a little time and you risk missing mines along the way.

Once you have infantry in the town, use them to capture as many civilian buildings as possible. The enemy occupies a few structures here, but with force, you should root them out. If you built a Dragon Tank or two, use them to flush the GLA from the civilian buildings. Send the vehicles to the far end of the village to act as a guard, then continue to occupy buildings, moving your infantry over the mines by using the Troop Crawler. Although you won't need it, you can use Black Lotus to capture the Oil Derrick once she makes her way into town.





GLA structures sit at the end of town. Destroy them if only to prevent the GLA from creating units to attack from the rear.

From here, it's just a short push into the GLA base. Move in the vehicles, inching forward. Three each of Battlemasters and Gattling Tanks should be all you need to make it into the center of the GLA base. Once here, keep the Gattling Tanks on guard to hit any vehicles and infantry while the Battlemasters destroy the buildings. Hit the Arms Dealer and Barracks first.

Black Lotus can stay where she is now, as can the infantry. You can finish the rest of this mission with your vehicles. Send them into the town beyond the GLA base and wipe out the occupied building on the far edge of the bridge. Move through the town and drop the Tunnel Network. Once this goes down, ignore everything in favor of attacking the final Stinger Site. Move in with the vehicles and don't worry about losses unless they are already badly wounded. If not, hit the Stinger Site with everything you have. If you are worried about the strength of your attacking force, pull back for repair or send in less damaged units to complete the victory.

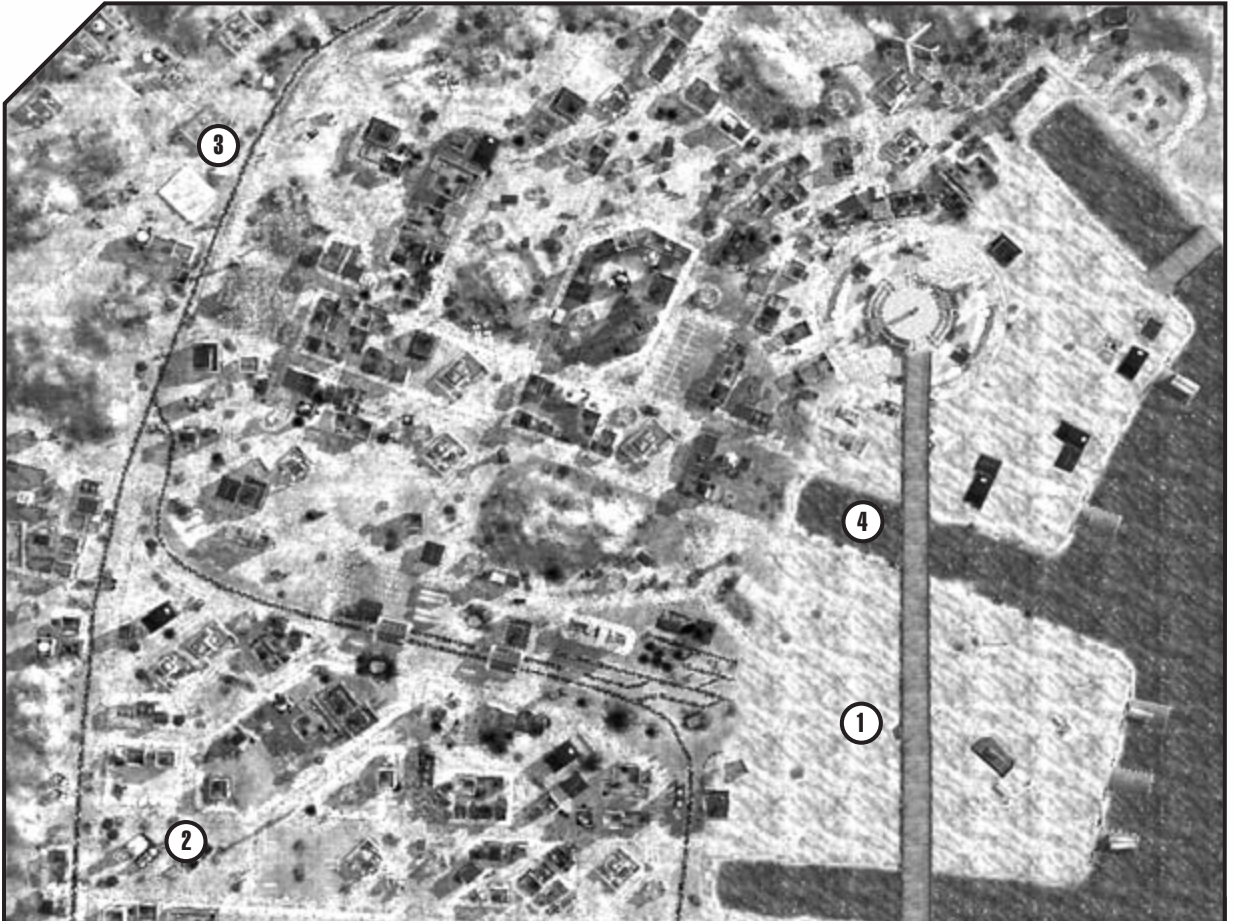
There are still a couple of things to fight before you get to the final Stinger Site.



When this final Stinger Site goes up in smoke, a wing of MiGs flies in and takes down the biotoxin plant. Once again, you have made China safe from terrorists and have protected untold millions of people from the horrors of the GLA's biological warfare.



A Night on the Town



- 1 Chinese base
- 2 Oil Derrick and Refinery
- 3 GLA base
- 4 Extra Supply Depot

A new GLA cell has taken hold in Kyrgyzstan in the city of Balykchy. Your job, as you have probably guessed, is to eliminate the entire cell. They are heavily dug in, and it will require some doing to unseat them. However, the Americans have pledged their support for the Chinese effort and have given you access to their carpet bombers to help root out the enemy.





TIP

Don't forget about the carpet bombers. This is a powerful tool able to cause a lot of damage in a concentrated area. Use them early and often.

You have a lot of work to do at the start of this mission; your base has almost no units in it, and you don't have any producing structures other than an Air Field. Get to work immediately on a Barracks and a War Factory. Build another Supply Truck or two and move the Dragon Tanks you have to the eastern edge of your base. Enemies will attack from the north, driving through your base. The Dragon Tanks will stop them once your Gatling Cannons have wounded them.

You have a sizable base already, but no way of creating ground units. Get to work on your structures right away.

Once your structures are up and running, pump out some Gatling Tanks and Battlemasters and place them to the north behind the Gatling Cannons. These will serve as a way to prevent the enemy from breaking through into your base. Maintain this area as best you can; you'll be attacked here often, and the Rocket Buggies are a real problem, because you must send out units to take them down.

When you can, add another Nuclear Reactor and build a Propaganda Center. This will allow for the creation of some of your most powerful units, particularly the Overlord tank. Build a bunch of them. One of the better features of the Overlord is its ability to add a structure onto its chassis. For the northern extremity of the base, you'll want two—one with a Speaker Tower to keep your units and structures healthy, and one with a Gatling Cannon for added long-range defense. Add to the defenses here by stocking the bunkers: three Red Guards and two Tank Hunters for each. When you have the funds, research Subliminal Messaging to increase the power of the Speaker Towers.

Getting troops into the Bunkers will help your defense. You are attacked frequently in this mission, so you need as much help as you can find.



CHAPTER 8: China Missions



The GLA loves to plant Demo Traps on this mission. Troop Crawlers are useful in spotting them, but it takes a Construction Dozer to remove them.

Over in the west of your base, move the troops from your Troop Crawlers into the buildings and augment them with some Tank Hunters. A few vehicles here will help matters, mainly because of the long-range attacks favored by the enemy. When you can spare one, send a Construction Dozer to the area behind these buildings and have it keep them repaired. As the Troop Crawlers come over, they'll spot some GLA mines. Force fire on them to eliminate the threat.

Now it's time to create your main assault force. This is a very basic collection of units that you will shepherd through most of the remaining mission. You'll need to spend some of your points to help them. Buy all three ranks of the offscreen artillery barrage; this, in addition to the American carpet bombing, will pay for itself over and over throughout the scenario.

Your main force consists of three Overlords: one with a Propaganda Tower, one with a Gattling Cannon, and one with a Bunker. Inside the Bunker, place two each of Red Guards and Tank Hunters. The fifth space should be filled with Black Lotus. When this group is ready, head out along the southern edge of the map. Use carpet bombings and bombardment to clear anything you can spot before starting out. Although your Overlords can certainly handle anything they come across, it's not a bad idea to help them get started.



Be careful with your Construction Dozer; it's just as likely to run over a mine or trap as any other unit.





Other units can help your Overlord force as well.

This group will be mowing through the GLA. Have them move in a section at a time, force-firing on the planted mines, knocking down civilian buildings to clear the GLA from them, and hammering on vehicles. Go all the way to the southwestern corner where the technical structures are located. It's not a bad idea to send along a collection of infantry inside one of your Troop Crawlers. They aren't necessary, but they can prove useful. At the very least, the Troop Crawlers can help spot enemy mines and Demo Traps, allowing you to detonate them before one of your units triggers them.



The three Overlords should have everything they need. The Propaganda Tower on one will keep all healthy, and the Gatling Cannon adds a lot of needed anti-infantry punch.

When you reach the corner, send out Black Lotus to capture the structures. The Oil Derrick will provide income, and the Refinery will limit your costs. If you brought along a Troop Crawler, send the units out and into one of the nearby buildings for protection. These buildings shouldn't be in any danger from the GLA, but it's always good to be safe.



CHAPTER 8: China Missions

Grab any useful structures with Black Lotus—not to fund your war effort, but to keep them out of GLA hands. If you are worried about having them taken from you, simply destroy them.

What you have now is a recipe for success. Your three Overlords should be slowly gaining levels of veterancy, which will make them more and more powerful as they continue. When they are damaged, slow down and wait while the Speaker Tower repairs them. As you work your way through the city, the Overlord with the Gattling Cannon should lead the way.

As you uncover more and more terrain, use your special weapons to knock down anything in front of you. The bombardment is especially powerful and has a nice, wide area-of-effect. Don't use this to take down single buildings, but to knock out entire collections of enemy power. A single attack will knock down a civilian building and wipe out all occupants as well as completely remove nearby GLA structures. Carpet bombings aren't quite as powerful, but can seriously damage structures, eliminate civilian buildings, and cause havoc with enemy units. Both of these are nice precursors to attacks. The Artillery Bombardment can clear out Stinger Sites, making it easier for the carpet bombers to fly in unopposed. Have these target base defenses as well, then destroy the GLA hole beneath with your vehicles.



Use your special weapons to knock out collections of buildings or units. Cluster Bombs are excellent against Angry Mobs and other infantry. Don't forget about the carpet bombing!



Take the Overlords in an arc from the southwest to the east, clearing everything you see along the way. This should take you to the area above your base. Knock out everything, and you can start collecting the resources here, although this should now be a very minor concern for you. Because your Overlords are swatting through the enemy bases, the attacks on your own base should be decreasing, and you'll need fewer and fewer replacements at your base. If you have the money, add a few more Overlords to your attacking force. One with a Speaker Tower is nice for the additional repair, others should carry Gattling Cannons.

Three Overlords should have no trouble breaking into the GLA position.

That said, don't forget about your base. Keep an eye on the radar, and jump back to protect it whenever you see the GLA attacking. Most of their assaults are easy to handle, but the Rocket Buggies can cause a lot of damage if you aren't careful. Any time you spot Rocket Buggies, move out with Gattling tanks to hit them, following with an Overlord if necessary.

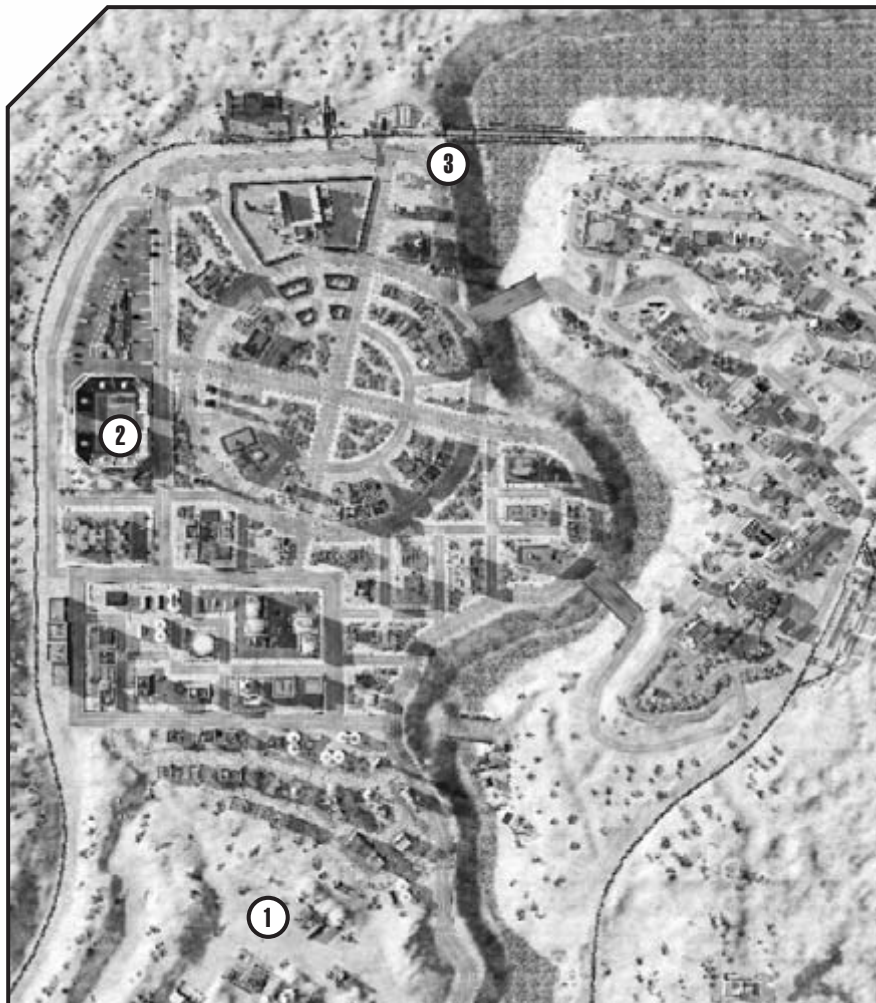
Once the docks are cleared to the north, move west into the main GLA stronghold. It's not much more difficult than the rest of the map, particularly because your Overlords should be in top shape and fully promoted. Again, clear everything out, house-by-house and building-by-building. Threats from GLA units and base defenses should come as a priority. Take out Terrorists first, then other units, then defensive structures, and finally other buildings. Don't be afraid to take breaks if your Overlords need time to repair.

Once you've pushed your way inside GLA territory, hit them with everything you've got.

As you push your way in, resistance increases, but it will never be anything too difficult for your massive tanks to handle. Wipe out all of the structures, and you can continue on to the next mission.



Dead in Their Tracks



- 1 Chinese base
- 2 Destroy the soccer stadium
- 3 Get Black Lotus to this bridge

The GLA has commandeered a Chinese railroad in Bishkek, Aldastan, and is gathering their forces. You are to use Black Lotus to destroy the train bridge, thereby cutting off their supply line and, with luck, creating a situation where the GLA base withers and dies on the vine. Naturally, anything you can do to help that withering and especially the dying will be greatly appreciated.

This is an interesting mission for several reasons. You don't have much of a base at the start, and you don't really have a way to create one. There are Hackers and Supply Crates all over the map to generate money. There are a few things you can buy, though, which will make things easier. You've got a War factory and a Barracks, and that's all you really need.



Your starting base is all you have on this mission. Don't worry; you won't need much more.

Build two Gatling Tanks and two Battlemasters. If you wish, you can use a General Point to produce Red Guards as veterans. Although not essential, this is helpful. Spend money to upgrade your gatling guns so the Gatling Tanks are more effective. Spend the rest of your money on a single Troop Crawler, eight Tank Hunters, and three pairs of Red Guards. You now have a sizable force—more than enough to complete the task at hand.



You can gain extra money by building Hackers and having them hack the Internet for cash.

TIP

With your force prepared, it's time to move out and accomplish your mission.



In addition to the troops in the Troop Crawler, you should have two infantry groups, one consisting of four Tank Hunters and six Red Guards, the other consisting of four Tank Hunters and five Red Guards.

TIP

Now you are ready. Once the Troop Crawler emerges, remove two units from it and place Black Lotus and the Hacker inside. Send all of your infantry, split into equal groups composed of both Red Guards and Tank Hunters, to start taking over the civilian buildings to the north of your base. Keeping the Troop Crawler at the rear, move the vehicles out through the northwest exit.



CHAPTER 8: China Missions



While the vehicles move to the main roads, the infantry controls a few civilian buildings to protect them.

Start moving west. Your vehicles should stick to the road while the two infantry groups leapfrog from building to building. You'll be splitting your forces. The goal of the infantry is to reach the large circle near the train bridge, fighting any GLA units along the way. The vehicles are heading for the soccer stadium, which lies along the western edge of the map.

Split your time between the two groups. Infantry should move one group at a time. Once they reach a new building, let them stay for a few minutes to take out any patrolling GLA. When the coast is clear, move up the second group to a building a little closer to the center of town. This way, you take down enemy resistance, don't have to worry much about a particular building taking a lot of damage, and keep all of your troops alive. One of these groups can start veering west once it reaches the center of the circle. Let the other group sit tight for now. You'll come back to it later, and while it's in a civilian building, the units are safe.



While one group of infantry protects the vehicles, the Gattling Tanks and Battlemasters take position around the soccer stadium.

When your infantry reach the circular roads, send one unit up the east side along the river and the other to the west. This western group should come to the soccer stadium, where it will be in position to assist your vehicles.

The reason you are going for the soccer stadium is that huge Angry Mobs are forming there and running out into the streets, looking for your units. The Gattling Tanks and the infantry (when they arrive) are here to take care of the Angry Mobs. Your Battlemasters should move in and start dismantling the stadium structure. Move around, taking the stadium down section by section, always keeping the Gattling Tanks nearby to remove the Angry Mobs and destroy carbombs. As you go around the soccer stadium, force fire on any cars you spot, because each one could be a carbomb.





Begin the systematic destruction of the soccer stadium. The Battlemasters can handle this while the Gattling Tanks provide cover fire against Angry Mobs.

There are eight stadium sections, and these should take the bulk of your concentration. Keep checking on your eastern infantry group, but stay with the vehicles. Go all the way around the stadium. Until you are told that it has been destroyed, you'll continue to be attacked by Angry Mobs. Once the stadium is gone, no more Angry Mobs will be produced. Send the vehicles to the center of the circle to hook up with the eastern-most infantry group. When you can, move the western infantry group back toward the center of town.



With the soccer stadium destroyed, you can start moving everyone toward the critical bridge.

Return to your eastern infantry group and continue sending them along the river, moving from building to building. They encounter a pair of enemy tanks, which should prove to be no trouble for them. When these are gone, bring over the western infantry group and realign your two forces: Red Guards in one group and Tank Hunters in the other. If you wish, add the Red Guards from the Troop Crawler, although you shouldn't need them. If you are going to overwhelm the enemy, you may as well do it to the best of your ability.



CHAPTER 8: China Missions



Send the infantry against the Stinger Sites, which should drop quickly and with little loss of life, at least on your end.

Just west of the train bridge are two Stinger Sites. Charge up the Red Guards and annihilate the RPG Troopers inside the first one. As soon as they drop, switch your Red Guards to the second Stinger Site. Have your Tank Hunters move in and join in the dismantling of these two structures.



You can check out the GLA's base east of the bridge if you wish, but it's not necessary.

At this point, you've gotten to a place where the GLA can't push forward without hitting you. Since you don't need to destroy their base, you've got the advantage here.

Once both buildings are gone, it's time to send in Black Lotus. Move up the Troop Crawler to the bridge and unload her. As she steps out of the Troop Crawler, she completes her mission, which also completes yours. It's time for the final confrontation between the assembled might of China and the nefarious GLA.



Once Black Lotus deploys near the bridge, the mission ends in success.



Nuclear Winter



- 1** Start
- 2** Destroy GLA base and build your base
- 3** SCUD Storm

Tajikistan is the location of your final confrontation with the GLA. The mastermind cell controlling all GLA terrorist activities in Central Asia is located here. You have been authorized to do anything necessary to eliminate the GLA threat, up to and including the use of your nuclear arsenal. This time, the battle is for final supremacy in the region, and only by wiping out the last traces of the GLA can you hope to bring an end to the terror.



CHAPTER 8: China Missions



You start in the middle of a massive battle. You'll lose some units, but if you can keep a few important ones alive, you'll be OK.

When this mission starts, your forces have been ambushed by the GLA. Fortunately, you've arrived in strength, and a quick airstrike takes down the GLA's SCUD Launchers. You take control of your forces in the middle of the attack. Get your Overlords to the front and have them wipe out the GLA's Toxin Tractors and Rocket Buggies. For added protection, get your infantry back into the Troop Crawlers. To assist in this attack, have one of the Overlords build a Speaker Tower and the other a Gattling Cannon. The infantry can help you, but they'll be annihilated by GLA Toxin Tractors, so it's a better idea to get them off the battlefield for now. Once the attack is over, pull everything in to a tight circle and let the Speaker Tower repair any damage your units have suffered.

This initial attack shouldn't be too tough for you to handle. It's what comes next that's the problem. After you've handled the GLA ambush, you receive a Construction Dozer on the road and you're told to build yourself a base. The only place you can build a base is occupied—by more GLA. You need to expunge this base so that you can move in and settle down. Fortunately, these GLA won't come out to attack you, so you can wait until your repairs are finished to go after them.



Push in and destroy everything at the GLA site. The Propaganda Tower you've built will help dramatically.



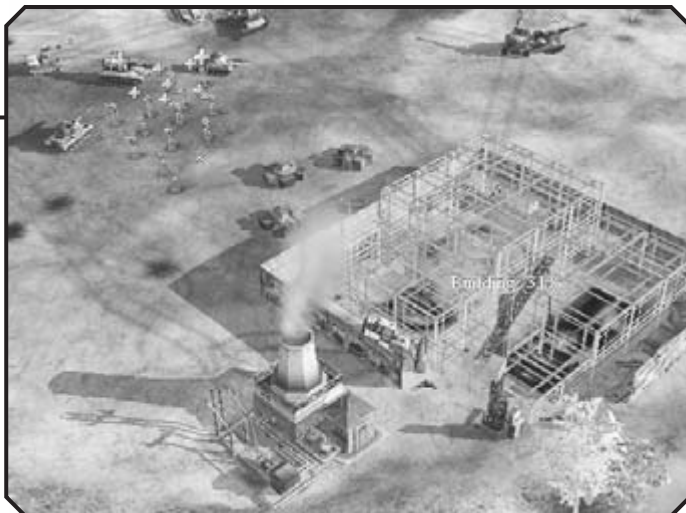
Your Overlord Tanks should lead this assault, moving in to eliminate the Tunnel Networks guarding the pass. Have your Dragon Tanks lay down protective fire to wipe out infantry. The Inferno Cannons can do the same, hitting the longer-ranged RPG Troopers before they can do too much damage to the Overlords. Once the initial buildings are down, you'll have a couple of rushes of vehicles and infantry to contend with. Lead with the Overlords against the vehicles and let your Dragon tanks handle the infantry rushes. Alternatively, you can simply steamroll the infantry with your entire vehicle force. After that, wipe out the buildings, move up the Construction Dozer, and start to work.

Do not hesitate for one second in getting your base started. You don't have a lot of time to play around on this mission.

Funds are tight now, so you must build precisely. Build the following in this order: a Nuclear Reactor, a Command Center (upgrading to add radar the moment it's finished), a Supply Center (tacking on a second Supply Truck), a Barracks, a War Factory, and finally, a Propaganda Center. That seems like a lot, and it is. Still, you've now got some serious capabilities, if not too much money. You'll have enough for a few choice units, so use your remaining cash to create a Black Lotus and three Overlords. All of the units that survived the initial battle, including the two Overlords you started with, can stay back to guard the base. Add a Gatling Cannon to assist them if you wish; otherwise, keep that money as an emergency fund. Place Black Lotus in one of your Troop Crawlers.

Build carefully. You don't have the funds to make a lot of mistakes here.

Now you need a couple of upgrades. First, research Subliminal Messaging to increase the strength of your Speaker Towers. Place a Speaker Tower on one of your newly built Overlords, and put a Gatling Cannon on each of the others. You may have enough money for only one Gatling Cannon. That's OK; the other Overlord can get along without an upgrade for the moment, and you'll be finding a source of funds soon.



CHAPTER 8: China Missions

Follow the mountain path to the north out of your base and into the outskirts of town. Moving over the narrow dirt roads is problematic with such large vehicles, but you must get to the major roads below. Lead with the three Overlords, keeping the one with the Speaker Tower in the middle. Following this force, place the Troop Crawler with Black Lotus. Keep this vehicle under the protective umbrella of the Speaker Tower.



Keep an eye out for carbombs and Terrorists. They'll do more damage to your Overlords than anything else in the GLA arsenal.

Once this force hits the main streets, go due west. The GLA attacks along the way, so keep your eyes open. Most of the attacks aren't serious and won't stand up to your Overlords. The two unit types to watch for are Rocket Buggies and Terrorists. The Rocket Buggies are a problem because of the range of their strike, so be ready to move out to intercept them. Terrorists are a problem because of their explosive attack. The best way to deal with them is to keep the Troop Crawler below the Overlords, and make sure that one of the tanks packing a Gattling Cannon is in back as a rear guard. This unit is most important for the Terrorist attacks.

On the far western edge is an Oil Derrick. Have Black Lotus take this, then get her back into the Troop Crawler. You probably don't need the money, but it can't hurt, especially if you didn't have enough cash to put the upgrade on the third Overlord. You will have enough as soon as the Oil Derrick is captured, so build that last upgrade now. A second Gattling Cannon gives this group an added punch. If you've taken some hits from Terrorists and Rocket Buggies on your journey, now is a good time to sit tight and let the Speaker Tower repair the damage.



Parts of your trip will be pretty uneventful. There's no reason to target the civilians.





A large Supply Dock is here too. You can send down Construction Dozers to build a Supply Center and start collecting, but there isn't any need.

Follow the roads up into the hills, and you'll start running into the GLA. Once again, the Overlords should handle everything without breaking a sweat. Before you enter the hills, go right along the road just below them until you find two more Oil Derricks. Use Black Lotus to take these, or if you don't want to bother, have the Overlords destroy them. As you move, destroy everything you can. You won't completely cripple the GLA, but you will damage their ability to make war and will remove any pressure they've been putting on your base. At this point, any GLA attacks against you should stop, allowing you to move out more units to assist the advance. Also, since you have at least one Oil Derrick working, you can beef up your forces with the additional funds.

Hit everything. If you don't want to worry about capturing the Oil Derricks, destroy them.



You can use these three Overlords to clear the hills of the GLA. Their Tunnel Networks and Stinger Sites riddle the hills, and the northernmost area is filled with their infrastructure. This is the real prize, so go for the infrastructure when you can. The prize is the SCUD Storm, because this will stop the one attack the GLA possess that can do anything to your base. Beeline for it and destroy it to render the GLA toothless.



Push in to destroy the SCUD Storm. With this gone, the GLA loses a major threat to your base.

Mopping up the last few defensive structures (and the GLA base) takes only as long as you want it to. You can add a second, or even third, force of Overlords to assist your lead team, but these aren't necessary. The GLA have nothing that can hurt you at this point, so scour the landscape, paying special attention to the hills and small cliffs, where their Stinger Sites and Tunnel Networks are usually located. Groups of infantry work well at taking down the Stinger Sites, as you've seen on previous missions. You can also build Nuke Cannons and bring them out to hammer any GLA structures still lurking in the corners.

Finishing off the GLA isn't difficult. Your Overlords should be experienced by now, and are almost invulnerable to enemy attacks.

The destruction of the final defensive structure completes your dismantling of the GLA. Congratulations, General! The area has been pacified and placed under the benevolent control of the Chinese people. Never again will they suffer depredations at the hands of terrorists!



9

GLA MISSIONS

Shymkent DMZ



- 1 Start
- 2 GLA base located
- 3 Arms Dealer
- 4 Destroy Speaker Tower in this town to free villagers
- 5 Chinese base
- 6 Destroy dam from this vantage point

China's defenses are spread thin, leaving both economic and civilian targets exposed. If you act quickly and in strength, you can cripple the Chinese military effort and bring it to its knees. Just as important, you can avenge the many deaths your cause has suffered at the bloody hands of the Chinese military. Move in force and eliminate the Chinese menace from the area, freeing your people from its rule.

When you assume control, your forces are in a battle against a small Chinese base. Pull your Technicals back and send the Scorpions at the Chinese vehicles. Ignore the buildings for now. You have carbombs and Bomb Trucks on the way to eliminate most of the enemy units and a few more of the structures. When the dust clears, have your units target the remaining buildings and wipe them out. When you do, your surviving units will pull back to your mountain hideout.

CAUTION

Watch out for the Nuclear Reactors. These leave a small patch of radiation behind when they are destroyed, and this damages your units.



Don't worry about the Chinese troops. Your Bomb Truck will wipe them out.

As your Bomb Truck takes out the troops, you are shown a nearby dam. If you can destroy it, it will wipe out the Chinese units dug in by the river. The Chinese have claimed the nearby village and are broadcasting their propaganda to influence the people. You want to stop this nonsense. The dam is a long distance away from your base, and the Chinese are between you and it. Thwarting the Chinese in the town helps you reach the dam both by adding troops to your army and by preventing the Chinese from moving in behind you.

Start by getting your base established. Send all but one of your Workers to pick up supplies. Send the last one to start building Tunnel Networks. At the minimum, you want one at either end of your base to allow you to ferry units back and forth. Send a Technical out the southeast end of the base and have it explore to the west along the southern edge of the map. It'll find the Arms Dealer, which allows you to purchase vehicles. Upgrade the Scorpions with a rocket and build Scorpions and Technicals.

You have a small base to begin with, but you need defenses and a couple more structures.



When your Worker is done with the first two Tunnel Networks, send him to the Arms Dealer and build one here, too. It's not too expensive, and it allows you to move troops into your base instead of having to drive them down from the hilltop. Your vehicles will be fighting off waves of Chinese infantry and vehicles at the front of your base. Send the wounded into the nearby Tunnel after each battle for repair, and extract them so they'll be in position for the next assault.

Finding the nearby Arms Dealer means you don't have to build one of your own.

Your Worker should build a fourth Tunnel Network, this time on the hill overlooking the village to your base's east. Notice a huge concentration of Chinese forces to the east of this. If you don't approach these units, they will not attack you; ignore them for now. You can go after them, but it is a powerful force and you'll lose a lot of manpower. These enemy troops will be taken care of when you destroy the dam. Create a force of several Scorpions and four or five Technicals and send them into your Tunnel Network. Extract them above the town.



Create an overwhelming force to take the center of town.

After your force is ready, send it into the town and kill the two Red Guards, then destroy the Speaker Tower. This will release the population from Chinese control, and you'll gain a force of about 15 Rebels. Send these back into the buildings they came from, because the area north and northwest of the town is swarming with Chinese. These troops can handle the bulk of the assault from the cover of the buildings, but you should bring in your vehicles to help mop up. While you are here, build another Tunnel Network in the center of town, if only for the quick repair capability.



CHAPTER 9: GLA Missions



After you destroy the Propaganda Tower at the center of town, the townspeople flock to your cause.

The main Chinese base lies north of town. Move in with the vehicles, following with the Rebels you just gained and take out everything. The Technicals can assist with the infantry while your Scorpions destroy the Battlemasters and Bunkers. When the defenses are down, work on eliminating the rest of the structures. Hit everything, preventing the Chinese from building up additional forces to resist you.



Chinese resistance is light. You won't have much problem destroying the base.

Slide out of town to the west to discover a final Chinese structure in the area. Although you don't need to blow up the Command Center, it doesn't hurt, and there are plenty of U.N. supply crates behind it.

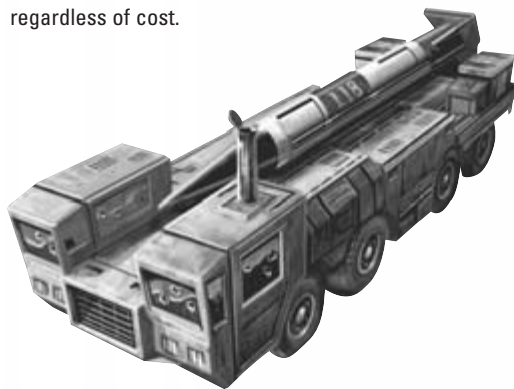
Between the main Chinese base and the Command Center is a small road leading up the hill. Go up with your vehicles, leading with Scorpions to take care of the Battlemasters at the first bend. Your Technicals should come in and help with the cleanup. Lead with the Technicals now, heading east to the dam.





Take the side road to reach the top of the dam.

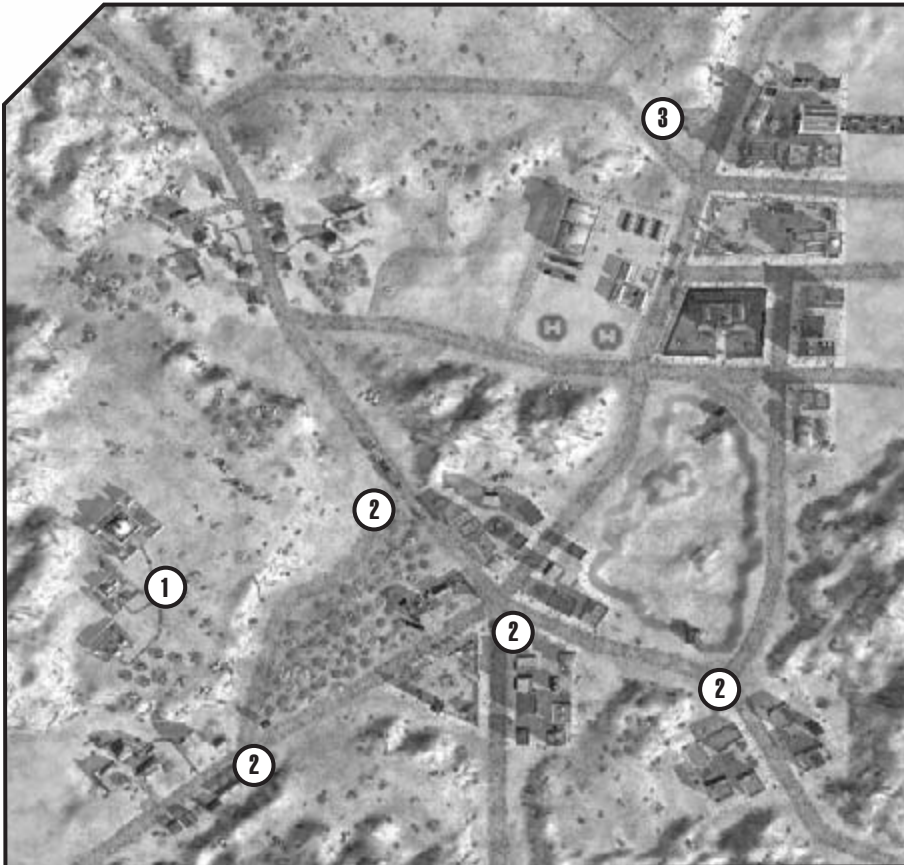
The dam is lightly guarded with a group of six Red Guards. The Technicals will have no trouble eliminating them. Pull the Technicals back and move in with your Scorpions. Have them target the dam until it gives way. When it does, the water sweeps into the valley, destroying the remaining Chinese force, washing them down the river. You've liberated the area and are in position to continue your battle against the oppressors. Don't let the fact that this required a lot of collateral damage bother you—the GLA does what it deems right regardless of cost.



Once at the top of the dam, hit it with your arsenal to destroy it.



Almaty Region, Kazakhstan



- 1 GLA base
- 2 Build Tunnel Networks
- 3 U.S. base

The Security Council is under the impression that by aiding the natives, they can undermine support for the GLA. What they do not understand is that their supplies are yours by divine right, and you will stop at nothing to take them to further aid the GLA cause. You must collect \$40,000 worth of supplies through a variety of methods to complete this mission. Your mission objectives change when you have collected \$20,000 and \$30,000. You must control your spending, because every unit you create and structure you build delays you from reaching your goal. However, if you don't build enough, you won't have the muscle necessary to take what is rightfully yours.



Although they require money to build, Tunnel Networks are important in this mission.

This mission is fun because you don't have to worry about the American base to the north. For the first part of the mission, the American base isn't on the map. You *do* need to worry about your base, though. The first things you need are a few more Workers, some to ferry supplies and one to build. Create a War Factory on the north end of your base and add a Tunnel Network next to it.

Convoys of Security Council vehicles move through the town and drop off supplies. These convoys consist of a truck guarded by a pair of Security Council Humvees. Use Scorpions against them because the Humvees don't do much to them and the Scorpions will have little trouble destroying the Security Council force. Because you start with little, you let the first couple of convoys go through without stopping them unless they drive right by your base. You have to have Scorpions to attack them effectively.

Once a vehicle group goes down, act immediately and scoop up the supplies to add to your stash. If you don't, the villagers will take the supplies from you, which defeats the purpose of attacking the Security Council troops. Don't feel bad about shooting or driving over the villagers to take what is rightfully yours. The villagers should never enter your consideration. Don't go out of your way to get rid of them, but don't swerve around them, either.



Strike at the convoys as they pass. The Humvees are a bigger danger, but the large trucks carry more supplies.

CHAPTER 9: GLA Missions

To aid yourself and help move to intercept the convoys, build a series of Tunnel Networks around the town. Between convoys, stash your force of Scorpions inside so they are ready to move where needed at a moment's notice. Don't worry about building too many; there's no danger in having a few extra lying around, and not having enough will make you less flexible. Place one at or near each major intersection. It's worth the cost of the Tunnel Networks if they can help you intercept a few extra convoys, and the RPG Troopers will pay dividends soon.



Keep your forces near Tunnel Networks so you can move them from place to place.

The convoys stop coming eventually. The villagers have been stealing the supplies and storing them in the buildings around town. Start destroying the civilian structures, because in each one you'll find an additional supply stash worth \$1,000.



TIP

Once you've reached \$20,000, there's no reason to stop destroying civilian buildings. They all contain money, so decimate the town to collect the money you need.

Good antiaircraft support is necessary for taking down the supply planes. Destroying one brings in cash.



When you cross the \$20,000 mark, the map expands to the north, revealing a small American base. Planes fly in and start airdropping supplies onto the village. You can pick these up when they land, but you'll have to fight your way through the villagers to do so.

A better plan is to stash a group of RPG Troopers in your Tunnel Network so they can hop out and strike the aircraft when they fly by. If you can shoot down the planes, the supplies will fall into your lap, making them easier to collect. If you can do this without having to buy much more than the RPG Troopers, it's a good deal, because it will go more quickly for you and is without additional expense. If you don't want to shoot down the supply planes, have Scorpions prepared to drive over the villagers running for the crates when they hit the ground.

Destroying the aircraft above your own facilities puts you in perfect position to grab the loot.

To help in your campaign against the supply aircraft, you are given a Quad Cannon. Move this down into the street near the map's center, because most of the planes cross this area. This helps you score a couple of quick kills. If you become frustrated, continue to destroy the buildings and collect the supplies from them and get whatever you can from the airdrops.

When you cross the \$30,000 mark, the mission changes again. This time, you are to finish collecting your total of \$40,000 by attacking the American forces to the north. Fortunately, they aren't that strong, and you can handle them. Move in with your group of RPG Troopers assisted by a couple of Technicals. A Scorpion or two is useful, but can be destroyed by the U.S. vehicles.

You can also destroy buildings to receive more money. If you're having trouble with the planes or convoys, this is the way to go.



CHAPTER 9: GLA Missions

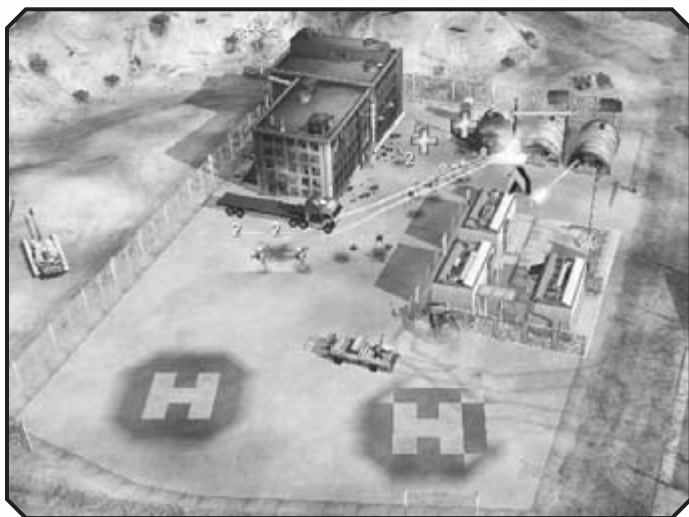


Strike at the Americans with a force of RPG Troopers. They are your best choice against U.S. Crusader tanks.

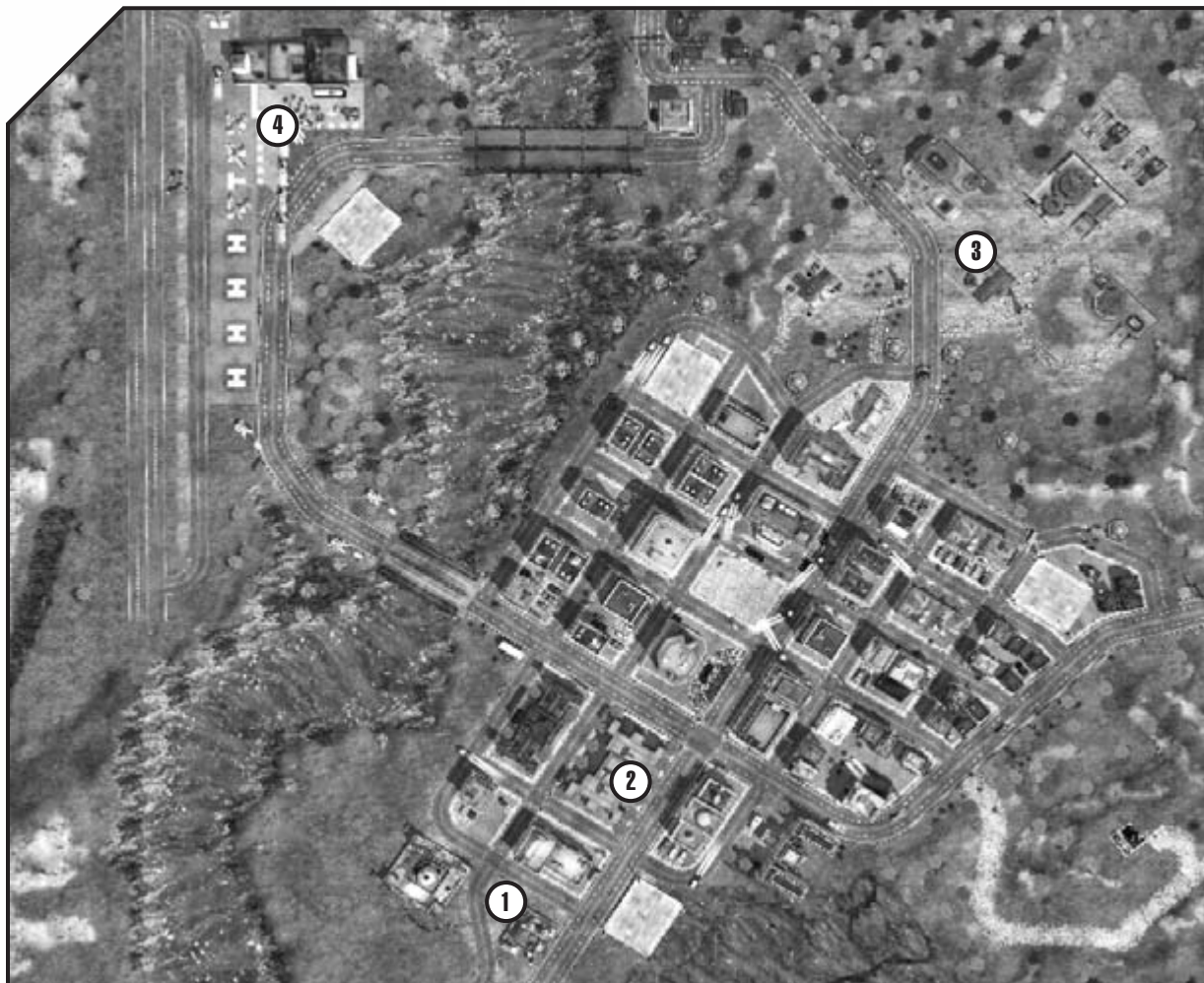
Every time you destroy an American vehicle, building, or a building garrisoned by American troops, you find another cache of \$1,000. If you were efficient with the supply aircraft, they continue flying in, allowing you to take money from them, too.

If you are desperate, continue destroying the village's buildings and taking the supplies from inside. With these possible sources of income, it won't take you long to complete your mission of acquiring \$40,000 worth of supplies. The moment you cross that mark, the mission is complete. You now have the funds required to continue in your righteous battle against the oppressive forces controlling the world and your people.

Everything you destroy brings in money. Don't let the American buildings sit unchallenged.



Astana City, Chinese Occupied Capital of Kazakhstan



- 1 GLA base
- 2 Destroy buildings in the city
- 3 Chinese base
- 4 U.S. base

New allies are located in Astana. You can use these allies to continue to harass the Chinese. When they retaliate, the Chinese will cause massive destruction. You can gather supplies while the Chinese are distracted by the actions of the Angry Mobs. Your task is to destroy as many civilian buildings as possible and collect \$40,000 to further fund your war effort.

In this mission, you put the power of the crowd to work for you.

This mission is all about speed—how fast you can build and how fast you can destroy. You start with nothing save a Command Center, a Supply Stash, and an Angry Mob. Set the Mob to work as soon as the mission starts, having them target the closest civilian building. At your base, create a few Workers, one to build and the rest to start carrying supplies. Of course, because you also start with no money, it will take a second before you have enough to build even a single Worker.

You can also destroy the police vehicles for a little extra money. Be careful, though. They will run over the members of your Angry Mob.

This is where the Angry Mob comes in. Have them target any and all nearby civilian structures. Every time they destroy one, a money crate appears. You can quickly have enough money to satisfy all of your initial needs with one or two destroyed buildings, not that this should stop you from continuing to ravage the town.

Keep a careful watch on the Mob. Police cars are driving through the streets, and they'll mow your people down without a second thought. Keep your Mob off the streets, and as the police drive by, break off firing on the structures. Not only will the mob down a few police cars for you, but they'll also collect a little bit of money for doing so.





Your Angry Mob can destroy entire city blocks and take all the money inside. This should be your main concern, at least initially.

Back at your base, put up a Barracks and an Arms Dealer. Add a single Tunnel Network to cover yourself in terms of repair and healing. When you have space cleared, add a Palace. This will enable some of your more powerful units, which can be of great help. Because you aren't in danger from much in the way of air attacks, don't worry about Stinger Sites. You can add one for added protection, but remember: The goal of this mission is collecting money, and everything you build takes you further from your goal.

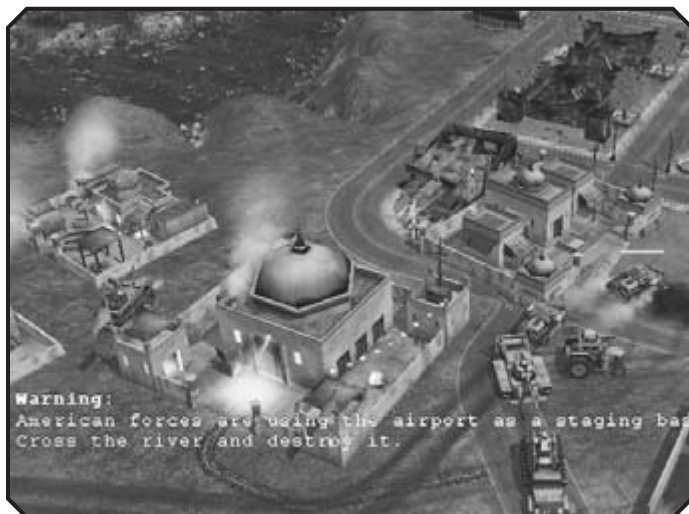
The biggest benefit to building the Palace is the ability to upgrade the weaponry of the Angry Mob. As soon as the Palace is done, garrison it with troops and start working on the Angry Mob upgrade. This will vastly increase the speed at which they tear down buildings and will also allow them to successfully defend themselves against retaliation from the Americans.

The Americans aren't here in force, but they will airdrop units to attack your position. Have a small supply of vehicles at your base to prevent them from causing you too much damage. Mainly, their assaults come in the form of Humvees, which can be slaughtered with a couple of well-placed Scorpions and Toxin Tractors. Repair after each battle. If you move out with a few RPG Troopers, you can destroy the helicopters before they drop their units, preventing the attacks entirely.



Use Toxin Tractors to eliminate enemy garrisons, then move in with your Angry Mob to destroy the building.





Although money is your main concern, you will need to spend some. Make sure you have everything you need to protect your base.

Continue walking the Mob around and destroying buildings. As you walk north along the map's eastern edge, you start drawing fire from a couple of buildings occupied by the Chinese. Don't worry too much about this. Pull back and stay out of their range. You can essentially ignore the Chinese for the rest of the mission. If you still want to take out these buildings, move in a Toxin Tractor to clear out the Chinese, then take the structures down with the Angry Mob.



The Americans will garrison some buildings in the center of the city, and because you still need to gain money, this is a problem. To deal with the threat, move in a single Toxin Tractor and target the building. Not only will this disperse the American troops, but it will kill them all outright, giving your Tractor a nice promotion and offering up another building to the Angry Mob.

While you can ignore the Chinese for the most part, the Americans are a lot more aggressive. Move against them when you have a force built.

When you can, create a force of Scorpions, Toxin Tractors, and a Marauder or two if you've used your Generals points to acquire them. You won't need more than a couple of each unit. These should go north from your base until they find the bridge to the west. This bridge is guarded on the far side by a pair of American Paladin tanks. Use your units to knock them out, then pull back for repair. RPG Troopers can help with this, but will likely be killed by the Paladins.





Take out the American airfield to prevent them from striking at your base.

When the Paladins are gone, fight your way through any additional American resistance; it's possible that they'll be reinforced with Humvees and infantry in the interim. Push your way up the hill and onto the tarmac, then north to the occupied structures. Destroy everything and collect the additional funds. This might be enough to put you over the top if you were close to begin with. If not, at least it means you don't have to worry about American attacks on your base. Instead, you can concentrate on collecting cash.

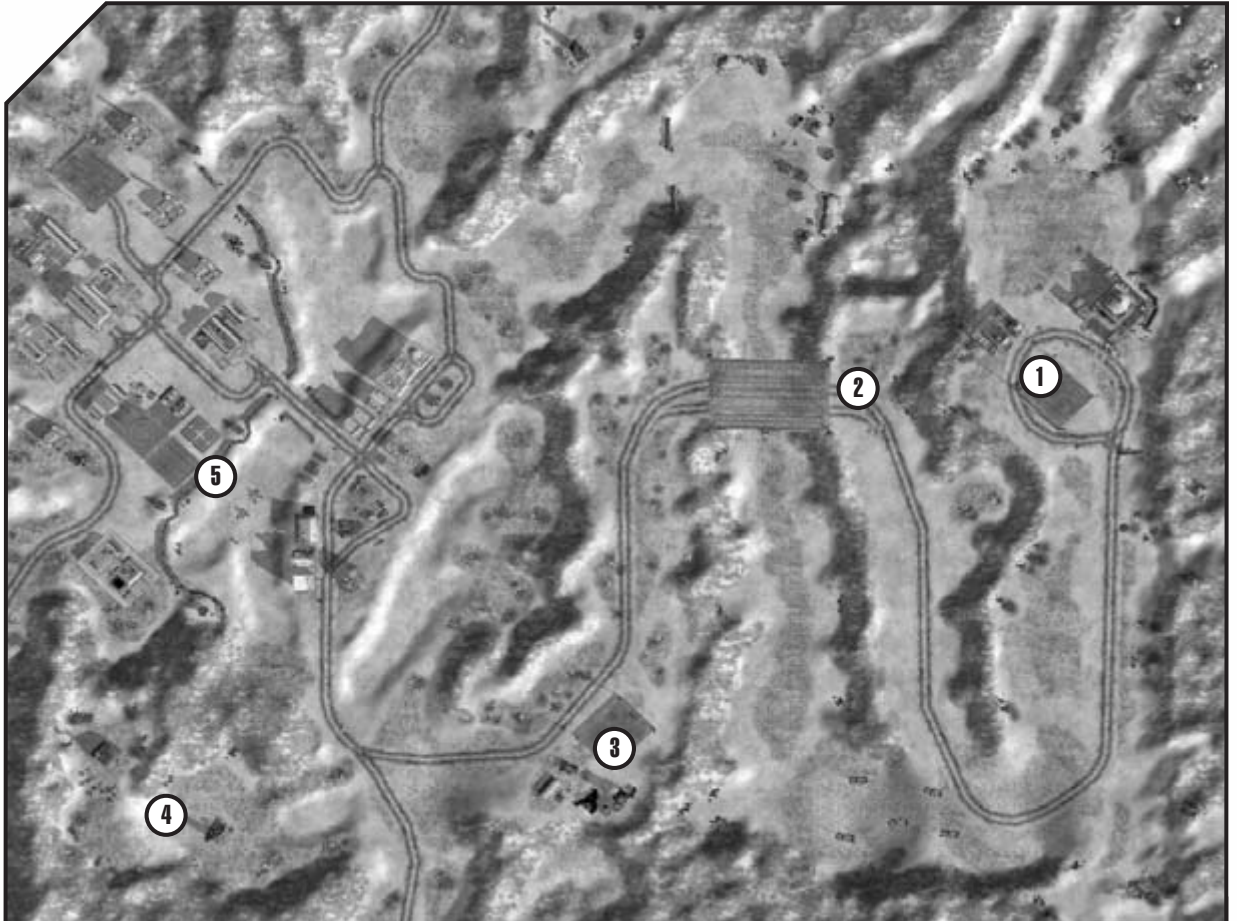


With the Americans gone, you can relax a little and concern yourself with your funds.

If you still need more, continue with the Angry Mob. Remember the use of the Toxin Tractors when you run into garrisoned structures. The moment you crest the \$40,000 mark, the mission is complete. It's time to move on to your next challenge.



Adana, Turkey



- 1 GLA base
- 2 Build Stinger Sites to protect base
- 3 Secondary supply area
- 4 Chinese outpost and Oil Derrick
- 5 U.S. base

The United States is working to bring Turkey under its control. This cannot be allowed. You are to defend the region and keep it out of their imperialist hands. This will require facing off against their superior air force—quite a challenge, but one that you'd have to face sooner or later. Take care of it now, before it becomes too big of a problem to deal with.





You have limited space to build, so look elsewhere for space to place your Stinger Sites.

The key to this mission is to have enough Stinger Sites and Tunnel Networks to handle the incoming aircraft. The Tunnel Networks are there for you to move around, and the Stinger Sites are to handle the incredible variety of American airpower. Don't wait to start building these items. You need *tons* of Stinger Sites and you need them as soon as you can start building them.

When the mission starts, you have only a Worker or two, a Supply Stash, and a Command Center. Start ferrying supplies and build two Workers at each of your structures. The first one to come out should build a Barracks north of the Command Center. The next one should run south around the bend to the area by the bridge west of your base. Use the others to ferry supplies.

The key to the mission lies in placing Stinger Sites on the ledge below your base. With enough protection, the Americans will never get through.

Once the Barracks are built, the Worker west of your base should build a Tunnel Network in the small alcove, then three or four Stinger Sites. The Worker back in your base should add an Arms Dealer to the south, a Tunnel Network near the Arms Dealer, and at least three more Stinger Sites around the Supply Depot. If you can find additional space for more Stinger Sites, build them. You cannot have too many Stinger Sites on this mission.

CHAPTER 9: GLA Missions

This isn't enough safety from air attacks, so add a few RPG Troopers and Quad Cannons when you can. These should stand on the western edge of your base overlooking the cliff. Send a few through the Tunnel Network to the area west of your base as well. You will lose some of them in the course of the mission, but they will prevent all but the most concerted of U.S. air attacks from striking anything critical.



Keep your important structures away from the heart of your base and heavily protect them.

The key to surviving this mission is to use your Generals points to purchase SCUD Launchers, then build a Palace, which can go near the Arms Dealer south of your main base. Protect this area with Scorpions and Technicals as well as another Tunnel Network. Scorpions are more important because the Americans like to attack with vehicles. Upgrade to include the Scorpion Rocket as soon as you have the money.



This oil Derrick is important for the funds it generates and the advanced position it gives you.

Send your Worker in the western area across the bridge west of the base and have him follow the road until he finds the Oil Derrick in the southwest. Because the Americans have probably put a guard on the secondary Supply Dock, keep the Worker pressed against the cliff wall to the west as he runs. Build a Tunnel Network by the Oil Derrick and upgrade your Rebels to be able to capture structures. When this Tunnel Network is finished, send in a Rebel and take the Oil Derrick. Now you've got a steady supply of cash for the rest of the mission. Reinforce the area with additional units, particularly RPG Troopers and a Quad Cannon or two.

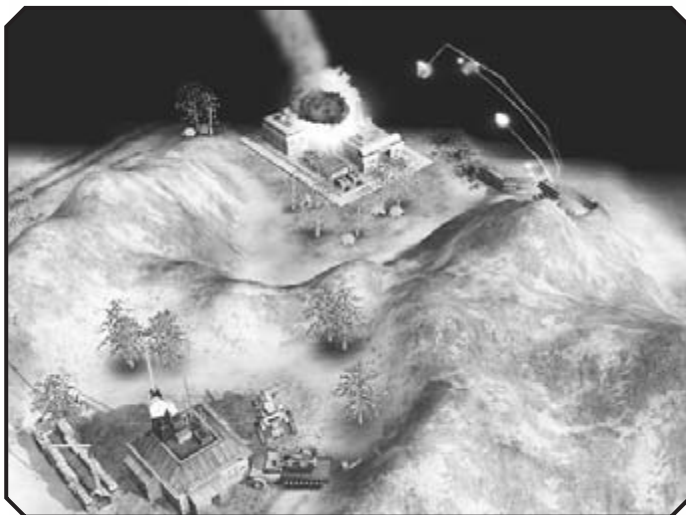


Send a Toxin Tractor through the Tunnel Network and disperse the Chinese forces. The area is yours.

Next to this Oil Derrick is a Chinese outpost stocked with infantry. Take this down with either SCUD Launchers or a Rocket Buggy, then use a Toxin Tractor to wipe out the troops. Conversely, you can send in a Toxin Tractor first and hose down the building, then send in your own units to capture it. Have your Worker fix the structure and stock it with a collection of RPG Troopers. This is your initial striking position against the Americans.

While you are doing this, the Americans will be attacking your main base. You'll lose some units and a few structures during this time, but don't worry about it. Replace units as you can. If structures aren't completely destroyed, they'll eventually rebuild, but if the GLA hole is gone, move in a Worker to replace the building immediately. You may want to send a few Workers down to the lower plateau. They can stand behind your Stinger Sites and repair them when they start taking damage.

The Americans have several attacks that can be devastating. First is the Fuel Air Bomb. There's no real defense against this, so when you get the alert, scatter all of your units to minimize the damage. The structures can be replaced, and there's plenty of time between attacks to repair anything that happens. Another problem is carpet bombing. As with Fuel Air Bombs, scatter the troops. You've got a better chance of surviving these attacks, especially if your air defenses are solid. As the planes fly overhead, concentrate all anti-air fire on them. If you can shoot them down before their payload drops, you'll save yourself a lot of headaches.



Use your SCUD launchers to hammer the American position. This is time consuming, but necessary.



Watch out for the American superweapons. The fuel Air Bomb is devastating. If you can shoot it down before it reaches your base, you'll be a lot happier with the results.

The biggest problems are the Stealth Fighter attacks. These tend to target your Stinger Sites ringing your base. The attacks are destructive, and there's no way to prevent them. But you'll manage to get off some shots, so you should down a Stealth Fighter every second or third time it moves in to strike you.



The Americans also love to attack with Comanches. Quad Cannons and RPG Troopers are your best defense against these.

Go for the Americans in force. Using the Chinese outpost as a launching pad, move in a group of SCUD Launchers. Set one for Anthrax and any others for explosives. From this position, you can knock out a Patriot and the U.S. Strategy Center. Your RPG Troopers, backed with a Quad Cannon or two, will drop any Comanches that come calling, and they will attack. Fortunately, the Comanches will go for the SCUD Launchers, leaving themselves open. If a SCUD Launcher takes a lot of damage, send it back to the Arms Dealer through the Tunnel Network, then get it back to the front once it is repaired.



Create a force of Rebels and RPG Troopers and put them into the Tunnel Network. Bring them out by the Oil Derrick and move them to the north. They enter a small village filled with buildings they can occupy. This is an excellent position to strike at any American forces coming your way. Better, they'll be in perfect position to get in first strikes on any American airpower. Stock the buildings with RPG Troopers, who will devastate any aircraft moving out from the U.S. base.



While the infantry in the structure takes care of the Comanches, the SCUD launchers start dismantling the American base.

While these units are holding their position in the village, move in with your SCUD Launchers. Bring in some Quad Cannons to back them up, and add a Scorpion or two for additional protection. Knock out the occupied American structures. The easiest way is to continue with the SCUD Launchers, keeping one set to Anthrax; this kills all of the infantry as they emerge from their ruined building. Toxin Tractors work as well, but you'll lose some to the garrisoned units.



Use SCUD launchers to decimate the enemy garrisons.

You have two major targets now, both within reach or close to it. Scout the American base and hit their Air Field and Command Center with SCUD power. When the Air Field goes down, you stop the Stealth Fighter and Aurora Bomber attacks on your base. This will let up the pressure on your Stinger Sites.

CHAPTER 9: GLA Missions



Move in and clean up. SCUD launchers are your heavy hitters. The other vehicles are around to defend against counterattacks and to mop up.

The Command Center is the real prize, though. Once it goes down, the Americans are unable to call in carpet bombings and Fuel Air Bombs. With the Command Center out of the way, they'll have to rely on their ground forces, and you will be dug in well enough that they don't stand a chance. At this time, the huge number of Stinger Sites you've built pays additional dividends, acting as defense against ground vehicles.

From your position in the village, scout farther in, using your vehicles to spot for the SCUD Launchers. Drop the Barracks and War Factory to prevent additional American counterattacks. Keep one SCUD Launcher set to Anthrax to suppress infantry and eliminate anyone who pops out of destroyed buildings. Any units that manage to escape the Anthrax can be cut down with your Quad Cannons.

After you start taking apart the Americans, the battle will go quickly.

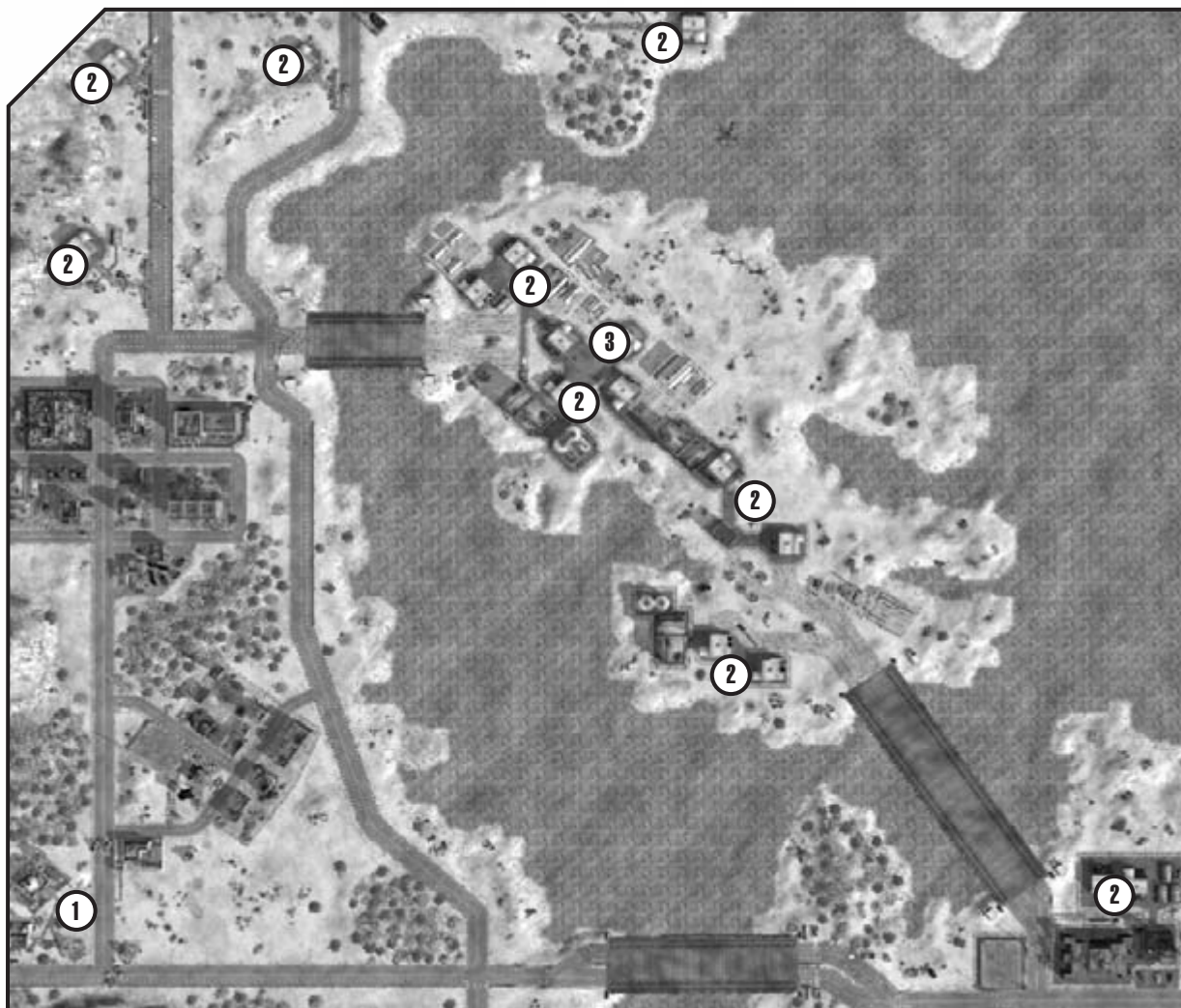


The cleanup in the American base should go quickly once the production structures are out of the way. Take down the buildings, going for power first, then eliminating the now shut-down Patriots, then everything else. There may be a few American units guarding a Supply Dock near the middle of the southern edge of the map. Move in a few units to handle them, and the mission ends.

This Supply Dock in the map's south central area may be occupied.



Western Shore of the Aral Sea, Kazakhstan



- 1 GLA base
- 2 Bunker locations
- 3 U.S. base

The Americans have taken control of a GLA toxin storage facility near the Aral Sea. This is a critical situation. You must rectify it by eliminating the American threat and retaking the crucial supplies. This will increase your stranglehold on the region, putting you on a more equal footing with the oppressors. More importantly, it will reinvigorate your ability to produce biological weapons.

To complete this mission, you must capture critical supply bunkers.

You are facing off against the Americans. The good news is that they don't attack as much with their air force although you will still have to deal with their Comanches. The bad news is that if you don't act quickly, they'll attack you with everything else. You have a few good buildings to start with, but you need more base defenses ringing the area, a Barracks, a Palace, and a Black Market for a constant influx of money—you'll need a lot of this.

Although you have a sizable base to begin with, you must start building right away.

Use the Arms Dealer to build a collection of Scorpions. Add on a couple of Quad Cannons, a Toxin Tractor or two, and a pair of Technicals. Research a few upgrades. You'll want the Scorpion Rockets and Toxin Shells. Place a few RPG Troopers and Rebels into these Technicals, and upgrade the Rebels to allow them to capture buildings.

The final thing you need is the Junk Repair, which allows your units to repair themselves regardless of veterancy level. You'll still lose plenty to enemy action, but this will keep them in the fight longer and increase their chances of making it to a handy Tunnel Network. That said, don't delay your first strike to wait for this. Go when the group is ready. Add a Worker to the back of one of the Technicals.



CAUTION

The northern U.S. has a Particle Cannon that will fire.



NOTE

The Worker is going with your forces to build Tunnel Networks. If you decide that money is too tight to afford Junk Repair, don't buy it. Just realize that this means you'll have to micromanage your units in and out of the Tunnel Networks to get them fixed.

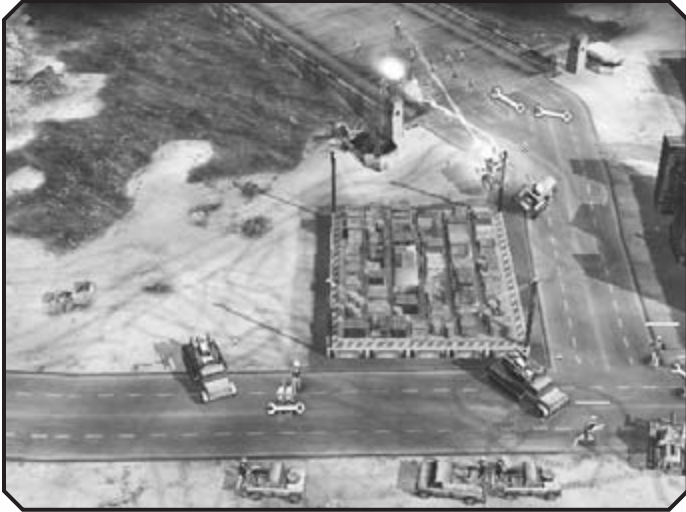
Set out for the bridge along the map's southern edge.

When your attack group is ready, move along the southern edge of the map. Expect to meet infantry, a few vehicles, and several Comanches. The Quad Cannons can deal with the Comanches. They'll also split the defending U.S. troops. Have your Scorpions take down the enemy vehicles while the Toxin Tractors eliminate the garrisoned bunkers next to the bridge leading northwest.

Expect to see action as you reach the bridge. The Comanches will go for the Toxin Tractors, and your Quad Cannons will have little trouble with the Comanches.

Take the units out of the Technicals. Use the Rebels to capture the two chemical storage facilities to the east. The Worker should build a Tunnel Network, a couple of Stinger Sites, and to the southwest, another Supply Stash. Add a few more Workers and harvest supplies. The faster you do this, the more quickly you can add to your stock of cash. Put a Stinger Site or two around this Supply Dock as well.





Taking this small area isn't difficult. Guard the north bridge against counterattacks.

You need to hold this area in the southeast. Your Quad Cannons and any RPG Troopers you have are your main defense against the incoming Comanches, which attack from over the water to the north. Use the Toxin Tractors, Technicals, and one of the Quad Cannons to guard the bridge against infantry. The Scorpions should take care of the vehicles. Use the Tunnel Network between fights even if you've upgraded for automatic repair, because this area will be constantly hit.

At your main base, you need everything in terms of units. Toxin Tractors are great against the large infantry rushes favored by the Americans. Use them to lay down clouds of toxin, and upgrade the potency of this poison. As the infantry approaches, back the Toxin Tractors off and let the poisons do their work. Again, use Scorpions for vehicle attacks. Back them with Rocket Buggies for added punch. Place Tunnel Networks and Stinger Sites around your base for defense, and keep your vehicles behind them.

The Americans won't idly sit by. Keep up your defenses at your main base.



The only time you should venture out to the north is to slaughter Tomahawks that move in to strike at you. If you have enough Stinger Sites and RPG Troopers, they'll shoot down the missiles, but your defenses will switch targets if something else comes in, leaving them open. Send out a couple of vehicles to split Tomahawks when they appear. To help you spot them, scout the area with a speedy vehicle like a Technical.



Use your money to build another force. This should look similar to your first attacking group, consisting of Scorpions and Quad Cannons backed by a few Toxin Tractors and loaded Technicals. Make this group bigger and stronger, adding one or two Quad Cannons and an extra Scorpion or two. Move these through the town to the north.



Send your second attack group north through the town.

The function of the Toxin Tractors is to root out Americans from occupied buildings. The Quad Cannons are there for aerial defense. Move to the destroyed toxin storage and continue north. There's a trio of storage facilities along with an Oil Derrick along the northern edge of the map. Use the Rebels to take everything and put it under your control. You'll need two of the storage facilities, and the Oil Derrick is worth taking to keep it out of American hands.



You can capture the civilian structures with your own troops once the Toxin Tractors have cleared them. Include RPG Troopers in these garrisons for more effectiveness against U.S. vehicles.

TIP

If you can't take the Oil Derrick, destroy it so the Americans don't benefit from it.

Now that you've fulfilled your primary goal, you are instructed to take the battle to the Americans and wipe them out. Spend a few of your points and purchase the ability to create SCUD Launchers if you haven't already. Build several. Add a few more Scorpions and Quad Cannons to the mix, and throw everything into the closest Tunnel Network.





The American base is compact, which makes its destruction with SCUD Launchers simple.

Bring your new stash of units out of the Tunnel Network in the southeast where you've built your second Supply Stash. The units you've had here are experienced by now, especially the Quad Cannons. Head up the bridge leading with the Toxin Tractors and Scorpions. Follow these with the Quad Cannons and keep the SCUD Launchers in the rear.

The SCUD Launchers should destroy everything they see. That said, there's a good way and a bad way to do this. The biggest threat you face is the Particle Cannon, which hasn't had the power to shoot yet. Keep it that way by targeting Cold Fusion Reactors when you spot them. Don't worry about the base defenses for now. Keep the power down.



CAUTION

Resist the urge to go after inert Patriot Missile Systems. Destroy enough of them, and you'll turn the U.S. power back on. Not only does this activate the remaining Patriots, it also turns on the Particle Cannon.

The power should be down at the base. Keep it down so that the Particle Cannon doesn't activate.

The time to change that tactic is when you reach the Particle Cannon. It's in the east, and it will be protected. Again, keep the SCUD Launchers screened with your other units and take this down as fast as you can. Following its destruction (possibly before, if air units are harassing you), remove the Air Field, which is nearby.



With the power down, getting into the base isn't a problem.

At this point, mopping up the rest of the American structures is no problem. Take down everything, being sure to go back and remove the base defenses you skipped. The SCUD Launchers should hammer everything. Having one fire Anthrax will suppress the infantry that emerge from destroyed buildings. If you've destroyed all of the U.S. Cold Fusion Reactors, the Patriots will never turn back on, and you can hit them with Scorpions, Quad Cannons, and Technicals.



Expect a final rush of enemy units. If you position yourself well, this won't be hard to handle.

After you destroy the last building, the Americans attempt a last-ditch attack. They'll go for the force in their base as well as your base in the southwest. Toxin Tractors are perfect for this, because much of their remaining force consists of infantry. Force-fire the SCUD Launchers on the bridge to weaken the Crusader and Paladin tanks as they cross, then mop up with your vastly improved, leveled Quad Cannons and the Scorpions. As the last enemy soldier dies, you are sent to your next mission.

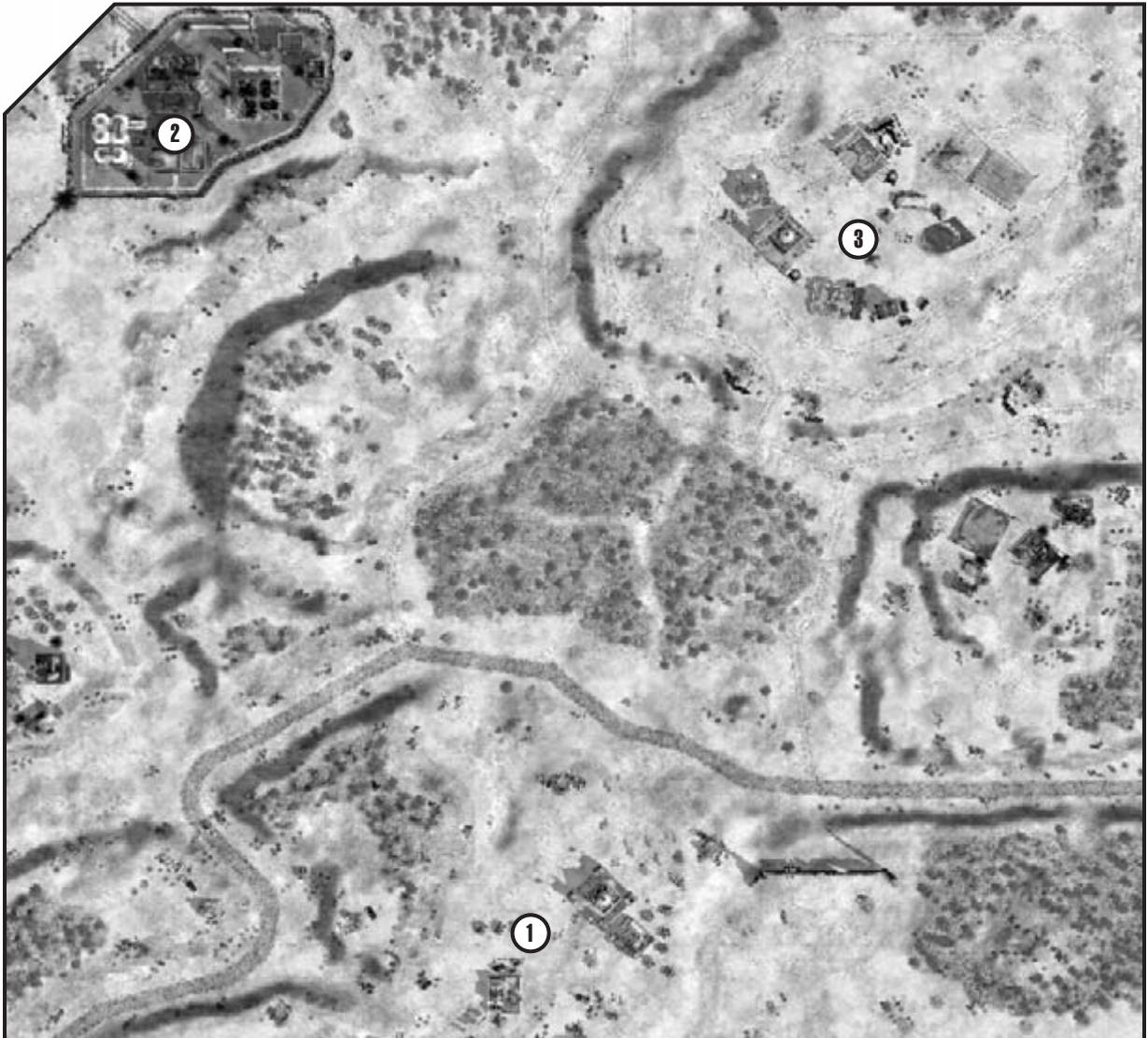


TIP

If you don't want to worry about the infantry rush, have your Scorpions drive over them and squash them flat.



Somewhere Near Lenger, Kazakhstan



- 1 GLA base
- 2 Collection of Oil derricks
- 3 Enemy GLA base

A splinter group of the GLA has defected from your noble cause and sided with the Chinese. You must assault their supply convoys to keep them from amassing enough power to destroy you. The Chinese are alleged to have given the splinter group access to nuclear weaponry, which will prove disastrous for you if this isn't taken care of. Fortunately, your troops have taken control of the convoy, putting the nuclear arsenal of the Chinese into your grasp. Your job is to move the convoy into the upstart GLA base and wipe it off the face of the planet.



The enemy GLA won't wait around. Expect attacks when you move outside your base.

The beauty of the nuclear trucks is that the traitors aren't aware you captured them. This means that you'll be able to move them into the enemy base without arousing any suspicion providing you do so carefully and without an escort of your other units. You can go for the buildings, but this will only hold them back for a little bit. Because you are facing other GLA forces, any explosion will take out the main building, but leave the GLA hole below, allowing the structure to rebuild. This is counterproductive.



Move the trucks into your base to keep them safe for now.

Instead, use these trucks to take down the large supply of enemy vehicles and units. If you can also damage their buildings, so much the better. Still, your best bet is to move them in right away. Go up the left side of the map and move in from the northwest. There are many vehicles here that make excellent targets.



When your hijacked trucks reach their target, the explosion is impressive.

Follow the trucks with a couple of Technicals and groups of Rebels, RPG Troopers, and a single Worker accompanied by a couple of Scorpions. The nuclear trucks reveal a collection of four Oil Derricks, primed for the taking. Collect them after you upgrade the Rebels, and stash your infantry in the nearby buildings. Have the Worker repair these and the Oil Derricks, then have him build a Tunnel Network, connecting this area to your main base.

You'll find that the enemy GLA forces will attack the front of your base, and they'll have access to many of the same upgrades you do. This means you'll need to retaliate in force. Scorpions are a good idea, as are Toxin Tractors to handle the infantry. The one thing you won't need to worry about is airpower, so you can ignore building Quads. Still, these are useful against infantry.

In terms of upgrades, research everything you can. Junk Repair is excellent because it allows your vehicles to fix themselves. You'll also benefit from upgrading the Scorpions to have a missile. You may also wish to increase the power of the anthrax weapons. If you opt to use Angry Mobs, arm them with AK-47s as soon as possible to make them more effective. You can be sure that your enemy is researching everything, so anything you can do to improve your units at least keeps you even.



Capture the Oil Derricks for a huge boost of income.





Watch the front of your base for scouting enemies. You can let them pass or track them down as you desire.

In terms of spending points, the only thing you need are your trusty SCUD Launchers. Build a few and send them through the Tunnel Network, bringing them out by your Oil derricks. Like you did on the last mission, you're going to use these to dismantle the enemy base. Use your other units as a screen and send in the SCUDs, hitting everything they come across. Base defenses should take priority, but don't be afraid to target them at collections of enemy units. A single salvo will destroy anything, making your entrance easier. Having one fire Anthrax will ease your entrance into the enemy base by destroying pesky infantry.



CAUTION

If you use anthrax missiles in the SCUD Launchers, wait for the toxins to dissipate before moving in with infantry. Otherwise, you'll succeed only at killing off your own units.

The Chinese arrive in the southwest. Strike them to prevent them from overrunning your base.



CHAPTER 9: GLA Missions

The Chinese arrive in the southwest corner of the map where the trucks first appeared. There are several ways to handle this. One is to have a force ready, consisting of anti-infantry units with a couple of Scorpions or Marauders thrown in to beat the vehicles. The second is to keep one nuclear truck in reserve and detonate it near the Chinese troops. Either way, you want to act as soon as they show up to prevent them from striking at the vulnerable back of your base.

The enemy GLA builds a SCUD Storm, and they'll use this on the center of your base. When they launch, scatter your Workers, because the bulk of your military units should be on the northern edge already. Send the Workers into a Tunnel Network. In fact, it's worthwhile building one inside the heart of your base for this reason. This puts a temporary halt on your supply gathering, but the Oil Derricks will compensate. Don't bring the Workers out of the Tunnel Network until the clouds have settled.



The SCUD Storm is a problem. It's almost impossible to prevent it from firing once; prevent it from firing a second time.

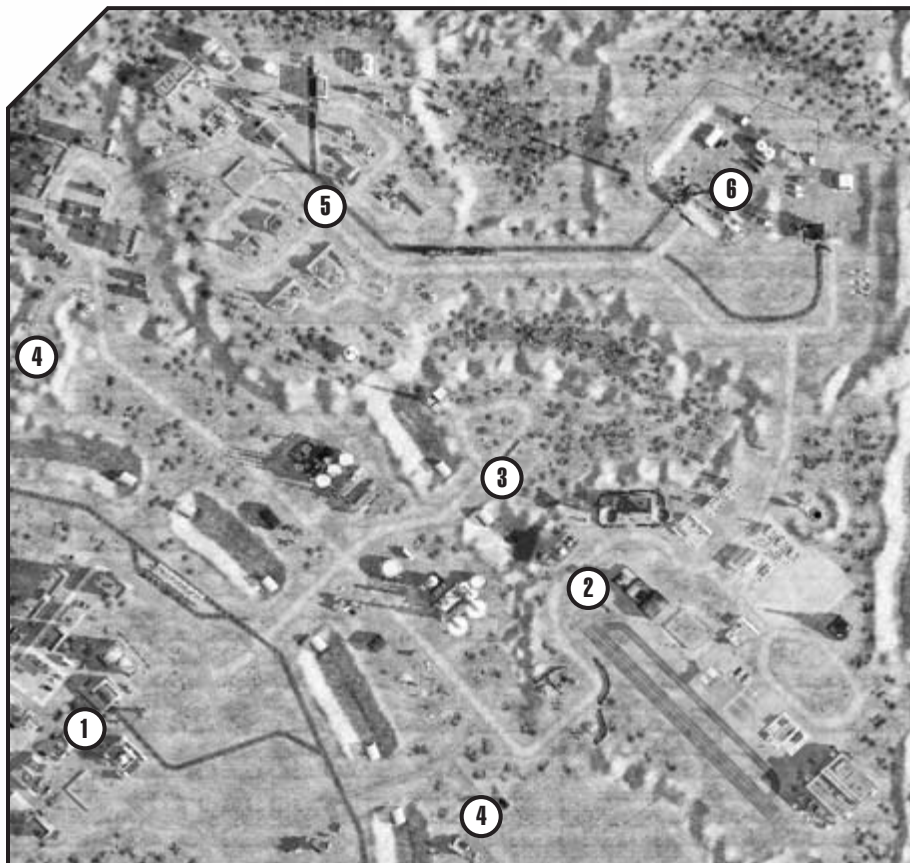
The SCUD Storm is in the top-right corner of the map, within range of your SCUD Launchers after you break into the enemy base from the northwest. If you are quick, it launches only a single attack before you shut it down. In fact, if you are very quick, you can prevent it from launching even once.

It will take time to remove the enemy base, but it's not difficult to finish off, and once you've breached the perimeter with a strong force, it's simply a matter of time. When you do, scour the map for any remaining units and defensive structures. Be aware that the enemy garrisons the few buildings on this level, making perfect targets for Toxin Tractors. Make a clean sweep, and you'll head to the final confrontation with the enemy forces.

The enemy GLA will attempt to rebuild. If you capture their buildings, you can prevent this.



Baikonur Cosmodrome, Southern Kazakhstan



- 1 GLA base
- 2 U.S. base
- 3 Attack U.S. forces from this area
- 4 Oil Derricks
- 5 Chinese base
- 6 Rocket

The Chinese and Americans are holding the Cosmodrome jointly in an effort to keep it from you. If you can control it, the missiles there can be used to send toxins to anywhere in the world, allowing you to hold the entire planet for ransom. You must gain control of it both to protect yourself from the joint U.S.-Chinese missiles and to fulfill your destiny of world domination. The future of the GLA and the world is in your hands.

This is a difficult mission, probably the hardest that *Command & Conquer: Generals* has to offer. You'll be regularly assaulted by both the Chinese and the Americans, and they aren't stingy with their superweapons. Expect to be hit by Fuel Air Bombs, Cluster Mines, EMP Pulses, Nuclear Missiles, and Particle Cannon shots throughout this contest. This means you must get your act together, keep your base protected and well dispersed, and reduce the size of the enemy bases at every possible opportunity. The faster you break into enemy territory, the faster you reduce their number of superweapons.

CHAPTER 9: GLA Missions



Clumping your buildings is dangerous. Place defensive structures in front, and they'll bear the brunt of enemy superweapons.

Your base starts with almost nothing. Start building. You need everything, especially your producing structures. You also need defenses along the front of your base. Don't be stingy with the Tunnel Networks, either, and Stinger Sites help with shooting down aircraft carrying Cluster Bombs and Fuel Air Bombs. Place these on both sides of your base, but especially to the northeast, since this is where both the Chinese and American air assaults tend to come from.



Get a horde of Workers going. You need supplies, and you should also have at least two Workers creating structures from the moment this mission starts.

Your most important unit is Jarmen Kell. You need to have a Palace to get him, so build up to this. Build Kell and surround him with Rebels and other infantry units. Kell's job is to find incoming enemy vehicles and snipe the driver so you can take the vehicles for your own. Anything is useful, but Overlords, Tomahawks, Nuke Cannons, and similar powerful vehicles are the prizes. If you capture an Overlord, you'll be able to build any of its superstructures. The Speaker Tower is nice, as is the Gattling Cannon.



The GLA takes control of an Overlord, thanks to Jarmen Kell.

Build up a force of units and send it east along the southern edge of the map. Be careful of the railroad tracks, because trains come by periodically and they'll smash any of your units on the tracks. This is distressing if you've just managed to capture a large enemy force. Once past the tracks, move toward the map's center. Upgrading your Rebels for building capture allows you to pick up valuable structures on your way in. Expect to be hit by Comanches as you move in, so keep your Quad Cannons handy.



NOTE

You can take over a vehicle with any infantry unit, including a Worker. However, Rebels are the cheapest, so they are the most effective for this.

A group of Quad Cannons leads some captured Tomahawks toward American territory.

What you are looking for is a small canyon that sits under the American base. From here, you can strike at the Americans with any long-range weapons you have. SCUD Launchers are a natural, but any Nuke Cannons, Tomahawks, or even Inferno Cannons you have captured are useful here, as well. Your target is the American Cold Fusion Reactors. If you can take them offline, you can stop their Particle Cannon, which helps your base. This also takes the Patriot Missile Systems offline.



TIP

Anytime you build an attacking force, include a few Toxin Tractors as decoys. Comanches love to shoot Toxin Tractors, and will target them in favor of any other unit. You'll lose a few to their attacks, but your main force will sail on unbothered, and your Quad Cannons will score a few Comanche kills.

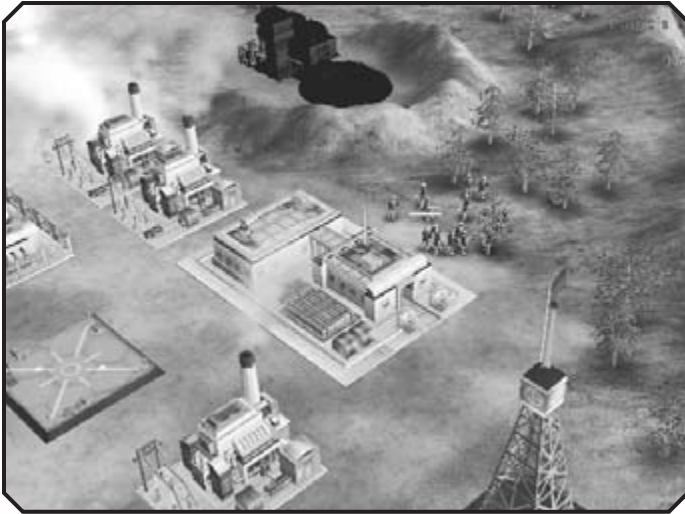
The American base is under siege!

Strike at the American base, destroying everything your weapons can hit. Protect your long-range weapons with a few other units. Quad Cannons are critical for aerial defense, and you'll want anti-vehicle units, as well. If you can, get a Worker into the area and build a few Tunnel Networks (bringing a few in the Technicals is a good way to get them here quickly and safely). This will not only help your ability to stop enemy retaliation, but also give you a way to repair your vehicles when they take damage. The Americans and Chinese counterattack, so fight them back, but only when you are attacked. Jarmen Kell can help here, and he can pick you up a few extra vehicles as well. As he does, send Rebels through the Tunnel Network to claim the new vehicles.



The GLA stands ready to fight the attacks of its enemies. Meanwhile, the Americans have lost the use of their Particle Cannon.

CHAPTER 9: GLA Missions



The Rebel Ambush appears, ready to knock out more American structures. The Particle Cannon is a good target.

You should still have General Points available. Buying the Rebel Ambush to its maximum level is a good idea. While you are manhandling the American position, drop units into the back of their base to give them more to worry about. Your Rebels can create havoc, tearing down a structure or two or occupying the American units and preventing them from attacking your long-range units. And, because these are free units, you don't have to worry too much about losing them. Anything they destroy is a win for your side.

With the American forces sidelined, move the bulk of your force toward your base, then send it east along the southern edge of the map. This time, you are looking for the front door to the American area. Most of the American defenses are down, although they have probably rebuilt some of their power grid. Still, if you can act quickly, you can take down their Patriot Missiles before they come back online, allowing you to start dismantling their base with abandon. Take enemy units when possible to add to the size and power of your advance force. You'll pass an Oil Derrick on your way. This is worth taking and protecting with a few defensive structures. As always in the American base, hit units first, then go for power, then hit everything else. Make sure you destroy the Particle Cannon before you move on.



An eclectic collection, but it's one ready for anything, as these unfortunate Comanches discovered.

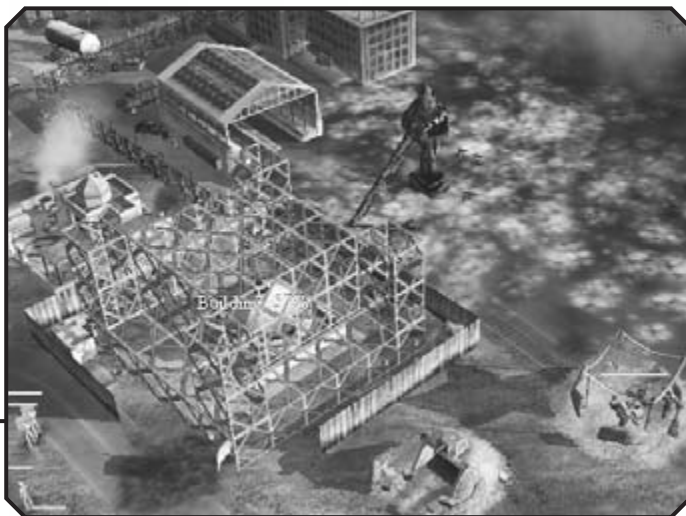


While this is happening, you have to contend with the destruction at your own base from the still-active superweapons. While the EMP Pulse is frustrating, the Cluster Mines annoying, and the Fuel Air Bomb problematic, it's the Nuclear Missiles that should have you most worried. When the alert sounds, scatter your units or get them into your Tunnel Networks. The missiles do damage, but they can't take out your entire base. Unfortunately, it's something you have to deal with, probably more than once. Wait for the radiation to die down before you attempt to rebuild.

The Chinese have launched a nuclear assault. Moving units through the radioactive mess is a bad idea.

Send units up the left side of the map toward the Chinese position. The entrance is more heavily guarded, and there's no good firing position against most of the Chinese structures, which means you need to come in through the front door. As you near the enemy base, you should spot an Oil Derrick worth taking. Use long-range units to take down the structures, guarding them with a collection of other units. Jarmen Kell is a critical unit for this attacking group, so continue adding more powerful units to your might. While you do this, move in the units that destroyed the American base from the southeast toward the Chinese area.

This small force needs bolstering with larger units. Fortunately, expect to see an Overlord or two, and with Jarmen Kell, you can turn them to your advantage.



CHAPTER 9: GLA Missions

As for the Chinese base, you can hit a few of its outlying structures from the same position you first struck at the Americans. Use the Rebel Ambush to get a few units into their backyard, and use these to scout the area for you and to destroy anything they can find. The Command Center is an obvious prize, because without it, the Chinese cannot call in their special attacks. That said, anything you can eliminate helps your cause.



A Rebel Ambush looks to make things hot for the Chinese War Factory.

The ultimate prize is the rocket, which is in the map's top-right corner, between the two bases. Your goal is to get a few units in and capture it so you can use it for yourself. A Rebel Ambush can help. Bringing in a group and sending all but one out to battle threats while the last one captures the rocket is dicey but worth the risk. At the same time, your units in the old U.S. base will pass the rocket on their way to the Chinese base. Break off a few and handle any protective units, allowing you to bring in Rebels or an ambush to control the rocket and the Control Center, allowing you to complete the mission.



The rocket is falling into your hands. After you have it, the world will bow at your feet.

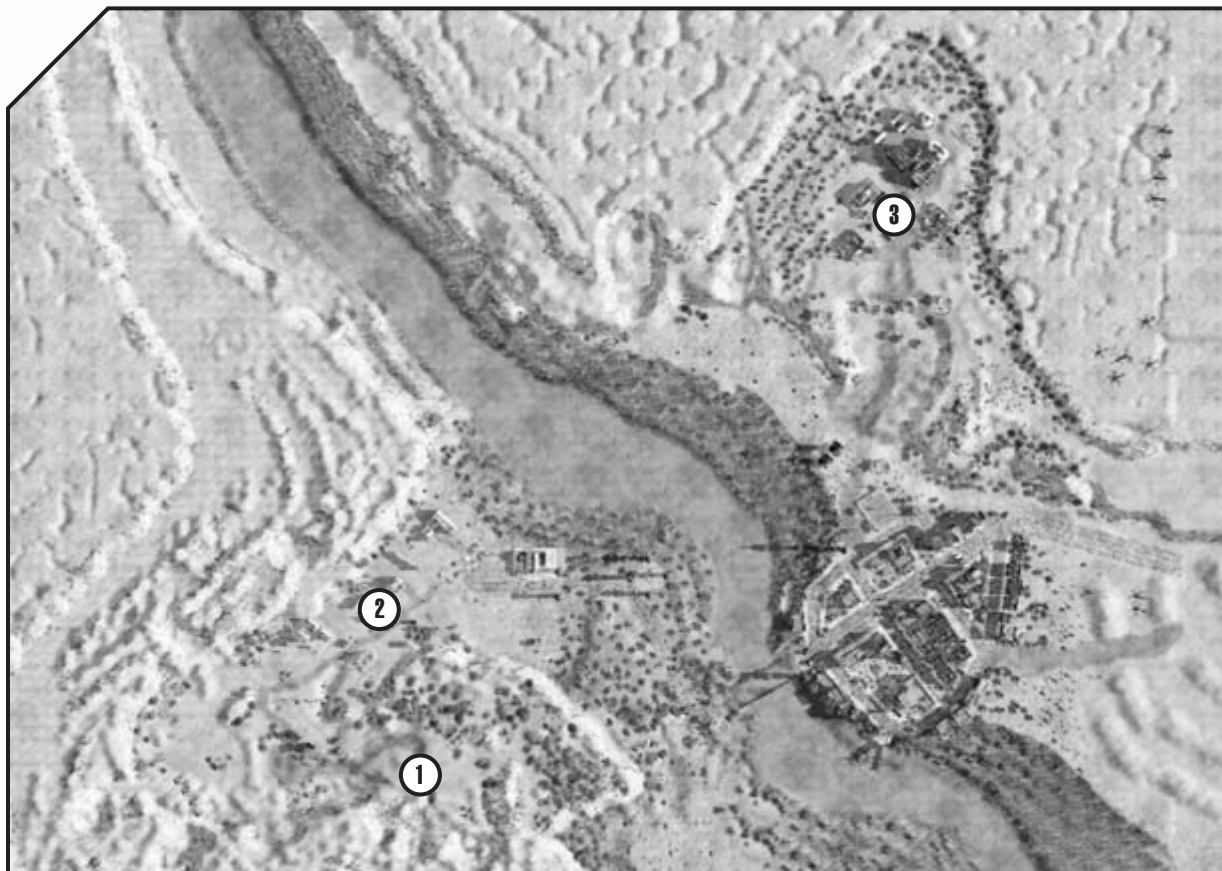
If you can't reach the rocket and Control Center via subterfuge, a direct approach is better. Move through either the American or Chinese bases, wiping out everything you see along the way. It doesn't matter if you move through the American base or the Chinese one. Go through whichever base is in the worst shape. When you reach the rocket, capture it with a Rebel to complete your mission. You now hold the rest of the world at bay. It trembles at what it imagines will be your swift and terrible retribution.



10

U.S. CAMPAIGN

Operation: Silent Dawn—The Training Mission



- 1 Paratroops drop
- 2 U.S. base controlled by GLA
- 3 GLA base

You take the role of U.S. forces sent to recapture a fallen base in this mission. After you've liberated the base from the GLA forces occupying it, you are asked to move on to another GLA facility and eliminate it. This mission is designed to help you learn the basic controls of *Command & Conquer: Generals* and give you your first taste of combat. It's not difficult, but be careful.



Your Ranger team drops in to surprise the GLA.

At the start of this mission, you learn that GLA forces have taken a small U.S. base in the Mazar demilitarized zone (DMZ). A small Ranger strike team has parachuted in. You are to lead them in recapturing the American facility. What you see at first is a little daunting; the GLA base is much too powerful for your five Rangers. In fact, the group of GLA Rebels and the Technical waiting near the entrance will wipe out your force without too much trouble. Trust in your reinforcements. Send in the Rangers to attack the Rebels, and you'll get a collection of Humvees to take out the Technical.



Once you start your attack, the Humvees come in to help mop up.



Your reinforcements show up as soon as one of your Rangers takes fire. Get rid of the enemy group quickly by targeting the barrels near them. The explosion should take out everything.

TIP

After you capture the initial approach to the base, look up on the map. You'll spot a Barracks guarded by a large GLA collection. A few more Technicals are here along with a Stinger Site. Both of these sit just outside the gate into the main part of the base. You need to get to that Barracks, so move up your Humvees and drop the Technicals guarding it. Your Rangers should move in and eliminate the Rebels. Once the vehicle and infantry forces are decimated, send everything at the Stinger Site.





A Technical goes up with a bang while the Humvees move on the Stinger Site.

When you've destroyed the Stinger Site, you've cleared the area for air units, allowing Comanches to fly in an airstrike and wipe out the GLA vehicles inside the fence. Reassess your position. Have a Ranger capture the Barracks, allowing you to heal wounded and produce additional troops.



Comanches handle the GLA forces inside the fence, clearing the way for your continued attack.

Take a moment to send your wounded Rangers into the Barracks for medical attention. When they are healed, build a few more and upgrade them to capture structures. Place your Rangers inside the Humvees, spreading them out so there are two or three in each vehicle. The next stage of the assault is difficult, but with the proper ordinance, you shouldn't have too much trouble.

CHAPTER 10: U.S. Campaign



Each Humvee has three Rangers inside. This keeps the Rangers safe and adds their firepower to the Humvees' attack.

Move in and attack the huge crowd of GLA Rebels. They shouldn't take too long for your Humvees to wipe out. This has several important benefits for you. First, it allows you to liberate the Cold Fusion Reactor, which powers your base. Second, it clears the path to your Supply Center, which immediately produces a Chinook and starts adding to your resources. Finally, it puts a force of four Crusader tanks under your control.



With the crowd of GLA infantry gone, the base is opened for your capture.

Move to the right of the tanks and liberate the Command Center, then capture the Construction Dozer located south of it. When you accomplish these tasks, you're alerted that your first mission objective is complete; you've managed to recapture the American base. Your next objective is to build a War Factory, so get the Construction Dozer working. The most convenient location for this is where the Crusader tanks were. It will take a minute or so for the structure to build. While it is building, add a few more Rangers to your Humvees. Once the structure is built, send in any damaged vehicles for repairs.



The War Factory is up to the left of the Command Center, and the Crusaders are ready to roll.



TIP

For ease of control, create control groups. Place all of your Humvees in one group and all of the Crusaders in another. This will allow you to better coordinate your attacks.



You have a new objective after the War Factory is built. You are to take the battle to the GLA forces and eliminate their secret laboratory. To do this, use your resources to add a few more Crusaders, Humvees, and Rangers to your arsenal. While these are building, your base is attacked by a couple of Technicals. Your Crusaders should split these easily.

Once these enemies are down, use your Humvees to wipe out the collection of GLA Rebels up the road. This frees a group of five experienced Pilots, who enter your base. Place these in your Crusaders. Scout ahead to find the blockade point guarding the bridge. Across that bridge is the GLA-controlled area of the map. Move in with your full force of Crusaders and Humvees. The Humvees should take out the Rebels while the Crusaders concentrate their fire on the Stinger Site. Once the Stinger Site is gone, an airstrike removes the units guarding the other side of the bridge.

The Stinger Site gets in the first shots, but your Crusader force should have no trouble here.



CHAPTER 10: U.S. Campaign

Once you cross the bridge, the GLA forces scatter. Move in quickly with the Humvees to take out any infantry before they occupy the nearby buildings, and follow up with the Crusaders. A group of Paratroops drops in, supplying you with six more Rangers and four Missile Defenders, who automatically occupy a few nearby structures. The defenses should drop quickly, giving you access to the main part of the town. Take the infantry out of the buildings and have them occupy a structure overlooking the Supply Dock to the north. Destroy the Stinger Site, then have a couple of your Rangers capture the Oil Derricks. A GLA force of vehicles moves to block the entrance to their base, but they don't attack. Once the Derricks are in your control, it's time to move again. Make sure your vehicle force is prepared before moving in.



It's not necessary to take the Oil Derricks, but doing so develops good habits.



TIP

If any of your Crusaders are damaged at this point, have them build a Battle Drone. When there are no enemies around, the Drone will repair the damaged tank.

Now it's time to penetrate the GLA base. The vehicle force isn't too much trouble, even with the Technicals that move in to reinforce the position. There are two Stinger Sites and a pair of Tunnel Networks beyond the Technicals. Drop the Stinger Sites first, then move against the Tunnels. Destroy these completely; if you take out only the main works, the tunnel remains and will rebuild, so keep firing until they are completely eliminated.



The Stinger Sites are the biggest problem here, but don't forget to destroy the Tunnel Networks.



Once this is done, your main assault can proceed. Move your vehicle force into the GLA base and take out the vehicles first, then the buildings. Don't worry about capturing anything with your Rangers here, because you won't be here long enough to benefit from anything you may capture. Simply destroy all of the outlying structures once the threat of enemy vehicles and infantry is neutralized. As soon as you start moving in, more infantry drop in to assist you.



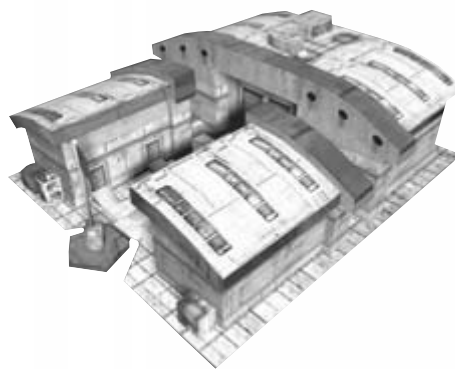
The GLA puts up some resistance, but not much. Wiping out the vehicles should go quickly.

When the surrounding structures are gone, send in your Humvees to wipe out the infantry guarding the facility. As soon as a single stray shot hits the lab, a force of helicopters moves in to complete the destruction of the facility. Back your ground vehicles and especially your infantry out of the area and allow the airstrike to destroy the building. When it goes up, toxic chemicals irradiate the ground, making it deadly for your infantry and damaging to your Humvees and Crusaders.

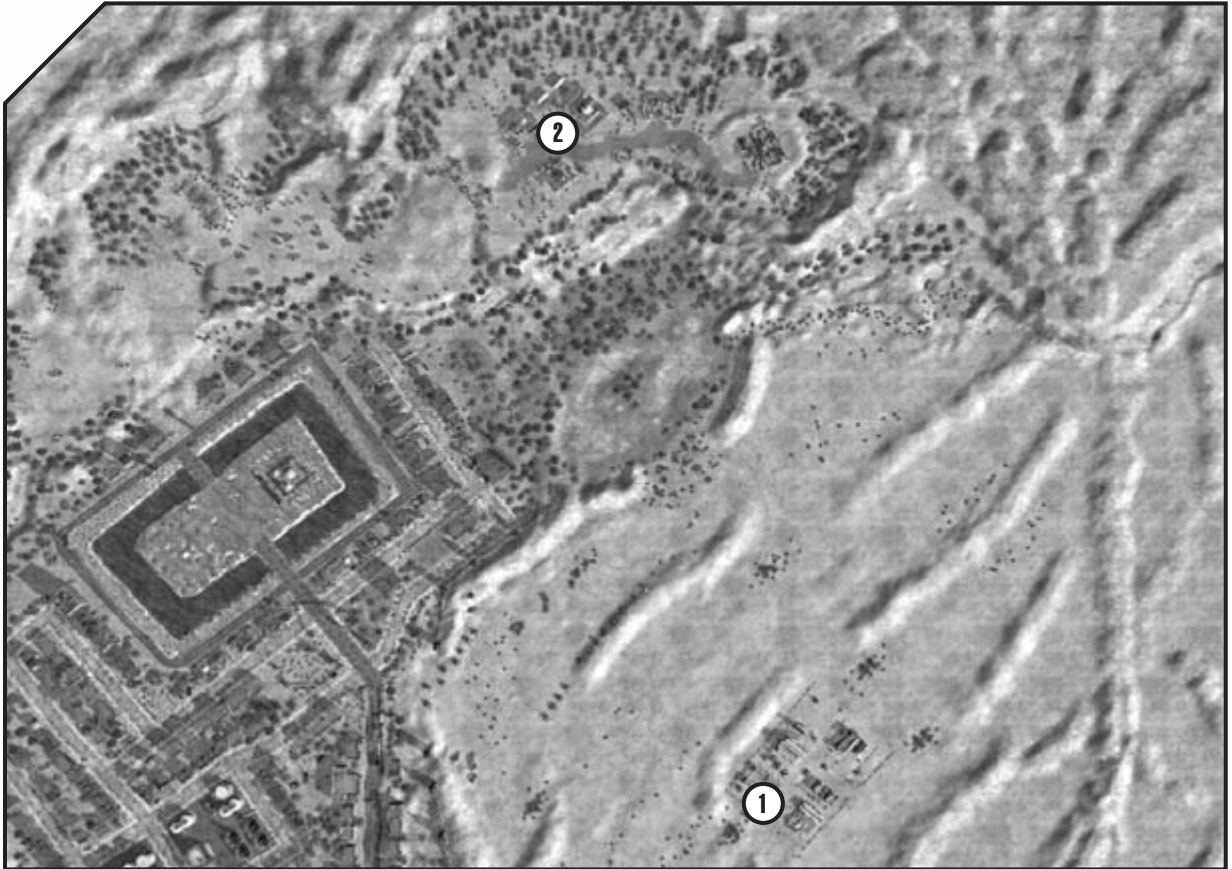


Stay back from the facility, or you'll damage your vehicles and kill your own infantry.

When the building goes up in smoke, the mission is complete.



Operation: Final Justice



- 1 U.S. base
- 2 GLA base

GLA forces are occupying Baghdad. More importantly, they have developed the SCUD Storm, which allows them to put a surprising amount of ordnance in a single location, causing tremendous damage to anything in their way. Naturally, this must be stopped. You are to lead a team to destroy the SCUD Storm and pacify the area. The mission starts with a stand-off between your forces and those of the GLA. Your line of tanks hold their ground against the GLA forces, but take significant damage in the process. You must work quickly to complete this mission effectively.



There's the SCUD Storm. Destroy this, and you can all go home.

There are two ways to go about finishing this mission. You can take the easy route, which is devious and fast, or the more traditional route. The devious route won't give you the promotion you need to be more effective later on, but it is highly entertaining. Come back to this mission later and accomplish it in this manner to see how quickly you can do it.

To complete the mission this way, build two additional Chinooks, three Crusaders, and one Humvee. Once everything is built, place two vehicles inside each of the Chinooks you've built. Send these north and have them hold their ground for now. Use the radar on your Command Center to clear the area to the north. Once you've spotted the SCUD Storm, it's time to move.

The Stinger Sites are deadly for Chinooks, so be careful.

Send in your Chinooks and have them deploy immediately. Use the Humvee to take out the GLA infantry while the Crusaders concentrate on the Stinger Site. Once resistance is down, concentrate your fire on the SCUD Storm. This will trigger an airstrike that takes the building down immediately, giving you a quick and entertaining victory. You can keep the Chinooks in the area while all of this is happening. You'll almost certainly lose them to the Stinger Site, but they will keep fire away from your ground units for as long as they survive.



CHAPTER 10: U.S. Campaign



Once the Stinger Site is out of the way and the path is clear, the SCUD Storm won't stand for much longer.



TIP

Sacrifice the Chinooks by keeping them in the area. This will occupy the Stinger Site and prevent it from firing on your Crusaders and Humvee.

The more traditional route is more time-consuming and a bit more difficult, but much more satisfying in the long run. More importantly, you'll receive more in the way of Generals Points, which will serve you well on future missions. You have a bunch of things to do as soon as the mission starts, so you'll really have your work cut out for you.

Start by taking a look at your line of tanks. Build Battle Drones for any that are significantly wounded, then take a look at your base. Upgrade your Rangers with the ability to capture buildings, then build a force of them. Add some Humvees to the mix, and move these behind the line of Crusaders. Get the Rangers into the Humvees as soon as possible.



TIP

If you don't want to absorb the cost of creating the Battle Drones, pull the badly-damaged tanks back to your base and repair them at your War Factory.

Get your vehicles repaired. Battle Drones are pricey but allow your vehicles to stay on the front lines.





Move Humvees with Rangers down to take the Oil Derricks. They'll help provide you with a steady income.



TIP You have a force of Humvees at the start of the mission. If you are worried about funds, you can use these instead of building new ones. Also, to save money, you can send damaged Crusaders back to the War Factory for repair.

When your force is ready, move it into the town. This alerts the GLA forces, who attack with the SCUD Storm, clearing out the city. Your objective now officially becomes the destruction of this site. Send in the Crusaders backed by the Humvees and move them into position just out of range of the GLA forces to the west. Send your occupied Humvees southwest until you spot the Oil Derricks.

Naturally, you should take these—not only for the income they provide you, but also to prevent the GLA from continuing to use them. Don't risk your force to get them. Build a few extra vehicles to help guard them once they are in your possession. Once you have these, place some infantry in the buildings around them to further protect them, then switch your view back to the center of town.

The occupied building to the left is a problem, because the units inside will cause a lot of damage until they are forced out.

CHAPTER 10: U.S. Campaign

Here you have something of a poser. The entrance to the GLA area is heavily blockaded. Use Crusader tanks to soften the initial defenses, then move in with Crusaders and Humvees to take out the enemy infantry. Have your Rangers that appear in Chinooks drop into the occupied buildings and take them over to eliminate the threat. Once the buildings are in your control, move your vehicles across the bridge. Humvees should handle infantry while the tanks wipe out the vehicles, although if you've placed Missile Defenders in the Humvees, they'll help with the enemy vehicles. When the enemy group is destroyed, move in some of your infantry from the occupied buildings and take the palace.



force your way across the bridge and wipe out everything near the palace.

Send a single unit across the bridge and pull back the rest of your force. As you do, you discover that two buildings on the opposite side of the bridge are held by the GLA. Once again, use Chinooks to drop in some Rangers and take these structures. This gives you solid control of both sides of the bridge, allowing you to move in forces without being attacked.

To the east of the palace, you should find a Supply Dock. Have a couple of Humvees clear the GLA troops from the nearby prison complex, then route any Chinooks you have to this Supply Dock to keep the resources flowing in. You probably won't need much in the way of cash at this point, but it never hurts to gain as much as possible just in case. The compound contains six pilots, who further bolster your attacking force.

This Supply Dock to the left should give your Chinooks something more to do.



From your advanced position northwest of the palace, move a single vehicle up to draw down the enemy units. They attack in force, so place some Crusaders between your occupied structures and wipe them out as they come down. This clears the way to the front of the GLA base. Repair any tanks by building Battle Drones (or send them back to your base and move up reserves) and replace damaged Humvees with new ones, sending the old ones back to your base to be repaired.

Lure the GLA units down to their destruction.

At this point, you should have a huge force of Crusaders and Humvees ready to go. Send them in and take everything down. Concentrate the fire of the Humvees on infantry first, and then the Technicals while the Crusaders wipe out defensive structures, buildings, and vehicles. Remember that the GLA structures need to be fully wiped out to prevent repair.



Airstrikes are particularly useful at taking down enemy structures.

Defenses are minimal because the moment you spot the line of Scorpion tanks, an airstrike comes in to wipe them out. You shouldn't face much in the way of resistance, although a few of the Stinger Sites prove to be problematic. Losing a vehicle or two shouldn't bother you too much, although you can send damaged ones back for repair if you desire.



CHAPTER 10: U.S. Campaign

Send in the whole force. There's no power like overwhelming power.

Still, your push to the SCUD Storm should be relatively uneventful. Use the barrels to damage buildings and eliminate foes whenever possible. Otherwise, concentrate your fire on specific enemies as they move into range. Once you reach the SCUD Storm, hit it with everything you've got. If you've managed your forces carefully, you should be able to destroy it completely before the airstrike moves in to help.



Make sure the Stinger Site goes down by attacking it with force.



Operation: Treasure Hunt



- 1** U.S. base
- 2** Secondary supply
- 3** GLA base

Terror cell leaders, allegedly those who are responsible for the creation of the dangerous biological weaponry, have been tracked to Al-Manad in Yemen. The initial U.S. attack to flush them from hiding was an unqualified disaster; a number of Comanches were shot down and pilots captured. Your job is to infiltrate and pacify the city and rescue the pilots, then return them to your base.



CHAPTER 10: U.S. Campaign



Your base is fully functional at the beginning of this mission. You shouldn't have any worries regarding it.

You start this mission with a fully operational base. Begin building from the minute you gain control. Get your Construction Dozer working to the north and east of your base to ward off the attacks of the GLA. A couple of additional Chinooks are a good idea. Of course, you'll also want a few Humvees and Crusaders and dozens of infantry. Before you start churning out troops, upgrade your Rangers to allow for building capture. There are tons of structures to occupy in the area—you'll want Rangers and Missile Defenders to capture them so they can act as an additional buffer against enemy attacks.



Get the Oil Derricks if only to keep them out of enemy hands.

As soon as you can, grab the two Oil Derricks just north of your base, then protect them with infantry in the surrounding buildings. This gives you a constant supply of money, allowing you to continue turning out troops to occupy more and more civilian structures. The best way to hold the structure is by mixing your troops—half Rangers and half Missile Defenders. This allows the troops occupying the buildings to defend against both infantry and vehicles.



When the supplies near your base are gone, have your Chinooks concentrate on the much larger supply cache to the east of your base. Use infantry to occupy the buildings around it to keep the Chinooks out of the line of enemy fire. This depot, along with the Oil Derricks you've taken, should provide you with more than enough materiel to last for the rest of this mission, so money shouldn't be much of an object once you have secured this stash.

You will be attacked at your base. Maintain a force to defend against the GLA.

Just north of this, GLA troops occupy a Hospital. Move in a group of Rangers and take it over, then surround it with buildings occupied by Rangers and Missile Defenders. Although the Hospital doesn't come into play too much during this mission, it's a good idea to keep it out of GLA hands. And all of your wounded infantry will now heal automatically over time—the GLA's troops will not.



The Hospital is a good find because it keeps your Rangers and Missile Defenders in top shape.

Build another Chinook and use it to combat drop Rangers into occupied enemy buildings. While these battles are going on, use your Crusaders and Humvees to destroy any enemy defensive buildings surrounding these occupied structures. The Humvees are particularly useful for any enemy troops leaving buildings, and the Crusaders are there for raw strength. You'll need both, particularly Humvees, for when Angry Mobs move in to attack. You find the first Pilot near the Hospital. You can either send him back to your base or have him immediately enter a vehicle, improving the strength of your attacking force.

CHAPTER 10: U.S. Campaign



TIP

If you don't want to spend the money on another Chinook that may be shot down, don't. Instead, research the Flash-bang grenades for your Rangers and let them clear the buildings on foot. The Hospital will repair any damage.

Use combat drops to take over the occupied buildings.

Once the first Pilot is secured, the map expands to the north, revealing an entirely new area to explore and attack. The second Pilot is in this newly-opened area, naturally, and he's heavily guarded. That said, you can be very successful with the same tactics you used to free the first Pilot. Use combat drops to remove enemy Rebels from occupied buildings. Pacify the area systematically, moving from block to block. A collection of half a dozen vehicles split evenly between Crusaders and Humvees will help you clear a path to the Pilot.



TIP

While you are supposed to rescue the Pilots, there's nothing that says you can't use them. If you wish, stick them into your Humvees and Crusaders, and they'll dramatically improve the vehicles.

Before rescuing the pilot at the top of the screen, you must first eliminate the Stinger site.



While all this is going on, you must maintain your forces around your base. GLA troops attack both from the north and along the bottom edge of the map, so maintaining your garrisoned buildings is critical, as is keeping up your defenses. Humvees are particularly important, because any Patriot installations you've built will handle enemy vehicles.



Don't forget your base! The GLA certainly hasn't.

When you have rescued the second Pilot, the map expands again, this time to the east. The third and final Pilot is located inside a GLA base. There's really only one approach into the base, which is from the west. Move in infantry from occupied buildings and take those nearest the enemy position. It's also worthwhile to move out your Construction Dozer and build a few Patriots in the area. Remember that this will put a strain on your power, so upgrade a few of your Cold Fusion Reactors or build new ones if you've upgraded the ones you have.



The final Pilot is locked away inside this GLA base. You'll have to force your way in.

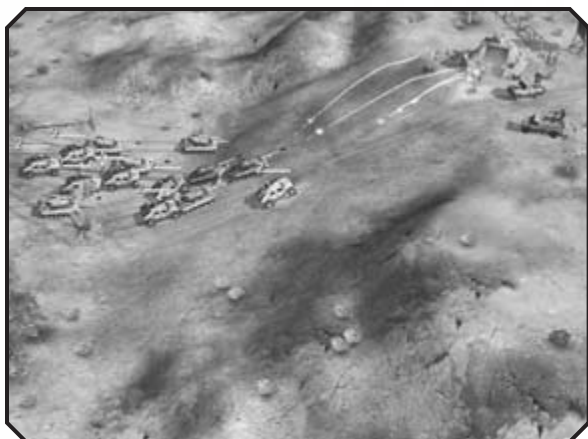
When your attack is ready, move in with vehicles and draw off the enemy units so that your garrisoned buildings and Patriots can assist in the defense. Meanwhile, bring in more Rangers with a Chinook, combat dropping them into the civilian buildings inside the enemy base. Although you may eventually lose these troops, they'll do a lot of damage to the GLA units and structures before they go down.

NOTE

Combat drop troops into an unoccupied building to help you get troops past enemy defenses and into position with less risk of loss.



CHAPTER 10: U.S. Campaign



If you can pull the enemy vehicles down the hill, your garrisoned troops will be in position to help.

Send in the vehicles and continue to wipe out the GLA. Concentrate on units first as they come out to meet your units, then go for the Stinger Sites once you pull into range. Once these are gone, you'll get the message that the Pilot has been rescued. Send him back to your base. As you do, you're alerted to a GLA counter-attack from the north.

NOTE

Unlike the first two Pilots, this one must be sent back to your base. It's quicker to do this if you stick him inside a Crusader or Humvee.



Rescue the pilot to satisfy the victory conditions.

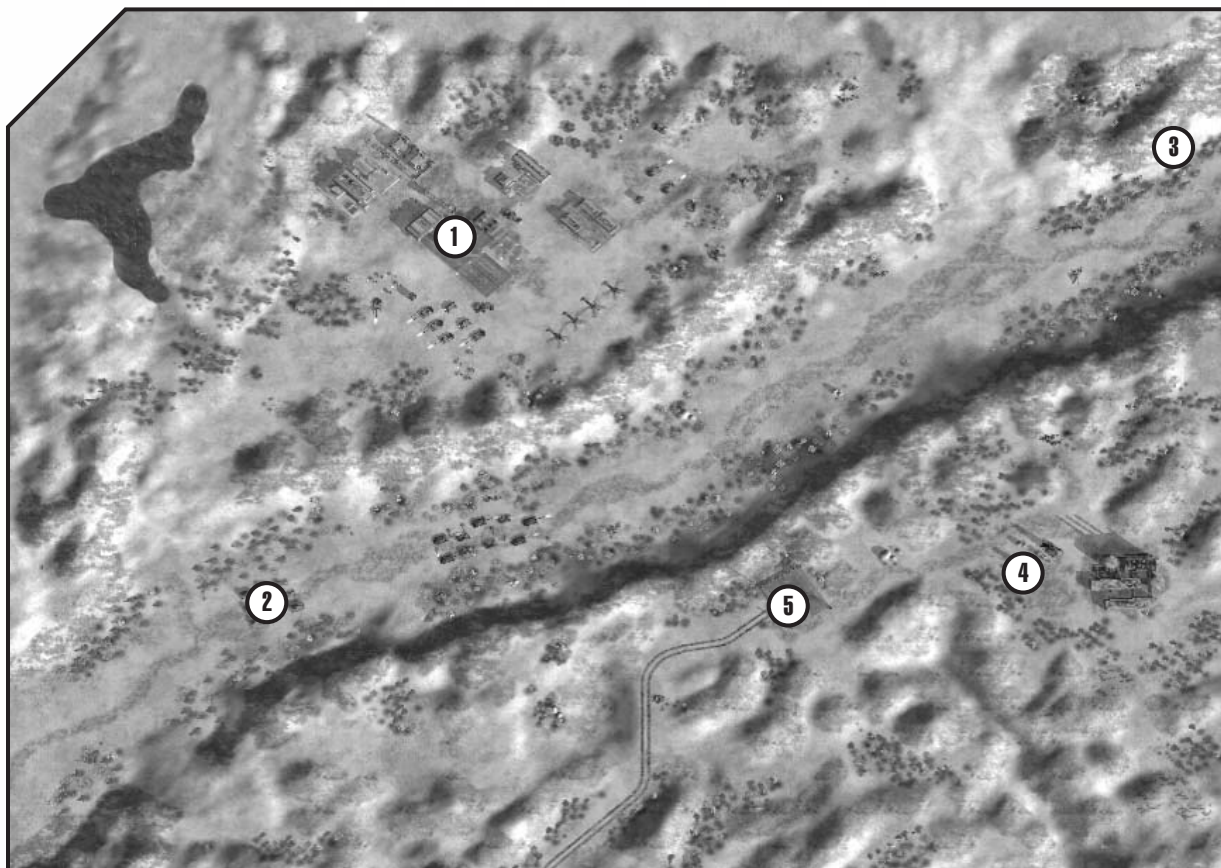
This attack isn't that tough to stop, although the Rocket Buggies are a pain. Send in your attacking force to stop them, and keep a watch over your garrisoned buildings in the area, pulling your troops out and sending them into another building as the situation warrants. When the third Pilot reaches your base, the mission ends in success. Your best defense against the Rocket Buggies is to charge them with Crusader Tanks if you have them in the area. You'll take a few hits in doing this, but Rocket Buggies are fragile and easily destroyed once you come inside their range.



While the Pilot runs back, the GLA mounts a final attack.



Operation: Guardian Angel



- 1 U.S. base
- 2 U.S. and GLA units arrive
- 3 U.S. units exit map at this point
- 4 Oil Derricks
- 5 Secondary supply

U.S. troops are on the run in Kazakhstan, thanks to a GLA ambush. Your task is to cover the retreat to the best of your abilities. You have a functional base set up for you, but you'll have to be cautious and careful to complete this assignment. You won't have much time or cause to build up your base, but you will need a good supply of units quickly. The faster you get into production, the better off you will be.



CHAPTER 10: U.S. Campaign

**U.S. troops are moving through the area from west to east.
Your job is to cover their retreat.**

When the mission starts, U.S. forces are moving through the map from the southwest to the northeast. You start with supplies in the base. Send your force of Comanches into position to immediately cover their retreat because the GLA are right behind them. Meanwhile, build another Chinook and a couple of Rangers. Place the Rangers inside the Chinook and send them south. The attack isn't tough to handle, at least at first. Your Comanches will destroy the bulk of the GLA units, although a few may break off and head for your base. If you haven't already, add a few Patriot Missile Systems to the western side of your base and throw Crusaders and Humvees behind them.



**Having these Oil Derricks will give you income. You may not
need it, but it will allow you to reinforce your position.**

Upgrade the Rangers for building capture and take the two Oil Derricks, then place the Rangers in the nearby building. Start the Chinook gathering supplies from the nearby stash. Back at your base, you should notice that you don't have a War Factory and you can't build one, which means that you must rely on the vehicles you have, any infantry you can build, and lots and lots of Comanches. As far as infantry are concerned, the biggest threat you'll face is from enemy vehicles, so Missile Defenders are a better purchase. Route them to the western side of your base. If you start losing Humvees, add Rangers to the mix.





Comanches are your best weapon for this mission. Having a lot will make everything easier.

Essentially, this is the entire mission. Retreating forces enter the map, moving through to the top-right corner, pursued by the GLA. Placing all of your Comanches here and leaving them will deal with most of the threat. As the mission progresses, your Comanches gain levels of veterancy, making them even more effective at stopping the GLA attacks. Any forces that manage to get past can be handled by your base defenses.



Expect enemy forces to switch from the retreating units to your base. You are simply a much larger threat.

It's well worth your while to upgrade the Comanches as soon as possible. Having them do additional damage is tremendously helpful in squashing the attacking forces and will prevent most of their attacks into your base. At the same time, it's not a bad idea to build another Cold Fusion Reactor and upgrade it and the one you started with. Doing this gives you enough power to add a couple of Patriot Missile Systems on either side of your base—a fact that will come in quite handy eventually. If you haven't yet built those Patriot Missile Systems, now is the time to do so. If you have, add a few to the eastern side of your base, just in case.

CHAPTER 10: U.S. Campaign



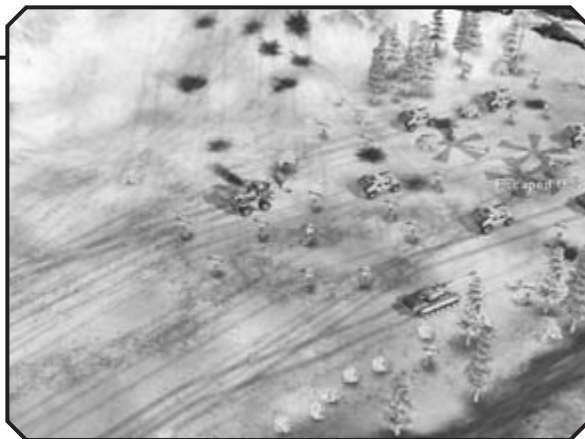
Putting up a few Patriots will add some defense to your base and ensure its protection. They pay off quickly.

After 100 or more units have pulled through the area and made it off the map, the GLA makes a final major push on your base. Again, allow your Comanches to handle everything they can, with the ground vehicles, Patriots, and infantry back at your base mopping up anything that gets through. Be particularly cautious of the Rocket Buggies because of their range and power, and be prepared to send out a couple of Crusaders to intercept and destroy them if necessary. A few will get through and attack your base from the east, but the Patriots you've placed here should handle them without too much difficulty. Send over a few vehicles to assist here.

Between attacks, move your Comanches back to the split in the road.

NOTE

There are up to 20 waves of friendly forces through the area, each pursued by GLA forces. It will take several waves to rescue the 100 units you need to save.

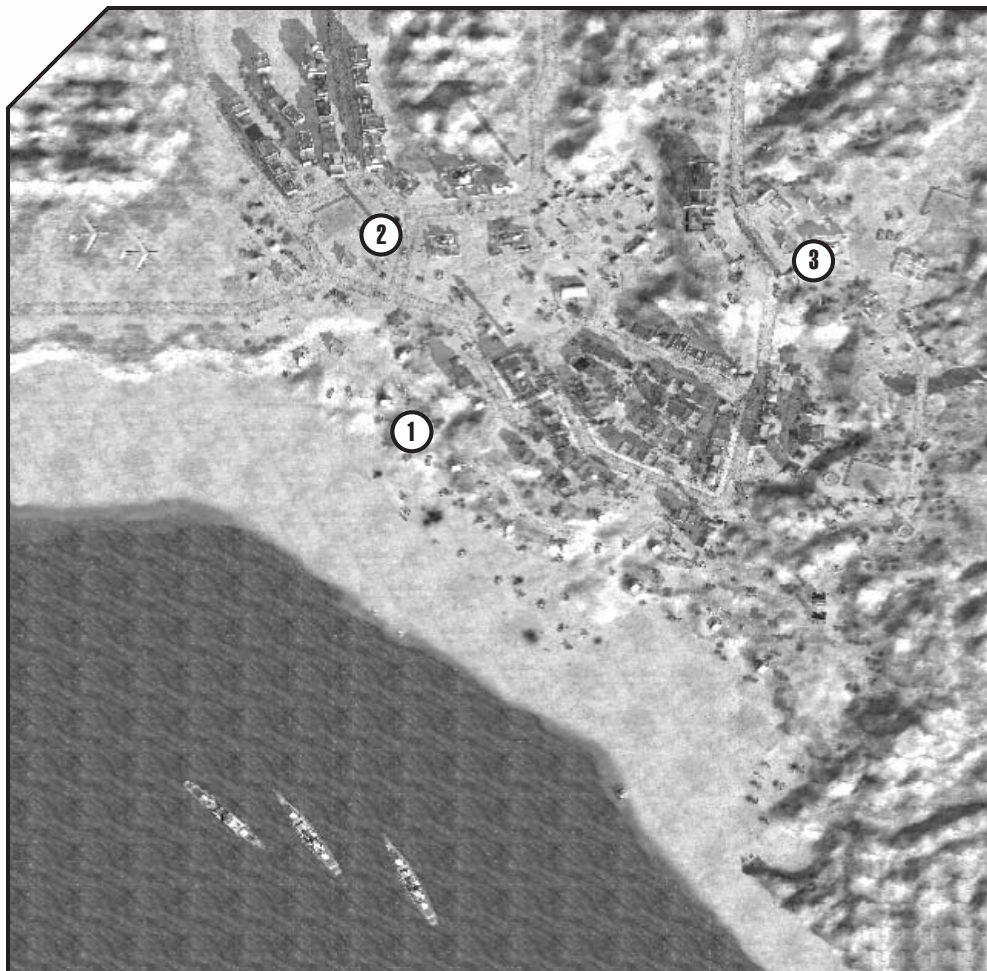


Any remaining GLA attack your base once the retreating units are gone.

Once this attack is completed, the mission ends successfully. Simply keep your forces attacking anything in the area, and be ready to pull the Comanches back if your base comes under a significant amount of pressure. That said, you should be able to complete this mission with a minimum of trouble and with a few instances of your troops retreating. The faster you can get your retreating troops off the map the better, because the GLA attacks become larger and more powerful the longer the mission continues.



Operation: Stormbringer



- 1** Beach landing
- 2** Build base
- 3** GLA bases

The United States is still committed to the destruction of the GLA despite the recent losses. A training camp on the coast of the Caspian Sea has been discovered. Your task is to infiltrate and destroy it completely. Because of the huge defenses mounted by the GLA, this is not an easy task; you will need to be patient, precise, and merciless to complete this mission.

CHAPTER 10: U.S. Campaign



You take command during an attack. Act quickly so all is not lost.

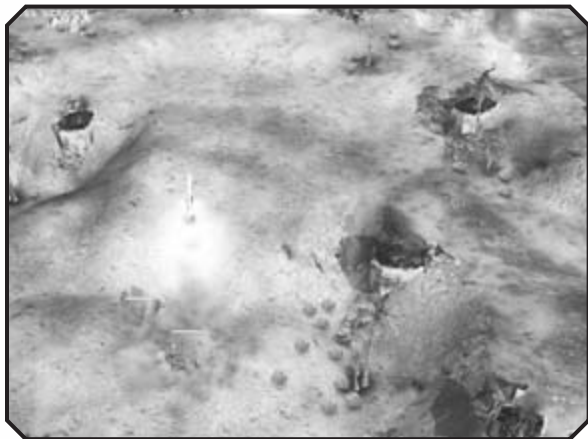
You start with a collection of units on the coast trying to establish a beachhead. Move them together quickly and mass your attacks on the GLA forces attacking you. Once the immediate threat has been contained, you are told that you must destroy a series of four Stinger Sites to allow for an airstrike that will clear the beach and give you enough room for your own base.



The Stinger Sites are your main objective.

There are several ways to do this, but the slow, cautious way is the most effective. You should have at least two Tomahawks, and these will be crucial to your success. Start by having them target the bunkers that line the path up to the Stinger Sites. It takes several salvos to destroy these buildings, but they will go down eventually. Be patient. The GLA will not counterattack you while you do this, so your units are safe on the beach. Let the Tomahawks do their work.

Once you start hitting the Stinger Sites themselves, things slow down dramatically. A full salvo from two Stinger Sites will destroy a Tomahawk missile, which means it's going to take some doing to wipe out the Stinger Sites. You can help yourself by getting your Tomahawks to fire simultaneously, so that the GLA are overwhelmed with targets. This will get most of the missiles to their destinations. Be patient. With time, you can destroy the sites completely, although it will take a long time. Take them one at a time, and keep a few good Rangers and Crusaders around them to fight off any enemy counterattacks. As soon as a Stinger Site goes down, the pace picks up.



Clear the way in with your Tomahawks. This takes time, but it will get you in.



CAUTION

Destroy the GLA Hole beneath the Stinger Sites as well, or they'll just be rebuilt. Don't switch the Tomahawks' target until the GLA Hole beneath a given Stinger Site is destroyed.



When you have completely eliminated the Stinger Sites (the structure *and* the hole beneath), an airstrike comes in and decimates the area. You'll be rewarded with four Crusader Tanks and two Construction Dozers, which will appear in the heart of the former GLA base. They'll come under attack immediately, so you must work quickly. Move up your units from the beach and pull the Construction Dozers back toward your incoming units. If they are destroyed, you're in big trouble, because you won't be able to build a base.

With the beach defenses down, you can move in and start on your base.



While you are putting the Construction Dozers to work, move the rest of the units from the beach and clear out the remaining GLA from the immediate area. There will still be a few occupied buildings and other sundry GLA units to shoot at. Your Tomahawks are the best way to clear buildings quickly, although this will leave them too damaged for your own infantry to occupy.

Get your base up as quickly as possible. Keep both Construction Dozers working.

CHAPTER 10: U.S. Campaign



Once the area is clear, get a Cold Fusion Reactor going and follow it with a Barracks, War Factory, Supply Center, and Command Center. Another Chinook is essential, and two more aren't a bad idea. Upgrade your Cold Fusion Reactor and add another one. Ring your base with Patriots, particularly to the northeast; this is where the bulk of GLA forces attack from. Back up these Patriots with some units. Anything that's been badly damaged should be sent to the War Factory for repair. Do it now before the GLA can mass large counterattacks. The time to repair your units is not the heat of battle, so get it done.

When you can, use combat drops with Chinooks to take occupied buildings. There are plenty of them in the town.



What you have now is a solid perimeter. Place units around the area and fight back the constant GLA attacks, sending units back for repair when necessary. Your goal should be to get as many vehicles as possible up to two levels of promotion, because this will allow them to auto-repair. Build up your infantry forces and use the ones you started with to capture as many buildings as you can along the roads leading into your base.

Your base comes under constant attack. Keep your units repaired and add more when you can.

Be aware of the enemy Quad Cannons, because these are the biggest threat to you, even more so than the Rocket Buggies. The Quads have a very long range and will damage your occupied buildings from a great distance. Between waves of enemies, consider sending in a Construction Dozer to repair these structures. It's risky, but maintaining the buildings is a very good idea, because they form the bulk of your defense.



Maintain your goal of capturing buildings. The more you can hold, the harder it is for the GLA to enter your base.

Now it's time to hunker down for a bit and build up your vehicle force. When the Supply Dock runs out, you'll have a bit of a problem. There are some small caches to the north, but these are dangerous, because enemy units produced at their Arms Dealer will have a clear shot on your Chinooks. The best way to avoid this is to move up a force of vehicles and infantry through the pass to the northwest and clear out the enemy forces. Occupy both of the buildings here and use your Crusaders and Humvees to wipe out the enemy units. When you are in position, have your units take down the Arms Dealer. With the area clear, you can collect supplies at your leisure. Even better, you've staunched the flow of enemy vehicles into the area and taken some of the pressure off your base.

The Tomahawks are good for more than just clearing the beach. Use them to start taking apart the GLA base.

The destruction of the Arms Dealer spells the end for the GLA forces on this mission, but they won't realize that for some time. You will have a number of attacks to fight off, both from the main road and from the beach. Keep your units in good repair, sending them back to your War Factory as necessary. Be particularly cautious of attacks coming from the beach, because these are easy to forget about, and it's very easy to leave yourself wide open.

Destroying the Arms Dealer is the key to getting an advantage.

Build some additional Humvees and move them north to where the enemy Arms Dealer was. Because they are limited to a Barracks now, you can expect the GLA to attack in waves of Rebels, and Humvees are the best way to stop them. If you have the resources, load your Humvees with Rangers for added punch against infantry. If you have added Path Finders to your arsenal, tuck a few of them into your Humvees, and the enemy infantry won't bother you.



CHAPTER 10: U.S. Campaign



Hold position until you have clear shots at more enemy structures.

Move in your vehicles cautiously, taking out structures as you see them. You can move in with abandon if you wish, but you'll lose a lot of units if you do. It's a much better idea to take it slowly, fighting off the waves of enemies and taking down structures as you see them. Your Tomahawks are a huge help in this, because they create tremendous amounts of destruction with each hit.



Each GLA structure should be eliminated as you come to it.

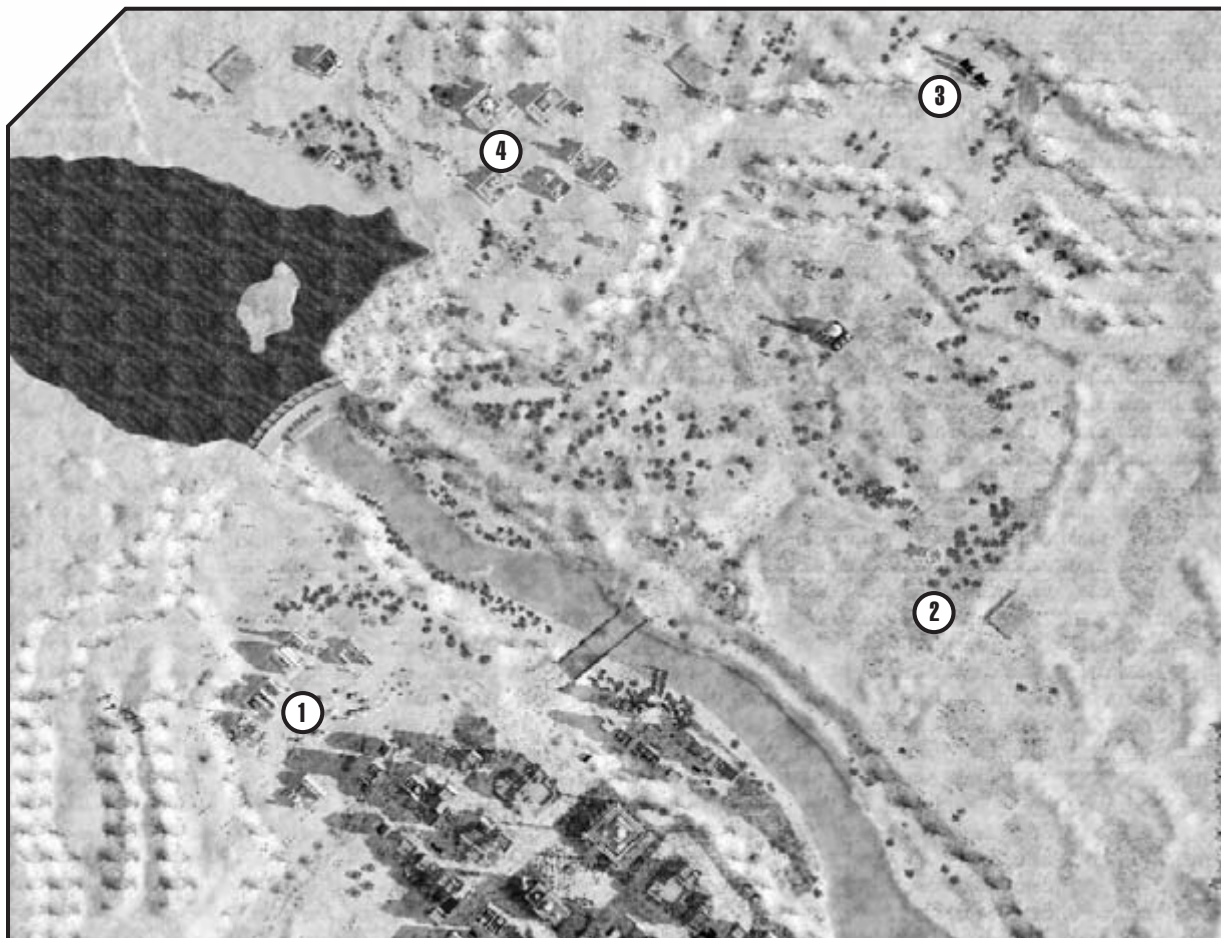
After all of the GLA buildings are destroyed, the mission ends. If you wish, of course, you can leave a single enemy building standing and start mopping up the rest of the forces. There are several useful Supply Docks in the area, as well as some Oil Derricks in the east. However, capturing these and destroying the base defenses that guard them is not necessary for victory. Still, if you'd like to destroy the entire GLA presence in the area, leaving a building standing will allow you to do it.



Concentrate on the buildings, going after enemy units only when they attack you.



Operation: Blue Eagle



- 1 Initial U.S. base
- 2 Secondary U.S. base
- 3 Oil Derricks
- 4 GLA base

Diplomats from the UN have agreed to meet with the GLA in Kabara City near the hydroelectric dam. It's quite possible that the GLA may have something up its sleeve here, so you and your forces are on standby alert for any possible problems. Of course, it's all a trap. The bodyguards of the UN diplomats are eliminated, followed by the diplomats themselves. A fierce chase ensues, and the GLA units are wiped out. However, it is apparent that they are building a base on the far side of the river. You must prevent this and wipe out anything there. You start with a base already in good shape, but little in the way of ready cash.

CHAPTER 10: U.S. Campaign

Start by building a second Chinook immediately, then get your base going. Patriots along the outside are a good idea, as are some Humvees, because you start with only a force of tanks and Rangers. Get those Rangers into a nearby structure and build Rangers and Missile Defenders to place in the other structures around the area. Anything you can do to fend off attacks on your base is going to be critical, because the GLA won't be waiting around for you to attack first. Remember that the Patriot Missile Systems require a lot of power, so add additional Cold Fusion Reactors as your power situation warrants.



Start a Chinook gathering supplies. You'll need them.

The only area you need to guard is the bridge to the east. This is where all of the GLA attacks come from, so if you can keep it protected, you'll be ahead of the game. All of your concentration should be on keeping the enemy from establishing itself on your side of the bridge. Dig in by taking the buildings nearby and holding them with as many infantry as you can get out there. Add to this force by putting some Humvees in the area, stocking them with infantry as you are able to build them.



Get troops to the bridge as quickly as you can and occupy the buildings. They'll help fight off the GLA.

The GLA attacks are almost exclusively infantry, at least initially, thus the importance of the Humvees. After each attack, pull back and repair. The Rebel attacks aren't too serious; it's the ones that involve RPG Troopers that will be your biggest headache.



Keep a couple of Crusaders near the bridge. When RPG Troopers start running across, drive your tanks over and steamroll them.

TIP



Still, you shouldn't have too much trouble holding firm. A group of Rangers can help, because they are effective against RPG Troopers and aren't damaged too seriously by them. To help your Rangers, send one southeast and claim the Hospital. This keeps your troops in better health between attacks and will cut your losses.

Taking the Hospital, although not critical, is highly beneficial.

When you can, build a Strategy Center, because the ability to create Tomahawks is essential to the strategy of this mission. Between GLA attacks, have your Comanches scout the area over the bridge. Doing this gives you a clear view of the enemy position, which you can start peppering with Tomahawk strikes. This takes some time, and a force of four or five Tomahawks will allow you to clear the enemy quickly. As you do this, keep the Tomahawks protected with a line of Crusaders and Humvees. Carefully move in with the Comanches. Enemy Stinger Sites will drop them in a hot second, so reveal the map only a small piece at a time, ready to pull them back as soon as they start drawing fire.

Tomahawks create havoc in the GLA base.

The GLA continues to counterattack while you are doing this. If the attack is made up of Rebels, let the Comanches handle them. If RPG Troopers are involved, pull back the Comanches and the Tomahawks and let your Humvees and Rangers handle the attack. When it's over, move the Comanches back for spotting and let loose with the Tomahawks again.

Once you cross the bridge in force, you won't have to worry about counterattacks. You'll be too busy.



CHAPTER 10: U.S. Campaign

The goal is to clear all of the units, Stinger Sites, and Tunnel Networks on the far side of the bridge. This allows you to move over in force. Send over your group of Crusaders and Humvees, but before you do, load all of the Humvees with Rangers and Missile Defenders. Once this group is across the bridge, send the Tomahawks over and continue to move in the Comanches to scout, being careful not to move them too far. You need to keep them out of the path of enemy Stinger Sites, because you'll need them for the rest of the mission.



With the defenses down, your Chinooks can start gathering supplies from the far side of the river.

Continue working your way in, spotting with the Comanches and using the Tomahawks to blow through the enemy defenses. Any further attacks can be handled by the troops you already have. Push your way south and east, destroying everything on the screen except for the GLA Command Center. For now, leave this and move over with your Construction Dozer. Tell your Chinooks to start gathering from the Supply Dock in the east.



The fastest way to handle both of these problems is to move a Construction Dozer with a Chinook, and as soon as the Chinook sets it down, tell the helicopter to start gathering supplies.

TIP

Start building a base before destroying the final GLA structure.

As soon as it arrives and you have the money to do it, start the Construction Dozer on building your own base over here. Put up a Supply Center, followed by a Barracks, a War Factory, and a Cold Fusion Reactor as needed. Upgrade any Reactors you already have. When you are ready for the fun to start again, build Patriots to ring your new base; these will likely start targeting the GLA Command Center, which is fine. Let them take it down, and continue to spread your forces around your base, providing protection from all directions. For now, the most critical area is the northwest along the high ground by the river. Stock this area with a few dozen Rangers. Any Chinooks you have should be rerouted to this Supply Dock and Supply Center.



It shouldn't take long to get a new base set up. Make a Supply Center to speed production.

Once the GLA Command Center goes up, all hell breaks loose. A rogue GLA Rocket Buggy targets the dam and destroys it, unleashing a titanic flood that wipes out the entire river valley. Only the high ground remains. Now your two bases are completely cut off from each other. You must rely on the strength of your eastern base to complete the destruction of the GLA. They attack immediately, usually with infantry. Again, your Rangers can handle them, but they should be especially cautious of the Terrorists, who should be their primary targets.



TIP

If you have any units remaining in the western base, send over a Chinook or two and ferry them over. Your western base will not be attacked except possibly by the SCUD storm.

Expect a huge counterattack once you've destroyed the GLA's Command Center.

However, you have a more immediate problem, and that's a raid aimed at your new base. A few units are airdropped in to you. Pull them back immediately and counterattack with everything you have. Losing a unit or two is a small price to pay to save your entire base, but if you can save a few, this is all for the better.

You are also alerted to some technical buildings to the north and northeast. The Oil Derricks are your primary concern. To get them, build a small force of Crusaders and Humvees (or use ones you already have) and move them up the right edge of the map. Follow with your Tomahawks, using your Comanches to spot. Use the Tomahawks to destroy everything in the area; this should be your focus. Break away only to handle raids on your base.



The Oil Derricks are important in this mission. Money is always tight, and this will help alleviate that problem.



CHAPTER 10: U.S. Campaign

Once you've cleared the area around the Oil Derricks, take them with a couple of Rangers. Have your Crusaders and Humvees scout west, again using the Comanches for air cover and distant spotting. The Tomahawks have plenty to shoot at along the way, so take your time and be thorough. You must destroy everything. Continue moving in, using the Humvees and Crusaders to lead the way. The reason is that the entrance to the enemy base is mined. You should be above the mines at this point, but if one does explode, you want it to take out a lesser vehicle instead of an expensive and mission-critical Tomahawk.



Despite the fact that the GLA still has massive forces, you should be in mop-up mode at this point. Take down all of the defenses, then have the Tomahawks target the base infrastructure. There are collections of vehicles sitting dormant that explode nicely when targeted by a large group of missiles. Take them out before moving your units into the heart of the enemy base.

Even during the attack, the GLA tries to restore its lost structures.



Destroy everything. You should scout out all of the corners, because the mission won't end until every last Stinger Site is gone.



TIP

If you are concerned about the mines, have your vehicles force-fire on the terrain before moving in. The Comanches can handle this easily, since they are in no danger from the explosions.

Your Tomahawks can hit anything your other units spot. Base defenses are a good first choice.

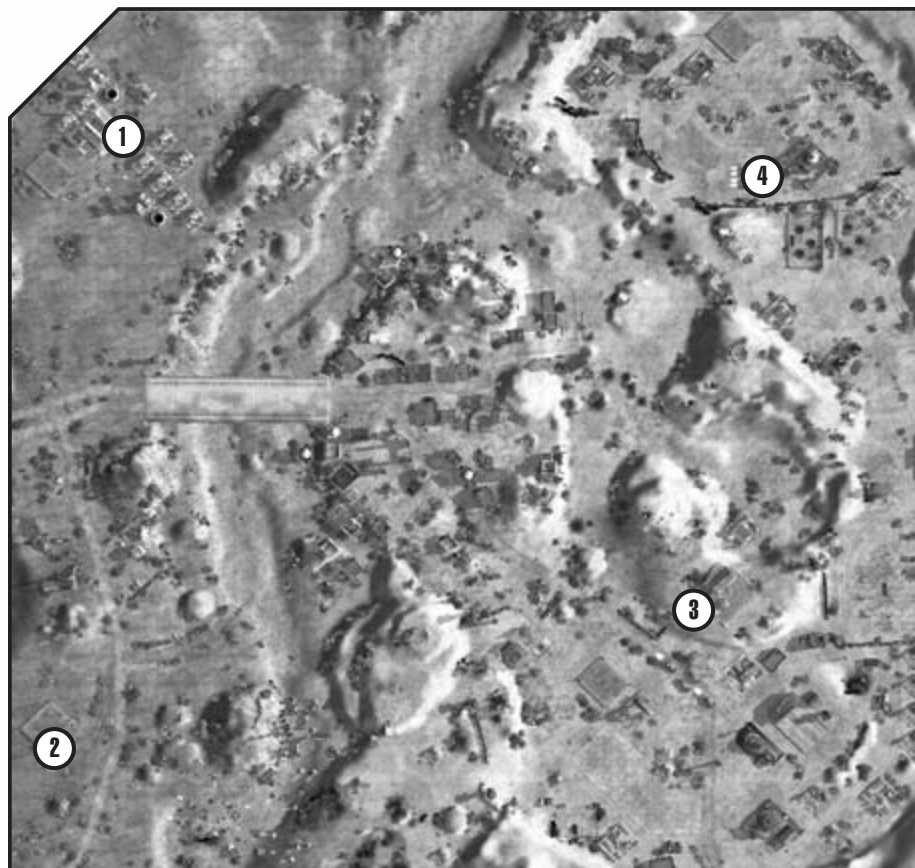


All that remains is to continue wiping out the GLA in the same manner, leading with your lesser units and wiping out everything with Tomahawks. These should all be maxed out in terms of veterancy at this point, so they will fire quickly, accurately, and with tons of power. You can help the cleanup by having your Comanches take down any Tunnel Networks you may have missed. You can also move in additional units from your base to assist in the cleanup. However, the entrances are mined unless you've cleared the mines with force firing, so send in a Construction Dozer to clear the area first.

Once the GLA is gone, the mission ends. This one is long and difficult, but with patience and care, you can reduce your losses and win a very satisfying victory.



Operation: Desperate Union



- 1** U.S. base
- 2** Secondary supply
- 3** Chinese Nuclear Missile
- 4** GLA base

A rogue Chinese general and his troops have sided with the GLA and have joined them in their mountain retreat in Kazakhstan. They are dug in hard and will be extremely difficult to dislodge. Nevertheless, the task of removing them has fallen to you. You are to destroy the mountain base utterly and wipe out both the GLA and the Chinese deserters.

Initially, the biggest problem is that you don't have much of a base. Immediately start upgrading both of your Cold Fusion Reactors. Have one of your Construction Dozers build a Supply Center while the other puts up a Barracks. Once these are up, a War factory is necessary. Start putting out units, having a group of infantry take the building next to the bridge in the south. If you can spare them, also take the buildings about halfway down the side of the map. Move through here with caution, because there are a few carbombs nearby, and they will not hesitate to attack. If you are concerned about losing too many troops, send one soldier in front of the rest of the group to draw out the vehicle and minimize the damage.

CHAPTER 10: U.S. Campaign

You need buildings immediately. Get them up quickly so you can protect yourself.

You are alerted to a new collection of supplies to your south. Build a couple of extra Chinooks and start exploiting these immediately. Protect them by manning the nearby building. You may have a little trouble clearing the way, but a good stock of infantry, particularly Missile Defenders, can handle this for you.



The Fuel Air Bombs can help clear out the GLA defenses. They'll be rebuilt in many cases, but this will give you some freedom to move.



Send infantry south. Watch out for the carbombs.

Back at your base, upgrade to a Strategy Center immediately and use it to create Tomahawks. Select Bombardment as your strategy option for the additional power it grants you. Naturally, the enemy position is heavily guarded with plenty of Stinger Sites and Tunnel Networks. What this means is that your Fuel Air Bombs will have a hard time getting in anywhere, at least at first. The bigger problem with this is that these are effective at taking down enemy structures, but they don't affect the holes beneath, which means anything the bombs destroy will be rebuilt quickly. Because of this, think of the bombs either as a precursor to attack or as a way to get rid of the Chinese structures in the southwest. Use a few of your points to purchase A-10s, which you can use to finish off GLA holes or clear the way for the bombs.

What you should notice at this point is that your biggest problem is a lack of funds. This is something that will plague you for a good part of the mission. You need everything and you need it immediately. Most important is base protection. Don't forget about the northeast, because the GLA attempts to sneak some units in this way. By the bridge, a force of Crusaders and Humvees, along with a few Patriot installations, will keep things safe. When you have the funds to do so, build a Supply Drop Zone, which will pay for itself quickly and start returning dividends immediately after that.





Maintain your defenses near the bridge. The GLA and rogue Chinese will attack here.

When your defenses are set, you can start thinking about going on the offensive. The problem is that the GLA and their Chinese allies are dug in everywhere, on virtually every hillside and high point throughout the center and right side of the map. This requires a lot of work on your part, because these fortified locations are well protected and require some serious action to unseat.

Scout to the southwest to reveal the Chinese base.

There are several ways to do this, and you should use all of them. Concentrate your A-10s and Fuel Bombs along the southeast in a straight line running from your base. Each strike should move in a little farther. Use the Command Center to reveal more and more terrain, again concentrating on this part of the map. Your ultimate goal is to reveal the Chinese Nuclear Missile. It won't come online right away, but you definitely want to know precisely where it is. Your aerial attacks should move toward it, with the goal of taking it down before it comes online.

Once you've found the Chinese Nuclear Missile, combine an A-10 strike and a Fuel Air Bomb to eliminate the threat.

It's also well worth your while to build a Particle Cannon (the introductory cinematic should have given you the clue that this might be a good idea). The Cannon charges quickly and is highly destructive, able to take out a couple of closely positioned buildings with a single attack. Better yet, it can't be countered by antiair defenses, which means you can score the destruction of a building or two with every shot. Concentrate your attention on either the Chinese power structures to the south (knocking out defenses and slowing production) or on the producing buildings themselves, be they Chinese in the south or GLA in the northeast. If you are targeting the GLA, remember to hold the Cannon shot in place long enough to wipe out the hole underneath the structure. Remember you can also use the Cannon to eliminate Stinger Sites, Bunkers, and Tunnel Networks, although your Tomahawks can handle these as well.



CHAPTER 10: U.S. Campaign



With the Particle Cannon, you have another significant weapon in the war against the GLA.

While you are working on this, create a force of vehicles. This should consist of a few Humvees and Crusaders, a Paladin or two if you wish, and a large collection of Tomahawks. Throw in a couple of infantry units just for fun. Send Colonel Burton with this group and add to the group's usefulness by putting in a few Path Finders. Send this force through the northwest exit to the area below the bridge. Your Tomahawks can target all of the enemy installations while your other units fight off the GLA who try to prevent the attack. Not only will you start clearing out the area, but you'll also reduce the wear and tear on your air units by taking out RPG Troopers and Stinger Sites through the middle of the map.



Beware of the toxic clouds. Let them subside before moving infantry through them.

This group should move all the way to the south edge of the map, taking out everything they can along the way. Anything the Tomahawks can target, they should. This is a slow process, but highly worthwhile (you must eliminate the GLA anyway, so taking out a bunch now only helps). As you near the southern edge, place any infantry in Humvees; there's a trap here that will kill any exposed infantry.

Move this force in along the southern edge and have them wipe out any Chinese installations they find. Be particularly cautious of the Nuclear Power Plants, because these leave a nasty cloud of radioactive residue once they go up in smoke. Eventually, you are alerted that the Chinese threat has been effectively dealt with, leaving only the GLA. You may as well finish off any Chinese units and structures you encounter, though, so as you move north and toward the eastern side of the map, continue to destroy everything you find.





Use the Particle Cannon to wipe out the GLA from the back forward. A good strike can remove two buildings.

At this point, all that's left is the mopping up. This will take some time, but the GLA can't muster a significant force to counter you at this point. Use your vehicle force to scour the mountains to the north, wiping out everything they encounter. Don't forget about your Fuel Bombs and A-10s, which you can use to root out tough positions, clear out enemy unit concentrations, or simply work from the top down. Also keep the Particle Cannon in mind, because you can completely eliminate the GLA economy with this, using it to destroy their Supply Stashes and any Workers in the immediate area.



Tanks, Tomahawks, and Comanches should take care of the remaining GLA easily.

Finally, as you move your vehicle force up to finish mopping up the GLA, be ready for attacks by Terrorists. Your Humvees should always lead unless you find a powerful vehicle or two in the vicinity. A group of four Humvees can drop any Terrorist before he gets close enough to do any damage; this is especially true if you've placed your Path Finders inside the Humvees. This ensures the safety of your vehicles and will prevent you from having to replace too many losses.

Operation: Last Call



- 1 U.S. base
- 2 U.S. and GLA units arrive
- 3 U.S. units exit map at this point
- 4 Oil Derricks
- 5 Secondary supp

The time has come to eliminate the GLA once and for all. The Chinese have pledged to support the U.S. effort to eliminate them completely. You are in position near their capital city, are fully armed, and have a base already at your disposal. This time, it's for everything. Don't let up, and don't let the world down.

Your biggest problem at the start of this mission is simple: You don't have enough money to do everything you'd like, and you don't really have any way of getting much more. Build a second Chinook to increase your collection rate and build up your forces as quickly as you can.



Start building your base before the briefing is completed. Speed will only help you.

You are told of an abandoned Chinese base to the south. Send an upgraded Ranger down and collect these buildings. The biggest benefit here is the addition of a new Supply Center and a lot more supplies. Collect everything and build a Construction Dozer for this area. Repair the buildings, but don't worry too much about base defense yet. There aren't enough supplies here to worry too much about keeping this base safe.

The Chinese base is worthwhile for the extra supplies, but you won't need much else from it.

NOTE

If you don't want to worry about it, you can ignore building the Construction Dozer for this area.

Back in your main base, upgrade your Cold Fusion Reactor and add a second one. Build a Strategy Center, and, before you do anything else, add a Supply Drop Zone. This will keep your economy clicking when the supplies run out. You'll need as much money as you can get for building your attack force. Fortunately, you've got a good idea of where all the enemy structures are located. The trick, then, is to blast your way into the enemy position, ferret out all of the GLA enemies, and eliminate them completely.

A Detention Center can give you a much clearer view of the enemy position.



CHAPTER 10: U.S. Campaign

The good thing is that until you start hitting them, the GLA will stay in their positions, so you can build yourself up in private. If you'd like to stick with just the U.S. units, ignore the Chinese base. In fact, if you want some additional money, you can sell the Barracks and Command Center for the cash and sell the Supply Center once you've collected all of the nearby money. Concentrate on your own base and forces. In short, you need some upgrades. Flash-bang grenades for your Rangers are useful, but not essential, and you have other things to spend your money on, like units. If you are still worried about money, build a second Supply Drop Zone, and even a third if the situation warrants it.

The final two things you need are Paratroops and a Particle Cannon. Getting 10 or more Paratroops every four minutes is a huge benefit to you; it's a free group of Rangers placed anywhere you'd like. Use your spy satellite on the Command Center to reveal the area north of the central island. There's an Oil Refinery and Oil Derrick here, both of which are extremely useful. Have your first Paratroop drops come in here and claim both buildings, having the units then occupy nearby structures once the buildings are yours.



Paratroops can take the Oil Derricks and Refinery in the north. Claim them, then reinforce the area with more Rangers with each drop.

Meanwhile, you should be creating your own attacking force back in your base. It's the same one you've used for the past couple of missions: Crusaders and Humvees clearing a path for Tomahawks. This is critical here, because you'll need these units to take out the fortified gate areas. Use the Tomahawks to knock down the structures, then mop up the infantry with your Humvees. The most useful weapon you can build at this point is a Humvee packed with five Pathfinders. Expensive, yes, but highly effective at clearing out mobs of infantry, like those that appear from the ruined fortifications. This single vehicle will account for a huge percentage of your kills.

Have your Tomahawks knock out all the fortified areas along the front gate, including the Stinger Sites in the north and south. Once these are gone, you can start concentrating the fire of the Tomahawks on the central island. Use Paratroops to take buildings surrounding the island, capturing them and preventing the area from being further reinforced from the GLA base in the west. These paratroops will also prevent GLA units on the island from fleeing back to the safety of their main position.



Approach the gates and let loose with the Tomahawks.



Target everything with the Tomahawks, and don't forget about the garrisoned buildings. It's possible to combat drop in your troops, but to do so, you'd need to get rid of all of the anti-aircraft in the area, and this is problematic. Don't worry about it and simply use the Tomahawks, having your Pathfinder Humvee mop up the infantry when they leave their ruined structures. If you've upgraded your Rangers with Flash-bangs, you can use them for this as well. This is preferable, because it leaves the buildings clear of enemies and able to be occupied by your own troops.



Flash-bang grenades prove useful when breaking in on the central island.

With Air Fuel Bombs, A-10s, and the Particle Cannon, you can lay waste to huge sections of the GLA base. The first target for the Particle Cannon should be the SCUD Storm, which is located in the lower-left corner of the map. Knock it out immediately so that it can't be used against you.



The Particle Cannon deals damage, but it doesn't kill the SCUD Storm.

Be careful moving out from the central island; the paths are mined. Either bring up your Construction Dozers to take out the mines, force-fire on all sections of the paths, or simply run infantry through and trigger them before sending your vehicles across. There isn't a lot in the way of defensive structures in the west, but there are enough to make flying a bit tricky. Paratroops aren't much good, although they can be dropped in to occupy buildings at the center of town. Use your aerial weapons to knock out the defenses, then have the Particle Cannon wipe out the buildings.

CHAPTER 10: U.S. Campaign

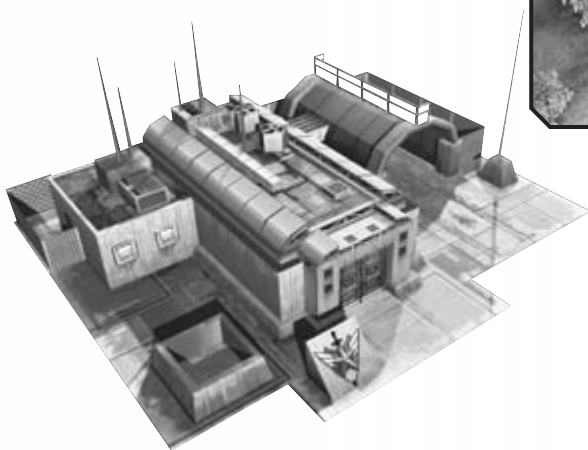
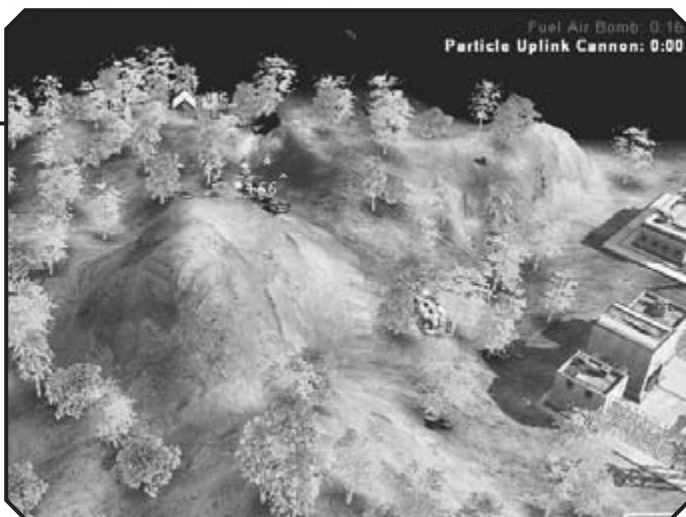
Move in with units once the Particle Cannon has done its work.

When you've taken down all of the important GLA structures, they sell off everything they have and mass a final rush of infantry. Your Humvees should have a field day, especially the one packing your Pathfinders. Mow them down as they move in, because they run straight for your base, ignoring everything in their path until they get there. This makes the final sweep of infantry easy to eliminate. Steamrolling the infantry with vehicles is not only efficient, it's highly entertaining.



A final rush of GLA units completes the mission. Handle them, and the world is safe once again.

As the final GLA Rebel dies, the GLA is eliminated completely. You've taken the day, protecting the world from the depredations of the Global Liberation Army and once again established the United States as the dominant military power in the world. Congratulations, General!



EXPANSION PACK
COMMAND + CONQUER™
GENERALS
ZERO: HOUR

Part Two



1 NEW UNITS AND STRUCTURES

New Units

New American Units

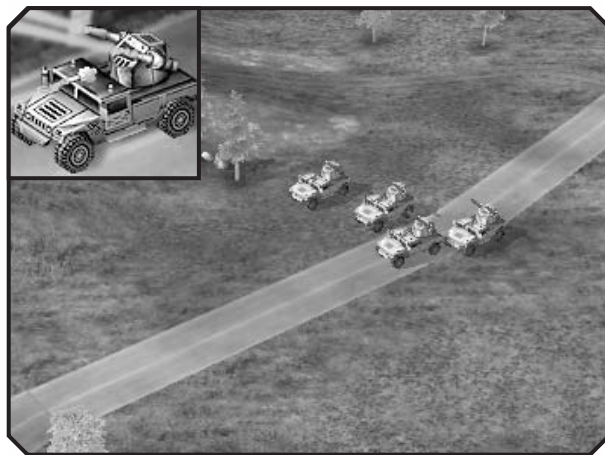


Sentry Drone

The U.S. military has long gone out of its way to protect its valuable troops. The Sentry Drone is the latest innovation toward that end. This small robotic vehicle can ferret out hidden or stealth units and traps within a given radius, allowing them to be handled by more powerful units. A Sentry Drone can be upgraded with a powerful machine gun that is highly effective against infantry and lightly armored targets. Because they are mechanical devices, Sentry Drones do not gain levels of veterancy.

Avenger

The Avenger has few offensive capabilities, although it does fire against enemy air units. Its main function is to enhance the abilities of units surrounding it. When it approaches an enemy unit or structure, the Avenger paints that enemy with laser targeting systems. This allows all other friendly units in the vicinity to fire more rapidly and with greater effect on the target. You won't need a lot of Avengers in any offensive or defensive group, but having one or two makes the battle quicker for your side. The Avenger is equipped with a point defense laser system that shoots down enemy missiles and rockets, making it a good line of defense against SCUD Launchers. Because of this, Avengers are an important part of the defense for your attacking groups and base defenses.



Microwave Tank

In an effort to stay atop the technology curve, the Americans have developed Microwave Tanks. These mobile platforms disable the electronics in structures. They are vulnerable to attack, but Microwave Tanks can be used to thwart enemy defenses temporarily and shut down powerful superweapons, giving other units an opportunity to strike. While ineffective against other vehicles, the microwaves emitted by this tank are potentially deadly to enemy infantry.



New GLA Units

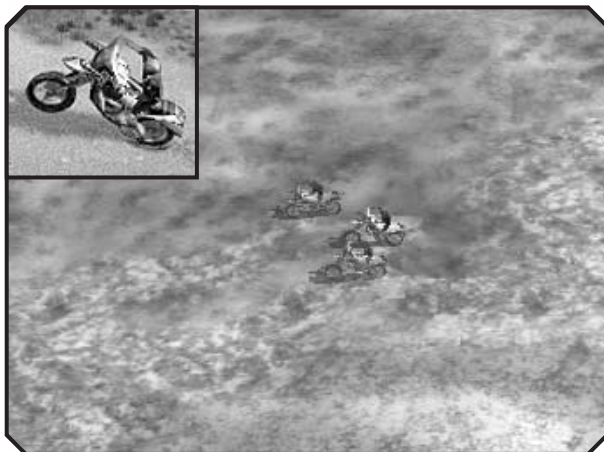


Saboteur

The Saboteur is the newest GLA stealth unit. This infantryman is capable of climbing sheer cliffs to enter the back of an enemy base. Once there, he can sneak inside buildings and cause mayhem. He is capable of shutting down all power to the structure for a period of time and of resetting the timers on superweapons. Most devastating of all, if a Saboteur enters an enemy Command Center, all the General Powers directed from that Command Center are reset.

Combat Cycle

Combat Cycles are motorcycles. The GLA has pressed these bikes into service because of their speed and ability to handle difficult terrain. Combat Cycles come with a standard Rebel onboard, but can be manned by other forms of infantry. The Combat Cycle gains the combat capability of whatever infantry unit is using the bike. RPG Troopers, for instance, create rocket cycles, which are potentially devastating to enemy armor concentrations. Combat Cycles rely on speed for survival. They are easily destroyed in a crossfire.



CHAPTER 1: New Units and Structures



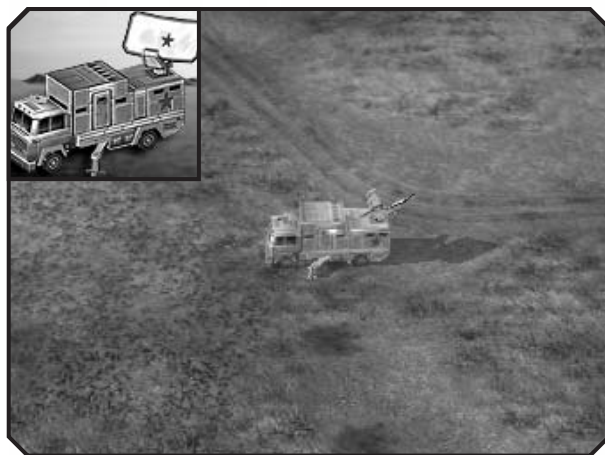
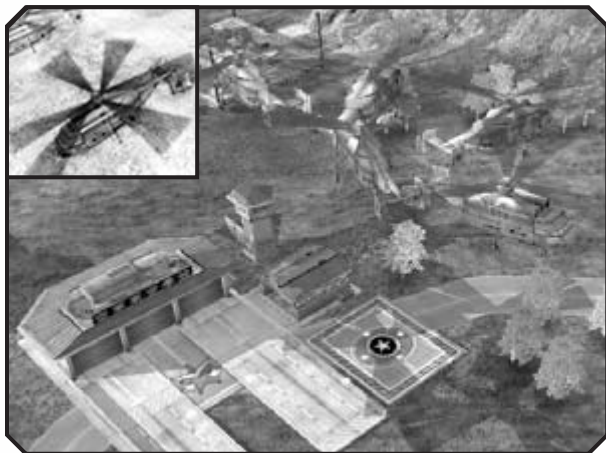
Battle Bus

The Battle Bus is a heavily armored troop transport. It sports no defenses of its own, but infantry loaded into the Battle Bus can fire weapons from the windows. Battle Buses are doubly effective. Disabled, they become small bunkers that protect infantry units inside, who can defend themselves until the bunker is destroyed.

New Chinese Units

Listening Outpost

This advanced mobile platform is loaded with the latest in surveillance technology. A deployed Listening Outpost detects the slightest movement within a large radius, revealing the location of hidden units and structures. While the Listening Outpost has no defenses of its own, it can be garrisoned with two infantry units. It comes with two Tank Hunters, who can fire through windows to defend the vehicle.



Helix

The Helix helicopter is a significant upgrade in the Chinese air arsenal. The Helix is both a transport unit and an effective combat vehicle, combining a large cargo capacity with powerful weaponry. Up to five infantrymen, or one vehicle and two infantrymen, can be placed inside its cargo bay. Like the Overlord tank, and individual Helix can hold five infantry in a bunker—the bunker upgrade allows the infantry men to shoot out of the Helix, but doesn't add passenger capacity. A Helix can also hold a Speaker Tower or a Gatling Cannon. Helixes can also develop the ability to create napalm, which they then dump on enemy targets.



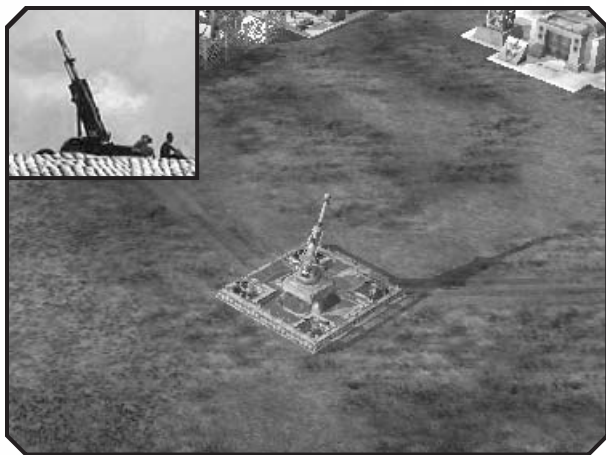


ECM Tank

The ECM Tank was developed by Chinese scientists to protect advancing columns from enemy attack. Armed with a massive suite of electronic countermeasures, the ECM Tank projects a multifrequency jamming ability that plays havoc with enemy missiles and rockets. When these weapons enter the ECM Tank's field, their targeting circuitry is knocked haywire, causing them to fly off course. In combat, the ECM Tank shoots a focused beam of energy that temporarily disables enemy vehicles.

New Structures

New American Structure



Fire Base

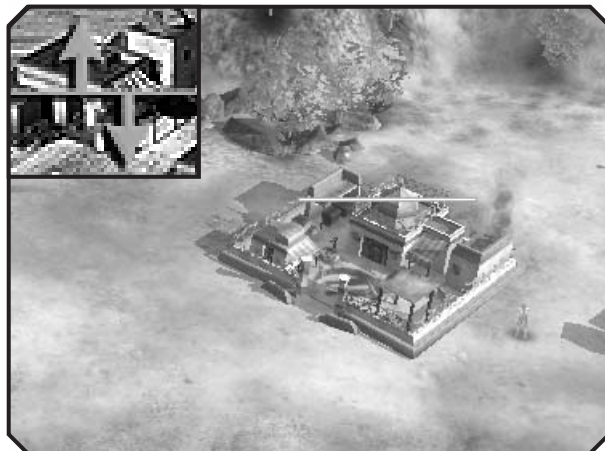
Until recently, American bases relied solely on Patriots for base defense. However, these devices were unsuitable for defending against infantry attacks. The new Fire Base is an added level of protection against attacks. This structure houses a 155mm cannon that is capable of firing a lot of ordnance a great distance. The Fire Base can be manned with up to four infantry units who can finish off any enemy units weakened by the shelling from the cannon.



New GLA Structure

Fake Structures

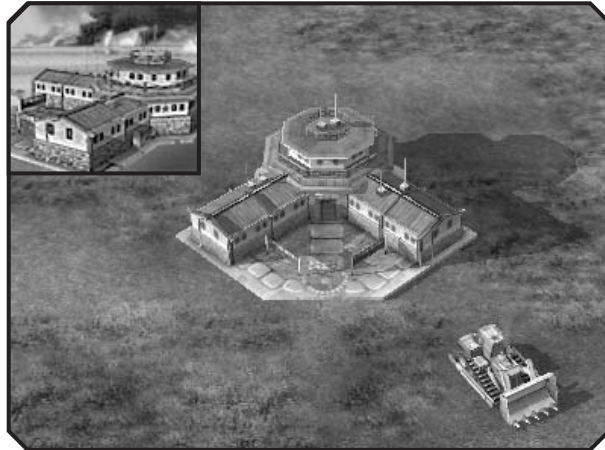
Fake Structures are an effective diversionary tool used by the GLA. Rather than risking their own valuable buildings, the GLA erects duplicates with nothing inside. Enemy attacks veer from the main GLA base and waste their efforts against wooden replicas. The replicas can be detonated if enemy units get too close. Once built, Fake Structures can be upgraded to the real thing.



New Chinese Structure

Internet Center

The Internet Center was designed to improve the abilities of Hackers. Inside, Hackers can coordinate their efforts and generate income much faster. Up to eight Hackers fit inside the Internet Center. This building's connection to the Internet also allows the Chinese to develop Satellite Hack 1 and 2 abilities, which let them spot enemy Command Centers and intermittently reveal all the enemy base units and structures respectively.



New Tech Structures



Tech Reinforcement Pad

When controlled by an army, the Tech Reinforcement Pad calls in regular airdrops of units. This vehicle can vary, but it is always of a type normally used by the controlling army, and is usually the base-model tank.



Tech Artillery Platform

This massive cannon, once controlled, automatically targets any enemy ground units within its range. It is vulnerable to enemies that approach under its minimum threat range and to air units.



Tech Repair Bay

The Tech Repair Bay looks similar to part of a U.S. or Chinese War Factory. With the Tech Repair Bay, units must enter the structure to get repaired. Control of this structure repairs any and all damaged vehicles, keeping them in top repair. This structure is naturally extremely valuable, and because it has no defenses of its own, should be protected at all times.



2

NEW UPGRADES AND GENERALS' POWERS

New Upgrades

New U.S. Upgrades

Countermeasures

The United States has a lot of money and technology tied up in its air force. To further protect its aircraft from enemy fire, Countermeasures were developed. These protect U.S. aircraft from heat- and radar-seeking missiles, causing the missiles to miss their target about half of the time. Countermeasures can be developed at the Air Field.

Hellfire Drone

The basic recon drone has been upgraded in this new version. The Hellfire Drone, which can be built by all U.S. ground vehicles, is equipped with Hellfire Drones, which turn this simple device into a deadly weapon.



Chemical Suits

Because of the GLA's love for chemical and biological weaponry, U.S. scientists have created the Chemical Suits. When it is researched at the Strategy Center, all U.S. infantry units don this protective device. It does not offer complete protection against GLA poisons, but it allows the infantry unit to survive contact with them for a much longer period of time, buying time for the infantry to escape and heal.



Sentry Drone Gun

The new Sentry Drones start with the ability to detect hidden units, but without any offensive or defensive capabilities. The Sentry Drone Gun upgrade fixes this, attaching a machine gun to the front of the Sentry Drone. This is effective against infantry, and does moderate damage to vehicles and structures.



Bunker Busters

Garrisoned troops, particularly those ensconced below ground under several feet of heavy concrete, are a problem to deal with. This is the function of the Bunker Busters. When used by the Stealth Fighter, this kills all infantry garrisoned in the target structure and expels vehicles garrisoned in Tunnel Networks.



Supply Lines

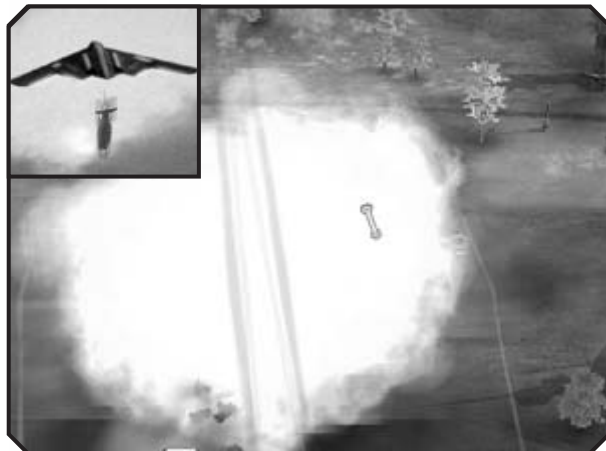
If your supply is cut off, your army and base wither and die. By upgrading Supply Lines at the Strategy Center, you increase the efficiency of all money gathering.



CHAPTER 2: New Upgrades and Generals' Powers

MOAB

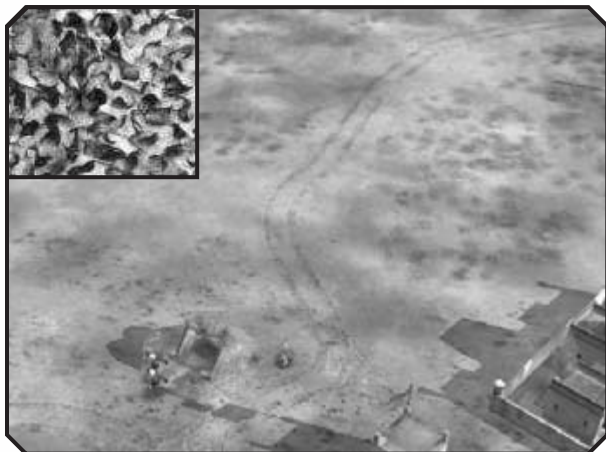
The Massive Ordnance Air Burst (or Mother Of All Bombs) is an upgrade for the Fuel Air Bomb. When dropped, this creates a firestorm of nine tons of explosives, capable of splitting units more than a hundred yards away from the blast. This is a devastating weapon capable of dismantling an enemy base or destroying massive numbers of enemy units.



New GLA Upgrades

Worker Shoes

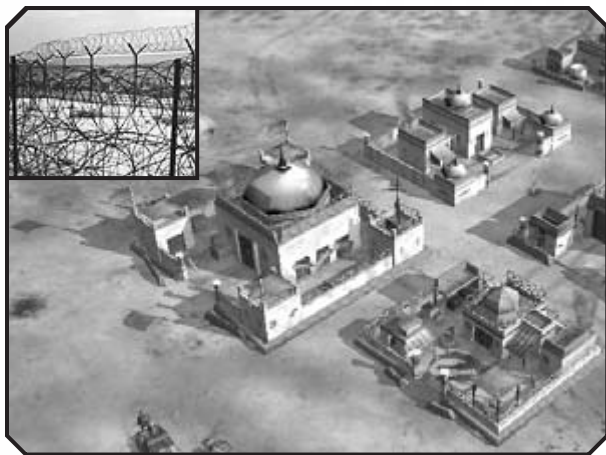
The GLA invests almost no money in its Workers, who do the brunt of the building and resource collection. With the Worker Shoes upgrade, available at the Black Market, Workers can move quickly and get from place to place faster. This helps get them into position faster to create new structures faster, but its main importance lies in how much more quickly they can gather resources. This also gives Workers a ten percent carrying bonus for supplies.



Camo-Netting

The Camo-Netting upgrade is available for purchase at each Tunnel Network and Stinger Site individually. When developed, this allows the GLA to camouflage its Tunnel Networks and Stinger Sites, keeping these locations hidden from prying eyes. Essentially, these structures become stealthed, appearing only when revealed by an enemy capable of spotting hidden units or when the structures launch an attack. Each structure to be camouflaged must buy the Camo-Netting for itself once the upgrade has been researched.





Fortified Structure

GLA buildings are notoriously fragile. The Fortified Structure upgrade, available at the Palace, increases the durability of GLA structures by adding fortifications such as barbed wire.

Booby Trap

The Booby Trap upgrade is purchased at the Barracks. This allows GLA Rebel units to place invisible explosive charges on any owned or neutral structures. These charges remain hidden until an enemy unit attempts to claim the building. The Booby Trap then detonates its charge, taking out the building and most of the surrounding enemies. Both Chinese and U.S. forces have units that can detect and remove Booby Traps.



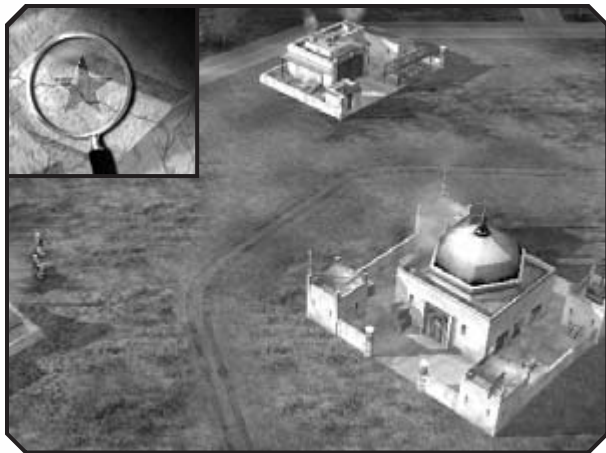
New Chinese Upgrades

Neutron Mines

Neutron Mines are available at any Chinese structure upgraded to have mines deployed around it. They are similar to regular mines, but Neutron Mines are designed to kill approaching infantry units. The blast from a Neutron Mine kills infantry and the drivers of any vehicles caught in the blast. These vehicles become neutral and can be taken over by any available infantry unit.



CHAPTER 2: New Upgrades and Generals' Powers



Satellite Hack 1

The first level of Satellite Hack is available at the Internet Center. When developed, this reveals the locations of all enemy Command Centers and the terrain around them.

Satellite Hack 2

The second level of Satellite Hack is available at the Internet Center once the first level has been developed. This upgrade periodically reveals all map areas that can be viewed by all enemy forces. This does not always reveal the entire map, but it reveals the extent of all enemy bases and the locations of all of their units.



Neutron Shells

Neutron Shells are launched from Nuke Cannons. Like Neutron Mines, these shells are designed to annihilate personnel, leaving structures and vehicles relatively intact. Any infantry unit caught in a Neutron Shell blast is quickly killed. The drivers of any vehicles in the blast radius are eliminated, leaving the vehicles almost unscathed and ready to be commandeered by nearby friendly infantry.



New Generals' Powers

New U.S. Generals' Powers

Leaflet Drop

If you can sap the enemy's will to fight, you have won a significant battle. The Leaflet Drop does no damage, but leaves enemy units vulnerable to attack. When launched, this Power sends a cargo plane to dump propaganda over the targeted area. Any unit caught in the storm of leaflets cannot move or defend itself for a period of time.



Spectre Gunship

This specially modified cargo jet is called into service to quickly destroy large targets. When activated, the Spectre Gunship flies over its target in a slow circle at low altitude, firing a storm of 50-caliber shells from side-mounted cannons. The Spectre is always targetable by the player. Its Gatling Cannons and 105mm Howitzer can be directed at any target within the loiter area of the Spectre.

New GLA Generals' Powers

GPS Scrambler

When accessed, the GPS Scrambler taps into the global positioning satellite frequencies, scrambling transmissions in a large radius. Any and all friendly units within that radius are protected under a cloak of camouflage from that point forward, becoming essentially stealth units. This can be used to create large ambushes or protect advancing columns from detection.



CHAPTER 2: New Upgrades and Generals' Powers

Sneak Attack

The Sneak Attack creates an adjunct to the GLA Tunnel Networks. This new tunnel lacks the defenses and RPG Troopers of a normal Tunnel Network, but it is built and deployed instantly. Any units in GLA tunnels can leave through the new tunnel. If the Sneak Attack tunnel is not destroyed, it stays hooked into the GLA Tunnel Network system, allowing units to enter and leave through it to move quickly around the map.



New Chinese Generals' Powers

Frenzy

This ability causes all friendly units in a large radius to go berserk. It temporarily increases the firepower and armor of the affected units, allowing them to dish out more damage and soak up more punishment as well. Frenzy is available in three levels, and each increased level causes the Frenzy state for a longer period. Use this ability when attacking an enemy position.



Carpet Bomb

Dropped from high altitude aircraft, the carpet bomb creates incredible mayhem in enemy ranks. A series of powerful explosives are dropped on and near the chosen target area, destroying buildings, splitting vehicles, and eliminating any infantry unfortunate enough to be caught in the blast. A well-timed carpet bomb can decimate approaching enemy columns before they strike or lay waste to multiple structures.



3

U.S. MISSIONS

Mission 1

The GLA launched a devastating missile from one of its Baikonur facilities. This missile caused massive destruction at a U.S. naval base in northern Europe. Your job is to prevent another launch by whatever means necessary. Time is of the essence, because another missile is reported to be en route via train.

The most effective way to shut down the GLA in the region is to infiltrate the army's base via that same train. Train tracks are not just the best and fastest entrance method, they're the only entrance method. Locate the train depot, secure it, and use the train to move your units into the GLA facility. Once there, wipe them out.

When the mission starts, your base comes under attack from two small waves of GLA infantry. Fortunately, you have several Sentry Drones already in place. Don't worry about these attacks—the Drones are designed to handle infantry and will take care of everything. Instead, locate your Barracks in the map's southwest corner, and upgrade immediately to allow for building capture.

Your base starts in a functional state. You won't need many units or structures to achieve your goals.

Look over your forces; you have a good collection already. You won't need to add much in the way of units for this mission, so concentrate on what you already have. It isn't necessary to use your General Point to allow for the production of Paladins. Check out the rest of your base. Click on the War Factory and buy the TOW Missile upgrade for the Humvees.

To the immediate west of your base are an Oil Derrick and an Oil Refinery. As soon as you can tell your Rangers to capture buildings, grab both of these, then send your infantry units into the nearby Humvees. You want them ready to move out soon.



Money isn't critical in this mission, but it's a good habit to capture Oil Derricks.

North of your base you should spot a bridge with train tracks running across it. This is the way into the GLA base. A few GLA infantry units are here waiting for you to break out of your base. Before you can do much, you have to handle them.

Move one of your loaded Humvees behind the civilian structure under the bridge. Unload the troops and move them into the building. They take out the GLA troops. Reload the troops into the Humvee and move up the rest of your armor. The GLA won't attack your base for the rest of the mission.



The GLA infantry units on the bridge are a minor problem. A Humvee full of troops moved into the nearby structure handles them.

Continue north with your force of armor. Split off your Paladins and send them ahead. Two GLA Stinger Sites are farther north. Send in the Paladins and quickly take these sites down. Once both Stinger Sites are down, pull the Paladins back to your base and repair them. While you wait for them, create a force of five Rangers and move them up with your vehicles.

Your Paladins have little trouble with the Stinger Sites. Repair your tanks when the battle is over.

East of the Stinger Sites is the remains of a Chinese base. Move in your group of Rangers to capture five Chinese vehicles. Use the Rangers you just built, putting one inside each vehicle. It's a good haul. You should have three Battlemasters, one Dragon Tank, and one Overlord. Start the Overlord building a Propaganda Tower. When it's done, move everything back to the road where you destroyed the Stinger Sites.

Send your Crusader Tanks along the road. You encounter a small force of GLA troops. Unfortunately, this group includes a couple of GLA Terrorists, who immediately occupy the two civilian vehicles. Knock both out before they get to your tanks, then pull back. Other GLA infantry occupy a couple of structures and start peppering your tanks with fire. When the Crusaders are back under the protective canopy of the Overlord, take stock of the situation.

You could spend a few minutes moving in your full armor force and destroying the buildings, but there's an easier solution. Send in the Dragon Tank and have it wipe out the GLA troops in the building. When both structures are clear, move up your force and advance into the village. You may wish to hold back until the Overlord fully repairs the Dragon Tank.



Your new Dragon Tank is the best way to handle garrisoned structures.

NOTE



If you don't want to use the Dragon Tank, upgrade your Rangers to use flash-bang grenades and have them take out the Rebels instead.

The GLA holds the town. Move in with your vehicles and destroy the nearby defensive structures. Once these are down, turn your attention to the GLA units. It won't take long to destroy everything. When the GLA is wiped out, finish off its base by knocking down the Black Market and Palace, taking out the GLA holes beneath them. This gives you complete control of the town. While you are here, reinforcements are dropped in. You receive five Rangers and five Missile Defenders.



With the size of your force, you should have no trouble wiping out the GLA.

The train arrives as soon as you've taken the town. It stays here until you have completely loaded it with troops and vehicles. When it's full, it drives off into the heart of the GLA base. Move your current crop of vehicles onto the train when you are ready. Even if you haven't lost a unit, you have a little space left. Move up two new Humvees and load your reinforcements into them. Replace any losses you've suffered and move these onto the train as well. When you're loaded, the train moves out.

TIP



Split your teams evenly between the two train cars. You should have a few anti-infantry and antivehicle units on each side.

When the train stops, your units dump out and start attacking. Let them go for a few seconds, because it can be confusing. After you take out the GLA troops in the vicinity, take stock of what's left. Keep your vehicles around the Overlord so it can repair them.

Your force can automatically take out the GLA surrounding the train. Let the smoke clear before you start giving orders.



You are told that to get air support, you must garrison the radio station. Move up one of the Humvees while part of your force protects it from the defensive structures on the west. Release your troops and send them into the building to take it over. You are given orders to fall back, because a massive airstrike is on the way. Before you pull away, you have one final task to complete.

Move a few units into the radio station. This facilitates the airstrike.

Send your entire force against the Tunnel Network on the right. The air support you've called in wipes out the Stinger

Site, so there's no need to spend time dealing with it. Instead, concentrate on the Tunnel Network. It goes up in flames in a few seconds. Once it's done, a MOAB is sent in to destroy the rest of the GLA and its launch facilities. The mission is over, a complete success.

Once the base defenses are down, the GLA goes up in a fiery cloud of destruction.



Mission 2

Fortunately, most of the U.S. Navy survived the GLA missile attack. A large part of the fleet has been placed at your disposal for this mission, which takes place on the coast of Somalia. Your initial task for this mission is to defend the docks while a group of cargo trucks is unloaded. When these are onshore, lead the way to a nearby warehouse, knocking out any GLA troops in the way. When the trucks reach their destination, you are tasked with the destruction of the GLA units and structures in the nearby mountains.

This mission is initially confusing because a lot is going on at the same time. Your main goal at first is to protect the small perimeter established on the docks. Keep your units clustered together and strike back against the incoming GLA forces. Once you have breathing room, direct the battleships to bombard the GLA bunkers ringing your base. You can also send one of your Rangers to the southwest corner to capture the two buildings. The Repair Yard is a nice addition, but it's the Oil Derrick that really pays dividends.

Your ships are a great asset in this mission. Use them to fire on any GLA outpost you find.

TIP



After the first GLA attack, grab the Security Council crates from the eastern part of the dock.

During the GLA strikes, two important things happen. First, you are reinforced several times. Move some infantry into the bunkers surrounding the open lot. Vehicles should stay with the main group. Use your helicopters as spotters, allowing you to better target the battleship strikes from offshore. The other event is the constant offloading of the Supply Trucks. You have time before all 10 arrive, so you can plan a bit.

Expect plenty of attacks by the GLA. If you keep your forces concentrated and attacking in unison, you won't have a problem holding back the GLA.

When the immediate strikes against your base stop, move a small force to the east, following the road. Target any enemy positions with bombardments from offshore.



Call in airstrikes from the carriers to help disperse the GLA positions. Your goal is to reach the bridges that lead to the warehouse. Keep moving and protect your vehicles as much as possible. The idea is not to engage the enemy, but to destroy it from offshore. For now, the best thing you can do is stay in visual range of the GLA. This keeps your units safe and allows for maximum destruction by the naval units.

You will continue to encounter GLA attacks. Don't scout with your whole force. The base must be protected.





Back at the docks, continue to move new vehicles and infantry into a perimeter around your base. The GLA continues to move in units, generally attacking every time you receive reinforcements. If you are cautious and precise, you won't lose much. Damaged vehicles can be sent back for repair; injured infantry can hang out inside the Ambulance until they are healed. Don't move out too much at first. Extend your visual range only toward the warehouse, destroying whatever stands between the docks and that location.

The trucks are your main concern. Keep the GLA away from this parking lot!



Eventually, all 10 Supply Trucks arrive. As soon as they have, they start moving out toward the warehouse. Have everything cleared by then, or the trucks look for alternate routes. Alternate routes take them directly into GLA resistance, where they don't stand a chance. If the route is blocked, attack with everything you have to clear it. The trucks should pull into the warehouse, and if you've been diligent at destroying the GLA guards, they should all arrive in perfect shape.

Protect the trucks as they enter the warehouse. You don't need to get all 10 in, but you should be able to get them all here safely.



Now the tone of the mission changes. With the trucks taken care of, turn your attention to the massive GLA buildup in the mountains. The primary problem is the large number of defensive structures. Fortunately, you still have access to the navy, which means you can use both bombardments and airstrikes to clear the way. Concentrate the battleships on enemy structures capable of air defense. Airstrikes can hit these targets as well, but your jets take some damage in the process. Instead, send the jets against bunkers and Tunnel Networks to soften them up and knock them apart.

The GLA strikes at any outlying structures you possess. Either protect them fully or capture them when the GLA have been pushed back.

Meanwhile, you gain the services of a Construction Dozer back at the base. Use it to build a small collection of buildings. You don't need much more than you already have, but a Supply Center is a good idea, as is a Command Center. Build anything else you think you may need to help with the coming battle. A War Factory and Barracks are helpful if you can find the space.

Get a small base running as soon as your Construction Dozer arrives.



CHAPTER 3: U.S. Missions

Use the vehicles you have in the field to continue spotting for you. Send a couple of your Comanche helicopters along the map's western edge and explore the northwest. A small collection of GLA buildings here needs to be destroyed. Keep the copters back and do the damage with the offshore units. When the area is clear, send up a Chinook with a few Rangers and have the infantry capture the Tech Reinforcement Pad.

The Tech Reinforcement Pad gives you a continuous supply of free units.

The bulk of the GLA is stashed in the north center and northeast of the map. Move your vehicles in slowly, revealing the terrain bit by bit. When possible, use the offshore naval units to destroy what lies ahead, keeping the vehicles and any infantry in the area in place to destroy breakout GLA units. Move a couple of your Comanches to the bridge near the center of the map to annihilate any GLA infantry moving down the bridge toward your base.

Have your Comanches guard the bridge to prevent GLA incursions.

You need to worry about Demo Traps. You can spot these with your Sentry Drones, which can take them out by force-firing on them. Clear the way as much as possible; a triggered Demo Trap can take out several units at once.

Move carefully, spotting Demo Traps and destroying them before rushing forward.

TIP



You can have other units to destroy the Demo Traps. This gets rid of the danger, and helps these units build up levels of veterancy.

Keep up the bombardment. The mission ends successfully when the final GLA building has gone up in flames. If you are careful, you won't lose many units after the initial GLA strikes on the docks. Don't expose too much terrain at once. Overextending your units when advancing leaves the whole column—and thus your base—at the mercy of the GLA.

The key to this mission is controlled expansion at first, moving just quickly enough to destroy the GLA forces between the docks and warehouse without bringing down the wrath of the entire GLA base at once. Moving too slowly is almost as problematic as moving too swiftly in this mission. Balance speed with caution and you won't have problems.

Strikes from the ocean tear through GLA units and buildings.



Mission 3

In the last mission, you captured some documents that revealed the location of a secret GLA base. Your new mission is to knock out that secret base quickly. To do this, you have the services of Colonel Burton as well as Black Lotus, who is on loan from China. Black Lotus downloads any information she can from the base. Burton's job is then to bring down the mountain on the base, burying it for all eternity.

You must blast your way through to the base, making your way through the GLA forces with just Burton, some Pathfinders, and a couple of Sentry Drones.

Initially, the outlook is bleak. Several GLA-housed civilian buildings are to your right and a Scorpion is on the left. Move Burton to the west and destroy the Scorpion. From there, move up the Pathfinders so they can start picking off patrolling groups of GLA infantry. This helps clear the way for your advance and gives these troops experience that will be helpful later.

You start with only a few fragile units. Colonel Burton is the best member of your team, and you need his services often.

Wait for a few seconds. Four GLA Combat Cycles move in to the east of your starting position. If you haven't moved the Drones yet, they come under fire. Burton can handle all four easily, but he draws some fire. When the battle is over, let Burton heal. Monitor your Pathfinders to keep them out of the way of enemy vehicles.

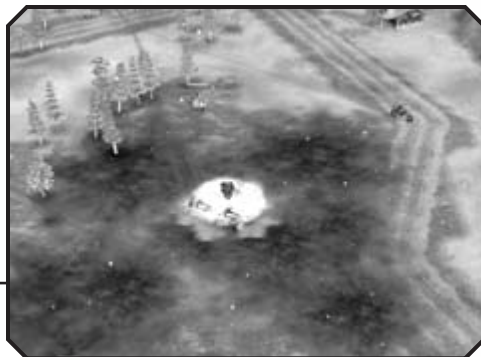


NOTE	 Burton can heal over time, but the Sentry Drones can't be repaired. Use them carefully.
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Let Burton handle the Combat Cycles with help from the Sentry Drones.

Have Burton start whittling down GLA defenses in the village while you are here. Have him occupy the windmill and take out one of the civilian buildings before the structure is destroyed. Move him carefully against the other structures, wiping out the GLA troops inside. This takes time, but it's worth it. Take out all the GLA garrisons on the west side of town, then return to your starting position.

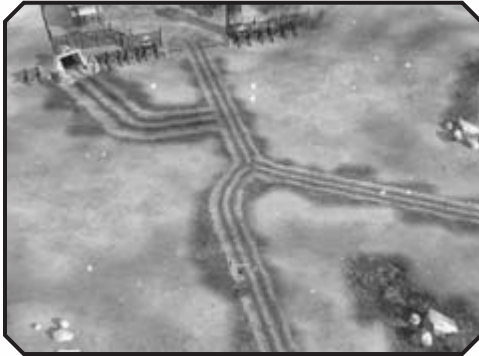
Move Burton through the town, wiping out garrisons. If you want the Pathfinders to get experience, move them into the area, too.



CHAPTER 3: U.S. Missions

Once everyone is back in position, move up toward the middle of the map. Ahead, you find the POW Camp, your first objective. The problem is that a Tunnel Network protects it. There are two ways to handle this. The first is to send in the Sentry Drones, and while they are drawing fire, move in Burton and have him use a timed charge to take down the building. This works, but it is wasteful. A better plan is to have Burton move in and destroy the building. He takes a lot of fire, but he survives, and he heals.

Wait a few seconds, and move up your Pathfinders to destroy the enemies coming from the GLA Barracks. As this happens, Black Lotus captures the GLA structures west of the river. This is good news, but doesn't directly concern you at the moment.



Burton can handle the Tunnel Network himself. It's better than risking your Sentry Drones.

Move Burton into the base and send a few Pathfinders with him. While the Pathfinders provide cover fire, have Burton use a timed charge on the Barracks. When it goes up, tell Burton to destroy the GLA hole while one of the Pathfinders picks off the GLA troops in the Stinger Site on the north end of the base. Finally, have Burton destroy the Stinger Site and the GLA hole below it. Once everything is down, you gain the services of a group of infantry.

Burton can destroy the Barracks with a timed charge while the Pathfinders drill any new GLA infantry walking out.

Now the fun begins. The map expands to the north, revealing a new section of terrain, including the secret GLA base. You have to get Burton to the base as soon as possible to destroy it. Move east of the POW Camp with Burton and destroy the GLA vehicles that appear here. Once the way is clear, move south toward the village.



These two vehicles are no problem for Burton. Destroy the Technical first, since it poses the bigger threat.

If you didn't clear the town earlier, do it now. Have Burton rappel over the cliff to the right and enter the windmill. He should be able to destroy the rest of the GLA garrisons in the town. The Pathfinders can help mop up. Then move everyone north, leading with Burton.



If Burton sneaks into this building, he can destroy the enemy garrison.

What you find is a group of Tunnel Networks protecting some GLA-controlled Oil Derricks. This is a tough fight, but you need to wipe out the Tunnel Networks to get your forces farther north. Have Burton target the one farthest west. Pull him back, let him heal, and repeat until you destroy the Tunnel Network. Continue on the next Tunnel Network to the east.



Don't worry about losing Burton. He'll be wounded, but he can handle this.

This time, you get a surprise. Once Burton starts firing, vehicles pour out to repel him. Pull back to heal as needed. It takes several attempts to destroy the Tunnel Network, but once it is down, Burton can destroy the vehicles at his leisure. Remove the rest of the guarding structures before taking stock of the situation.

This Tunnel Network takes a few tries. Hit the vehicles first, then worry about the Tunnel Network.



CAUTION

Every time the GLA units retreat to the Tunnel Network, they are fully repaired! Completely destroy at least one vehicle before retreating.



Move back to where you destroyed the first of these Tunnel Networks. There is a GLA Arms Dealer in this small base, and a pair of garrisoned structures. Take out the Arms Dealer, then move in and destroy the garrisoned building to the west. Move east carefully and destroy the garrisoned structure near the abandoned vehicles, then remove the Stinger Site. This releases another group of POWs. Have them occupy the vehicles and move these out with your forces.





Clear these GLA structures and you gain troops and vehicles.

Go to the right of the bridge to the area below, where you can remove an entire GLA base. Have Burton do the dirty work, destroying the Battle Buses. Use your new vehicles to knock out the Stinger Site, then take everything out in force. You can collect the additional units here when the area is cleared of enemy troops. Once you have these vehicles, move west and destroy the Oil Derricks and the units protecting them. This cuts off GLA income, shutting the enemy down completely.

Enter the town in force and destroy everything.

Now move north, where you find a collection of GLA defenses along the cliff wall and on the far end of the bridge. By this time, you should be adept at using Burton to destroy these buildings. Wipe everything out and move in your units. When everything is down, send Burton into the cliffs. He starts to climb them, and stops about halfway up. A quick detonation, and the secret GLA lab is no more.



Past this Tunnel Network are the cliffs leading to the secret base. Burton can climb these cliffs with no trouble.

Mission 4

The GLA has taken control of a series of Oil Derricks in the Masshad area of Iran. These Derricks generate vast amounts of wealth for the GLA, allowing them to more fully arm themselves and cause greater mayhem under the direction of Dr. Thrax. Your task is to take the Derricks and put them to use generating income for the United States. Then, with the income created, you are to develop a massive force and destroy the GLA contingent in the area.





Start building your base immediately. You start with nothing but units, so you have a lot of work ahead of you. The two Oil Derricks to the west of your position are your first targets. Have Colonel Burton shoot the Demo Traps to get rid of those. Use one of your Construction Dozers to remove the Booby Trap from one Oil Derrick and repair both from damage suffered in the Demo Trap explosions while the other Dozer starts working on the base.

Get rid of the Booby Traps and Demo Traps around the Oil Derricks and capture them as soon as possible.



Build your structures far apart. You have plenty of space in the map's southeast corner. The GLA starts working on a SCUD Storm when the mission starts. If you spread out, you minimize the damage when the GLA strikes.

Generous spacing between your buildings is critical for success in this mission.



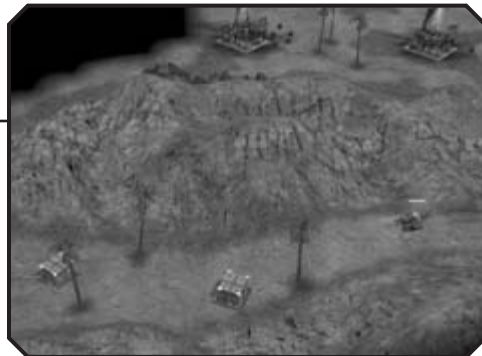
Create a force of Rangers and, once you have the War Factory built, a group of Sentry Drones upgraded with machine guns. Send this group, along with a Construction Dozer, over the bridge to the west on the southern extreme of the map. The bridge leads to a vast field of Oil Derricks under GLA control. The Sentry Drones spot, target, and destroy the various Demo Traps. The Rangers can capture everything for you, and the Construction Dozer gets rid of Booby Traps and repairs the damaged Derricks.

This takes time. While you're working on it, add structures to your base. Move a Pathfinder here as well.

Let the Sentry Drones take care of the Demo Traps guarding this area.

Move a unit along this rock pass on the map's south edge. You get the operative and collect extra cash.

Watch out for GLA surprise attacks in the heart of your base. They appear on the airfield runways, and target any structures in the vicinity. Move a couple of your starting Pathfinders into the area to handle the assault. It won't take long to mop them up.



CHAPTER 3: U.S. Missions

Back at your base, send groups of infantry to garrison the buildings ringing the bridges leading into your base. These troops are vulnerable to some GLA attacks, but they form a good line of first defense against GLA assaults. Back them up with a few Crusaders, Humvees, and Sentry Drones to keep the GLA from getting too close to your structures.

These garrisons won't stand up to a concerted GLA attack, but will give you advance warning of GLA approach.

The operatives you find are from the CIA, and you're happy to have them on your team. Each is essentially a duplicate of Colonel Burton, with the same basic abilities. Move the first one out with your infantry heading through the oil field. He can assist with the destruction of the Demo Traps as you take over the GLA's funding source.

Get the operative out into the battle as soon as possible. He's as good as Burton for picking off infantry and destroying vehicles.

Around the same time you pick up the first operative, you find out about a radio station in the northeast. If you can reach this and destroy it, you can shut down the Bomb Truck attacks being sent by the GLA from the north. Continue fortifying your base against these attacks to stop them for now. Use your General Points to buy A-10s and fly them in to knock out the station. It takes a couple of attempts, but you get rid of this building immediately.

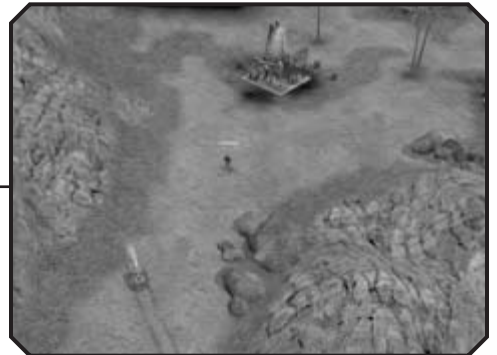
A-10s are the fastest way to remove the radio station.

As you move through the oil field, you come under heavy, constant attack from the GLA. Continue funneling troops and vehicles into the area to protect the Derricks you've taken and make your way north. This is a difficult fight because of the frequency of the GLA attacks. Keep your eyes on them at all times. If you can grab the Repair Bay, your vehicles automatically repair themselves. Slowly push your way in, fighting off whatever comes at you.



Expect constant GLA attacks in the oil field. They are not overwhelming, but they wear you down if you don't pay attention.

The most difficult battle yet awaits you as you move farther through the oil fields. The GLA attacks get stronger as you move in. Destroy what you can, and keep your Rangers moving in to take more Oil Derricks. You eventually reach a



point where you can't expand much farther without putting your entire front at risk. At this point, keep shuttling replacements into the area. At the same time, use the A-10s to hit the SCUD Storm that the GLA has built at its base.

Drop the SCUD Storm quickly, or expect problems at your base.

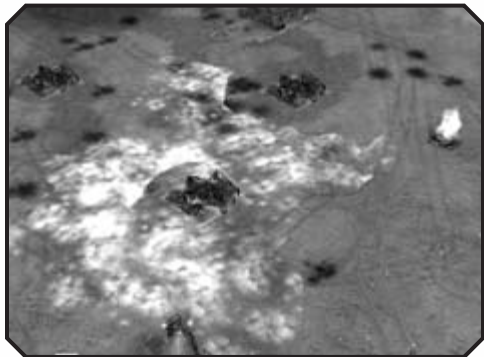
Buy Paratroops with General Points and use these units to drop behind the GLA lines and create confusion. You'll lose these troops, but they do some real damage before they are killed. If you can, concentrate on the buildings. Otherwise, have your Paratroops retaliate against any enemy units that attack them.

Along the middle of the map are three Tech Artillery Platforms. If you can move Rangers near them, your troops can take them over. This gives you a lit-



tle additional firepower to knock back the attacking GLA. If you don't keep these structures protected, they fall to GLA aggression. You can expect the GLA to try to destroy these structures, allowing your other units to whittle down their strength.

Grab the Tech Artillery Platforms for added power against the GLA, but leave some units back to protect the structures.



After you collect a good number of Oil Derricks, the GLA attempts to take some back. Keep Pathfinders at strategic locations in the oil field to pick off any GLA troops approaching your Derricks. Destroy the GLA-held Derricks if you are having trouble collecting more. Consider this a war of attrition. If you can cut off the GLA's funds while maintaining your hold on at least half a dozen Oil Derricks, you eventually wear them down.

If you don't take care of your Oil Derricks, the GLA will take care of them for you.

The best path for assault on the GLA base is up the map's western edge. Move in with a varied force of vehicles, and continue to produce more units at your base, sending them up the west. Continue building Sentry Drones to find the Demo Traps, which are common along this path. Driving up this way puts you in a direct line with the GLA structures.

Move in with a large enough force to take out buildings and vehicles at the same time.



As soon as your A-10s become available, target a GLA structure and send them in. Each strike should destroy one building. Target the unit-producing structures first, then hit whatever you can see.

Under a massed assault, the GLA folds like a house of cards.

When the final GLA building goes up in flames, the mission ends in success. It's a costly but critical victory for the forces of freedom.



Mission 5

You have cornered Dr. Thrax, a master of chemical warfare. A quick airstrike has taken out Thrax's toxin storage facilities, which has delayed his ultimate plan to drop toxin-ridden missiles into the heart of several major U.S. metropolises. While this is good news, a problem persists. Thrax still has his missiles, and is working on filling them with deadly toxins. You must strike quickly, destroy the GLA threat, and take control of his launch facilities and rockets. Once they are in your possession, the threat to world peace will end.

You start with just three Humvees, two Construction Dozers, and a Command Center, which isn't much. Start building your base immediately, getting two Cold Fusion Reactors, a Supply Center, a Barracks, a War Factory, and a Strategy Center built as soon as you can. The GLA attacks with a SCUD Storm eventually, so spread out the buildings. You may also want some Fire Bases and Patriots ringing the base.

Start building. Any delay means it takes longer to fight back against the GLA.

As soon as your Barracks is up, build a couple of Rangers and upgrade them so they can capture buildings. Send them up the hill to the immediate east of your base, where a rebel faction of the GLA is located. They are opposed to Dr. Thrax's use of toxins, and side with you. You need them.

Enlist the help of this splinter GLA group. They're valuable in the fight ahead.

TIP

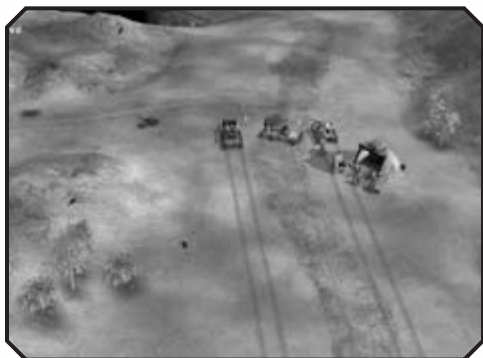


You may wish to build a couple of your structures in the GLA area, just to keep them away from your main base.



Have your Rangers take the two Oil Derricks west of your new GLA friends. In the GLA base, create a single Worker and load him onto a Technical. Take this unit and a few others straight north until you see the bridge. Unload the Worker and have him create a Tunnel Network out of range of the GLA forces on the river's other side.





This Tunnel Network serves as an advance position for striking against the first two missile silos.

Shuttle a good collection of units from your main base through the Tunnel Network to this area. Make sure this group includes several Sentry Drones and Tomahawks. Move up and have the Tomahawks take out the GLA defenses, then send in everyone, being wary of Demo Traps. Target these, then bring in a group of Rangers. You find several key buildings here, not the least of which is the control center for the missiles and two of the missile sites. Collect everything, including the two Oil Derricks. This cuts off a large part of the GLA's income, making it more costly for them to replace any losses.

Capturing the northeast corner shuts down some GLA buildings, decreases their income, and puts two missile silos in your hands.



Back in your base, the Chemical Suits are a must as soon as your Strategy Center is built. Supply

Lines and Advanced Training are also worthwhile. Continue pumping out units, expanding your perimeter around your main base. Move carefully through the town, and maintain a good mixture of units as you march forward. The GLA attacks constantly with a variety of units, including SCUD Launchers. Watch for these and target them when they show up.



The GLA defends the central town, so move in with a large, mobile force.

The biggest problem you face is the SCUD Storm, which is built in the map's northwest corner. Reveal this as soon as you can, and use any and all weapons at your disposal to destroy it. The GLA base comes with the ability to use the Anthrax Bomb and Ambush, both of which can help you whittle down the defenses. Move in, taking each defensive position as you come to it. The better you clear out the GLA's antiaircraft defenses, the easier it is to get to the SCUD Storm.



Expect a few hits from the SCUD Storm as this mission progresses.

TIP



Some unclaimed Oil Derricks are in the center of the map. You can take these if you wish, but the GLA attacks and destroys them quickly. It's a better idea to keep these out of GLA hands.

With your General Points, grab A-10s and Paratroops to the fullest extent possible, adding these units to the war against the SCUD Storm. The faster you can destroy the defenses, the more quickly you can send your A-10s against the structure. For a time, the GLA can afford to repair this building, so any damage you do is fixed. Knock out the defenses first. Three A-10s take down any structure and the GLA hole beneath it, allowing you to clear the way in.



Paratroops keep GLA forces occupied for a short period of time.

When the defenses start dropping, reveal the map to the west of the first two missile sites. You find the last two here. A group of Paratroops equipped with Chemical Suits can stand their ground for a decent amount of time here. When the SCUD Storm is down, use your A-10s and Anthrax Bombs to clear out as much as you can from this area, then send in the Paratroops. Use most to create a perimeter, taking any buildings in the area if possible; one or two should hang back and take the missile sites. When you have all four sites, the mission ends.



Send in all your special units to clear the area, then take the last two missile silos.

You can make this mission easier by watching for the SCUD Storm and moving immediately. Build duplicate structures when you get the chance, if only to prevent the GLA from temporarily shutting down your ability to produce new vehicles. Most of your funds go to replacing your losses as the GLA constantly swarms down on your base. Don't worry about using infantry—the only use for Rangers is to capture the necessary buildings. Virtually every unit on the GLA side uses toxins, so your infantry units are extremely vulnerable.

You can further assist yourself by clearing out the map's northwest corner.

Two Oil Derricks here can be destroyed or taken over. Getting them eliminates the GLA's income, except for any Black Markets they possess. After you destroy the bulk of their income, they have a more difficult time sending out new units to harass you.



Destroy the bulk of the GLA base to give yourself an easier time with the final two silos.

You don't need to destroy everything to complete this mission. If you don't want to beat your head against the SCUD Storm, you don't have to. The critical point of the mission is capturing the four missile silos. If you concentrate your A-10, Anthrax Bomb, Ambush, and Paratroop attacks on the center of the northern edge of the map, you can push the GLA back from the missile silos, opening them for capture. Your base is devastated repeatedly by the SCUD Storm launch, but forcing the GLA away from the structures you need for victory is the key to success. Losing hundreds of units and a dozen or more structures may not seem like victory, but it works.

As long as you take the silos, it doesn't matter how much of the rest of the GLA you destroy.

Include either Quad Cannons or Avengers in every attacking group. Both of these units have antimissile capabilities. They won't help against the SCUD Storm, but they keep your units safe from GLA SCUD Launcher attacks, allowing other units to move in without worry and destroy these vehicles as soon as they are spotted.

Keep an eye on all your groups, replacing losses as you can. If it seems overwhelming, remember that your GLA base can produce an equivalent vehicle for everything you need. There's nothing wrong with building a few Technicals instead of Humvees or Quad Cannons in place of Avengers.



4

GLA MISSIONS

Mission 1

Dr. Thrax has died for the GLA cause. It is up to you to make sure that his sacrifice is not in vain. The GLA leader is on the run from the Americans. Protect him and get him to the nearby airfield so he can fly to safety. You must battle your way through American resistance along the way. Once the leader has reached his getaway plane, the GLA will be alive again and ready to take the fight to the United States.

You start with a couple of Quad Cannons, a horde of Combat Cycles, two Technicals, and the leader's limousine. Move a few of your units onto the salvage crates to the north to upgrade them, then send everyone except the leader along the road to the bridge. Keep the leader well back, moving him only when you have cleared out the areas ahead.

NOTE



The salvage crates are best if they are picked up by the right units. Infantry and Cycles don't get upgrades—they only get money.

You have a small force to begin with, but you'll soon expand it.

Four Rangers guard the bridge; wiping them out should pose no problem. Move in with the entire force and take them down, then head over the bridge. Keep the limousine back for now; you're attacked as soon as you cross to the other side.

These Rangers won't know what hit them.

Move over and take a couple of supply crates on the bridge's far side. As soon as your force is over, an American patrol consisting of a couple of Humvees attacks from the south. Concentrate fire on the Humvees and take them down, then collect the salvage crates that appear.



You may lose a unit or two in this American attack.



TIP



You can sneak the Combat Cycles behind the first U.S. base and capture the Artillery Platform before the U.S. is aware of you.

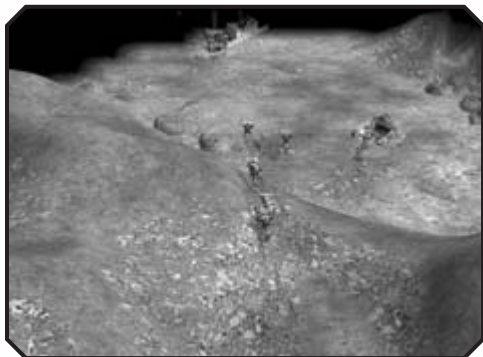
Around this time, a new group of Combat Cycles appears from the southwest. These vehicles are equipped with rocket launchers, which makes them more powerful against enemy armor—a good thing, because you face armored units shortly. Continue along the road. Send the limousine across the bridge, keeping it well back of your main force.

Head into the small American base by clearing the way with your Combat Cycles.



Two American vehicles are ahead. Blast your way through them and head into the heart of the American base to find a number of targets for your vehicles. Move from enemy target to target, destroying them all. Again, the salvage crates are worthwhile. Pick them up for the cash or upgrades to your vehicles. A few extra crates are south of the neutral Tech Artillery Platform. When you are ready, move the limousine to this location.

Leave the American base a smoking ruin. That's the GLA's way of saying "Hello."



Split off about half of your Combat Cycles and send them up the hill to the south. These units should drive to the map's southeast corner, then go north. You find what remains of a GLA base under attack. Hit the American units from both sides to reclaim the base. You may lose a few units, but you gain several structures. Send your wounded into the Tunnel Network for quick healing, then move to the bridge to the north. When it's clear, move in the limousine.

These Combat Cycles have a surprise for the Americans attacking your small base.

Now you have a base to work with and an Arms Dealer. Spend some of your cash for a few new units, especially a collection of Scorpions. Upgrade to the Scorpion Rocket. Create some Workers and have them repair your buildings and create a Barracks. Build a few Rebels, which are already upgraded and able to capture structures. When you are ready, send everything across the bridge.



CHAPTER 4: GLA Missions

Get some units together, thanks to your new base, then head over the bridge.

Just across the bridge is a Tech Reinforcement Pad. Have your POWs collect this, then move west to the American base. Lead with your strongest units, keeping your anti-infantry vehicles back for now. You want them guarding your southern flank when you hit the American base.



This Tech Reinforcement Pad isn't necessary, but you may as well take it while you are here.



A pair of Fire Bases guards the American base. Have your main vehicle force strike these while your other vehicles and Rebels hang back. After you start attacking the Americans, a group of Paratroops drop in. Your Quad Cannons can handle them easily, especially with the assistance of the Rebels. Destroy all the troops and both Fire Bases before you move in.

Knock out the Fire Bases to clear the way into the final American stronghold.



Blast through everything, then move in the limousine.

North of this is the airfield, with a plane ready to go. Move in the limousine. When it reaches the tarmac, the leader flies off in his getaway plane, and the mission ends in success. Good work! The GLA lives again!



Mission 2

The area outside of Cairo is under the direct control of Prince Kassad. Kassad has turned his back on the GLA, his former allies. Considering the power that Kassad controls, this is not good. Prince Kassad is a master of camouflage, able to hide his units in plain sight, allowing them to conduct incredible surprise attacks. He can also perform tunneling sneak attacks, a great advantage against the more powerful American foes. If Kassad will not come to the GLA willingly, the GLA must capture him and acquire his superior technology. Find Kassad and turn his own techniques against him.

This mission is more difficult than you may be used to, because almost everything you face is shrouded until you get close to it. The solution is Radar Vans. These units reveal anything hidden within about a half-screen radius. Every one of your attacking groups needs a Radar Van, and it isn't a bad idea to have two in each group. An entire column can be disrupted by a few of Kassad's units, so knowing their location before you encounter them makes a difference.

Your Radar Vans spot Kassad's units before they strike. Ring your base with them and with Stinger Sites.

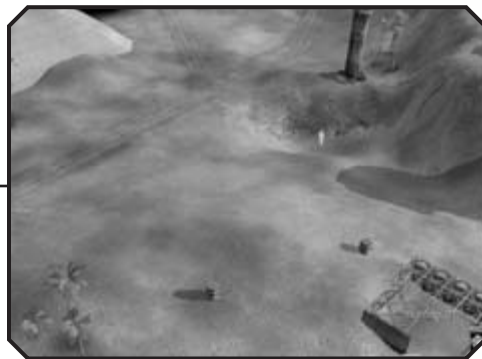
You don't have a lot of units when you start, but your base is ringed with a series of Demo Traps. Build a group of Workers and have them create all the structures you need right away. A Supply Stash is critical. Reserve one or two of the Workers so you can replace the Demo Traps when Kassad's troops detonate them as they try to break into your base.



path leading up to the Oil Derrick that is directly south of your base, send up a Rebel to claim it. The income is useful.

Add Rebels and a Worker or two into the Technicals.

From here, move your force into the small village. Another Oil Derrick here is worth collecting. Protect this with a Tunnel Network and a Stinger Site or two. Back in your base, build a Palace if you haven't already and research the Camo-Netting immediately. All your defensive structures, including the new



Once your base is up and running, start producing units. Place your Radar Vans around the outskirts of the base to spot incoming units. Protect each one with a collection of vehicles. Two each of Quad Cannons, Technicals, and Scorpions are a good mix. Build a couple of Tunnel Networks inside your base to allow for quick healing and quicker transport of vehicles.

Get your base up and running as soon as possible.

Build a force of units, essentially duplicating your protective forces. Add a collection of Rebels, which you can place inside one of the Technicals. Send a Radar Van with this force, which should move out west along the map's southern edge. Destroy any of Kassad's forces you encounter. When you find the



CHAPTER 4: GLA Missions



ones in the village and the ones you've already built, should be camouflaged from this point forward.

Watch out for Kassad's Tunnel Network on the east side of town.



Keep sending this group along the map's southern edge. Use the Radar Vans to spot the area ahead for any of Kassad's troops. Your goal with this expeditionary force is to reach the coast, taking anything useful along the way. For now, just keep going, inching along to avoid being ambushed or caught up in any of Kassad's Demo Traps.

You find a Supply Depot on the coast, ready to claim. Move in a couple of Workers—the ones you had building defenses by the last Oil Derrick are fine—and create a small base. All you really need are Stinger Sites, a Tunnel Network or two, and a Supply Stash. Build more Workers from the Supply Stash and start collecting.

This Supply Depot is relatively safe. Have your Workers build a small base here and start collecting loot.

As you create this small base, build another attacking force at your main base. This should consist of at least two each of Quad Cannons, Technicals, and Scorpions, five Rebels, and at least two Workers. You have built a Palace by this point, so you also have access to some new units to add to the mix.

Send this force north from your base, along the map's eastern edge.

This group finds a hidden Tunnel Network, which you must destroy. Take it out, then send a single Rebel to claim the Oil Derrick. One Worker should build your own Tunnel Network on the site of the one you destroyed. Another Stinger Site is a good idea as well. Once you are set, send this group north again.

The hidden Tunnel Network is on the eastern side of the village.

TIP



Just north of this location, a path leads back to your base. Send a Rebel up this path to capture the Tech Artillery Platform here.



To the north, you reach the southern extreme of the main town. Move east to find the remains of a GLA base. Send in your Rebels to claim all three buildings. The Barracks is nice, and the Tech Artillery Platform helps keep this small area defended. The real prize is the Black Market, which generates income. You have to face a few minor attacks while you are doing this, but only a few vehicles or infantry at a time. Build another Tunnel Network and Stinger Site, and have this group sit tight for a few minutes.



This small base is useful. Take all the buildings and protect them with some defenses.

Switch your attention back to your first group. Move them along the coast, watching out for Demo Traps. You can reinforce this group with more vehicles from your main base, shunting them through the Tunnel Networks to join this attack force. About midway up the coast, you find another Oil Derrick and a Refinery. Take both and protect them with defensive structures. You now have a sizable income and can buy vehicles for much less.

Capture both of these buildings to add to your military might.

Continue moving this group along the coast. As it turns back to the east, you encounter numerous Demo Traps, so move carefully. Inch your way along until this group finds the western end of the main town with a bridge leading to the left. Again, stop here. For now, ignore the Tech Artillery Platform.

Go back to your second group and send them into the town. It looks as if the Command Center is unguarded, but several buildings are in the vicinity, including an Arms Dealer, a Barracks, and a pair of Tunnel Networks. Use a General Point to buy the ability to create SCUD Launchers, and create three. Send these through the Tunnel Networks and destroy them. Remove everything but the Command Center. When the smoke has cleared, capture this with your Rebels. This gives you the ability to use the GPS Scrambler.

Destroy everything but the Command Center here. Capture it to gain the GPS Scrambler ability.

NOTE



Another Supply Depot is here, and you can build another small base if you wish. Money should not be a concern at this point in the mission.

Merge your two forces by the bridge. Have your Rebels capture the Tech Artillery Platform, which starts hitting the two bunkers on the far side of the bridge. Your SCUD Launchers can help with this destruction. Use the GPS Scrambler on as many of your units as you can, especially the Radar Vans and SCUDs.

When all or most of the force is under the protection of the GPS Scrambler, move across the bridge. Again, take it slowly; you must contend with hidden units and Demo Traps. Your SCUD Launchers can handle the defensive positions on cliffs above you while your other units take care of everything at ground level.



Use your SCUD launchers to knock out the defenses on the far side of the bridge.

Continue following the road until you locate the next Command Center. Move in and clear the area, then capture the Command Center to gain the ability to use Kassad's Sneak Attack, which creates an unarmed Tunnel Network anywhere on the map. Because Kassad has placed his base behind a series of cliffs, you need this ability to track him down.



Grab this Command Center to gain the Sneak Attack ability.

Explore this area. There is a Palace you can destroy and another Supply Depot. For now, use the Sneak Attack to create a Sneak Attack tunnel on the island to the south. Send over a Technical filled with Rebels. These tunnels hook into your Tunnel Networks, so you can dispatch this Technical from anywhere you have a Tunnel Network built.

You don't need this Oil Derrick, but exploring the island is worthwhile.

You find another Oil Derrick and a Sneak Attack tunnel. Ignore the tunnel and claim the Oil Derrick. When you are done exploring this island, your Sneak Attack should be ready again. Load up a Tunnel Network (build one by the newest Command Center) with good units and send them inside. When you are ready, use the Sneak Attack on the hill above you.

When you pop your troops out of the Sneak Attack tunnel, be ready for a fight. A hidden Palace here is stocked with enemy infantry. Destroy the Palace and move north to take out the Combat Cycles. After you destroy everything, you can look at the final Command Center.



Pop out of the tunnel and destroy everything in the area.

Capturing the Command Center is quicker than destroying it. As soon as it is gone or in your hands, the mission ends. You have Kassad's abilities, and the traitor is no longer a threat to the GLA.



You can destroy this final Command Center, but capturing it is faster.



Mission 3

The United States has a fleet of ships off the coast of Matala, Crete. The battleships are in dry dock, but the area is protected by an aircraft carrier that is causing serious problems for the GLA. Your task is to destroy the aircraft carrier. If you can gain control of the American Particle Cannon and enough Cold Fusion Reactors to run it, you can use it to destroy the carrier.

When the mission begins, you have a small force of units. Move up your Quad Cannons to destroy the four Rangers patrolling the area, but keep them well back of the Crusader tank. Have a Hijacker capture the Crusader and add it to your force.

The infantry are no problem, but the Crusader requires a more inventive solution.

With the Crusader in your possession, move out. Load the infantry into your Technicals and follow the beach to the east. The Particle Cannon is here, protected by a small group of American infantry. Attack them in force. As you enter the area, a group of Rebels runs out of the Tunnel Network nearby, joining your force. Don't worry about capturing the Particle Cannon; this happens automatically. Move some of your units into the Tunnel Network, leaving a small protective force here. A couple of Quad Cannons and RPG Troopers are a good idea.



Taking the Particle Cannon should be no problem for you.

Look across the water to see another Tunnel Network. Bring out a single Hijacker to take the Tomahawk on the beach to the east. Send the vehicle back into the Tunnel Network to protect it for now. Move quickly. As soon as you start running for the Tomahawk, an American Pilot goes for it as well. He runs off when the vehicle is in your possession.

You should see a few GLA buildings to the northwest. Send your last remaining Hijackers here to capture the two tanks. This liberates the base,



CHAPTER 4: GLA Missions

giving you a Palace and a Barracks. Move your units over to the base and collect the crates. The next part of the mission is difficult, so spend a few minutes building some infantry. A few more Hijackers can't hurt. Create some additional RPG Troopers to protect the Tunnel Network on this side. Most important is a group of Terrorists.

Since you have the Hijackers, use them.

With this base, you also secure the services of Jarmen Kell and a collection of units on the western tip of land. Create six Rebels and claim all the vehicles. Send a couple of Quad Cannons over to protect the Particle Cannon—you need the others here.

Jarmen Kell is a major part of your strategy from this point forward.

Move Kell up toward the American base, which is protected by a pair of Crusader tanks. Have Kell snipe the drivers of both, but don't put troops in them yet. Sit tight until you have a good group of Terrorists built. The American base is protected by four Fire Bases, and the best way to handle them is to sacrifice a few infantry units built for the task.



Use groups of Terrorists to destroy the Fire Bases, opening the path to the Cold Fusion Reactors.

When the Fire Bases are down, move in and take over the base. Grab all the Cold Fusion Reactors as well as the Tech Artillery Platform. Move a group of Quad Cannons to the east side of this base—the Americans attack from the air, and three Quad Cannons keep your power supply from drying up.

When you have power, the Particle Cannon comes online. The Americans immediately launch a pair of attacks at the Particle Cannon. Your Quad Cannons can handle the small number of Paratroops dropping in. The A-10 attack is more serious, but everything should survive.

This is the reason you left a small force back with the Particle Cannon.

You have a little time before you can use the Particle Cannon, so explore. On the southeast corner of the island you can see a small piece of land. Use a Sneak Attack tunnel to move here and collect the crates. You can also nab another Toxin Tractor.



Exploring this island takes a few moments and yields significant rewards.

Now sit tight. You can't do much until the Particle Cannon comes online. When it does, look west to a large island. Target one of the garrisoned structures on the southern end and destroy it and the units inside with the Particle Cannon. As soon as you can, load units into your Tunnel Network and use a Sneak Attack to move some units to this island. Make sure that Jarmen Kell is with this group.



The Particle Cannon destroys a garrison and gives you a nice view of the terrain, allowing you to use a Sneak Attack.

On the new island, bring Kell out of the Tunnel Network and have him snipe the drivers of the nearby vehicles. Move out a few more units and claim these, staying well back of the garrisoned buildings to the north. Be patient here. American helicopters are moving in reinforcements, garrisoning more and more structures. Wait until the Particle Cannon is charged again before moving out. You may have to fend off a couple of minor attacks. Don't sweat these—use them as a chance to add more vehicles to your force after Kell snipes the drivers.

TIP



If you are impatient, use your Toxin Tractor to clear the buildings.

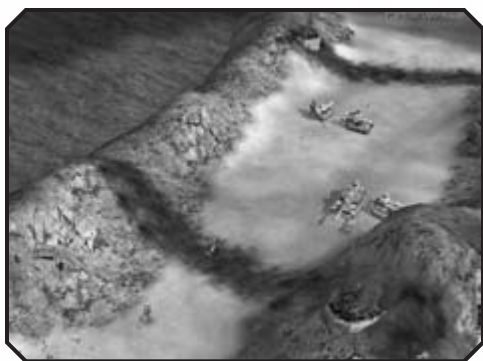
When the Particle Cannon is active again, destroy the garrisoned buildings. You can get all three with one shot. When all the structures are down, move in your units and keep them there. Approach the small outpost to the northwest of the village with Kell and annihilate the infantry. He can snipe the Ambulance driver, allowing you to add that vehicle to your team. Most important, this gives you the services of an Arms Dealer. While you are at it, collect the Tech Artillery Platform.

Have Kell wipe out this small American base, then use the structure to add to your force.

Now send Kell up the narrow neck of land to the north. This area is heavily protected with vehicles, Patriots, and bunkers. Be patient—this is a job for the Particle Cannon. As it comes online, use it to destroy the bunkers and Patriot sites. Kell can handle the vehicles, sniping the drivers and allowing you to capture them.



CHAPTER 4: GLA Missions



Once you have pacified the area, take the vehicles with Rebels.

Move forward into the American area, just to the point where you can make out the closest Patriot. Have your new Tomahawks target this. A rush of American units attacks your position. Knock them back while the Tomahawks get rid of the two Patriots. Once the area is clear of Americans, you get two more important pieces for your base. The first is a Black Market, providing a nice bit of income. The second is a Command Center. Finally, you can create a few Workers!

You can create your own structures!

Create a few, then build a Supply Stash between the two Supply Depots. Start bringing in money. Put up a few defenses here to guard against air attacks if you wish, but the island is now entirely in your possession. You shouldn't have to worry about anything coming this way.

Before starting your final attack on the Americans, explore the small island in the northwest corner to find several salvage crates. More important, this area has two abandoned Marauders. Get them both and send them back into the Sneak Attack tunnel to prepare for the main assault on the Americans.



These Marauders are useful in your final attack against the Americans.

Check out the eastern side of the island. You can see the tip of another beach across the water. This is the main American base, and breaking in won't be easy. Use the Particle Cannon to soften up the American defenses. Your best targets are the Cold Fusion Reactors in the back of the base. If you can take these down, you can shut down the Patriots.



It's so nice when an enemy lines up your targets for you.

Destroy everything. You can move additional units in to help, but you shouldn't need them. Move through the base and down the road to the south, taking out everything you come across—mostly infantry with a few vehicles thrown in. Ignore the battleships in dry dock to your left.





Dismantling the base should be quick, painless, and entertaining.

At the end of the island, you find an American base. Move in and destroy the last remaining Cold Fusion Reactors, then destroy everything else. It isn't necessary to destroy everything to complete the mission, but it guarantees that no newly produced units show up behind you.

Destroy the buildings rather than let your enemy continue building units.

Eventually, you run out of things to blow up. Move to the southern point of the island to spot the aircraft carrier. Sit tight. When the Particle Cannon comes back online, it fires automatically, splitting the carrier in half and sending it to the bottom. You've handled the threat perfectly—the American Navy is no match for the superior ingenuity and tenacity of the GLA.

After you spot the aircraft carrier, wait for the Particle Cannon to finish recharging.



Mission 4

The chaos you've created by destroying the American aircraft carrier is perfect for your next plan. The goal is to strike a blow against the American Central Command in Europe. Unfortunately, you don't yet have the means to do so. But you know where you can find the equipment and toxins needed to make a spectacular weapon. You must infiltrate the American toxin facility and steal their biological weaponry to use against them.

You start with two teams. One is on a small island to the west and the other is on the southwestern section of the mainland. Team one, on the island, consists of Jarmen Kell and a group of Hijackers. The other group consists of an equal mix of Hijackers and Rebels. Concentrate on the first group for now.

Kell's team, ready for action.



NOTE



If you lose Jarmen Kell, the mission can still be easily won because Hijackers can steal any vehicle, and any units—including rebels—can enter the grade neutral vehicles.

Leave the Hijackers behind for now, and send Jarmen Kell up the path to the northwest. Three American vehicles are here. Kell pops all three drivers, allowing you to take them over. Move up the group of Hijackers and put one inside each vehicle. Load the other Hijackers and Kell into the Humvees, leaving one Hijacker outside the vehicles for now.

You've got the units, you may as well take the vehicles.

Switch your attention to the second group. Send them north to the Tech Hospital and have your Rebels capture it. Most of your infantry are susceptible

to damage, but the ability to heal may help them survive a battle. Having the Hospital helps maintain Kell's health.

Having the Hospital can't hurt, and it helps heal your wounded infantry.



Move this group southeast through the town, looking for a group of three abandoned Technicals. When you find them, send Hijackers into them to take them over. Now you have a more powerful force to attack the Americans with. Leave the two remaining Hijackers here and bring the three Technicals and the five Rebels farther southeast until you spot the road leading down the hill.

TIP



There are salvage crates in the residential area on the way to the Humvee patrol area. With three fully upgraded Technicals, you shouldn't have to worry about the Humvees at all.

American Humvees patrol the area below you.



Three Humvees patrol the area in the southeast. Move in your force. The goal is to destroy them one at a time rather than confront them all at once. If you can take them on singly, most of your units should survive. If you need to, pull back to the Tunnel Network to repair the vehicles. The Rebels heal on their own, thanks to the Hospital.

Move your infantry into the bunker near the center of this area and you can handle one of the Humvees easily. With it down, you can continue sending the infantry around to various buildings, allowing them to take potshots on the vehicles. Move carefully; your infantry is dead meat if the Humvees spot them in the open. Move only when the path is clear.



Destroy the Humvees from the bunker.

Check to the east of this location. Inside a small compound you encounter a GLA sympathizer. For your troubles, you gain a few more Rebels, a pair of Terrorists, and another Hijacker. These are useful when you attempt to break into the main American base. For now, keep them back.



The GLA sympathizers add more men to your force.

Your ultimate goal here is the Radar Van. Snap this up with a Hijacker. Your work with this group is done for the moment. Switch your attention back to the first group—it's time to bring them over to the mainland. Load your lone Hijacker onto the Ferry, then add the vehicles. Tell the boat to sail across the water to the small area on the southwest corner of the larger land mass. Use

the Radar Van to check the ground in front of the Ferry to spot a Demo Trap. Sacrifice your Hijacker to destroy this (if you're lucky, the Hijacker runs fast enough to avoid the explosion), then move out the vehicles.



The Radar Van is necessary to get your other troops safely onto the island.

TIP



When loading the ferry, have the Hijacker get on first. This ensures that he leaves first, detonating the Demo Trap.

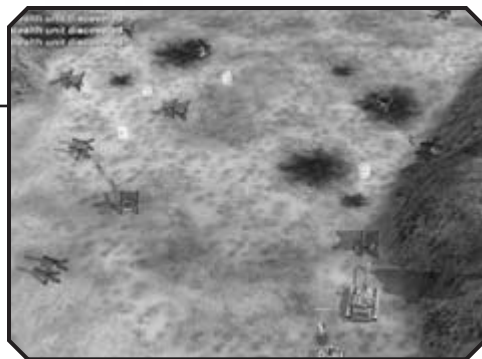
It should be obvious what lies ahead. You have to shepherd your force through an extensive minefield. Use the Radar Van to spot the ground ahead of you, then group your attacks on the Demo Traps to blow them up. Take it slow—your units aren't in any serious danger. It's more important to be thorough than to be fast. Make your way to the northern end of the minefield. Nail the two infantry units here, then have a Hijacker take the tank, adding it to your force. The Demo Traps you destroyed should have given your vehicles several levels of veterancy, which allows them to handle the nearby garrisoned structure easily.



CHAPTER 4: GLA Missions

Take it slow through the minefield. There's no rush, and destroying all the mines ensures your safety.

You have several possible ways to go now. The best path is to move your vehicles south. When you approach the small prison compound, stop and take Kell out of the Humvee. Move forward with just him, picking off the drivers in the Ambulance and the two Tomahawks. Move in with your Hijackers and capture the three vehicles. You can release the Terrorists from the compound and add them to your force. You also gain a few Rebels and another Hijacker. Have the Rebels take the Tech Artillery Platform.



Those Tomahawks are just what the doctor ordered.

From this vantage point, the Tech Artillery Platform and Tomahawks can strike at the American defenses on the bridge. Knock them out. Keep Kell close to the edge of the cliff—as soon as you target the Crusaders, they move toward your position. Kell can snap off a shot and claim another tank for your side. Once the enemies are down, the Americans send in an airstrike, knocking out your Tomahawks.



Nothing is as satisfying as turning the weapons of the enemy against them.

Now that the path is clear, move your second group across the bridge. Claim the new Crusader with a Hijacker and move your Rebels into the valve station. They drain the water from a small reservoir, clearing a path for Kell's team. Switch your attention back to them.

Move the team back north and into the drained reservoir. Send them up the ramp to the right and hit the airfield with everything you have. It goes down quickly, ending the threat of American airpower. Take stock of the situation. You are told



that your next goal is to destroy their power supply, but no path is obvious.

The path is now open. Move your units through the dry reservoir.

The solution is to the south of Kell's group, where your Hijackers can claim a large group of Toxin Tractors. Move them in and take them all. If you don't have enough Hijackers, use other infantry units to claim all eight Toxin Tractors—you need them all.



Toxin Tractors are the best way to destroy enemy garrisons.

The path to the Cold Fusion Reactors is protected by a series of bunkers. Without your Tomahawks, you can't hit these from the air. Instead, you must use the Toxin Tractors you have just claimed. Move these out en masse to the south and east, destroying all the bunkers along the way. This opens the path to the Cold Fusion Reactors for your second team.



Pump biotoxins into the bunkers of your enemies.

Before you switch control to the second team, move Kell's entire force to the area where you destroyed the final bunker. Send a couple of units over the bridge to the southeast and rescue the RPG Troopers and other infantry inside the compound. You can also snap up the group of Technicals and the salvage crates here. Finally, have Kell snap off a shot and nail the driver of the Ambulance under the bridge.

NOTE



It looks like the Tech Artillery Platform would be a big help to you here, but you can't reach it yet. Ignore it.

Go back to your second team and move them along the road into the American power supply area. Destroy everything. You only need to take down a couple of the Cold Fusion Reactors to shut down the Americans' power, but it's worth it to take them all down. This way, you won't get any surprises from Patriots coming back online suddenly. Wipe out everything in the area, then move this force out the path to the east and up the road along the map's eastern edge. Stop when you reach the abandoned Battle Buses, which you can take if you like.

The Cold Fusion Reactors are ripe for the plucking, so take them all down.

Go back to Kell's group and select the Toxin Tractors. The path into the Toxin Facility is blocked by a series of bunkers. Move the Toxin Tractors up to the northwest and destroy all the bunkers. Have Kell and his other units follow along, destroying everything else. Your goal should be to reach the top center of the map with all your units intact.



TIP



It's a good strategy to have your rocket guys garrison bunkers and to capture the Quad Cannons to the north, as a way of easily defending and holding the Toxin Facility.

The Toxin Tractors come in handy.

Continue along the northern edge of the map, destroying the Barracks as you go. Again, the final position of the Americans is ringed with bunkers. Send in the Toxin Tractors and annihilate them, clearing the way to the Toxin Facility itself. When you are ready, send in your force.

The moment you set foot inside the facility, it comes under your control. You gain the services of three Supply Trucks, which start ferrying toxins to the waiting aircraft. Claim the four Quad Cannons and use them to protect the trucks. You need 20 shipments of toxin to complete the mission.

The trucks start loading toxins on the plane immediately.

When you start loading the toxins, the Americans counterattack. Protect the toxin facility with everything you have. You're hit by a few Comanches, as well as a long series of Paladins, Crusaders, and Humvees. Guard the eastern path onto the map, because many units come from there. If you haven't already claimed the Tech Artillery Platform south of the facility, do so now. This helps fend off the invading forces.

The Americans still have some fight left in them, so keep up the pressure.

Once you have moved 20 shipments of toxins into the aircraft, the plane takes off and the mission ends. It's time for your final showdown against the United States.



Mission 5

The time has come to put an end to U.S. operations in Europe. If you can strike a significant blow here, you can shut down the American operations everywhere outside their own borders. A swift, decisive strike has placed a fully operational Chinese base in your possession. You can use this to add Chinese firepower and massed units to your already powerful GLA units. Strike hard at the Americans and destroy their hated presence in Europe. The entire GLA is counting on you.

Just because you start with a Chinese base, you don't have to follow the Chinese path. In fact, you must build at least a GLA Command Center if you want to use any of your General abilities. Build up as GLA, using the Chinese base for support.

The Chinese base is useful, but you don't need to build it up until later.

As you build, send a group of units directly east from your base. You find a series of salvage crates and Security Council supplies, both of which are handy. Send over POWs as well and capture the Oil Derrick and the Tech Artillery Platform. American units attack this area continuously once you take these structures, so move up a large enough force to keep yourself protected.

Grab these crates. The money is always useful, as are the free upgrades for your units.

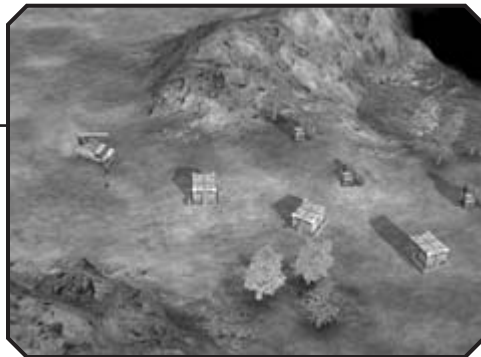
Around the same time, you are alerted to a small group of POWs inside this American base. They are not under your direct command, but ally with you if you can rescue them. They are being moved to the larger American base in 15 minutes. Break them out before then if you want the assistance of the small GLA Camp in the center of the map.

To break them out, use a General Point to buy the ability to create SCUD Launchers. Use these to knock out the defenses at the American base. Use your vehicles to destroy all the American units here. There is an airfield, so you can expect to contend with Comanches. Have several

Quad Cannons in your attacking force. POWs should move through the base and capture everything. You now have part of a base for all three army types, giving you an incredibly varied force.

Smash your way into the American base. Capture the structures and free the Rebels. This helps you in multiple ways.

While you are here, break out the POW units. They reveal their town on the map. Your next task is to escort these POWs home. Sit tight for now, because you want to make sure your own forces are taken care of before moving out.



CHAPTER 4: GLA Missions



Build a few base defenses around your new American headquarters. You should also have some space up here for GLA buildings. Tunnel Networks here and back at your main base allow you to move units back and forth quickly.

If you are going to use the American base, protect it fully.



Explore the entire map for goodies to capture, including Tech Artillery Platforms, Tech Repair Bays, multiple Oil Derricks, an Oil Refinery, and more. Use Combat Cycles to clear the shroud so you can find as many of these items as possible. Capture each and protect it with anti-aircraft defenses. A Quad Cannon or two by each one is sufficient to keep them safe from the American Comanche attacks.

Lots of nice structures to capture are tucked into the corners on this map. Explore everywhere.

The Americans get a Particle Cannon up and running, and eventually build a second one. The first is in the back of their base, while the other is relatively unprotected along the map's eastern edge. Build a few Radar Vans so you can scout the terrain and reveal the Particle Cannons. Eventually, you must deal with them.

When you escort the POWs back to their hometown, the entire town allies with you, and will aid your efforts with a \$15,000 boost. You can't control these units, but they conduct attacks on the American base. This is a mixed blessing. On one hand, they reveal a lot of the shroud for you, and hamper the American expansion. On the other hand, they lose a lot of units, and many American vehicles gain levels of veterancy by destroying these troops.

Getting the POWs home safely gives you an ally and puts a buffer between you and the Americans.

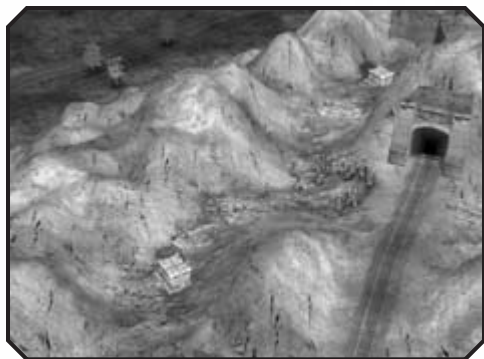
Build a SCUD Storm as soon as possible, if only to give yourself a super-weapon to use on the Americans. Use this to destroy collections of enemy units or to take out buildings. Continue to reveal parts of the map



with the Radar Van to find appropriate targets.

Use the SCUD Storm to destroy advance American positions.





Your exploration should take you to all corners of the map. You find plenty of salvage and Security Council crates for additional cash. Grab everything you can, moving a small force into the southeast corner. Explore the tortuous paths here to find a number of valuable Security Council crates. Anything you can do to increase your income is worthwhile. Money is tight for a while.

Send in some units to collect these crates. The money is useful right away.



Get the Sneak Attack ability and explore the northwest corner of the map. An abandoned Chinese base here has a good collection of units. Get them all. Capture the Tech Reinforcement Pad and the four Oil derricks, all of which add to your power.

The Overlord Tank is a wonderful addition to your armaments.

If you then use the SCUD Storm in the northeast corner, destroying a good part of the Americans' airpower, another Sneak Attack puts these Chinese units in the back of the American base. You lose most of them, but they create chaos while they are there. If you can, pull these troops back into the tunnel and get them to safety. Use the Sneak Attack after you use one of your superweapons, hit quickly, and jump out.

Having your own Particle Cannon allows you to destroy a large section of the American base.

When you have the money, build up the American and Chinese Tech Trees to gain access to both the Particle Cannon and the Nuclear Missile. Having all three superweapons gives you a lot of flexibility. If you have all three you can concentrate the fire of two of them on the American Particle Cannons, taking them down one by one. The Americans eventually rebuild these, but you can keep the pressure on them, knocking them out before they get a chance to fire.





If you can clear out an area with some strong attacks, an Ambush can mop up the rest.

Ambushes also work, allowing you to put a good number of Rebels deep inside American territory. Expect to lose most of these troops eventually, but if they can take out a couple of structures, the sacrifice is worth it. Go for important buildings—namely power and supply—to keep the Americans back on their heels. If you think you can pull it off, send an Ambush in against a Particle Cannon, especially if you have one of your superweapons primed and ready to go. The Rebels damage the structure seriously and your own superweapon finishes it off.

The bulk of the American power is in the center of the northern edge of the map. A good attack with your own Particle Cannon can take out most of these, and a single Nuclear Missile or SCUD Storm wipes them all out. This may not knock out the power to the base completely, but it makes your enemy vulnerable. If you can concentrate a couple of your superweapon attacks on this area and other groups of power, you can shut down all the Patriot sites and any Particle Cannons still active in the American base.

This is a war of attrition: It's two steps forward, one step back for a long time. The Americans rebuild over and over. By knocking out their supply lines, you eventually wear them down. Keep hitting their most expensive structures, and use your superweapons on large collections of units. The more you can force them to replace instead of building up, the faster you can wear them down to nothing.

You may need to destroy the Cold Fusion Reactor farm several times before you are done.

Concentrate your fire. Hit a particular area with everything you have at once. Strike first with a superweapon, then follow up with an Ambush, Sneak Attack, and a rush of units. The goal is to destroy as much as possible. If you wish, build both Chinese and American air units and use these for quick strikes against Patriot sites and other defensive structures. At this point, money shouldn't be a problem, so researching Bunker Busters is worthwhile, as are all of the other aircraft upgrades.

Having all three superweapons makes you virtually unstoppable!

As resistance dies down, move in with all your forces, adding Sneak Attack, and Ambush troops as they become available. Scour the American area first for units, then for structures. Destroying the units is more for self-defense—it's the structures that count toward your victory. When the last building goes down, the American army is defeated. They retreat completely from Europe, giving the GLA dominance over the continent. The time has come to rejoice! The GLA stands supreme!



5

CHINESE MISSIONS

Mission 1

Despite their best efforts, the Americans have been defeated by the GLA. The fate of the world once again falls to the people of China. Only through the coordinated might of the Chinese Empire can the world be made safe from the tyranny of the GLA. While the GLA forces celebrate their victory over the Americans, China prepares to strike.

A well-placed nuclear blast annihilates most of the revelers, but a few escape. It's time to hunt down these GLA forces. This is the perfect opportunity to catch the GLA napping. Strike fast, strike hard, and wipe them out.

You begin with a decent force of units including an Overlord. Have it build a Propaganda Tower immediately while you set up your base. Start with a Nuclear Reactor and a Barracks. Follow this with a Supply Center, War Factory, and Propaganda Center. It can't hurt to have a few defenses as well, so place some Gatling Cannons on the northern end of your base.

You start with a base, but you need more. Start building immediately.

As soon as your buildings are up, start pumping out units. You receive a pair of Listening Posts after you start your base. Shepherd these carefully around the map. You can stock them with a few infantry units if you wish, but this is not their main purpose. These units are most useful for detecting GLA Demo Traps. Be careful with the ones you have; you can't build any more if you lose these two.

Use the Listening Posts to help clear the area of Demo Traps.

NOTE



If you lose both Listening Posts, you can build Troop Crawlers, which are also capable of spotting Demo Traps.



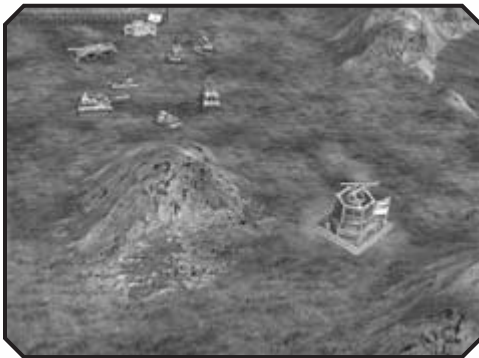
Once you have a diverse group of vehicles, including at least one Troop Crawler, send about half of your force to the northeast of your base. Move the Listening Post forward a bit at a time, and use the other vehicles to destroy any Demo Traps you run across. Your immediate goal here is the Oil Derrick in the fenced area. Move in with your units and hold tight here while one of the Red Guard converts it to your side. The money gained from this is useful for the rest of the mission. You also can collect the Security Council crates in this area, adding this money to your supply.



CHAPTER 5: Chinese Missions

Leave some units here to protect your investment.

To the immediate southeast of the Oil Derrick is a Tech Artillery Platform. Have another of the Red Guard hop out of the Troop Crawler and add it to your stock of buildings. This becomes a target for GLA aggression, but if you keep the area well-stocked with vehicles, you can hold off GLA attacks. The Tech Artillery Platform will get in a few good shots on any advancing column, making it easier for you to wipe them out.



Attacks on the Tech Artillery Platform keep some pressure off your base.

TIP



If you plan to hold this area firmly, move over a Construction Dozer and build a Speaker Tower here. A Gattling Cannon isn't a bad idea, either.

The GLA attacks all your positions. Maintain some level of watch on the Oil Derrick, sending in Gattling Cannons to fight off the GLA infantry as needed. Also watch the Tech Artillery Platform; GLA units attempt to sneak in from below right. Expect to see GLA infantry rushes and groups of Rocket Buggies hitting your main base from the north. These are best handled with the Overlord, which can split any of these units with a single barrage.

To the south of the Tech Artillery Platform, are the remains of a U.S. base. Move in with some Red Guard and vehicles, and take over all the structures. It isn't necessary to have these buildings to succeed in this mission, but the Crusaders and Humvees are a nice addition to your force. Take the Cold Fusion Reactor as well; these buildings put a strain on your base's power.

Grab these structures. The War Factory is especially nice to have.

When you are ready to move on from the U.S. base, head east along the map's southern edge. In the southeast corner, you find another Tech Artillery Platform as well as four more Security Council crates. Get everything. Have the Construction Dozer follow behind your advance, and build a Gattling Cannon or two to protect the Tech Artillery Platform. Move your Listening Post in advance of the other units to spot the Demo Traps.





There seems to be no end to the useful things you find if you explore the map.

Just up from the bottom edge on the map's eastern side, you find a collection of four abandoned vehicles inside a chain-link fence. Destroy the GLA units in the area, then knock down the fence and take the units with Red Guard or Rangers. Add these to your force, which should be large by this time. While you are here, collect the Oil Derrick and the Refinery to the north.

You may not need more vehicles, but they can't hurt. Grab them with infantry and move out.

Continue north until you come to a road running east-west. Get the Tech Artillery Platform here and move your units into the area. The GLA attacks, and there are a couple of Demo Traps in the area to watch out for, so be careful with your Listening Post. When you are in position, sit tight and take stock of the situation. Your main force is south of a small town. In the middle of the map, you should be holding your own against the GLA attacks. Back at your base, everything should be fine.

For the moment, concentrate on the middle. Move in a Dragon Tank and wipe out the garrisons in the town. Again, lead with the Listening Post and slowly bring in your entire force, destroying everything you encounter along the way. There's a Repair Bay in the town worth taking. If you take it, guard it with a couple of Gatling Cannons and a Speaker Tower. This keeps all your vehicles in good repair. You can add to its protection by taking the Tech Artillery Platform to the southeast.

Destroy the garrisons with a handy Dragon Tank.

NOTE



There is also a stocked Supply Yard here, but you probably don't need a lot of money at this point. If you wish to build a Supply Depot in the area you can, but it's not needed.

Switch your attention back to the right, using the same tactics to fight your way through the town. A few Security Council crates in the north along the edge of the map are worth taking. Hit the units from long range and use the Dragon Tanks to wipe out the garrisons. Move forward, destroying Demo Traps until you reach the road to the north.



You should now have two large forces, one on the south end of each of the two paths into the GLA base. When your units seal these off, the attacks on your base stop, because the GLA has no clear path to you. Move up carefully, hitting the Demo Traps, going slowly on both sides, and holding back. The goal is to strike both sides of the base at once.

That's a big force. What should make the GLA scared is that you have a duplicate force on the other path into their base.



When you are ready, move in on both sides and wipe out everything. Lead with your Inferno Cannons to take down the Stinger Sites. Send troops in both sides and wipe out every GLA unit and structure. The mission ends when the last thing owned by the GLA goes up in smoke.

Move in from both sides, and the GLA can't stand up to you. This is a quick victory.

Mission 2

This time the mission is more difficult. The GLA has staged a massive counterattack, doing incredible damage to your base. You have a few units and structures left, and reinforcements won't be available for 12 minutes. You must keep things together while the GLA attack you from all sides. You are surrounded, outnumbered, and under serious pressure when this mission begins.

If you are careful, you can hold out until the reinforcements arrive.

However, you have no War Factory or Command Center, and no Construction Dozer. You're limited to the vehicles you have and the Barracks. The GLA comes from the corners of the map into your base. Go defensive until the cavalry arrives. The GLA's goal is the main Nuclear Reactor, in the center of your base.

You don't have much when you start. You have to make do with this small force.

Switch all four of your Nuke Cannons to Neutron Shells. These kill infantry and vehicle drivers but leave the vehicles drivable. Fire on the likely paths of enemy attack, which are directly into your base from the paths out of the mountains. Split up your other vehicles and infantry to protect the Nuke Cannons. Hold tight—help is on the way. As an added defensive measure, fill up the Bunkers with infantry.



Force-fire with the Neutron Shells to kill infantry and knock out the drivers of GLA vehicles.

Keep this up until your reinforcements arrive. You should have a nice collection of vehicles empty and waiting for new drivers when your Helixes finally show up. Tell the Nuke Cannons to stop firing and send out Red Guard to fill the vehicles, pulling these back to your base. As soon as you have a Construction Dozer, work on a War Factory. Ring the base with any additional Gatling Cannons you feel you need.

This group of GLA vehicles is driverless. When your reinforcements arrive, you can claim all these vehicles with Red Guard.

Construction should be your main priority now. Spread your new vehicles around your base, keeping at least some in every location. The GLA does not stop attacking you just because your reinforcements have arrived. Continue to fight them back, force-firing again with the Nuke Cannons to destroy incoming waves.



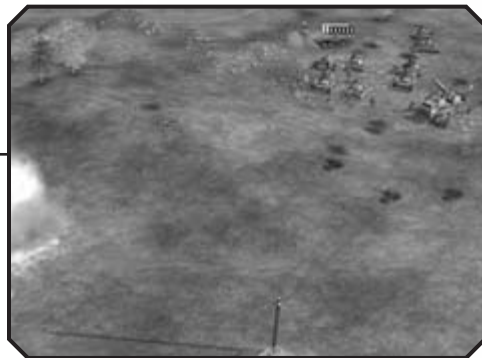
The Helixes stay with your group after they drop off the reinforcements. They're handy for base defense.

Begin counterattacking the GLA. Build a diverse force of vehicles, including at least one Troop Crawler, and set these to the south of your base, but out of the line of enemy attacks and Nuke Cannon shots. When you have about 10 vehicles, tell the Nuke Cannon firing to the southwest to stop, and move it with your new group of vehicles. Start moving these toward the southwest corner.

Move the force in slowly, with the vehicles protecting the Nuke Cannon.

Switch its missiles to nuclear and allow them to do the maximum amount of destruction. Go in, taking out all of the enemy structures along the way. This takes time, but you won't have too much trouble clearing out the GLA. Have your Red Guard take the Oil Derricks when you get to them.

Use the Nuke Cannon to dust the enemy base defenses. Your other units should act as a protective screen.



CHAPTER 5: Chinese Missions

As you near this area, you discover one of the radio towers mentioned at the start of the mission. The GLA attacks immediately. Move in your force to preserve the building. This gives you access to carpet bombs, which you can use to soften up the other three corners of the map.

Take the radio station in the bottom left corner. This allows you to call in massive carpet-bombing strikes.

Once the corner is clear, you should be in an excellent position. The GLA are limited to attacks from three sides, you have a much better income, and you have carpet bombs. Move your force along the map's southern edge, taking the Tech Artillery Platform along the way. Your next target is the southeastern corner. Move in slowly, keeping a Troop Crawler near the front to spot Demo Traps.

The Nuke Cannon can keep clearing out the enemy positions. If you see a good shot at a group of units, switch to Neutron Shells and take them out.

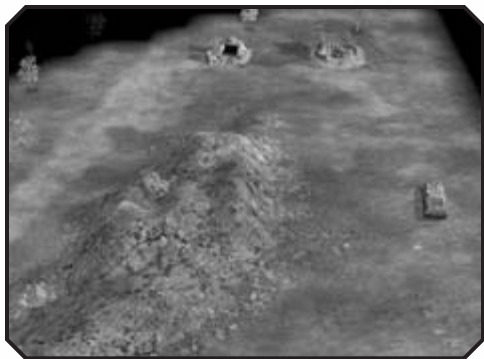
The task ahead should be obvious. Move from corner to corner, wiping out the GLA, taking the Oil Derricks and causing mayhem. With each corner you clear, you dismantle the defenses on that side of your base, because the GLA is unable to attack from that direction. The easiest path is counterclockwise from this point.



Use carpet bombs to help out.

As you go around the map, capture the Oil Derricks. Even if you don't need to add more income to your base, destroy them to keep the money away from the GLA. It's also worth the time to capture the Tech Artillery Platforms, if only for the added barrage as you take the bases.

Make sure that your attacking group always contains either Listening Posts or Troop Crawlers. There aren't a huge number of Demo Traps, but most of the paths into the corners of the map are guarded by at least one. Destroy these rather than let them take out a couple of your units.



Lead with the Troop Crawlers. They act as spotters and prevent any nasty surprises.

Each time you reach one of the radio stations, move in and capture it, preventing the GLA from destroying it. This won't give you additional uses of the carpet bombs, but each building you save reduces the amount of time between bombing runs. While you shouldn't have much issue with removing the GLA at this point, the carpet bombs can clear out a large section of units and damage or destroy several buildings. Even better, it costs you nothing to use them.



Each radio station you capture decreases the amount of time between carpet bombings.

Continue around the map, wiping out everything you come to. As you clear out areas, tell the Nuke Cannons guarding the passes to stop firing and send out Red Guard to collect the vehicles. You should have a large collection in each place, adding a sizable force. It's possible to destroy the rest of the GLA bases with captured units.



Don't forget your base. If you keep up the force-firing, you end up with a huge collection of almost undamaged GLA vehicles.



You still have a lot of work ahead of you, but the path is clear. If you don't care about keeping your losses down, you can rush the GLA positions and destroy everything. This works, but it results in heavy Chinese casualties. Take your time to reduce your losses. The Nuke Cannons handle the structures, particularly if you start moving additional ones with your force.



Moving at a controlled pace helps you keep down Chinese casualties.

To protect your units, move a Construction Dozer with the force and build Speaker Towers at regular intervals to keep the units healthy and ready for battle.

Ultimately, the decision should not be in doubt. Once the GLA starts falling to your advance, it should snowball into a rout. When the final unit and structure go up in flames, the day is yours.

Mission 3

After suffering a crushing defeat at your hands, the GLA is on the run. Press the advantage. The eyes of the entire world are on you. Given your last two victories, the world expects you to take care of the GLA single-handedly. The longer this fight takes, the lower the world's opinions of your actions will sink. You need swift, decisive battles.

You start with just a few units and structures, but you have a pair of Construction Dozers. Get them building right away. If you can create a couple of buildings before the mission briefing is done, so much the better. A Nuclear Reactor and Barracks should come first, followed by a Supply Center and War Factory. Base defenses and more power are also necessary right away. Keep building, and when your structures are complete, produce units and buy upgrades.



CHAPTER 5: Chinese Missions



Keep both of your Construction Dozers working to get your base finished quickly.

International opinion is critical in this mission. If it falls to zero, the mission is a failure. It drops rapidly throughout the mission, and gains only if you succeed in destroying one of the statues. You must be on the move for this entire mission, hitting the statues as quickly as possible to keep public opinion high.

The statues are revealed on your map. Move toward them, destroying GLA units on the way.

You can't build Overlord tanks in this mission, which makes things more difficult. Instead, you have to soldier forward with your basic units. Fortunately, these are enough. Send your starting units forward while you build your base. Move a Listening Post carefully to reveal the GLA. All of their units are protected by camouflage and their structures by Camo-Netting, which makes them impossible to see until you stumble into them. The Listening Post or Troop Crawler reveals these locations.

Once an enemy targets you, they stay revealed.

While you explore the map and move toward the statues, keep producing units at your base and sending them into the battle. After you destroy the Demo Traps along a given path, you don't need to worry about new ones being planted there. Continue funneling units toward your main group, splitting off a few if you find an area that needs protecting from GLA advances throughout the mission.



Your force should continue to grow as you hunt down statues.

The statue locations are on your map. Each must be destroyed, and each is guarded. The GLA sends additional units to harass you as you near each statue. The main defenses are a couple of Stinger Sites, which you can handle by sending in a few Dragon Tanks. The statues go down with a single shot, so destroying them won't be hard.





The statues are easy to destroy after you eliminate their guardians.

Work from west to east. Most of the statues are in the southern part of the city, and you don't need to go too far out of your way to take down each one. You can maintain a decent level of public opinion by following the road, destroying each statue in turn, and moving over to the map's eastern edge.

Along the south, you find a road leading due east. Take this with a decent force and nab the Oil Derricks and the Security Council crates here. The GLA has stocked this area with a few units, but nothing that a small force of tanks can't handle. Send this group to the end of the road, which turns north at the map edge. This force should end up rejoining your main group.



You find a few Oil Derricks and other useful buildings on your path. Collect these if you can spare the time.

Send a Construction Dozer along with your other vehicles. At various points, have it build a Speaker Tower to repair your units. Also, even if you aren't taking a lot of losses, keep adding more vehicles to the force. You can't have too many for this mission's final stage.

It's possible to knock out a statue before you deal with the guards, but don't leave the guards unmolested—destroy all the GLA structures you encounter.

Along the map's eastern side, you come to a bridge leading into the GLA area. This is guarded by a large force of Combat Cycles and a couple of Arms Dealers. Wipe out this force, then send your units across the bridge. Wipe out the GLA structures and units here, taking down the Stinger Sites and Tunnel Networks first. You may lose a couple, but this shouldn't concern you.

The mass of Combat Cycles poses a bit of a problem, but they're easy to annihilate.

The center of town is heavily guarded with dozens of GLA vehicles and garrisoned structures. Move in with your entire force, attacking everything you see. The goal isn't to destroy the GLA forces, however, but to take out the statue at the top center of the map. Move the vehicles forward, and if you can, have a Red Guard capture the Tech Artillery Platform near the statue. This adds to the chaos in the town square.



The center of town is heavily guarded. You must force your way in past the mass of GLA units.

You can push west and continue wiping out the GLA. Another section of their base is in the northeast corner, should you decide to conduct the battle over there as well. But attacking the GLA forces isn't necessary. All you need is to get a few units into position to hit the statue. When it goes up in flames, the town is liberated from the GLA, and the mission is a success.



When you have the advantage, break off a few units and destroy the statue to end the mission.

Speed is of the essence. If public opinion is getting low, make a mad rush on the statue. Don't worry about the GLA troops unless they prevent you from getting close enough to your target. All that really matters is the statue.

Mission 4

You have the GLA on the run. Their forces are retreating in front of you. The task at hand is simple: Prevent the GLA troops from reaching safety, by whatever means necessary. Any troops leaving the map's northern or eastern edge results in a mission failure. Stand firm, and annihilate anything that moves.

You have a few seconds to do some work before the mission starts. Move all your ground units except for one Troop Crawler to the Tech Artillery Platform in the southeast of your base. At your base, click on the Air Field and build as many Helixes as you can, routing them to the same general area. Build two more Supply Trucks as well. Send the Troop Crawlers due east, taking out a single Red Guard to capture the Tech Artillery Platform.



Move your vehicles immediately. You don't have long before the GLA shows up.

NOTE



When this mission starts, you are automatically researching Capture Building and Neutron Shells. These are active by the time the GLA appears.



Start your Overlords building Speaker Towers for protection. If you want some additional offense instead, have one build a Speaker Tower and the other a Gatling Cannon. Send the Red Guard unit to capture the Tech Artillery Platform. Get the Nuke Cannons into position, switch them to Neutron Shells, and have them force-fire on the path leading from the southwest toward your base. Meanwhile, start moving the Helixes toward the southwest corner, where the GLA units come from.

Your ground units stand guard in front of this Artillery Platform for much of the mission.

Not long after the mission starts, all hell breaks loose. The GLA starts sending waves of units from the southwest corner along the road toward your units. Stay firm, routing any additional Helix units to the area as a defensive screen. They should take out most of the GLA units, and the Nuke Cannons destroy the rest. Anything that gets through these two screens should be destroyed by the other units you have in position and by the Tech Artillery Platform.

Here they come! Your Helixes can handle the bulk of these units, but some may slip past to your group at the Tech Artillery Platform.

While this is taking place, pay attention to the Troop Crawlers in the north. Move them through the map, revealing as much terrain as you can. When you find a building to garrison, send the troops out and take the structure. You also find Tech Artillery Platforms and Oil Derricks, which you should capture. When you have garrisoned a structure, send the Troop Crawler back to your base and fill it with another collection of troops.

Your Troop Crawlers have the task of moving infantry around the map. You should have time to garrison a number of buildings and capture several Tech structures.

The GLA wave shouldn't be a big problem except for the collection of Quad Cannons sent in. You may lose a Helix or two getting rid of these enemies, so replace any losses as quickly as possible. Keep up the pressure here. If a single unit gets past you, the mission ends in failure.

These Quad Cannons may destroy a Helix or two. Fortunately, you can replace your downed choppers.

After the first wave, you have a few seconds to get your bearings for the next one. This time, the GLA forces move from the southeast corner toward the



CHAPTER 5: Chinese Missions



north and east. Continue moving infantry to the buildings in this area, garrisoning as many as you can. Send the Helixes over as well, placing them in groups of four or five at several points along the route. The biggest problem you have here are the Combat Cycles because of their speed. Move a few of your ground units down, using a Helix as transport, and have these units guard the exit. Send Red Guard in to capture the vehicles you hit with Neutron Shells and bring these back to repair under the umbrella of the Overlord.

A nice collection of GLA units. You can add these to your ground force.



The third wave moves from the southeast corner again, but this time is heading toward the map's eastern side. Your Helixes in the village to the southeast should already be in position, but move more in toward the southwest to strike at the GLA as they enter the map. Combat Cycles are the primary problem, so protect the route with ground vehicles. Sacrifice a couple of infantry units if you must to slow down the Combat Cycles, allowing your other vehicles to hit them when they slam into your infantry.

Groups of Helixes are the best way to deal with the bulk of the GLA columns.



Throughout this period, continue building more Helixes and routing more infantry around the map. You won't have a lot of time to spare to conduct your Troop Crawlers and infantry, but you must garrison buildings for the final few waves. Having troops in place makes the mission easier to complete. Continue routing new Helixes to replace losses and increase the size of your groups at strategic locations around the map.

One of the benefits of the Tech structures is that the GLA units take time to destroy them, allowing you to move in your own units to obliterate the GLA.

The fifth column begins in the southwest again, and heads to the northeast. The Helixes do the lion's share of the work for you. Move them in groups along the GLA's route, targeting Quad Cannons and rocket-equipped Combat Cycles first, both to destroy them and to protect themselves. You can eliminate entire sections of the GLA columns by destroying Bomb Trucks—when these go up, they take out anything in the vicinity.





Bomb Trucks make tempting targets. Destroy one, and you destroy them all.

The sixth and final wave is the most difficult. This time, your radar has been jammed, so you don't know where the GLA are coming from. Worse, they move in from two directions this time. The first group starts in the middle of the map along the south edge and moves toward the exit on the east. The second column begins in the southwest and moves north, much like the first wave of GLA.

Combat Cycles are a constant worry. Hit them hard or a few get past—and if any get past, the mission is a failure.

Both columns are problematic. The southern column contains several groups of Combat Cycles, which accelerate to full speed in an effort to leave. Your guarding ground units can help fight them back, especially if you clog the road with infantry.

On the other side are large groups of Quad Cannons, which attack your Helixes with everything they have. Take these down and move your ground units down to wipe out the collection of Rocket Buggies that attempt to use their speed to break free. Nuke Cannons force-firing on the path take out several while your other ground units handle the rest.

You've dealt with Quad Cannons before. Mass-fire on them, then destroy everything else. Move in ground units if you have to.

When the final unit of the two columns goes up in flames, the mission ends. The GLA retreat has been stopped dead in its tracks.



Mission 5

The GLA are all but destroyed. American intelligence has located the final GLA outpost near Hamburg, Germany. This intel came at severe cost, however. It was impossible to act fast enough to save the U.S. base, which fell to the GLA. Now you are confronted with both a U.S. and GLA base near Hamburg, both of which are hostile. Your task is to destroy both, and make the world safe for China and her people.



CHAPTER 5: Chinese Missions



If you've been itching for a massive pitched battle, you've found it in this mission. You begin in the map's northeast corner with a base already under way. Start moving your Construction Dozers around and have them add some defenses. The critical position is the southwest corner of your base—you want a couple of Gattling Cannons here. You can also put a Gattling Cannon on one of the Overlords in the vicinity.

Build immediately. You have some time before you come under fire, but it's best to be prepared.



Upgrade your Red Guard for building capture immediately. Elsewhere in the base, construct everything you don't already have. This means a Propaganda Center, Air Field, and Internet Center. When the Internet Center is up and running, send a group of eight Hackers inside and get them working. Research Satellite Hack 1 to reveal the locations of the two enemy Command Centers as soon as you can afford it.

The map shows some abandoned vehicles. Get Red Guard into these when you can and add them to your force.

Capture the two Oil Derricks inside your base. When your supplies run out, these help maintain a solid income for the rest of the mission.

The corners of this map are critical. The U.S. base sits in the northwest corner; the GLA is in the southwest, opposite your position. Build a Nuclear Missile Silo when you have the funds and buy the upgrades. Your nuclear strikes with the missile should concentrate on the U.S. base at first. Use the missile to take down as many of the American Cold Fusion Reactors as possible. They have several dozen, so this takes some time, but if you can whittle away at their power, you can shut down the Particle Cannon, which comes online a few minutes into the mission.

A Nuclear missile in the heart of the U.S. base should hurt its power output, and thus use of the Particle Cannon.

When the U.S. base fires the Particle Cannon, scatter your units in the vicinity. You lose some, but you shouldn't lose much in the way of structures. Your Construction Dozers can rebuild anything you lose in a few minutes. Don't worry about striking the facility for now—use any and all means at your disposal to further reveal the U.S. base. Cluster bombs, carpet bombs, and Artillery Barrages reveal pieces of the map. Each time you strike, hit power.





Double up powerful attacks on the Particle Cannon and you can take it out completely.

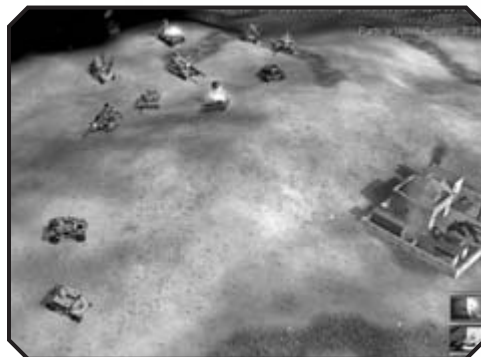
When you have the chance, create a force of units including several Troop Crawlers and at least two Overlords. Send these south to the map's southeast corner. Pick up the U.S. units along the way. In the corner you find the remains of a GLA base, some useful technical structures, and a horde of abandoned American vehicles. Take everything. The Oil Derricks add to your income, the Hospital keeps your infantry in good shape, and the Tech Reinforcement Pad adds additional units. You can destroy the GLA structures.

Send a Construction Dozer down and build some defenses, a little more power, and a few Speaker Towers to help maintain your units. At the same time, add a Speaker Tower to one of your Overlords and a Gatling Cannon to the other. There are also a couple of Tech Artillery Platforms down here, both of which are GLA-controlled. Keep your vehicles back and send in Red Guard to capture them. Keep an eye out for Jarmen Kell, who gladly drills one of your vehicle drivers from time to time.

The southeast corner is loaded with goodies from Oil Derricks and buildings to a horde of abandoned vehicles.

The GLA eventually builds a SCUD Storm in their base to the southwest. This device is located in the map's corner. Don't worry about it for now—keep up the pressure on the U.S. base until you have knocked out the Particle Cannon. Then switch your attention to the GLA. As with the U.S. base, you can step your attacks in, revealing more terrain each time. Use cluster bombs to mine the area around the GLA Supply Stash, taking out as many of the Workers as you can. Otherwise, target whatever you see. Because several of your special attacks come in by slow bomber, eliminate as much anti-aircraft support as you can.

With your new force of U.S. units and the vehicles you brought down to the southeast from your base, start heading over into the GLA area. Move in with as much force as you can muster, leading with the Overlords. The Tomahawks can help knock out defensive structures while the Overlords act as a protective screen. Keep as many units as possible under the protective umbrella of the Overlord with the Speaker Tower—this is especially critical for the Tomahawks.



CHAPTER 5: Chinese Missions



Of course, the GLA doesn't want you moving in. Fortunately, toxins aren't that powerful against your vehicles.

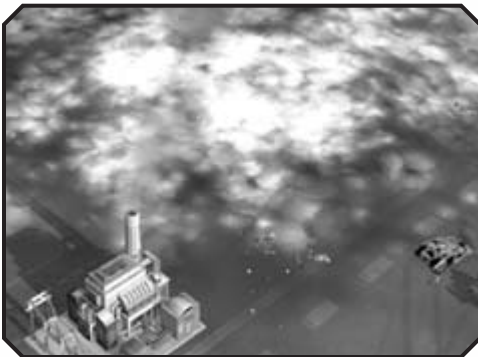
Move in, destroying everything in your path. The SCUD Launchers are a problem, so break off units to take them out as needed. If you are worried about any infantry in your group, have them garrison a few structures to keep them out of the path of the toxic shells fired by the GLA.

A couple of Overlord tanks do wonders for the scenery.

The GLA base has dozens of structures. Don't worry about destroying everything at first. Instead, move on the SCUD Storm, which should be revealed by now. Any and all attacks you can muster should be centered on it. Artillery and Nukes take it down, but it doesn't hurt to have a powerful ground force moving in on it as well.

Once you spot the SCUD Storm, move in with everything you have.

When the SCUD Storm is down, the mission is well in hand. Both bases are relatively powerful and have plenty of units to destroy, but their major weapons are gone and the significant attacks on your own base slow down. Now you can move through the GLA base with impunity as your Overlords wipe out all resistance. Take your time and destroy everything. Every building must be taken out for you to get credit for the victory.



Your Nuclear Missiles are handy in further dismantling the two bases.

Once the GLA threat is down, take one of the bridges back across the river and into the U.S. base. Follow the same basic tactic. With all threats from the southwest eliminated, move out more units from your main base and send them west toward the U.S. base. Capture any vehicles and structures along the way. The Tech Artillery Platforms are nice but not critical, but the Tech Repair Bay is valuable. Leave a few units nearby to protect it.





The Tech Repair Bay sits to the southwest of your main base.

Once you are inside the U.S. base, your first goal should be the northwest corner. A number of captured Pilots are here. Liberate them and put them inside your vehicles. The added level of veterancy for your vehicles gives you an overwhelming force. Move through the remains of the U.S. base and destroy everything you see.

Send these Pilots into your units to improve them. It's overkill, but you may as well use them.

Once all of the structures are down, the mission ends. U.S. power now stops at her own borders, and the GLA has been crushed into nonexistence. China reasserts herself as the major power in the world. The peace that comes from this victory is a Chinese peace, and the world now looks to China for power and defense.



Destroy every structure to complete the mission. Your carpet bombs are effective in knocking out structures you passed on your approach.



6

THE GENERALS CHALLENGE

The Generals

The Generals Challenge pits you against a series of other generals, each specializing in one aspect of the battlefield. You face these generals on their home territory, and must defeat them at their own game to advance. The generals you face are:

General	Army	Specialty
Malcolm "Ace" Granger	U.S.	Air units
Alexis Alexander	U.S.	Superweapons
"Pinpoint" Townes	U.S.	Laser weapons
Dr. Thrax	GLA	Chemical weapons
Rodall "Demo" Juhziz	GLA	Demolitions
Prince Kassad	GLA	Stealth
"Anvil" Shin Fai	China	Infantry
Tsing Shi Tao	China	Nuclear energy
Ta Hun Kwai	China	Tanks

The U.S. Generals

General Malcolm "Ace" Granger



Granger's King Raptors are faster than standard U.S. Raptors.

General Granger was trained in the U.S. Air Force. In the Iraq War, Granger knocked out four SAM sites in one afternoon. Granger has always believed in airpower as the ultimate force on the battlefield

and has made his force in that image. Granger's army has the following benefits and limitations:

- All aircraft receive laser point defense systems, protecting them against missile and rocket fire.
- All aircraft are cheaper to create.
- All vehicles are more expensive to create.
- Stealth Fighter General Ability does not need to be purchased—it is available at mission start.
- Crusader and Paladin tanks are not available.



- King Raptor units are available, and these advanced aircraft carry improved ammunition and are more durable than other aircraft.
- Combat Chinooks replace normal Chinook helicopters. Combat Chinooks allow units inside to fire at enemy targets.
- Comanches can be upgraded to have stealth abilities.
- Spectre Gunships require fewer General ranks to obtain, and are split into three levels.
- Granger's Carpet Bomb ability is deployed from the Strategy Center.

Playing as Granger requires a heavier reliance on aircraft of all types. This means using a lot of ground area for Air Fields so you can produce multiple Stealth Fighters, King Raptors, and Aurora Bombers in addition to a fleet of Comanches. The lack of a good tank unit makes Granger's base vulnerable to a dedicated ground assault that includes substantial antiaircraft units. This requires increased reliance on infantry and base defenses.

General Alexis Alexander



The EMP Patriot system disables units, allowing you to destroy them with impunity.

General Alexander served in the U.S. military as a logistics staffer during the Second Korean War. She excelled in these duties, thanks to her ability to acquire vir-

tually anything in short order. Her ability to protect her own resources is unmatched. If anything, Alexander is too cautious, attacking only with overwhelming force and when she believes a counterattack is impossible. Her army has the following benefits and limitations:

- Particle Cannons cost less to manufacture.
- All vehicles cost more to produce.
- Crusader and Paladin tanks are unavailable.
- The EMP Patriot site replaces normal Patriots—this site releases electromagnetic pulses that temporarily disable structures and vehicles. Infantry are killed when directly hit by volleys of missiles.
- Aurora Alpha replaces normal Aurora Bomber. This aircraft is faster, able to outdistance enemy anti-aircraft fire, and is equipped with Fuel Air Bombs as standard munitions.
- Advanced Control Rods replace normal Fuel Control Rods in Cold Fusion Reactors, providing more power for the same cost.



CHAPTER 6: The Generals Challenge

- Spectre Gunship General Ability is split into three levels.
- Comanches are more expensive to create.

Alexander's limitations make attacking more difficult in most situations, because an assault costs more to put together and must be done without the typical U.S. backbone units of Crusader and Paladin tanks. Alexander must rely more heavily on Particle Cannons, building multiples of this structure. The EMP Patriots are a superior base defense; multiples of these assure protection against all but the largest attack.

General "Pinpoint" Townes



The Laser Tank is an adequate substitute for Crusader and Paladin tanks.

Townes is a visionary and has been an advocate for laser weaponry throughout his career. He was given a teaching post in 2008, but found this too boring and returned to active combat duty

three years later. Townes has continued to advance the cause of cheap, powerful laser weaponry for both offense and defense, improving the technology whenever possible. Townes's army has the following advantages and limitations:

- Avengers are cheaper to produce.
- Tomahawks are unavailable.
- Laser Tanks replace Crusader and Paladin tanks—this unit fires a damaging laser instead of a normal shell. However, should Townes's base lose power, the Laser Tanks are deactivated.
- Laser Defense Turret replaces the Patriot—these defenses are effective against all land and air targets.

General Townes requires little adjustment in normal strategy. The loss of Paladin and Crusader tanks is made up for by the inclusion of Laser Tanks in his arsenal. The most important aspect of Townes's army is his requirement for power. Have additional Cold Fusion Reactors so the Laser Tanks function even under assault.



GLA Generals

Dr. Thrax



Dr. Thrax's Anthrax Gamma is more deadly than the standard GLA toxins.

Little is known about Dr. Thrax. It is reported that he was an immunologist in Jordan, but disappeared in a PLO-run ghetto in Cairo. Since that time, Dr. Thrax has worked on perfecting his

chemical and biological weapons, hooking up with the GLA partly for ideological reasons and partly because of the GLA's lack of compunction in using Thrax's creations. Thrax never sleeps in the same bed two nights in a row and undergoes frequent plastic surgery to change his appearance. His army has the following advantages and limitations:

- All tanks start with Toxin Shells.
- All toxins start as Anthrax Beta.
- Some missiles are toxin-tipped.
- All camouflage capabilities are unavailable except for Jarmen Kell.
- Toxin Network replaces standard Tunnel Network. This structure functions in much the same way as the standard Tunnel Network, but is equipped with a toxin weapon.
- Toxin Rebel replaces the standard Rebel—this unit fires a toxin weapon that is more effective against infantry but does little damage to vehicles.
- Thrax's weapons can be upgraded to Anthrax Gamma, a stronger and more virulent poison.
- Vehicles are more expensive to create.
- Toxin Terrorist replaces the standard Terrorist.

Thrax doesn't lack anything that a normal GLA army has, he just has different versions of them. He is significantly stronger against infantry than the standard GLA army, and his toxins are more effective against armor than those of a typical GLA army. You cannot rely on Tunnel Networks to protect your base, because the range of the Toxin Network is much shorter than that of the typical Tunnel Network. Stock up on RPG Troopers and ground vehicles for defense, since you can't rely on your standard base defenses for long-range attacks. Toxin from the Toxin Network Tunnels will destroy vehicles.



General Rodall “Demo” Juhziz



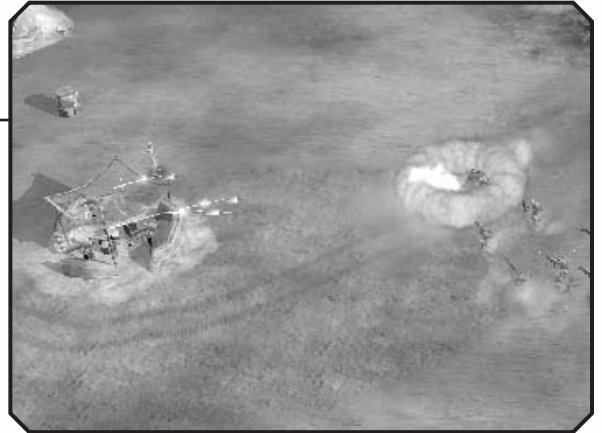
Juhziz's units can self-destruct on command, often taking out enemy units with them.

Rodall Juhziz earned his reputation by engineering devastating Terrorist attacks. While this has made Juhziz a wanted man in most civilized countries, his bold attacks

have made him a hero to the GLA, drawing more men to his cause. Juhziz depends on explosives to accomplish all his objectives. His army has the following advantages and limitations:

- Bomb Trucks are cheaper to produce.
- Terrorists do more damage.
- The Booby Trap upgrade is available at the start of battle.
- Combat Cycles are built with a Terrorist driving.
- Toxin upgrades are unavailable.
- Stealth units and upgrades are not available except for Jarmen Kell.
- Jarmen Kell has demo charges.
- The Advanced Demo Trap replaces the standard Demo Trap. This trap is cheaper and faster to build and does more damage.
- The Demolitions Ability grants units or structures that come equipped with units (Stinger Sites, Network Tunnels) the ability to commit Suicide.
- Other vehicles not mentioned are more expensive to create.

Juhziz depends almost entirely on demolition and suicide units. This requires a mental adjustment if you aren't used to the idea of your units detonating at a fairly constant rate. Use the Demolitions upgrade only when you can do more damage than the cost of the unit itself, or when you have no other options. Sacrifice a few units to a suicide attack if it helps you break into an enemy base or take out a few important structures.



Prince Kassad



Only Kassad can use the various stealth tactics normally available to the GLA.

Prince Kassad leads a double life. On one hand, he is known throughout the world as a playboy. On the other hand, Kassad is a known figure in the Terrorist

underground. It has been reported that for a three-year period starting in 2013, Kassad was involved in every Terrorist attack in the Mediterranean. Despite the rumors, no one has ever connected Kassad to anything. He thrives on stealth and takes care never to be caught in anything that isn't above board. Kassad's army has the following advantages and limitations:

- All structures can be upgraded with Camo-Netting, and the Camo-Netting upgrade is available at the start of battle.
- Workers are camouflaged when the supply stash they are collecting for is protected by Camo-Netting.
- Rebels come with a Camouflage upgrade at the start.
- All base defenses are created with Camo-Netting.
- Hijackers are available at the start of battle and are cloaked.
- GPS Scrambler requires fewer points to gain and recharges more quickly.
- Scorpion tanks, Marauders, and SCUD Launchers are unavailable to Kassad.

The lack of Scorpions, Marauder Tanks, and SCUD Launchers limits Kassad's attack capabilities, but the ability to move troops unseen and hide all structures from enemy eyes makes up for the lack of power. Use stealth at every opportunity. It may not seem like a significant advantage until you catch an enemy column completely unaware or sneak a group of Terrorists into the heart of enemy power.



Chinese Generals

General “Anvil” Shin Fai



The Fortified Bunker holds up to 10 infantry units and comes with mines already in place.

Early in his career, Shin Fai realized that China, unlike other countries, had teeming hordes of people willing to fight and die. He has staked his career on the backs

of the humble Red Guard. Shin Fai can mobilize up to four divisions of infantry in less than one day. He has a number of unique infantry units he uses to enforce the will of China. His advantages and limitations are:



- All infantry start at veteran level.
- Nationalism upgrade available at start.
- Horde bonus increased.
- Battlemaster, Overlord, and Gattling tanks are unavailable.
- Fortified Bunker replaces normal Bunker—this structure can hold up to 10 infantry units and comes with standard mines already deployed.
- Assault Troop Transport replaces Troop Crawler—the Assault Version allows units inside to fire out and will heal infantry standing nearby, as opposed to the Troop Crawler which only heals the infantry inside it.
- Mini-Gunner replaces Red Guard—this unit is produced only one at a time, but is more powerful than the standard Red Guard unit.
- Mini-Gunner Paratroop is available as a General Ability.
- Aircraft is more expensive to create.
- Attack Outpost replaces normal Listening Outpost.
- Assault Helix, replaces standard Helix, and comes with an extra-large Bunker already installed (holds eight infantry).
- Super Hacker replaces normal Hacker. The Super Hacker gets money faster from Supply Centers/Stashes and starts as a veteran.
- Super Lotus replaces normal Lotus. The Super Lotus steals buildings faster, hacks vehicles from a farther range and for a longer amount of time, steals more money from Supply Centers/Stashes, and starts as a veteran.



If you are playing as Shin Fai, you rely on infantry for most of your offense and defense. The loss of Battlemaster and Overlord tanks is significant, requiring more reliance on Dragon Tanks and similar technology. The ECM Tanks help to keep your infantry effective because of their ability to shut down enemy tanks. You can also rely on the Neutron Shells fired from Nuke Cannons to gain vehicles to add to both your defenses and attacking columns.

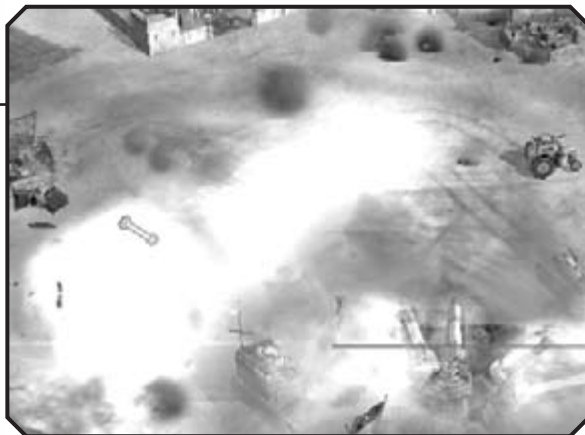
General Tsing Shi Tao



Tsing Shi Tao's Nuclear Bomber creates massive devastation at the enemy base.

General Tsing is known as an impatient man who gets what he wants regardless of the cost to himself or others. His dedication to using nuclear power and technology

has caused several serious problems, but the technology has started to bear fruit. More stable isotopes and tactical nukes—capable of wiping out the enemy without endangering his own men—have made Tsing Shi Tao's beliefs more viable, and his men more loyal and ready to fight. Tsing Shi Tao's army has the following advantages and limitations:



- All tanks start with Uranium Shells and Nuclear Tank upgrade.
- The Nuke Cannon is available from the start of battle. It does not require expending a General's point and has normal structure prerequisites.
- The Advanced Nuclear Reactor replaces the standard version—this structure produces more power.
- The Nuke Bomber replaces carpet-bombing—this General Ability is upgraded to deliver tactical nuclear warheads on target.
- The Isotope Stability upgrade delivers cleaner, safer fuel to nuclear tank units, and makes Battle Masters less volatile when destroyed, assuring the safety of nearby units.
- Infantry and Aircraft are more expensive to create.
- Helix has a Nuke Bomb, instead of a Napalm Bomb.
- Nuclear Missiles are less expensive to create.
- The Tactical Nuke MiG is the same as the standard, but it's missiles leave behind nuclear radiation on impact.

Playing as General Tsing Shi Tao requires little adjustment from the standard Chinese army. Tsing's army has no serious limitations.



General Ta Hun Kwai



The Tank Drop ability allows you to put a group of Battlemasters right where you want them.

General Ta Hun Kwai believes that the true power of the Chinese military lies in its tanks. General Ta has dedicated his life to the improvement of tanks and the

tactics used to make them as effective as possible. Considered a part of the old guard, Ta Hun Kwai is one of the most successful generals in the Chinese army. His army has the following advantages and limitations:

- All tanks start at Veteran level.
- Tanks are cheaper to build.
- Aircraft are more expensive to build.
- Nuke Cannons and Inferno Cannons are not available.
- Emperor Tank replaces Overlord—this advanced version of the Overlord comes with a Propaganda Tower already in place and can be upgraded to also carry a Gattling Cannon.
- Tank Drop is available as a General Ability—this is identical to Paradrop, but drops Battlemaster tanks instead of infantry.
- Autoloader upgrade allows tanks to shoot more often.
- Infantry are also more expensive to create.
- The Battlemaster Training Generals Ability causes these tanks to be built as Elite veterans.

Playing as Ta Hun Kwai requires only minor modifications from the standard Chinese strategy. The loss of Nuke Cannons and Inferno Cannons makes assaults on enemy positions more difficult because of the lack of a good long-range attack. The Emperor Tanks are an excellent replacement for these units because their standard Propaganda Tower keeps all nearby units healed, while their Gattling Cannon adds to the destruction.



Playing Generals Challenge

To complete the Generals Challenge, you face most of the other generals in one-on-one combat on a map specially designed to play to your opponent's strengths. The goal is the final battle against the ultimate general, "Tigress" Leiang Leong.

NOTE



Two generals, Rodall Juhziz and Shin Fai, do not have maps, and are not faced in the Generals Challenge.



Us. Granger

Because General Granger lives and dies by his air arm, his map is neatly divided into two islands connected only by a bridge in the east. To attack him, you can muster your forces across this bridge or find a different way across to his island. As a U.S. General, this means Chinooks and Paradrops. For the Chinese, the best method is Helixes. The GLA can use Sneak Attacks for a quick way across.

Using these methods prevent traf-

fic problems at the bridge and allow you to bring in large groups all at once.

To attack Granger on the ground, you need to cross the water.

At your own base, the most important thing you can have is air defenses. You won't need to worry about repelling any attacks on the ground, because Granger does everything through the air. Ring your base with antiaircraft defenses, infantry, and vehicles. With a substantial defensive ring, you can shoot down most of Grangers air units before they can get near the heart of your base.

Granger has antiaircraft defenses, but not much in the way of ground units. A ground assault is the best way to deal with him.

After you establish an effective defensive net, move your own units across to Granger's side. Don't expect much in the way of defenses from Granger. He has some Patriots and a few units in place, but Granger is all about offense. If you can weather his attacks, he can't do much to stop you once you reach his base.



CHAPTER 6: The Generals Challenge



Us. Alexander

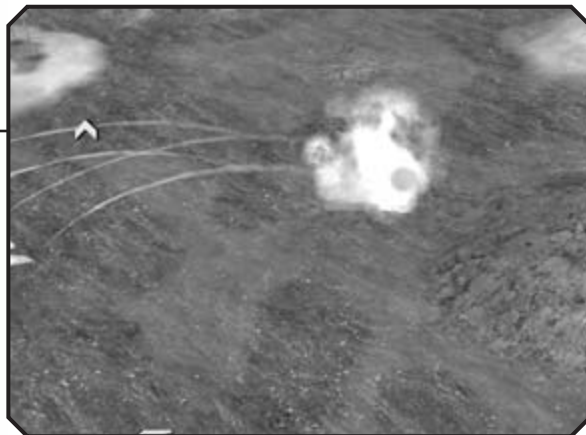
General Alexander's home map is a maze. To get to her base, you must hop from island to island. As with Granger's map, each of the armies has a method for getting from place to place. More important, you can turn one of Alexander's weapons against her quickly.

Some Oil derricks are to the west of your base. Capture and guard these for the additional income—you need it.

Alexander is all about superweapons. The trick to defeating her is to quickly capture one of her Particle Cannons. Follow the spit of land to the northeast of your starting position, continue to the end, and capture the Particle Cannon there. Disable or destroy the two EMP Patriot systems on the islands to the west of this location before taking the Particle Cannon. Anything with a decent range can hit these, although vehicles have some problem with the EMP shots from these systems.

Quick strikes take out the EMP Patriots protecting Alexander's base.

After you capture the Particle Cannon and have the power to run it, start destroying Alexander's power supplies. She is helpless without her power, leaving her base open to attack. Use her Particle Cannon and any other superweapons you have devised to knock out her Cold Fusion Reactors, then move over your troops by any means necessary. Watch out for the EMP Patriot systems littering the small islands between her base and yours.



When her power is down, move troops into Alexander's base.





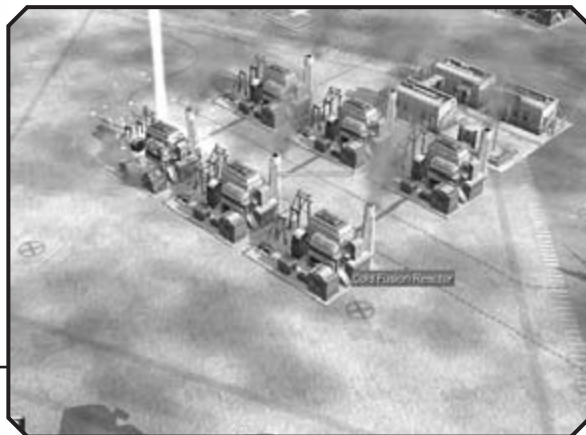
Us. Townes

"Pinpoint" Townes is all about defense. His massive base lies at the center of his map, and each approach is lined with Laser Patriot sites. These sites take up so much power that Townes can only keep a few of them active at a time. You can attempt to attack in two places at once, figuring to decimate one force, or you can further reduce his power grid, leaving all of the Laser Patriots malfunctioning.

Superweapons and attacks stemming from Generals Abilities are the best way to strike at Townes' power grid. Use these attacks to mulch a few of his Cold Fusion Reactors, further reducing the number of active Laser Patriots. He rebuilds his destroyed structures, but you win this war of attrition.

Use superweapons and other massive attacks to destroy the fragile Cold Fusion Reactors that Townes needs to power his laser weaponry.

Explore the map around his pentagon-shaped base. The corners are filled with useful Tech structures, such as Oil Derricks and Refineries.



Explore the entire map. You find many useful buildings in the corners.

Once you have shattered Townes' power grid, he is without defenses. Even his Laser Tanks shut down without the power on. This gives you free range to move a column inside his base and destroy everything. Continue pounding him with superweapons and other high-powered attacks. If you see a Cold Fusion Reactor, go for it first.



CHAPTER 6: The Generals Challenge



Us. Thrax

On Dr. Thrax's map, the two bases are separated by water. However, several bridges connect the two sides. Throughout the map, Thrax has placed chemical bunkers that must be destroyed, but that cause massive contamination when they are blown up.

Massive clouds of toxic gas are your reward for destroying the toxin bunkers.

The bridges leading into Thrax's base are heavily guarded by a variety of base defenses. Massed assaults can work, but the paths are also trapped with Demo Traps. Air assaults can work, but only if you are willing to lose a few units to Thrax's Stinger Sites.



Planting Comanches over the bridges helps you stem the tide of Thrax's attacks.

Thrax's base tends to be clogged with units. These often congregate around his SCUD Storm. You can do a lot of damage to Thrax by hitting the area with as many superweapon shots and damaging Generals Abilities as you can. He replaces the units at a fast clip, however. To help stem the tide of GLA armor, destroy the Arms Dealer in the southeastern quadrant.



Knock out the Arms Dealer in the east to reduce the number of units Thrax can produce.

The trick to defeating Thrax is to use as much armor as you can. His toxins are deadly to your infantry units, but are less so against vehicles. Load up on tanks and anti-infantry vehicles and drive into his base, clearing out everything you can. If you can knock out his production facilities, you can slow him down enough to gain a victory.





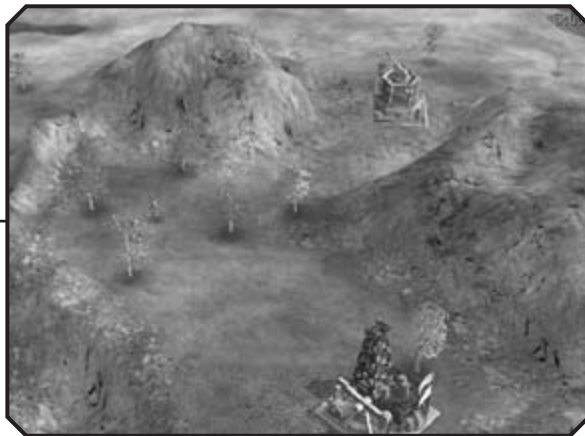
Us. Kassad

When facing Prince Kassad, it's difficult to determine exactly where his base is located, let alone where his units are at any given time. He attacks constantly and always under the cover of camouflage, so be prepared to be assaulted at all times.

There are plenty of useful structures around the map, but you can never be sure how many of Kassad's units are guarding them.

Two tricks will help you defeat Prince Kassad. Always have several units that can detect hidden units with every attack group. This gives you some advance warning of hidden defensive structures or ambushes that Kassad has planned for you. If you know about the ambush before it happens, it's not an effective ambush.

Always have at least one Troop Crawler with your force, and continue sending infantry units to your attacking groups. Prince Kassad uses Jarmen Kell, and always chooses to have Kell shoot the drivers of your vehicles. You temporarily lose the services of one vehicle, but you can wipe out Kell before he gets off a second shot; then you can move one of your infantry units into the abandoned vehicle and take it back.



Sometimes you have to trust that your superweapon will land on target even if you can't see the target.

Kassad's base is in the map's northwest corner, but his structures spill out both east and south of this location. Move in slowly, because Demo Traps line the paths. Once you reach his base, move close enough to his buildings to find them, then turn on them with overwhelming firepower.



CHAPTER 6: The Generals Challenge



Us. Tsing

General Tsing's map is open with a lot of defiles between high ground. This is perfect terrain for driving columns of tanks through, and equally perfect for Tsing to use his nuclear weaponry without fear of damaging anything valuable.

If you can hold this hill, Tsing batters you with his forces in vain.

To defeat Tsing, channel his aggressions somewhere other than your main base. The solution for this is the hill to the north of your position along the map's western edge. If you can take and hold this hill, you can create a small base here and loot the Supply Depot. Tsing does everything he can to knock you off this hill, leaving your main base alone as he sends a stream of units to attack your advance position.

Tsing's base is well defended, and his nuclear weapons don't cause the fallout you expect.

Tsing's base is littered with defenses and nuclear targets. Unfortunately for you, Tsing's nuclear force is less dangerous than those of the other Chinese generals. You can destroy his Nuclear Missile Silos and the other nuclear structures at his base without causing any of the fallout you might expect. This means a tougher battle, because you can't count on collateral damage.

While it is tempting to use the town south and west of Tsing's base, this is a bad course of action. Tsing will destroy any garrisons you create. A better plan is to drive through the town, using long-range and superweapons to take down his defenses and Nuclear Reactors, allowing you to drive in and knock down more of his buildings.



The town is a trap. Instead of garrisoning the buildings, destroy any garrisons Tsing has built and move to his base.

There's nothing special about Tsing's base. Dismantle it the way you would a standard Chinese base, paying special attention to his Nuclear Reactors. He has more than he needs, but each one you destroy takes out a larger amount of power, because the Reactors he uses are more efficient than those of the standard Chinese army.





Us. Ta

General Ta's map is perfect for hordes of tanks. Most of it consists of open fields, and the hills that do exist are small and smooth. This is not the kind of terrain you want to be caught in if you are facing hordes of armor, but that's exactly what you are up against.

These supply caches are worth taking, but only if you can do so without Ta's tanks hunting down your units.

Small caches of supplies are scattered around the map. These are designed to get your supply retrieval units out in the open and vulnerable to Ta's tank hordes. If you go after these, guard them and don't build anything near them. There aren't enough supplies in these caches to make it worth adding structures around them.

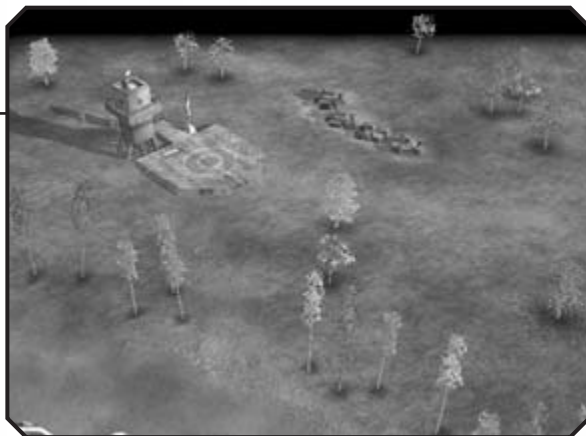


The Tech Reinforcement Pad is worth collecting and defending.

For some extra help, grab the Tech Reinforcement Pad in the northwest corner. There are some supplies here as well. It's worth creating a small base here and defending the area for the additional armor support you get.

The approaches to Ta's base are guarded, so move in with force.

Ta has several wide roads leading out of his base. These are guarded with Bunkers and Gattling Cannons, allowing him to easily roll his units out, but preventing you from rolling yours in. Knock these out with superweapons or long-range attacks before sending your units into the heart of Ta's base.



CHAPTER 6: The Generals Challenge



Us. Leiang Leong

If you make it through the Generals Challenge to the final battle, you've accomplished something difficult and rewarding. The problem is that "Tigress" Leiang Leong is everything the other generals are and more. She has a little bit of all of the generals in her makeup, all three superweapons, and a GLA, U.S., and Chinese base at her disposal.

When the mission starts, all of Leong's superweapons are built and charging, but it takes time before she can launch any of them. Reset their timers. You are shown the location of three buildings around the map. Destroying any one of these resets all the timers, giving you more time to build up a force large enough to assault Leong's base.

Leong has reinforced positions all around the map. It takes time and fire-power to break her down.

Your base is located in the map's southwest corner, and it's just large enough for you to build your most basic structures without too much crowding. To develop any real power, you need to find suitable ground elsewhere on the map to create small bases with a few important structures. This is particularly true for the American and Chinese armies if you plan to use any air power at all. The only way into your base is the bridge on the east side. There is high ground to the north of your base, and this is territory held by Leong. The best defense here is to build a series of base defenses just south of the high ground so that any of Leong's units in the area will get a faceful of base defense.



Destroy structures like this one to reset the countdown timers. These structures are your first targets.



There are a number of useful structures around the map. Take these by moving out a sizable force to protect them, and by guarding them with a substantial number of base defenses. Leong attempts to break through your defenses, but a constant flow of your units to the area should keep up your defenses. Consider adding structures that allow you to repair. For the GLA, this means Tunnel Networks. The Chinese should build Speaker Towers at any secondary bases. The United States has the biggest problem here, and needs a War Factory for vehicle repair.

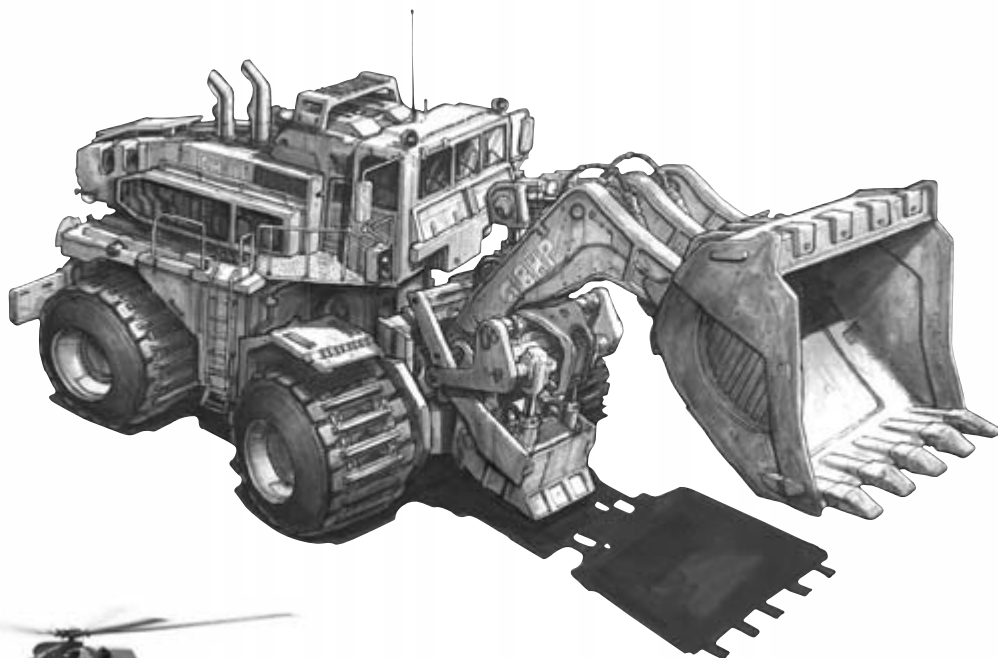


It isn't necessary to stage a full assault on the three structures to reset the timers. Wait until the timers get close so you can maximize the benefit of resetting them. One superweapon will destroy the buildings, as will two superweapon strikes, or a superweapon combined with another high-level attack, such as a Fuel Air Bomb, carpet-bombing, or similar ability. Because the buildings do not repair, it's effective to hit one with a superweapon, then hit it again once the weapon has recharged. Give yourself enough time to reset the timers before all three are launched at once.

Leong's base is a combination GLA/Chinese/U.S. base. Expect to see the base defenses of one army guarding the structures of another.

With at least one superweapon in your control, you can reduce Leong's base to rubble over time. As with the structures that reset the superweapon timers, you can destroy any of Leong's superweapons with two high-powered attacks, erasing them completely. These should be your first targets, giving you the advantage of having the only active superweapon on the battlefield.

At this point, start whittling down Leong's base defenses and moving in your units to mop up. She has a lot of structures and a lot of units. Use long-range attacks and as much armor as you can muster, then drive over her. This is a long, difficult battle, but once you've broken through her outer defenses, it's simply a matter of time before you push her off the map.



7

MULTIPLAYER GAMES

Generals Multiplayer Differences

On the surface, multiplayer games don't appear different from single-player missions. However, they are different and require an adjusted mindset. Playing against other humans, either with allies or in a free-for-all, is different than facing a computer foe. Humans are both easier to fool and harder to fool than the computer. They are both more and less likely to get trapped into patterns. At times they are easier than a good computer foe, and at other times they are much, much more difficult.

Human players are more inventive and devious than the computer can ever be. Human players devise more interesting attack groups, build more defensive structures and larger groups of units, think of new attack angles, and are harder to plan for. A good human player out-thinks the computer, and you can expect human players to find the gaps in your defenses or the weaknesses of any attacking group.

Human players are also more capable of making mistakes in their strategy. Where a computer-controlled base will have the right number of base defenses to protect its base from anything but dedicated attacks, human players may leave a gap that allows you to sneak in units. They may completely forget one side of their base or ignore protecting an important structures. Human players are more likely to become attached to a particular unit type and use it even when they shouldn't. Most importantly, human players have only so much attention they can give to any one thing. If a human player is attacking someone, you can rest assured he isn't defending his own base.



Expect human players to use their superweapons as soon as they become available.



This GLA player has left part of his base open, a mistake these Paratroopers will capitalize on.



The basic concept when playing against other people is that you need more units and fewer static defenses. Base defenses must be planned with every possible avenue of approach considered and placed in key locations. A mobile defense is your best option, so use units that can react quickly rather than stationary base defenses whenever possible. Place a few defenses on the interior of your base. At first, it might seem like a waste placing a Patriot Missile System in the back of your base. It will pay off the first time it catches sight of a Hacker trying to sneak in, though.



Second, you want a bigger group of units.

Whereas a computer opponent attacks with a set number and formation of units, a human player varies attacks and attempts mass rushes. No computer opponent would consider two dozen or more Battlemaster tanks a viable attacking group, but a human player might, so be prepared for anything, and a lot of it.

You'd never see a computer-controlled force of this size, but a human player might try it. Be prepared for anything.

Also be aware that there is no limit to what the human mind can devise in terms of strategies to try in battle. Your opponents will come up with every possible plan of attack and defense conceivable, and a bunch that you probably wouldn't. Remain flexible and be ready to change your strategy at a moment's notice.

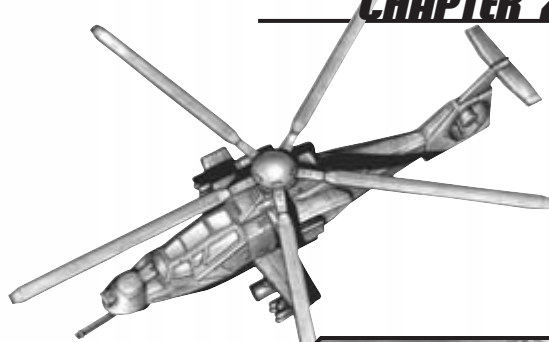
Playing as the United States

You have a couple of problems to overcome as the United States. The first is that you don't have any radioactive or chemical weapons that cause lingering damage. You also don't have any weapons that can put out a defensive cloud or stream like the Dragon Tank or Toxin Tractor. The vehicle you have that comes close to matching these is the Ambulance, which can be used to clean up toxins, but has no offensive capabilities. Even your Tomahawks, as good as they are, don't have the residual effects of Nuke Cannons or SCUD Launchers packed with anthrax.

Chinooks are one of your greater advantages. They're fast, hold a lot, and can be used for more than supply.

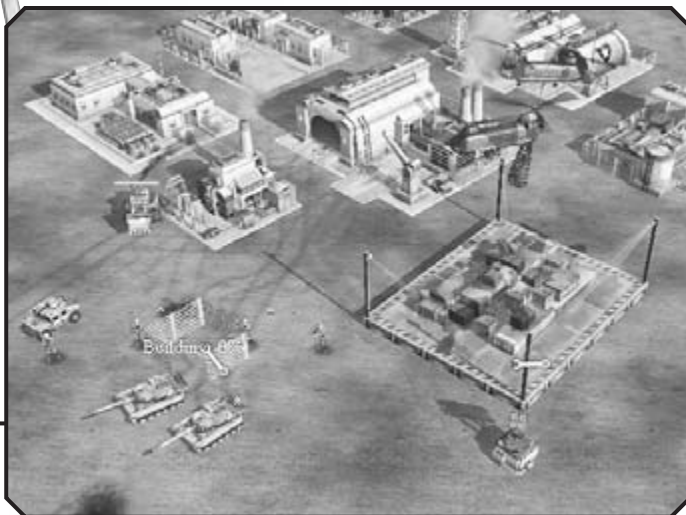


CHAPTER 7: Multiplayer Games



Another problem is that your units are more expensive than their counterparts in the other armies. Your units are also better. Still, everything you do costs more money than it does for your opponents, which means you won't be able to muster the same size force as your enemies. For instance, your Chinooks are faster and hold more than the supply units of the other armies. They also have uses other than supply delivery. However, they cost six times what the GLA pays for Workers and \$600 more than Chinese Supply Trucks.

Your units are more expensive than those of the other armies, so you'll have to do more with less.



Use your advantages to crush opponents. One of those has already been mentioned; you have better, more powerful units than either the Chinese or the GLA, and this serves you well throughout the missions. One-on-one, your units stack up well with the enemy. A lone Crusader will always beat a Battlemaster or Scorpion, and a Humvee will easily destroy a Technical.

Your Air Force is good, and your General abilities often rely on air power. A-10s are always a nice addition to your arsenal.



Your air force is dominant. The GLA doesn't have a single flying unit, so you have them beat in the air. The Chinese military has the MiG. You have an entire stable of aircraft at the ready. Your enemies know that too, so why not fake them out and stay on the ground? It's worth a chance for the surprise value. And although your air superiority is one of the elements that makes the American side powerful, your ground units match up with an advantage over the enemy. While your foes stock up on anti-aircraft units, you can take them out with weapons that never get higher than inches off the ground.



Use your Paratroops. Buying these give you a sneak attack on an enemy base.

Or, go with your obvious strengths and concentrate on air attacks. If you do this, coordinate your ground offensives with air attacks. Tie up enemy air defenses with Tomahawks so that you can bring in a flight of Stealth Fighters or Comanches to hammer other parts of the enemy base. If you do decide to go the air route, Comanches are your best weapon. They are versatile and deadly, and can back off from danger quickly. Most importantly, they don't strike and leave. They strike, hover, and strike again.



Your enemies expect air attacks, so don't disappoint them.

Base defense should always include Pathfinders. You should also use these units in attacks. A Pathfinder added to a group of infantry inside a Humvee makes for a more powerful attack, because you'll be dropping enemy infantry from range to prevent RPG Troopers and Tank Hunters from damaging the fragile vehicle. In your base, place a Pathfinder or two near the obvious enemy approaches to fight infantry rushes. Pathfinders also make excellent scouts because of their ability to stay hidden. Only enemy base defenses will detect them.

In multiplayer games, you may face other U.S. units. Base defense should also include Patriots and Missile Defenders.



Playing as China

As the Chinese, you are the middle of the road in most aspects. You don't have the technological edge of the Americans, but your technology exceeds the GLA's. You aren't as stealthy as the GLA, and the stealth units you have don't do any damage, but they are still effective at hampering the enemy. Your Supply Trucks carry only half of what a Chinook does and aren't as fast, but they carry four times the amount a GLA Worker can and are speedier. In many ways, this means that your strategy must be the most flexible. Maximize your advantage over your enemies and minimize your weaknesses by building up where the enemy is weakest and taking advantage of it.

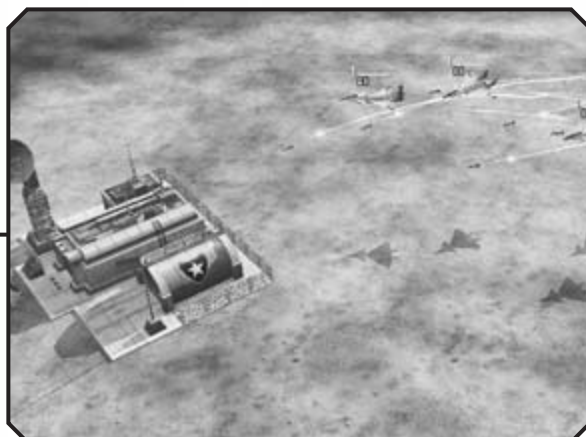
Your greatest advantage is raw power and overwhelming amounts of units, particularly Red Guards. Individually, your units match up weaker than the Americans' and stronger than the GLA's, but in mass, you are the true force of the battlefield. Because of this, never go anywhere without the horde bonus for those units that enjoy it. Battlemasters are a big part of your strategy, as are Red Guards. Red Guards should be a part of everything you do—they're cheap to build and match up well with other standard infantry. If you need a lot of them quickly, build Troop Crawlers. The unit costs \$1,400, but it comes with \$1,200 worth of Red Guards. That's cheap for something that moves your infantry and detects mines.

Mining your structures is often worth the cost.

Because you don't have much in the way of an air force, you can get by with a single Air Field and a group of four MiGs. MiGs are useful in a surprise attack because your enemies, knowing the limitations of your air force, may not consider them a threat. Use them like a scalpel for quick hits. They're still vulnerable to anti-aircraft fire, and if there is even one U.S. army on the map, you can expect everyone's air defenses to be solid.

A surprise attack from MiGs knocks your enemies off balance.

A couple of structures are deadly to your forces if destroyed. Keep your Nuclear Reactors away from harm.



Your biggest and most significant threat to either opposing force is the Overlord; build these in spades. Groups of Overlords are expensive, but hard to stop. Each of these groups should have at least one with the Speaker Tower, allowing everything in its radius of effect to heal. You may think that the more expensive Gattling Cannons are difficult to justify in terms of cost, until you see them split enemy infantry from long range.

Overlords are your best unit. Use them often.

Your strategy must concentrate on mixing your limited-but-effective infantry with your limitless vehicles. You have fewer combative infantry units than the other two sides because of the non-combative nature of both the Hacker and Black Lotus, but the ones you have are solid and effective. Blend these with your powerful vehicles, add Dragon Tanks and Inferno Cannons for anti-infantry and long-range attacks respectively, and you'll be hard to stop.

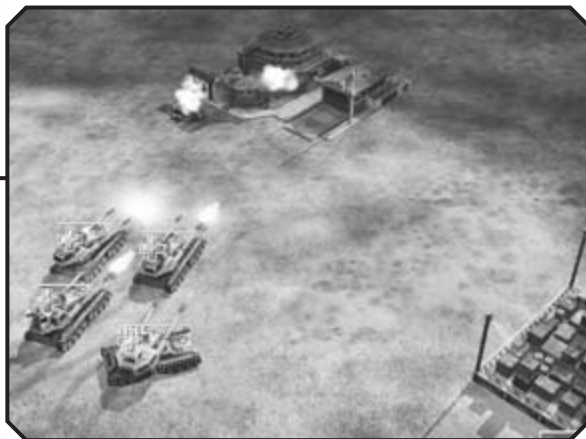
Finally, don't forget about your powerful upgrades. More than the U.S., you rely on these for your real power. Subliminal Messaging is essential if you are using Overlords with Speaker Towers both for the increased radius and the increased healing rate. Chain Guns and Nationalism are also good, increasing your Gattling Cannon damage and horde bonus.

Don't forget about your horde bonus. Work toward anything that makes your units more effective.

Playing as the GLA

You aren't the poor stepchild compared with the other two armies. Yes, their units are better trained and more able to resist damage than yours. Yes, you are at the low end of the technology spectrum. Everything appears stacked against you, but if you were such a weak sister, the U.S. and Chinese wouldn't be worried about you, would they? But you have abilities that the other two armies do not, and you must use these to their fullest to win.

Quad Cannons are great anti-air defense and stop the U.S. Chinooks from taking supplies.



Jarmen Kell can turn enemy units into friendly ones.
This gives you a lot of power.

You have a few units that capitalize on enemy mistakes. The most important of these is the Bomb Truck. This unit is expensive, but effective if you get it close to its target. Use the Bomb Truck's disguise ability to mask it as one of the enemy's units and move it in. Keep in mind that base defenses can see through the disguise. Use these units in places where defenses are thin. A Bomb Truck attack can be a nice precursor to attacks on enemy positions, creating a hole for the rest of your units.



Hijackers do the same thing as Jarmen Kell, but take the unit themselves. They are great for massed enemy attacks, but if you are picking off single vehicles, use Kell combined with Rebels.

TIP

Cash Bounty makes these enemy kills doubly valuable.

Jarmen Kell is another special unit that should get a lot of work. Kell has but one special ability, but it's a very useful one; sniping the drivers out of vehicles and taking them over with your own Rebels is a great way to both reduce enemy power and increase your own. When you do this, choose vehicles that have abilities greater or different from vehicles you already possess. For instance, Dragon Tanks are nice, but aren't that much different from your own Toxin Tractors. This shouldn't stop you from taking a Dragon Tank if the opportunity presents itself, but a Nuke Cannon, Inferno Cannon, Overlord Tank, or even a Battlemaster is a better target if you have the choice.



Anywhere you plan to keep units is a place you need a Tunnel Network.

More than the other armies, you depend on your research projects. This means that you depend on money more than the other armies do. Many of your research projects are expensive, but are still critical, which means the money has to come from somewhere. The Black Market helps, but Cash Bounty is more important, because it gives you income from doing what you'd do anyway—destroying the enemy. Of your research projects, Scorpion Rockets and anything that adds anthrax to your weapons is of highest priority. The exception to this is Anthrax Beta, which is overkill. Anthrax is already effective, so if you need to leave something out, drop this. If you use a lot of Tunnel Networks, you can also skip Junk Repair, although doing so will force you to micromanage. In the long run, Junk Repair is worth it if only to keep your units in better shape while your attention is elsewhere.

Build many Tunnel Networks and continue to build them throughout each battle. How many units can be in the entire network at once is limited, and this never increases no matter how many Tunnel Network sites you build. What you gain is the ability to move units out from your Tunnel Networks in a variety of places. Anywhere you plan to keep units should have a Tunnel Network, if only for the quick repair. Any place you can sneak in a Worker to build a Tunnel Network should get one.

Finally, consider Rebel Ambush purchased at the highest level as soon as you have the Generals points to get it. You can drop these units into the heart of your own base just for the free troops. On the other hand, you can surprise the enemy by placing them in the middle of their base, especially during an attack by your other troops. The chaos could be all you need to take out a significant part of the enemy structures.



Ambushes can give the enemy something to deal with while you are concentrating fire elsewhere.

Zero Hour Multiplayer Tactics

In *Zero Hour*, the addition of several new units and structures makes for some important new strategies in multiplayer games. Each of the new units and structures has particular capabilities that will be important to you, either in further protecting your bases or in demolishing those of your opponents.

Playing as the United States

The biggest addition to your force is the Sentry Drone. While essentially defenseless until you add the machine gun upgrade, Sentry Drones are a critical part of your base defense. The ability of these units to spot stealth units makes them the primary defense against attacks by Jarmen Kell, groups of stealth GLA units, Black Lotus and other surprise attacks. Adding the machine gun makes them a more important part of your

force, allowing them to patrol the back areas of your base to wipe out GLA ambushes and paratroopers. Because of their detection abilities, Sentry Drones should always be a part of an attacking force, and should be near the front of your column.



Sentry Drones should always be a part of your base defenses and attack groups.

Like Sentry Drones, Avengers are a critical part of your base defenses. While your Patriot Missile Systems can handle many of the attacks from SCUD Launchers, they can't handle all of them. The point defense systems on Avengers make them a strong addition to your defensive front, allowing you to minimize the damage from enemy units. On offense, Avengers are less useful, but can prevent some damage from

enemy retaliation. Having one or two around isn't a bad idea. Microwave Tanks, like Avengers, are good on defense because they can completely shut down an enemy unit. On offense, Microwave Tanks are vulnerable, but are an excellent way to shut down Chinese Overlords.

Your Fire Bases are required defenses. They give you flexibility and power in one convenient package.

The U.S. forces were lacking in base defense, relying entirely on the Patriots. These are good against air and vehicles, but weak on infantry, making the Americans more vulnerable to infantry rushes. The Fire Bases correct this. Build these everywhere, and stock them with Rangers. The Fire Base's gun can handle vehicles while your Rangers can take out approaching infantry. Group Fire Bases with Patriots to handle all possible attack styles in one compact area, and allow each system to defend and complement the other.

If you are fighting the GLA, get the Chemical Suits as soon as possible.

As for the U.S. upgrades, if you are playing against a GLA opponent, the Chemical Suits are a requirement. Research these as soon as they become available. Supply Lines are nice as well, but if you are running low on supplies, they aren't worth the price. If you like to go heavy on air power, Countermeasures and



Bunker Busters are worthwhile purchases. If you stick to the ground, spend the money elsewhere. Leaflet Drops and Spectre Gunships are nice if they fit in with your overall strategy—they aren't necessarily better than A-10s, although both can stall enemy attacks or shut them down to allow more penetration on an attack.

Playing as the GLA

Your new units and structures are less exciting than those of the U.S. or the Chinese, but in the right places, they can make a significant difference in your ability to wipe out the enemy. Most of your opponents will be on guard against your Saboteur units, but may not be as



careful protecting the back of their base, especially if they are near cliffs. Your Saboteurs can climb sheer cliffs to get at their target, which allows you to reset superweapon timers and shut down power before your opponent catches on. Also consider adding a few Saboteurs into an attacking group, getting them into enemy buildings while your foe is worried about your other units.

Combat Cycles are decent against infantry, but it's their speed and ability to climb hills that make them useful.

You can put other infantry units onto Combat Cycles, allowing you to make them effective against armor. Terrorist-driven Combat Cycles are devastating in groups.

The advantage of the Battle Bus is that the units inside can shoot out without getting out of the vehicle. The Battle Bus carries three more units than Technicals, and when destroyed, becomes a temporary bunker. Battle Buses make for a great attack unit because of this. While the enemy works on destroying the bus twice, you can run your other vehicles in to cause more mayhem and get your Saboteurs inside enemy buildings.

Fake Structures are worthwhile for two reasons. First, if you can tempt a large enough group of enemy units into the vicinity, the blast can take them all out at little cost to you. Second, you can always upgrade the structures into the real thing if you need to. You won't use them often, but as an occasional head fake or dodge, they can turn around the course of a battle.

You can put a lot of units in one vulnerable spot with the Sneak Attack ability.

With your upgrades, Worker Shoes are a must, even if your supply is running low. These increase the speed of your Workers in gathering supply, and in getting into position to build new structures. Similarly, Camo-Netting is worthwhile, especially if you are building Tunnel Networks. Fortified Buildings are never a bad thing, allowing your structures to take more damage. Booby Traps are a judgment call. If you don't mind detonating a structure and rebuilding it later, go for it. If you can move Rebels into position to take the structure back, it's cheaper to recapture than it is to rebuild. On the other hand, capturing enemy buildings and Booby Trapping them is highly effective.

Your new Generals Abilities are both excellent and worth getting. The GPS Scrambler allows you to make entire columns of stealth units. If you can find a hole in the enemy defense, you can do a lot of damage quickly. The Sneak Attack tunnels are unarmed Tunnel Networks, but allow for powerful surprise attacks. These tunnels, combined with Saboteurs and Terrorists, make for devastating strikes, especially if followed up by an armored column.



Playing as China

The new Listening Posts are, in many ways, the same as the Sentry Drones of the U.S. They aren't as powerful on the attack, but you don't have to upgrade them to give them any offensive capabilities. Listening Posts should be a part of your base defenses, guarding every possible route of attack. You should also have one or two in every attacking group to spot hidden enemy units.

Listening Posts are your best defense against stealth units. Put them in every attacking group.

The biggest upgrade (in terms of new units) are the Helixes. Essentially, these are flying Overlords, capable of transporting troops, healing damage, and putting a lot of firepower into one place. Unless you really need them for transport, go with the Speaker Tower or Gattling Cannon upgrades, since even unmodified, they can carry five infantry units or several tanks.

ECM Tanks should ring your base along with the Listening Posts. Their ability to shoot down missiles and rockets makes for excellent protection against Tomahawks and SCUD Launchers, and their knack at shutting down enemy vehicles makes even strong attacks easier to handle. On offense, have a few ECM Tanks near the front to shut down counterattacks.

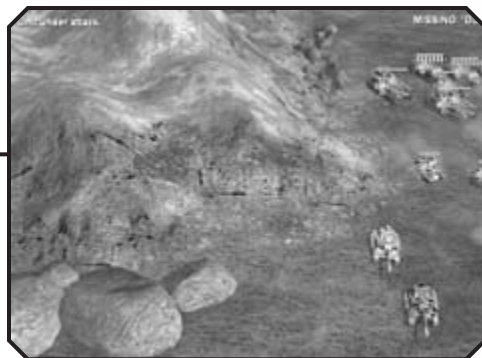
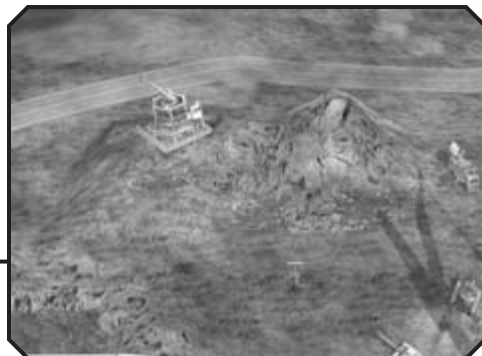
The Helix helicopters are strong, powerful, and able to haul other units around. Use them.

The Internet Center is a required building for you. The rate of increase it gives the Hackers is more than worth the cost of creating the building. Build it, stock it, and protect it.

As the Chinese, you have a few excellent upgrades. Neutron Shells for the Nuke Cannons are more than worthwhile and pay for themselves quickly. Have Nuke Cannons force fire on the main approaches to your base, shutting them down every now and then to collect the enemy vehicles. You can turn around and use these vehicles when attacking the enemy, costing you only the price of the Red Guard inside the enemy tanks. The two Satellite Hacks are also good purchases, giving you an overall view of the battlefield, including the entirety of the enemy bases. Pinpoint precision with your Nuclear Missiles is guaranteed when you know where everything is. Neutron Mines are decent, but not always necessary. If you are defending your base properly, enemies shouldn't get that close to your buildings in the first place.

If you build Nuke Cannons, research Neutron Shells. The ability to gain new vehicles cheaply makes up for the cost.

As for your new Generals Abilities, the Carpet Bomb is devastating and worth acquiring. Frenzy is decent, but the short duration, even at the highest level, makes it less useful except in dire emergencies in defense or as a kick-off to a significant attack. Other players will back off if they see your units in a Frenzy, waiting for them to return to normal before continuing their attack. It's good for a reprieve.



NOTE



An * indicates an addition in *Command & Conquer Generals: Zero Hour*.

APPENDIX A

Units

U.S. Units

Name	Cost	Built At	Requires	Special Abilities
Ambulance	600	War Factory	—	Holds up to three infantry units, cures damage, clears toxins, builds Battle Drone and Scout Drone
Aurora Bomber	2,500	Air Field	Strategy Center	—
*Avenger	2,000	War Factory	Strategy Center	Anti-air unit, paints ground units
Battle Drone	300	U.S. Vehicle	—	Repairs damage, attacks enemies
Chinook	1,200	Supply Center	—	Gathers supplies
Colonel Burton	1,500	Barracks	Strategy Center	Knife attack, timed explosive charge, remote explosive charge, detonate charges
Comanche	1,500	Air Field	—	Fire rockets
Construction Dozer	1,000	Command Center	—	Builds structures, clears mines
Crusader	900	War Factory	—	Builds Battle Drone and Scout Drone
*Hellfire Drone	500	U.S. Vehicle	—	Fires anti-vehicular missile
Humvee	700	War Factory	—	Holds up to five infantry units, builds Battle Drone and Scout Drone
*Microwave Tank	800	War Factory	Strategy Center	Kills infantry, disables buildings
Missile Defender	300	Barracks	—	Laser Missile attack
Paladin	1,100	War Factory	General Points	Builds Battle Drone and Scout Drone
Pathfinder	600	Barracks	General Points	Camouflaged when standing still
Ranger	225	Barracks	—	Flash Bang
Raptor	1,400	Air Field	—	—
Scout Drone	100	U.S. Vehicle	—	Improves scouting radius
*Sentry Drone	800	War Factory	—	Sees stealth units, stealthed when not moving
Stealth Fighter	1,600	Air Field	General Points	Hidden for first few seconds of attack
Tomahawk	1,200	War Factory	Strategy Center	Builds Battle Drone and Scout Drone

GLA Units

Name	Cost	Built At	Requires	Special Abilities
Angry Mob	800	Barracks	Palace	—
*Battle Bus	1,000	Arms Dealer	Black Market	Carries infantry, carried units can fire through windows, turns into bunker when destroyed
Bomb Truck	1,200	Arms Dealer	Palace	Disguise as target vehicle, Detonate
*Combat Bike	500	Arms Dealer	Black Market	Can be ridden by any infantry, adopts weapon of rider
Hijacker	400	Barracks	Palace	Hijack
Jarmen Kell	1,500	Barracks	Palace	Sniper attack
Marauder Tank	800	Arms Dealer	General Points	—
Quad Cannon	700	Arms Dealer	—	—
Radar Van	500	Arms Dealer	—	—
Rebel	150	Barracks	—	—
Rocket Buggy	900	Arms Dealer	Palace	—
RPG Trooper	300	Barracks	—	—
*Saboteur	800	Barracks	Black Market	Resets weapon timers, shuts down buildings
Scorpion	600	Arms Dealer	—	—
SCUD Launcher	1,200	Arms Dealer	Palace, General Points	Explosive warhead, anthrax warhead
Technical	500	Arms Dealer	—	—
Terrorist	200	Barracks	—	—
Toxin Tractor	800	Arms Dealer	—	Contaminate Area
Worker	200	Command Center, Supply Stash	—	Builds structures, clears mines, gathers supplies

Chinese Units

Name	Cost	Built At	Requires	Special Abilities
Battlemaster	800	War Factory	—	—
Black Lotus	1,500	Barracks	Propaganda Center	Capture building, vehicle hack, cash hack
Construction Dozer	1,000	Command Center	—	Builds structures, clears mines
Dragon Tank	800	War Factory	—	Fire wall
*ECM Tank	800	War Factory	Strategy Center	Disables vehicles, scatters missiles
Gatling Tank	800	War Factory	—	—
Hacker	625	Barracks	Propaganda Center	Disable building, hack Internet
*Helix	1,500	Air Field	Strategy Center	Can upgrade like Overlord, can drop Napalm bombs
Inferno Cannon	900	War Factory	Propaganda Center	—
*Listening Outpost	800	War Factory	Strategy Center	Sees stealth units, stealthed when not moving, comes with two Tank Hunters
MiG	1,000	Air Field	—	—
Nuke Cannon	1,600	War Factory	Propaganda Center, General Points	—
Overlord	1,800	War Factory	Propaganda Center	Battle Bunker, Gatling Cannon, Propaganda Tower
Red Guard	300	Barracks	—	Two built at a time
Supply Truck	600	Supply Center	—	Gathers supplies
Tank Hunter	300	Barracks	—	TNT attack
Troop Crawler	1,400	War Factory	—	Detects stealth units, comes with eight Red Guards

APPENDIX B

Structures

U.S. Structures

Name	Cost	Power Needs	Requires	Function
Air Field	1,000	1	Barracks	Builds air units
Barracks	600	—	Command Center	Builds infantry
Cold Fusion Reactor	800	—	—	Provides five units of power
Command Center	2,000	—	—	Center of U.S. operations
Detention Camp	1,000	—	Strategy Center	Provides surveillance
*Firebase	1,000	—	Strategy Center	Provides defense
Particle Cannon	5,000	10	Strategy Center	U.S. superweapon
Patriot Missile System	1,000	3	Barracks	Provides defense
Strategy Center	2,500	2	War Factory	Allows for strategic bonuses
Supply Center	2,000	1	Command Center	Generates money
Supply Drop Zone	2,500	4	Strategy Center	Generates money
War Factory	2,000	1	Command Center	Builds vehicles

GLA Structures†

Name	Cost	Requires	Function
Arms Dealer	2,500	Command Center	Builds vehicles
Barracks	500	Command Center	Builds infantry
Black Market	2,500	Palace	Generates money, provides technology
Command Center	2,000	—	Center of GLA operations
Demo Trap	400	Arms Dealer	Explodes when tripped by enemies
*Fake Arms Dealer	625	—	Can be upgraded to Arms Dealer, can be detonated
*Fake Black Market	325	Palace	Can be upgraded to Black Market, can be detonated
*Fake Barracks	125	—	Can be upgraded to Barracks, can be detonated
*Fake Command Center	500	—	Can be upgraded to Command Center, can be detonated
*Fake Supply Stash	375	—	Can be upgraded to Supply Stash, can be detonated
Palace	2,500	Arms Dealer	Provides technology, can be garrisoned by five infantry
SCUD Storm	5,000	Palace	GLA superweapon
Stinger Site	900	Barracks	Provides defense
Supply Stash	1,500	Command Center	Generates money
Tunnel Network	800	Barracks	Provides defense

† GLA structures do not require power.

Chinese Structures

Name	Cost	Power Needs	Requires	Function
Air Field	1,000	1	Barracks	Builds air units
Barracks	500	—	Command Center	Builds infantry
Bunker	400	—	Barracks	Provides defense, holds five infantry
Command Center	2,000	—	—	Center of Chinese operations
Gatling Cannon	1,200	3	Barracks	Provides defense
*Internet Center	2,500	—	Strategy Center	Holds 8 Hackers, improves rate of HackersNuclear
Missile	5,000	10	Propaganda Center	Chinese superweapon
Nuclear Reactor	1,000	—	—	Provides 10 units of power
Propaganda Center	2,000	2	War Factory	Provides technology
Speaker Tower	500	1	Propaganda Center	Heals units, increase rate of fire
Supply Center	1,500	1	Command Center	Generates money
War Factory	2,000	1	Command Center	Builds vehicles

APPENDIX C

Special Abilities and Research

U.S. Abilities and Research

Name	Cost	Researched At	Used By	Function
Battle Drone	300	Built by vehicles	Building vehicle	Repairs damage, attacks enemies
*Bunker Buster	1,500	Air Field	Air units	Kills garrisons, evicts units in Tunnels
Capture Building	1,000	Barracks	Ranger	Allows Rangers to capture buildings
*Chem Suit	1,000	Strategy Center	Infantry	Protects infantry from toxins and radiation
Composite Armor	2,000	Strategy Center	Crusader, Paladin	+ 25% armor for Crusader and Paladin
Control Rods	800	Cold Fusion Reactor	Cold Fusion Reactor	Doubles power output
*Countermeasures	1,000	Air Field	Air units	Protects aircraft from missiles
Drone Armor	500	Strategy Center	Drones	+ 25% armor for all drones
Flash-Bang Grenades	800	Barracks	Ranger	Allows Rangers to kill enemies occupying structures
*Hellfire Drone	500	U.S. vehicles	U.S. vehicles	Fires anti-vehicular missile
Laser Missiles	1,500	Air Field	Raptor, Stealth Fighter	+ 25% damage for Raptor and Stealth Fighter
*MOAB	4,000	Strategy Center	Fuel Air Bomber	Upgrades Fuel Air Bomb, requires purchase of Fuel Air Bomb
Rocket Pods	800	Air Field	Comanche	Upgrades Comanche rockets
*Sentry Drone Gun	1,000	War Factory	Sentry Drones	Equips Sentry Drones with 20mm gun
Spy Drone	100	Built by vehicles	Building vehicle	Increases sight radius
*Supply Lines	800	Strategy Center	Chinooks	+ 10% to income
TOW Missile	1,200	War Factory	Humvee	Arms Humvees with missile attack

GLA Abilities and Research

Name	Cost	Researched At	Used By	Function
Anthrax Beta	2,000	Palace	All toxin-using units	Increases toxin damage by 25%
AP Bullets	2,000	Black Market	Rebel, Technical, Quad Cannon, Jarmen Kell	Increases damage by 25%
AP Rockets	2,000	Black Market	All rocket-using units	Increases rocket damage by 25%
Arm the Mob	1,000	Palace	Angry Mob	Gives Angry Mob AK-47s
*Booby Trap	1,000	Barracks	Infantry	Plants anti-personnel mines in structure preventing capture
Buggy Ammo	1,200	Black Market	Rocket Buggy	Increases salvo size by 25%
Camouflage	2,000	Palace	Rebel	Rebels hidden when not shooting
*Camo-Netting	500	Black Market	Tunnel Networks and Stinger Sites	Stealths structure
Capture Building	1,000	Barracks	Rebel	Allows Rebels to capture buildings
*Fortified Structures	1,000	Palace	GLA structures	Increases structure's HP
Junk Repair	2,000	Black Market	All vehicles	All vehicles self-repair
Radar Scan	1,500	Black Market	Radar Van	Reveals map shroud in small area
Scorpion Rocket	1,000	War Factory	Scorpion	Gives Scorpions a rocket attack
Toxin Shells	1,500	Palace	Marauder, Scorpion	Adds anthrax to shells
*Worker Shoes	1,000	Black Market	Workers	Increases Worker speed, adds bonus to delivered supplies

Chinese Abilities and Research

Name	Cost	Researched At	Used By	Function
Black Napalm	2,000	War Factory	Napalm-using units	Increases Napalm damage by 25%
Capture Building	1,000	Barracks	Red Guard	Allows Red Guards to capture buildings
Chain Guns	1,500	War Factory	Gatling Cannons and vehicles	Increases Gatling damage by 25%
*Helix Bunker	400	Helix	Helix	Allows up to five infantry to fire out
*Helix Gatling Cannon	500	Helix	Helix	Equips Helix with Gatling Cannon
*Helix Napalm Bomb	800	Helix	Helix	Drops Napalm
*Helix Speaker Tower	1,200	Helix	Helix	Heals self and nearby units
Land Mines	600	Any building except Speaker Tower	Selected building	Rings structure with mines
MiG Armor	500	Air Field	MiG	Increases MiG armor by 25%
Nationalism	2,000	Propaganda Center	Red Guard, Tank Hunter, Battlemaster	Increases horde bonus by 25%
*Neutron Mines	500	Chinese buildings	Chinese buildings	Kills infantry and vehicle pilots, requires production of standard mines
*Neutron Shells	2,500	Nuclear Missile Silo	Nuke Cannon	Kills infantry and vehicle pilots
Nuclear Tanks	2,000	Nuclear Missile	Battlemaster, Overlord	Increases speed by 25%
Radar	500	Command Center	Command Center	Creates radar map
*Satellite Hack 1	1,000	Internet Center	—	Reveals location of enemy Command Centers
*Satellite Hack 2	2,500	Internet Center	—	Reveals enemy units and structures
Subliminal Messaging	500	Propaganda Center	Speaker Tower, Overlords with Speaker Tower	Increases healing by 25%
Uranium Shells	1,000	Nuclear Missile	Battlemaster, Overlord	Increases damage by 25%

APPENDIX D

General Points

U.S. General Points

Rank	Option	Function	Requires
1	Paladin Tank	Allows for the production of Paladins	War Factory
1	Spy Drone	Creates a Spy Drone for surveillance	Command Center
1	Emergency Repair (1)	Repairs light damage to all vehicles in radius	Command Center
1	Emergency Repair (2)	Repairs moderate damage to all vehicles in radius	Command Center
1	Emergency Repair (3)	Repairs heavy damage to all vehicles in radius	Command Center
3	Pathfinder	Allows for the production of Pathfinders	Barracks
3	Stealth Fighter	Allows for the production of Stealth Fighters	Airfield
3	Paradrop (1)	Produces 5 Rangers to be dropped anywhere	Command Center
3	Paradrop (2)	Produces 10 Rangers to be dropped anywhere	Command Center
3	Paradrop (3)	Produces 15 Rangers to be dropped anywhere	Command Center
3	A-10 Strike (1)	Allows for airstrike by one A-10	Command Center
3	A-10 Strike (2)	Allows for airstrike by two A-10s	Command Center
3	A-10 Strike (3)	Allows for airstrike by three A-10s	Command Center
5	Fuel Air Bomb	Deploys destructive airstrike	Command Center
5	*Leaflet Drop	Stuns infantry and vehicles	Command Center
5	*Spectre Gunship	Destroys enemy units and structures	Command Center

GLA General Points

Rank	Option	Function	Requires
1	Technical Training	All Technicals are created as veterans	None
1	Marauder Tank	Allows for the production of Marauder tanks	None
1	Emergency Repair (1)	Repairs light damage to all vehicles in radius	Command Center
1	Emergency Repair (2)	Repairs moderate damage to all vehicles in radius	Command Center
1	Emergency Repair (3)	Repairs heavy damage to all vehicles in radius	Command Center
3	SCUD Launcher	Allows for the production of SCUD Launchers	Palace
3	Cash Bounty (1)	Gain 5% of value for enemy units and buildings destroyed	None
3	Cash Bounty (2)	Gain 10% of value for enemy units and buildings destroyed	None
3	Cash Bounty (3)	Gain 20% of value for enemy units and buildings destroyed	None
3	Rebel Ambush (1)	Creates an ambush of 4 Rebels placed anywhere	Command Center
3	Rebel Ambush (2)	Creates an ambush of 8 Rebels placed anywhere	Command Center
3	Rebel Ambush (3)	Creates an ambush of 12 Rebels placed anywhere	Command Center
3	Hijacker	Allows for the production of Hijackers	Palace
5	Anthrax Bomb	Deploys deadly Anthrax Bomb	Command Center
5	*GPS Scramble	Permanently stealths targeted units	Command Center
5	*Sneak Attack	Creates Tunnel Network to be placed anywhere on map	Command Center

Chinese General Points

Rank	Option	Function	Requires
1	Red Guard Training	All Red Guards are created as veterans	None
1	Artillery Barrage (1)	Allows for offscreen bombardment of 12 shells	Command Center
1	Emergency Repair (1)	Repairs light damage to all vehicles in radius	Command Center
1	Emergency Repair (2)	Repairs moderate damage to all vehicles in radius	Command Center
1	Emergency Repair (3)	Repairs heavy damage to all vehicles in radius	Command Center
3	Cluster Mines	Deploys cluster mines	Command Center
3	Artillery Barrage (2)	Allows for offscreen bombardment of 24 shells	Command Center
3	Artillery Barrage (3)	Allows for offscreen bombardment of 36 shells	Command Center
3	Cash Hack (1)	Steals \$1,000 from enemy	Command Center
3	Cash Hack (2)	Steals \$2,000 from enemy	Command Center
3	Cash Hack (3)	Steals \$4,000 from enemy	Command Center
3	*Frenzy (1)	Increases damage done by units for short period of time	Command Center
3	*Frenzy (2)	Increases damage done by units for longer period of time	Command Center
3	*Frenzy (3)	Increases damage done by units for very long period of time	Command Center
3	Nuke Cannon	Allows for the production of Nuke Cannons	Propaganda Tower
5	*Carpet Bomb	Drops bomb spread	Command Center
5	EMP Pulse	Shuts down all enemy vehicles and buildings in radius	Command Center



INDEX

A

- A-10 Strike
 - produced with three-star general ability, three levels of, 33
 - upgrade to, 55–56
- Adana, Turkey (GLA mission)
 - map for, 119
 - scenario for, 119
 - walkthrough for, 120–125
- Air Field
 - airplanes but not helicopters limited in, 56
 - Chinese, 26
 - protecting, 41
 - U.S., 22
- Aircraft, U.S., 7–8
- AK-47s, arming Angry Mob with, 61, 62, 135
- Alexander, General Alexis, 260–261
 - playing vs., 269
- Almaty Region, Kazakhstan (GLA mission)
 - map for, 109
 - scenario for, 109
 - walkthrough for, 110–113
- Ambulance (U.S. vehicle), 6
 - to clean up toxins, 278
 - to heal infantry, 50
- Angry Mob (GLA infantry unit), 16
 - AK-47s to arm, 61, 62, 135
 - civilian structures destroyed by, 115–118
 - Gatling Tanks to remove, 95–96
 - police vehicles to run over, 115
- Anthrax
 - residual effects of Nuke Cannons or SCUD Launchers packed with, 278
 - Scorpion Rocket upgraded to include, 61
 - SCUD Launcher as using, 124–125, 132
- Anthrax Bomb
 - avoiding killing your own units with, 136
 - produced with five-star general ability, 39
 - upgrading, 135
 - uses of, 62
- Arm the Mob research, 61
- Arms Dealer (GLA infrastructure), 29, 127
 - destroying, 172
 - finding nearby, 106
 - placed near front lines, 42
 - purchasing vehicles from, 105

- Artillery Barrage
 - as devastating, 59
 - produced with one-star general ability, 36
- Artillery Training
 - for Nuke Cannons, 59
 - produced with one-star general ability, 35
- Astana City, Chinese Occupied Capital of Kazakhstan (GLA mission)
 - map for, 114
 - scenario for, 114
 - walkthrough for, 115–118
- Attacking, 43–46
 - concentrating fire when, 45, 46–47
 - pulling back in, 46
 - tip for coordinating, 148
- Aurora Bomber (U.S. aircraft), 7
 - Bunker Busters upgrade with, 198
- Avenger (U.S. unit), 191

B

- Baikonur Cosmodrome, Southern Kazakhstan (GLA mission)
 - map for, 138
 - note for, 140
 - scenario for, 138
 - walkthrough for, 139–143
- Barracks
 - Anthrax Bomb on enemy's, 62
 - Chinese, 25
 - GLA, 29
 - healing in, 146
 - placed near front lines, 42
 - U.S., 21
- Base
 - building, 40–43, 76, 100
 - caches of supply near, 49
 - destroying enemy's, 62, 124–125, 131, 136, 141
- Base defenses, 46–47
 - Chinese, 28
 - GLA, 31, 61
 - in multiplayer games, 277, 279
 - U.S., 24
- Battle Bus (GLA unit), 193
- Battlemaster tank (Chinese ground vehicle), 11
 - to destroy Tunnel Networks, 67
 - horde bonus for, 57, 281
- Biotxin factory, destroying GLA, 81–86

- Black Lotus (Chinese infantry unit), 10
 - taking over structures using, 59
- Black Market (GLA infrastructure), 30
 - destroying, 53
 - income produced using, 50
 - protecting, 41
- Blue Eagle (U.S. Campaign)
 - map for, 174
 - scenario for, 174–175
 - walkthrough for, 175–179
- Bomb Truck (GLA ground vehicle), 18
 - to destroy enemy units, 104–105
 - destroying, 53
 - disguising, 63
 - effective close to target, 282
 - upgrading explosive capacity of, 63
- Booby Trap (GLA upgrade), 200
- Broken Alliances (China mission)
 - caution for, 83
 - map for, 81
 - scenario for, 81
 - walkthrough for, 82–86
- Buildings, automatically regenerating GLA, 46
- Bunker (Chinese infrastructure), 28
 - on base defense, 42
 - on Overlord Tank, 59, 89
- Bunker Busters (U.S. upgrade), 198

C

- Capture Building upgrade, 55
- Carbombs, 65, 180–181
 - damage to Overlord Tanks by, 101
 - to destroy enemy units, 104
 - Gatling Tanks to destroy, 95
 - source of, in Hong Kong, 73
 - stopped by fire walls of Dragon Tanks, 71
- Carpet bombings, 89, 91
- Carpet Bomb (Chinese generals' power), 203
- Cash Bounty to increase revenues
 - for income when supplies are gone, 62
 - in multiplayer games, 284
 - three-star general ability for, 39
 - as worthwhile to build, 50
- Cash Hack
 - to steal money from opponents, 36
 - three levels of, 36
 - as worthwhile to build, 50, 59
- Chain Guns in multiplayer games, 282

Chemical Suits (U.S. upgrade), 197
Chinese

- general abilities of, 35–37, 59
- general points of, 294
- generals, 265–267
- generals' powers, 203
- missions of, 64–103, 242–258
- new units of, 193–194
- playing as multiplayer games as, 58, 281–282
- special abilities and research of, 58, 292
- strengths of, 1, 57–58, 67
- structures of, 24–28, 291
- tactics of, 57–60
- units of, 9–14, 289
- Zero Hour* tactics, 287

Chinese missions, 64–103

- Broken Alliances, 81–86
- Dead in Their Tracks, 93–97
- Dragon Awakes, 64–68
- Flood of Violence, 75–80
- Hong Kong Crisis, 69–74
- Mission 1, 242–245
- Mission 2, 245–248
- Mission 3, 248–251
- Mission 4, 251–254
- Mission 5, 254–258
- Night on Town, A, 87–92
- Nuclear Winter, 98–103

Chinook helicopter (U.S. aircraft), 7

- advantage of, 278
- to build additional Supply Dock, 49
- combat drops with Rangers using, 54–55
- destroying enemy's, 53
- as expensive, 48, 54
- to move Construction Dozer, tip for, 177

Cluster Bombs

- as effective against Angry Mobs, 91
- purchasing, 72

Cluster Mines produced with one-star general ability, 35

Cold Fusion Reactor (U.S. infrastructure), 21

- adding, 171, 175, 186
- base powered by, 147
- building Control Rods for, 55
- upgrading, need for, 162, 180

Colonel Burton (U.S. infantry unit), 4

Comanche helicopter (U.S. aircraft), 8

- advantages of, 56–57
- attacking, 43
- defending against, 123

Combat Cycle (GLA unit), 192

Combat drops

- with Rangers using Chinooks, 54–55
- to unoccupied buildings to get past enemy's defenses, 162

Command & Conquer Generals

- advanced strategies for, 54–63
- background story for, 1
- economics of supply and income in, 48–53
- game basics of, 40–47
- multiplayer games of, 277–282
- training mission for, 144–150
- walkthroughs for, 64–189

Command Center

- Chinese, 24, 53, 58, 70
- GLA, 28
- Satellite Hack 1 upgrade and, 201
- superweapon to destroy, 53
- U.S., 20, 54, 125

Composite Armor upgrade, 55

Construction Dozer

- added to speed up building defenses, 159
- as Chinese ground vehicle, 10
- Chinook to move, tip for, 177
- needed to survive, 170
- as U.S. vehicle, 4

Countermeasures (U.S. upgrade), 197

Crusader tank (U.S. vehicle), 5

- attacking, 44, 113
- defending with, 44

D

Damage, lingering, causing, 278

Dead in Their Tracks (China mission)

- map for, 93
- scenario for, 93
- walkthrough for, 94–97

Defending, 46–47

- weapons appropriate for, 47

Demo Trap (GLA base defense), 31

Desperate Union (U.S. Campaign)

- map for, 180
- scenario for, 180
- walkthrough for, 181–184

Detention Camp (U.S. infrastructure), 23

Dragon Awakes (China mission)

- map for, 64
- scenario for, 64
- walkthrough for, 65–68

Dragon Tank (Chinese ground vehicle), 12

E

ECM Tank (Chinese unit), 194

Economics of supply and income, 48–53

Emergency Repair selected with three-star

general ability

- Chinese, 36
- GLA, 39
- U.S., 34

EMP Pulse produced with five-star general ability, 37

omitting, 59

F

Fake Structures (GLA structure), 195

Fire Base (U.S. structure), 194

Five-star general abilities

- Chinese, 37
- GLA, 39
- U.S., 34

Flash-bang grenade research to upgrade

Rangers, 54, 161, 187–188

Flood of Violence, A (China mission)

- map for, 75
- scenario for, 75
- walkthrough for, 76–80

Fortified Structure (GLA upgrade), 200

Fuel Air Bomb

- power of, 55, 122–123
- produced with three-star general ability, 33

G

Gatling Cannon (Chinese infrastructure), 28

- attacking with, 45
- in base defense, 42
- Chain Guns as necessary research for, 58
- increasing damage in multiplayer games of, 282
- on Overlord Tank, 59, 89, 90, 100

Gatling Tank (Chinese ground vehicle), 13

to remove Angry Mobs, 95–96

General abilities

- Chinese, 35–37, 59
- GLA, 37–39, 62
- U.S., 32–34, 55

General points
 Chinese, 294
 GLA, 293
 U.S., 293

Generals
 Chinese generals, 265–267
 GLA generals, 262–264
 U.S. generals, 259–261

Generals Challenge, 259–276
 Leong, Leiang, playing vs. 275–276
 Playing, 268–276

GLA missions, 104–189
 Adana, Turkey, 119–125
 Almaty Region, Kazakhstan, 109–113
 Astana City, Chinese Occupied Capital of Kazakhstan, 114–118
 Baikonur Cosmodrome, Southern Kazakhstan, 138–143
 Mission 1, 221–223
 Mission 2, 224–228
 Mission 3, 228–232
 Mission 4, 232–237
 Mission 5, 238–241
 Shymkent DMZ, 104–108
 Somewhere Near Lenger, Kazakhstan, 133–137
 Western Shore of Aral Sea, Kazakhstan, 126–132

Global Liberation Army (GLA)
 best targets of, 284
 final destruction of, 103
 general abilities of, 37–39
 general points of, 293
 generals, 262–264
 generals' powers, 202–203
 micromanagement of, 60
 missions of, 64–189, 221–241
 new units, 192–193
 operation to eliminate, 185–189
 playing multiplayer games as, 282–284
 special abilities and research of, 292
 strengths of, 1, 60
 structures of, 28–31, 290
 tactics of, 60–63
 units of, 14–19, 289
Zero Hour tactics, 286

GPS Scrambler (GLA generals' power), 202

Granger, General Malcolm "Ace," 259–260
 Playing vs. 268

Guardian Angel (U.S. Campaign)
 map for, 164
 note for, 167
 scenario for, 164
 walkthrough for, 165–167

H

Hackers (Chinese infantry unit), 9
 destroying enemy's, 53
 to draw money from GLA Supply Stash, 97
 Internet Center for, 195
 multiple, as requirement, 50
 uses of, 59

Helix (Chinese unit), 193

Hellfire Drone (U.S. upgrade), 197

Hijacker (GLA infantry unit), 15
 produced with three-star general ability, 38
 uses of, 62

Hong Kong Crisis (China mission)
 caution for, 73
 map for, 69
 scenario for, 69
 walkthrough for, 70–74

Horde bonus for Chinese units, 57, 281
 increasing damage in multiplayer games of, 282

Hospital
 automatic healing of troops possessing, 160, 176
 built to heal infantry, 50

Human opponents in multiplayer games
 mistakes made by, 277
 superweapons used as soon as available by, 277

Humvee (U.S. vehicle), 5
 defending with, 44
 Scorpions and Toxin Tractors to slaughter, 116
 TOW Missiles upgrade for, 55

I

Income
 destroying enemy supply planes as acquiring, 111–112
 forcing enemy to spend, 52
 structures producing, 41, 50
 from supply, 40–41, 48
 tradeoffs in taking versus destroying enemy's source of, 52
 units producing, 59

Infantry units
 attacking, 45–46
 Chinese, 9–10, 57, 281
 GLA, 14–16
 U.S., 2–4

Inferno Cannon (Chinese ground vehicle), 11

Infrastructure
 Chinese, 24–27
 GLA, 28–30
 U.S., 20–23

Internet Center (Chinese structure)

J

Jarmen Kell (GLA infantry unit), 16
 attack on American and Chinese bases using, 142
 building palace to get, 139
 sniping enemy drivers and taking vehicles over using, 139, 140, 283

Juhziz, General Rodall "Demo," 263

Junk Repair to heal GLA units, 50, 61, 127–128, 135

K

Kassad, Prince, 264, 272

L

Land mines
 created by Chinese structures, 24, 58
 exploded by force-fire before moving in, 179

Laser Missiles upgrade, 55

Last Call (U.S. Campaign)
 map for, 185
 note for, 186
 scenario for, 185
 walkthrough for, 186–189

Leaflet Drop (U.S. generals' power), 202

Leong, Leiang, 275–276

Listening Outpost (Chinese unit), 193

M

Marauder Tank (GLA ground vehicle), 19
 improved by driving over destroyed enemies, 61
 produced with one-star general ability, 38
 uses of, 61

Microwave Tank (U.S. unit), 192
 MiG (Chinese air vehicle), 14, 279, 280
 GLA counterattack defeated by, 67
 Missile Defender (U.S. infantry unit), 3
 attacking, 43, 45
 defending with, 44
 MOAB (Massive Ordnance Air Burst) (U.S. upgrade), 199
 Multiplayer games, 277-282
 base defenses in, 277
 bigger units used in, 277
 China, playing as, 58, 281-282
 differences between single-player games and, 277-278
 GLA, playing as, 282-283
 United States, playing as, 278-280
 Zero Hour tactics, 285-287

N

Nationalism in multiplayer games, 281
 Neutron Mines (Chinese upgrade), 200
 Neutron Shells (Chinese upgrade), 201
 Night on Town, A (China mission)
 map for, 87
 scenario for, 87
 walkthrough for, 88-92
 Nuclear Missile (Chinese infrastructure), 27
 Nuclear Reactor (Chinese infrastructure), 25, 55
 caution necessary in using, 58
 radioactive residue clouds from, 183
 Nuclear Winter (China mission)
 map for, 98
 scenario for, 98
 walkthrough for, 99-103
 Nuke Cannon (Chinese ground vehicle), 13
 Artillery Training for, 59
 defending with, 44, 47
 lingering damage caused by, 278
 produced with one-star general ability, 36

O

Oil Derricks
 generating income using, 50
 taking or destroying enemy's, 52, 90, 101-102, 121, 149, 154, 159, 165, 187

Oil Refineries
 reducing cost of creating new vehicles using, 50
 taking or destroying enemy's, 52, 90, 187
 One-star general abilities
 Chinese, 35
 GLA, 37-38
 U.S., 32
 Overlord Tanks (Chinese ground vehicle), 12
 advantages of, 282
 attacking, 43
 diversifying weapons on groups of, 59, 89, 100
 as most powerful unit, 60

P

Palace (GLA infrastructure), 30
 Paladin tank (U.S. vehicle), 5
 produced with one-star general ability, 32
 Paratroop produced with three-star general ability, three levels of, 33
 Paratroopers upgrade, 55
 in multiplayer game, 279
 Particle Cannon (U.S. infrastructure), 23
 to eliminate GLA economy, 184
 turning on, 131
 as worthwhile to build, 182-183
 Pathfinder (U.S. infantry unit), 4
 defending with, 44
 produced with three-star general ability, 33
 Patriot Missile System (U.S. infrastructure), 24
 destruction of, U.S. power and Particle Cannon turned on following, 131
 placement of, 42
 Pilot (U.S. infantry unit), 3
 Powers
 Chinese generals' powers, 203
 GLA generals' powers, 202-203
 U.S. generals' powers, 202
 Power structures, spacing, 41
 Propaganda Center (Chinese infrastructure), 26
 destroyed to gain townspeople for GLA cause, 107
 Nationalism research for, 58
 on Overlord Tanks, 58, 59, 89, 90

Q

Quad Cannon (GLA ground vehicle), 19
 attacking with, 45
 defending with, 45
 long range of, 171

R

Radar
 for Chinese Command Center, creating, 58
 produced automatically with U.S. Command Center, 54
 Radar Van (GLA ground vehicle), 17
 Ranger (U.S. infantry unit), 2
 combat drops from Chinooks using, 54-55
 defending with, 44
 as expensive, 57
 upgrade to allow for building capture, 159
 with flash-bang grenades, 54, 161, 187-188
 Raptor (U.S. aircraft), 7
 Rebel (GLA infantry unit), 14
 Booby Trap upgrade, 200
 Rebel Ambush
 as free units, 62
 by GLA to seize rocket, 143
 produced with three-star general ability, 38
 upgraded to maximum level, usefulness of, 141
 usefulness in multiplayer games of, 283
 Red Guard (Chinese infantry unit), 9, 46, 57
 in Bunker on Overlord Tank, 59
 to eliminate Stinger Sites, 66
 horde bonus for, 57, 281
 numbers as advantage of, 57, 281
 upgraded to capture buildings, 66
 Red Guard Training created as one-star general ability, 35
 Rocket Buggy (GLA ground vehicle), 18
 Crusader Tanks to defend against, 163
 Rocket Pods upgrade, 55
 Rogue Chinese siding with GLA in Desperate Union operation, 180-184
 Rogue GLA siding with Chinese in Somewhere Near Lenger, Kazakhstan, operation, 133-137
 RPG Trooper (GLA infantry unit), 15
 attacking, 43, 45, 113

S

Saboteur (GLA unit), 192
 Satellite Hack 1 (Chinese upgrade), 201
 Satellite Hack 2 (Chinese upgrade), 201
 Scorpion (GLA ground vehicle), 17, 46, 60
 upgrading, 105, 135
 Scorpion Rocket, researching and upgrading,
 61, 121
 SCUD Launcher (GLA ground vehicle), 19
 Anthrax used from, 124–125, 132, 136
 defending with, 44, 47
 for destroying enemy base, 62, 124–125,
 131, 136
 produced with one-star general ability, 37
 repairing, 123
 SCUD Storm (GLA infrastructure), 30
 defending against, 137
 destroying enemy's, 102–103, 188
 Sentry Drone (U.S. unit), 191
 Sentry Drone Gun (U.S. upgrade), 198
 Shin Fai, General "Anvil," 265
 Shymkent DMZ (GLA mission)
 caution for, 105
 map for, 104
 scenario for, 104
 walkthrough for, 105–108
 Silent Dawn (U.S. campaign)
 map for, 144
 scenario for, 144
 walkthrough for, 145–150
 Sneak Attack (GLA generals' power), 203
 Somewhere Near Lenger, Kazakhstan
 (GLA mission)
 caution for, 136
 map for, 133
 scenario for, 133
 walkthrough for, 134–137
 Speaker Tower (Chinese infrastructure), 27
 on Overlord Tank, 100
 Subliminal Messaging to increase power of,
 88, 100
 Special abilities and research
 Chinese, 58, 292
 GLA, 292
 U.S., 291
 Spectre Gunship (U.S. generals' power), 202
 Spy Drone produced with one-star general
 ability, 32
 Stealth Fighter (U.S. aircraft), 8
 produced with one-star general ability, 32

Stinger Site (GLA base defense), 31
 attacking, 68, 157, 169–170
 in base defense, 42–43
 Camo-Netting upgrade, 199
 placing, 120
 Stormbringer (U.S. Campaign)
 caution for, 170
 map for, 168
 scenario for, 168
 walkthrough for, 169–173
 Strategy Center (U.S. infrastructure), 22
 Bombardment strategy for, 41
 building and choosing strategy options
 for, 56, 176
 Chemical Suits and, 197
 Supply Lines upgrade, 198
 Structures
 Chinese, 24–28, 195, 291
 destroying enemy's expensive, 52, 53
 GLA, 28–31, 156, 170, 195, 290
 Tech structures, 195–196
 U.S., 20–24, 194, 290
 Subliminal Messaging upgrade, 88, 100, 282
 Superweapons
 American, 123
 best uses of, 53
 defensive structures to bear brunt of
 enemy's, 139
 human opponents' use of, 277
 reducing enemy's number of, 138
 Supply
 acquiring more, 48–51
 caches of, near base, 49, 160
 denying enemy, 51–53
 GLA capture of, 109–113
 income from, 40–41, 48
 sources of, 49
 Supply Center, 40–41
 Chinese, 25
 capturing abandoned Chinese, 186
 constructing, 49, 54
 defenses and units for, 49
 selling, 187
 U.S., 20, 54, 178
 Supply Depot, placing Supply Center or Supply
 Stash
 close to, 40–41
 Supply Docks
 exploiting, 49
 wiping out enemies guarding, 51, 128, 155
 Supply Drop Zone (U.S. infrastructure), 23
 protecting, 41
 as worthwhile to build, 50, 181

Supply Lines (U.S. upgrade), 198
 Supply Stash (GLS infrastructure), 29, 40–41
 defenses and units for, 49
 Hacker to draw money from, 97
 Workers to build, 128
 Supply Truck (Chinese ground vehicle), 10
 to build additional Supply Dock, 49
 destroying enemy's, 53

T

Tactics
 Chinese, 57–60
 GLA, 60–63
 U.S., 54–57
 Ta Hun Kwai, General, 267
 playing vs., 274
 Tajikistan, final Chinese confrontation with
 GLA in, 98–103
 Tank Hunter (Chinese infantry unit), 9
 attacking, 43, 45
 in base defense, 42
 horde bonus for, 57, 281
 Tech Artillery Platform (Chinese structure), 196
 Technical (GLA ground vehicle), 17
 improved by driving over destroyed
 enemies, 61
 uses of, 61
 Technical Training produced with one-star
 general ability, 38
 Tech Repair Bay, 196
 Tech Reinforcement Pad (Chinese
 structure), 195
 Terrorist (GLA infantry unit), 15
 careful use of, 63
 damage to Overlord Tanks by, 101
 Thrax, Dr., 262
 playing vs., 271
 Three Gorges Dam, flood of, 75–76
 Three-star general abilities
 Chinese, 36
 GLA, 38–39
 U.S., 33–34
 Tomahawk launcher (U.S. vehicle), 6
 defending with, 47
 TOW Missiles upgrade, 55
 Townes, General "Pinpoint," 261
 playing vs., 270

Toxin Tractor (GLA ground vehicle), 18
 as decoy, 140
 to kill infantry, 122, 130
 source of, Arms Dealer as, 72
 upgrading potency of poison in, 129

Treasure Hunt (U.S. Campaign)
 map for, 158
 notes for, 162–163
 scenario for, 158
 walkthrough for, 159–163

Troop Crawler (Chinese ground vehicle), 23
 to get past antipersonnel mines, 85

Tsing Shi Tao, General, 266
 playing vs., 270

Tunnel Network (GLA base defense), 31
 Barracks and Arms Dealer placed near, 42
 in base defense, 42–43
 Camo-Netting upgrade, 199
 destroyed by Battlemasters, 67
 destroyed completely to prevent rebuilding,
 enemy's, 149
 placing, in multiplayer games, 284
 for repairs and healing, 60–61, 63, 106, 116
 Sneak Attack with, 203
 Workers to build, 105–106

Turkey, struggles between United States and
 GLA for control of, 119–132

U

United Nations (UN) troops, GLA as attacking,
 109–113

United States, 278–279
 campaign of, 144–189
 general abilities of, 32–34
 general points of, 293
 generals, 259–261
 generals' powers, 202
 playing multiplayer games as, 278–280
 special abilities and research of, 291
 strengths of, 1, 54, 278
 structures of, 20–24, 194, 290
 tactics of, 54–57
 technological superiority of, 20, 54
 units of, 2–8, 278–280, 288
 upgrades in new game, 197–199
Zero Hour tactics, 285–286

U.S. campaign operations, 144–189
 Blue Eagle, 174–179
 Desperate Union, 180–184
 Final Justice, 151–157
 Guardian Angel, 164–167
 Last Call, 185–189
 Mission 1, 204–206
 Mission 2, 207–209
 Mission 3, 210–213
 Mission 4, 213–217
 Mission 5, 217–220
 Silent Dawn (training mission), 144–150
 Stormbringer, 168–173
 Treasure Hunt, 158–163

Units
 Chinese, 9–14, 289
 completing destroying enemy's, 53
 concentrating fire to destroy, 45, 46–47
 GLA, 14–19, 60, 289
 in multiplayer games, bigger, 277
 repairing or healing as preferable to
 replacing, 50

U.S., 2–8, 278–280, 288
 wounded, strikeback capability of, 45

Upgrades, 197–201
 Chinese upgrades, 200–201
 GLA upgrades, 199–200
 U.S. upgrades, 197–199

V

Vehicles
 Chinese air, 14
 Chinese ground, 10–13, 282
 GLA ground, 17–19
 infantry steamrolled using, 45, 189
 Oil Refineries to reduce cost of creating, 50
 purchased from Arms Dealer, 105
 repaired in War Factory, 147
 self-repairing, 51, 171
 taking over enemy, 140
 timing repairs of, 171
 turning enemy vehicles into friendly,
 Hijacker for, 15

U.S., 4–6

W

War Factory
 Chinese, 26
 placed near front lines, 42
 taking enemy's, 70
 U.S., 21
 vehicle repairs in, 147, 154

Western Shore of Aral Sea, Kazakhstan
 (GLA mission)
 caution for, 131
 map for, 126
 note for, 128
 scenario for, 126
 walkthrough for, 127–132

Worker (GLA infantry unit), 14
 to build additional Supply Dock, 49

Worker Shoes upgrade, 199
 Worker Shoes (GLA upgrade), 199

Z

Zero Hour tactics, 285–287