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GameSpot Game Guide:

Command & Conquer Tiberian Sun

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INTRODUCTION

You dream of global dominance, for good or for ill. You think of having an army at your fingertips, of tipping the balance of planetary control, of having really cool weapons and lots of firepower within your reach to preoccupy the minds of the Earth's population. Yet, such awesome force and power elude most of us. Some of us, sadly, live a lifetime without wreaking havoc on a neighboring country or leading guerilla raids against some socially backward principality. All I can say to the myriad armchair commandos out there is, "Thank the gods for Command & Conquer: Tiberian Sun!"

Finally, the vision of Tiberian Sun has come to life, filling us all with the need to engage in formal armed conflict. Yet, even the best real-time strategy games can get frustrating (you can lose and lose big) if you don't know what to expect. Inside this ever-helpful guide, you'll find:

* Mission walk-throughs for the GDI and Nod campaigns
* Information on staying one step ahead of the tiberium-based economy
* Advice on base construction
* Available units for the GDI and Nod and their uses
*Tables explaining and describing in-game unit enhancement
* Multiplayer tips, tricks, and tactics

Enough of the scuttlebutt. It's time to head to the war room for your debriefing. **That's a direct order, soldier!**

CHAPTER 1
A Brief History Lesson

For those of you who have actually gone to the local recruitment office in an attempt to enlist in the GDI and for those of you who've actually had "Kane Lives" tattooed on your foreheads, you may not need this historical review. But for those of you who actually want to know what's happened before and what actions have lead to the day's events, read on.

GDI

The Global Defense Initiative is the world's military force, plain and simple. It's the UN peacekeeping force combined with every ad for the US Army you've ever seen, mixed with a touch of pulp hero recklessness added for style, and slathered with good ol' American know-how and arrogance. With its strength and well-trained forces, the GDI successfully polices the world when conflict threatens to break out.

The GDI is controlled from The Philadelphia, the GDI orbital command center. And sitting in control aboard this mighty station is James Earl Jones as General Solomon. While seemingly distant, General Solomon's position on The Philadelphia gives him the most objective perspective possible, granting him almost godlike insight as to how he should best direct the efforts of the GDI. The GDI's cause is (of course) the propagation of liberté, egalité, and fraternité (that's liberty, equality, and brotherhood for you monolinguists out there) around the world - whether the world wants it or not.
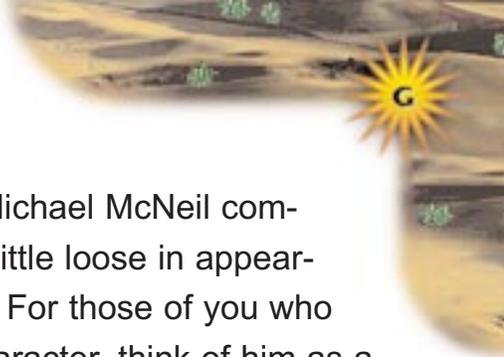
In the campaign against The Brotherhood of Nod, Commander Michael McNeil commands the GDI forces. McNeil is the kind of leader who, while a little loose in appearance and manner, is likely to do whatever it takes to win the day. For those of you who would like a little more insight into the nature of this particular character, think of him as a mixture of Indiana Jones, John Wayne, and Will Smith's character in Independence Day. Then, add a touch of Dudley Do-Rights' overbearing "good-guy" self, and you've got Commander McNeil.

The Brotherhood of Nod

Considering itself to be the champion of the downtrodden, the Brotherhood of Nod rose up around the time the GDI organized. Building a strong following in third-world countries as an active opponent of the "imperialistic, oppressive, and intolerant" GDI, the Brotherhood of Nod soon rose to be a major military power on the international stage, rivaling the strength and resourcefulness of the GDI itself.

Kane, the mysterious and enigmatic leader of the Brotherhood, seeks global domination, which is a trait he shares in common with most evil geniuses. Kane's promises of a new, transformed world with a shared vision of brotherhood coupled with the ever-increasing military might of Nod. The strange yet powerful charisma of Kane himself brought many of the world's disillusioned and distressed under the protective wings of the Brotherhood.

While Kane was presumed dead at the end of the last GDI-Nod conflict, his corpse was never found. Now, in Tiberian Sun, Kane reemerges, his global vision somehow clarified and concentrated after his last defeat at the hands of the GDI. This, combined with his otherworldly allure as a leader regalvanizes the Brotherhood, while raising Kane to the level of demigod in the eyes of his people.

The brutal and coolly evil Commander Slavik leads the Brotherhood of Nod's military forces. His austere manner and military bearing barely conceal the bloodlust within him. He is assisted by the lovely and talented propagandist Oxanna, a scheming and ruthless Nod soldier in her own right.

Current Events

After the presumed destruction of the Brotherhood of Nod, the world was allowed a brief interim of a few years' peace. Several cells of once-strong Nod still remain, however, and each claims to hold true to Kane's legacy. A rival Brotherhood faction has condemned Commander Slavik, the rightful inheritor of the position of leader of the Brotherhood, to death. Things do not bode well for Nod.

Yet, Kane lives! Slavik, rescued by Oxanna, is quick to reassume his former position of power. Shortly thereafter, Kane reveals himself to the Brotherhood. With Kane alive, Nod knows no fear. Kane's reappearance, which has the tenor of a messiah's resurrection, reunifies the once-lost forces of Nod. Guided by the vision of Kane, the Brotherhood seeks to bring Kane's dream into reality... a world of total equality, a world that brings into being the next stage in humanity's evolution, a world of peace through power.

This revitalization of Nod, a threat presumed scattered and neutralized, forces the GDI to reenter a fight thought finished long ago... the fight to save humanity.

In the middle of this epic battle between the forces of good and evil lies a third group: the Forgotten.

The Forgotten are mutants, transformed by the effects of tiberium. Reviled by The Brotherhood as impure savages and largely overlooked by the GDI, the Forgotten have taken it upon themselves to carve their own niche in the world. A wild card in the war to come, the Forgotten could possibly become the blood brothers or the sworn enemies of either - or both - sides in the conflict.

CHAPTER 2
Tiberium is a Soldier's Best Friend

High-quality armed forces, while impressive and respected, will not always win a war. Historically, the German army, while highly regarded around the world for the quality of its military, has been a loser; it has lost all its wars during the last 100 years. Meanwhile, the US army, notoriously under-trained and unprepared for war by comparison to the crack German forces, rose, by virtue of its resources and sheer number, to victory over Germany in both world wars.

While numbers alone will not win a war in the real world, they will help you reign as conqueror in this particular game. Two things generate superior numbers: alliances and money. The opportunities for developing alliances are minimal in this game, with the GDI possessing more benefit from possibly developing military relationships than Nod. The game alone revolves primarily around your budget, your raw resources, how you manage your units, and how you generate more units.

War is centered on the golden rule: he with the most gold makes the rules. Put differently, superior firepower, created by generating large numbers of offensive and defensive units (in that order), will very nearly always prevail on the battlefield. But war is expensive. This is where tiberium enters the picture.

Tiberium is the foundation of the C&C economy. With it, you can create massive ground troops, build impenetrable defenses, and generally take by force anything you desire. Without it, you will find that life has suddenly become much more difficult and much less

fair than you would otherwise want it to be. Not every mission affords you the luxury of harvesting tiberium fields to your heart's content. You will find that, even against the wealthiest, most powerful forces, your intelligence and your ability to be an effectively cunning tactician will be your most valuable asset in any battle.

Basic Tips on Surviving in a Tiberium-based Economy

You will want to have at least two harvesters working for you during any given base-building or base-maintaining mission. It's best to have two refineries and three harvesters working for you, but if you can't manage that, at least have two harvesters working for you at all times. Figure out what it is you really need to build to meet the mission objectives early on in the scenario. While it may be nice to build the newest, keenest widget, you may find that such expenditures are unnecessary. In the best case, building unnecessary units can waste precious tiberium resources; in the worst case, they can cost you the war.

Quickly estimate how much it will cost you in tiberium to win a battle. Take that number and double it. That will be your approximate economic drain for the mission. Always, always, always leave enough tiberium in your coffers to cover repair costs. Otherwise, you may find yourself in the awkward position recreating entire buildings during the course of battle (if you can afford it, that is).

Be mindful of times when you can capture your enemy's tiberium resources. Send in engineers to capture tiberium silos. Have your engineers lie in wait for an enemy harvester to unload its bounty into the stores of your enemy's tiberium refinery. Then, send them in to capture both. In war, theft is not a sin; theft is your duty to your country and your cause.

Other Notes on Tiberium

Not all crystals are created equal. Green tiberium (the most common form of tiberium) is worth 700 credits per harvester load. It's plentiful, and it is periodically replenished by odd, tiberium-spouting plants located in the center of many tiberium fields. Blue tiberium is worth about twice as much as green tiberium per harvester load, but it is extremely volatile. If an explosion occurs within a blue tiberium field, it is likely to cause a chain reaction that will wipe out the entire patch of blue tiberium (and any errant forces that happen to be standing on said patch of tiberium).

Tiberium is poisonous to most ground troops. Try to refrain from making your light infantry, your engineers, and other ground troops tread across tiberium fields. Tiberium will actually heal mutants and cyborgs, however. This is because both mutants (that is, the Forgotten) and cyborgs are dependent on tiberium. Mutants need it for survival, and cyborgs need it for their power supply.

Protect what's yours! Since harvesters are essentially defenseless (although they are tough to destroy), you may want to consider building a line of defense near the tiberium fields that you have laid claim to. Remember to build tiberium silos. Once your tiberium refinery (or refineries, as the case may be) have been filled to capacity, any tiberium subsequently harvested will be wasted unless you build tiberium silos. Any tiberium that doesn't go into your pocket is just money down the drain, my friends.

Tiberium veins, odd vegetable growths that emanate from a giant sphincter-like tiberium-based life form, grow in certain climes of the C&C world. These veins will tear at and destroy anything larger than a wolverine (including buildings). The Brotherhood of Nod has developed a special vehicle called the weedeater that can successfully and without damage harvest the veins, which are then used to create devastating chemical missiles.

If a human unit dies from tiberium or in a tiberium field, chances are, it will turn into a visceroid. Visceroids are squishy, slimy, fast, hard-to-kill creatures that will destroy anything they come in contact with. If one of these is created near your base, concentrate your efforts on eliminating it before it causes a tremendous amount of damage.

Finally, tiberium beasts, another tiberium-based life form (apparently closely related to dogs or wolves) has evolved. Vicious and fierce to everyone (save for the Forgotten), they will kill any humans and attack any human structures they encounter. They are also difficult to eliminate, but this is mostly due to their speed and ferocity.

CHAPTER 3
GDI Structures

G DI structures are many and varied, providing an excellent array of Options for the discerning commander. While they aren't outfitted with cool and eminently helpful technologies, such as stealth capabilities, GDI buildings are sturdy and geared for versatility.

Main Military Structures

These buildings are the heart and soul of any GDI base. Without them, your ability to wage war, stimulate your economy, and provide adequate defensive force will be neutralized.

Construction Yard

The central nervous system of any base, the construction yard is necessary for the production of any other building in your base. All base-oriented missions will either have a construction yard or MCV that will deploy into a construction yard. If this building is lost, your ability to recoup any further damages against your base will be lost as well.

Power Plant

In the end, it's all about power. If you don't have enough power, your structures will not work efficiently (if at all). Build enough power plants to maintain your base and then build
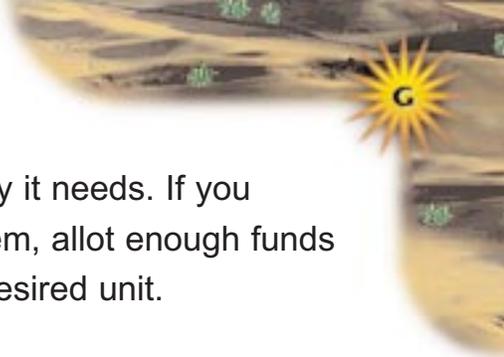
as many as you can to ensure that your base receives the energy it needs. If you want or must build an energy-draining unit, such as a radar system, allot enough funds to cover the cost of an additional power plant to the cost of the desired unit.

Tiberium Refinery

The sum total of your cash reserves come from the tiberium crystals that grow on the earth's crust. All tiberium harvested is delivered to the tiberium refinery. Tiberium cannot be used to create other buildings or units until it has been transported and unloaded in the refinery. Protect this building for the essential role it plays in providing you with the funds you need. When a tiberium refinery is built, it comes with one harvester.

Barracks

The first unit-producing structure you will create will be a barracks. Barracks produce all infantry units, which include light infantry, disc throwers, engineers, and medics. Other, more advanced units may also be produced in this structure. You must have a barracks on your base to build some of the more advanced structures, such as the war factory.

War Factory

All vehicles, ranging from the mech-like titans and wolverines to the harvester to the mobile sensor array, are created in the war factory. Since titans are key to GDI offensive strikes, you'll be building a lot of units with this structure. Some of the more advanced vehicles require yet another building (such as a radar installation) before they can be constructed in the war factory. If you have the time and the resources to build a second war factory, do so, as it will reduce the production time slightly.

Radar Installation

Without a radar installation to provide a clear and accurate picture of the scenario map, your base and your forces will be vulnerable to surprise enemy attacks and invasions. A radar installation solves this problem by providing a map of all revealed territory on the screen (including enemy bases). Also, having a radar installation on your base opens up construction options for such items as aerial units and (more importantly) hover MRLSs. Unfortunately, radar installations and units dependent on radar installations will not work

during ion storms. Be advised that radar installations require a lot of power to operate correctly. Budget enough tiberium for an additional power plant if you decide to build this structure.

Helipad

The helipad gives you the option of creating air units with which to strike the Brotherhood. You will need at least one helipad to create air units, but having a block of three or four is advisable if you plan on creating a sizable air force. Having multiple helipads on your base will allow for quicker, more efficient rearming. If you lose all your helipads, most of your remaining air units will cease to be active. The only exception to this is the carryall.

Service Depot

Rather than spend the money constantly replacing your armed forces, wouldn't it be nice if you could repair them? Now you can, with the one, the only... the service depot. For a relatively low price (low, that is, compared to the cost of replacement), you can repair, refurbish, and otherwise mend your damaged attack vehicles. The more severely damaged a vehicle is, the more it will cost to repair (of course). Still, even the most beaten, bruised, and battered machine can be repaired to full working order by this structure. In the fight to manage resources and still maintain a sizeable army, this building is of the utmost importance.

Other Important GDI Structures

The following buildings, while important in their own right, are not absolutely essential to the development of your base. In general, build them if you can, but if you can't build (or replace) these items due to your financial situation don't worry about it too much.

Tiberium Silo

Okay, you know how I just said that these following structures are not absolutely essential to base construction? Well, you will probably need to create a couple of these for your base anyway. Tiberium Silos, while to crucial to base operation per se, are a very useful (and very inexpensive) way of expanding the amount of Tiberium you can retain in your purse, so to say. You may well turn most of the Tiberium funds you have into buildings and/or units right away, but the amount your Harvesters bring in may well outstrip your ability to spend. If you don't have a means for saving at least some of the excess Tiberium that your Harvesters reap, then that Tiberium - a potential nest egg for you - will be lost. Be warned that Tiberium Silos are not very sturdy. They also have a nasty tendency to explode when destroyed. It's best to place these buildings in an area that can boast modest defenses, at the least.

Power Turbine

Able to increase the power produced by GDI power plants without increasing the amount of space used, the Power Turbine is a boon for the GDI commander. Once created, the Power Turbine fits neatly into one of the two available plugs on a typical GDI Power Plant. Cheap, quick to build, and space efficient, the Power Turbine is the best way to boost the power output on a GDI base.

Tech Center

It would not be accurate to describe the tech center as a unit-producing structure. Yet without it, certain key units - such as disrupters, the mammoth mark II, and the firestorm generator - cannot be constructed. While many (if not all) battles can be won with units of a slightly lower tech level, the tech center provides a means of creating a superior force that is capable of either defending or attacking more efficiently and effectively.

Upgrade Center

By itself, the upgrade center seems as useless as an ice pack in the Arctic. However, when augmented with either the ion cannon control plug or the hunter/seeker control

plug, it becomes a formidable weapon. The upgrade center comes with two plug receptors, so you can either place two ion cannon control plugs in place, two hunter/seeker control plugs in place, or one of each.

Ion Cannon Control Plug

One of the most powerful and most closely guarded weapons in the GDI arsenal, the ion cannon control plug fits neatly within one of the plug receptacles of the upgrade center. This nifty little weapon can destroy almost any Nod structure with a single wallop. How do ya like them apples, eh?

Hunter/Seeker Control Plug

Another most interesting toy of war, the hunter/seeker control plug also fits neatly into one of the plug receptacles of the upgrade center. This particular device sends out a drone that seeks out the enemy with great speed. When the drone has locked onto its quarry, it divebombs its target, ramming it and detonating with great explosive strength. Unfortunately, the drone operates on autopilot; it attacks the first viable target it spots. Still, it is a useful offensive tool to have in your arsenal... if you can afford it.

Base Defenses

While a strong offensive line is important, it's also just as important to develop a strong defensive force for your base. Fortunately, rather than force your infantry to act as a human shield around the perimeter of your base, you have a few, somewhat more effective options available to you.

Component Tower

If you haven't guessed by now, one of the GDI's strengths is in the creation of highly adaptable components that are somehow akin to much larger versions of a Swiss Army Knife. The component tower is, by itself, a basic, nonfunctioning block of concrete topped with a plug receptacle. That plug receptacle, however, can receive one of three different weapons: the vulcan cannon component, the rocket-propelled grenade upgrade, or the surface-to-air missile upgrade. You will find that some missions will require more of one

particular type of defensive unit over the other available options. As a result, the component tower grants the GDI commander a tremendous amount of versatility when creating a base defense system.

Vulcan Cannon Component

The weakest form of active base defense is the vulcan cannon component. Yet, don't let that opening sentence discourage you. The vulcan cannon component comprises two high-powered machine guns, and they will fire mercilessly upon incoming Nod units. However, they are somewhat less effective against heavily armored units, and more powerful components do become available to the GDI. Still, this is a very inexpensive, moderately effective tool in the fight against Nod attacks on your home base.

Rocket Propelled Grenade (RPG) Upgrade

The RPG upgrade is one step up from the vulcan cannon component in power and effectiveness against incoming enemy forces. Useful against armored foes that are at a distance, the RPG upgrade is useless for close-range fighting. This upgrade is also somewhat useful against enemy infantry, although the vulcan cannon component is far more effective for that purpose. More expensive that the vulcan, the RPG is a most effective deterrent against Nod forces.

Surface-to-Air Missile (SAM) Upgrade

Designed for use in conjunction with the RPG, the vulcan, or both, the SAM upgrade is incredibly effective against air attacks. Unfortunately, it is only effective against air attacks. More effective in later missions in the GDI campaign, the SAM upgrade is your base's best defense against Nod harpies and banshees.

Electromagnetic Pulse (EMP) Cannon

Slow to charge, but packing a wallop of a punch, the EMP cannon can effectively temporarily disable incoming enemy attacks or your enemy's base itself. While its range isn't
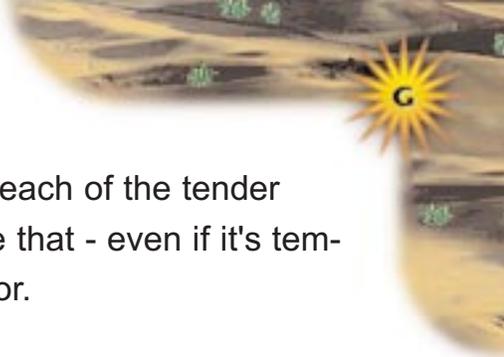
infinite, careful strategic placement should place you well within reach of the tender tendrils of your enemy's never center. In battle, an advantage like that - even if it's temporary - should be all you need to turn the tide of war in your favor.

Pavement

OK, so "pavement" sounds boring. Really, really boring. But, as mundane and as stale as pavement may sound, this is one of the best investments you can make for your base. The Brotherhood of Nod has lots of available units whose main advantage is that they can burrow into the ground and emerge in the middle of a GDI base. If you are wise enough to lay down pavement in and around your base, you will thwart most Nod attempt to burrow in or near you base. As an added benefit, your own units will move more rapidly over paved ground than they will over unpaved ground. Pavement can also be put down in an area where part of the target location prohibits placement. In a situation such as this, the pavement will only be laid on the accessible/acceptable squares.

Concrete Walls

The concrete wall is the least expensive way to keep Nod troops from sneaking into your camp. A passive defense tactic, the concrete wall can detain or prevent ground units from entering your base. Unfortunately, it cannot prevent either air attacks or subterranean attacks on your base. Also, just as walls can keep out the enemy, they can keep you locked within a certain area as well. Use with discretion.

Automatic Gate

The automatic gate provides some of the same protection as a concrete wall with one important modification: It allows your troops access to the outside world. As an added bonus, tiberium veins cannot penetrate an automatic gate.

Firestorm Generator

A pointless money sink by itself, the firestorm generator is one half of the most powerful static defense available to the GDI. When used in conjunction with firestorm walls, it will produce an infinitely high barrier, effectively sealing your base from any and all Nod attacks. When the firestorm generator is activated, any units stationed on a section of
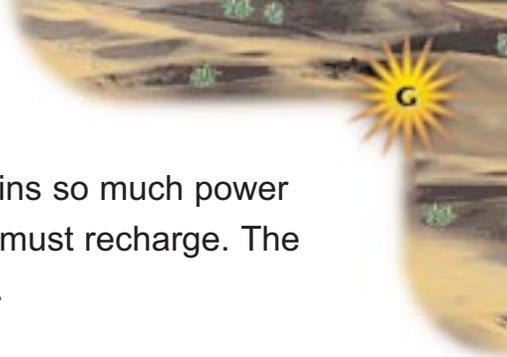
firestorm wall will be destroyed. Also, the firestorm generator drains so much power that it will only remain active for a limited period of time before it must recharge. The commander can switch the generator on and off at his discretion.

Firestorm Wall

As mentioned previously, the firestorm wall by itself is completely worthless. But, when a firestorm wall is used with a firestorm generator, the most powerful static defense system known in the C&C world comes to life. Consider using conventional walls around the perimeter of your camp and a firestorm wall around the more crucial, central buildings of your base.

CHAPTER 4
Nod Structures

The Brotherhood of Nod has fewer available units. Yet, to mistake this for weakness would be madness. Nod has at its disposal structures of great flexibility and a variety of units that help augment the Nod fighting style of stealth and cunning mixed with a powerful, direct offensive team.

Main Military Structures

Just as with the GDI forces, certain Nod buildings are of the utmost importance for the up-and-coming Nod commandant. While you won't have many different buildings available as a Nod commander, you will enjoy a greater range of versatility from the particular units you have on hand. If you really, truly covet what your GDI opponents have, you'd do well to have an engineer or two capture some GDI buildings for you. But that's another set of tactics to be explained shortly. You have other things to worry about... like where to begin.

Construction Yard

The Nod construction yard is just like the GDI construction yard, save for the fact that the Nod version comes in a snappy candy apple red color.
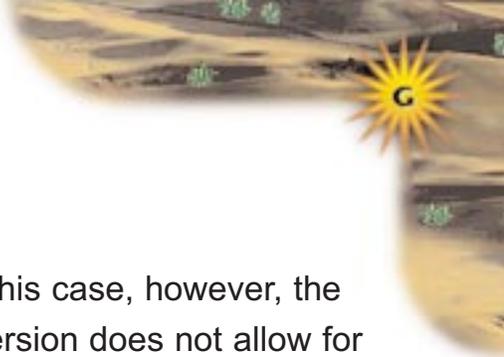
Power Plant

Again, this structure is nearly identical to its GDI counterpart. In this case, however, the external structure is a bit different in appearance, and the Nod version does not allow for additional power turbine plug-ins.

Tiberium Refinery

Yes, this structure is almost identical to the GDI tiberium refinery. But, I must reiterate, this structure comes in red, which is a hot, exciting color, sure to wow the other neo-fascist terrorists on the block.

Hand of Nod

Ah, finally, something that differs slightly, yet significantly, from the list of available GDI buildings. The Hand of Nod is somewhat equivalent to the GDI barracks, but the similarity ends there. The Hand of Nod happens to look like a big red-and-black hand, which is kind of cool. Also, instead of disc throwers and medics, the Hand of Nod produces rocket infantry and cyborgs. The Hand of Nod is also an essential component in the creation of the cyborg commando. Vive la difference.

War Factory

OK, back to the land of boring, boring, boring. This building is almost exactly the same as its GDI counterpart. Fortunately, it produces different vehicles, like tick tanks, attack buggies, and artillery, so all is not lost.

Radar Installation

If you haven't guessed by now, all essential structures share many traits between both the GDI and Nod. Again, not much change can be detected between Nod's radar and GDI's radar, save for the outward appearance. If looks mattered in this war, I would say that the Nod has the definite edge here... but that's about it.

Helipad

The Nod helipad is, of course, identical to the GDI helipad. Except for its spiff red color, that is.

Other Important Nod Structures

It's all not just fun and games or tit for tat with the fun lovin' bunch of naughty Nod-sters. Some of their second-tier structures carry the very differences necessary to give them a possible offensive edge over the GDI. Be warned, though. Just because an armed force has cooler toys doesn't mean that it's destined to win. Heck, look at the Nod. They're the bad guys. Without the divine intervention of a player such as yourself, the Nod is destined to lose regardless of the boffo weapons it has on hand. (Still, it's got some really cool thing-me-dos. Trust me. Read on.)

Tiberium Silo

So this isn't so exciting. So sue me. The Nod tiberium silo is just as mundane and useful as the GDI tiberium silo. Ta-da.

Advanced Power Plant

Moving right along, the advanced power plant provides a significant increase in power for only a marginal increase in cost and space. And it looks good. Hey, it's everything you want in a power plant and it has style.

Tech Center

Sure, a tech center is a tech center is a tech center, you say. Wrong. The Nod tech center provides the same general function as the GDI tech center, but the units made available (including the devil's tongue and stealth tanks) are radically different from the units that become available to the GDI. This building is a wise investment for any ranking member of the Brotherhood.

Missile Silo

And now for something completely different... the missile silo immediately begins creating multimissiles after its creation. If you have a tiberium waste facility, you can create ultradevastating chemical missiles. Let's hear it for CBR warfare! The missiles, once created, can be fired at any point visible on the map.

Temple of Nod

Aesthetically pleasing and somehow ominous, the Temple of Nod allows for the construction of some of the Brotherhood's most powerful units. This temple can help the player create such glorious atrocities as the cyborg commando and a Nod-friendly brand of mutant hijacker.

Tiberium Waste Facility

Somewhat like a tiberium refinery, the tiberium waste facility processes tiberium veins gathered by Nod weedeaters. These veins are then transformed into the active component in chemical missiles. Without the tiberium waste facility, chemical missiles cannot be created. Also, without a means for disposing of tiberium veins, this new form of tiberium can quickly overrun and destroy any nearby structures.

Base Defenses

Of course, you're going to be interested in developing your base security. After all, Nod forces are evil, evil, evil, and the GDI will be doing whatever it can to wipe you and your people and buildings and your evil little smirk off the face of planet earth. It's good to know what your defense options are, don't you think.

Laser

Quick, deadly, and supplied by their own self-contained power source, lasers are an effective form of active base defense against unwanted intruders, be they GDI, Amway, or Jehovah's Witnesses. More effective against infantry, lasers can significantly soften up larger, more heavily armored units, making them easier to take down with a flanking attack.

SAM site

Exceptionally similar to the SAM upgrade used by the GDI, the Nod SAM site takes up slightly more space. Woo-hoo.

EMP Cannon

The Nod EMP cannon is essentially identical in all important respects to the GDI EMP cannon. 'Nuff said.

Obelisk of Light

The best, last time of base defense for Nod is the überlaser known only as the Obelisk of Light. An energy hog, this hyper-powerful laser can destroy most GDI units with a single blast. After a blast, though, it takes a few seconds to recharge. This makes it ineffective against aerial attacks. But it takes out most ground troops with a single hit! Yikes! Now that's power. You'll need more than one to effectively protect your base from ground assaults. In addition, you must create more advanced power plants to keep the overall power level for your base up.

Stealth Generator

While an enormous drain on power, the stealth generator will effectively cloak all your units from enemy eyes within a certain radius... unless the GDI decides to use a mobile sensing array. Units also will appear when attacking the enemy, and your damaged units will emit visible sparks. Finally, any and every newly created unit will appear briefly right after it has been created. Hey, nothing's perfect. Besides, given the fact that it's a cloaking device that can render large sections of your base (or your entire base) invisible, I think these "disadvantages" can be overlooked. Be sure to build a couple of advanced power plants to compensate for the power drain produced by one of these hot little items.

Pavement

Pavement is pavement is pavement. C'mon... it's the same as GDI's pavement. What more do you want from me? Sheesh.

Walls

Nod walls are essentially identical to the concrete walls of the GDI. Since GDI forces are incapable of initiating a subterranean attack (unless they happen to capture a Nod war factory), Nod walls are completely effective in deterring or detaining GDI ground troops.

Automatic Gate

The Nod automatic gate is the same as the GDI version of the automatic gate. If it ain't broke, don't fix it.

Laser Fence

Ah, yes. We can close with a base defense that the GDI doesn't have. Whew. The laser fence can keep ground units from passing, much like a wall. However, the laser fence is somewhat more difficult to destroy. Be advised that the laser fence will drain power like a Texas air conditioner in August.

CHAPTER 5
GDI Units

The best way to organize your GDI troops is by balancing the amount of infantry, ground vehicles, and aerial units that you produce. Note, however, that while this is the best overall way to organize, it is not the only way to organize your troops. In fact, you may find that you'd be better off by creating a large force of titans in one mission to the exclusion of any aerial forces. But, in an ideal world at war, GDI forces work best by complementing the strengths of each other while covering for each other's weaknesses.

Infantry Units

Your infantry forces, while not as strong or as necessarily effective as your ground vehicles, are vital to your success as a military commander. Able to easily divert the enemy, scout out territory, and sneak behind enemy lines with relative ease, the infantry is the backbone of any military outfit.

Light Infantry

The most inexpensive and most basic infantry unit is the light infantry unit. Quickly trained for battle, it can quickly dispatch other unarmored foes. It's best to move your infantry units in large groups for maximum firepower. However, be aware that many heavy Nod vehicles are capable of crushing large groups of infantry.

Disc Thrower

Great for attacks against armored enemy units and for ballistic assaults, disc throwers give you lots of bang for your tiberium buck. Disc throwers can position themselves into an attack formation well before Nod troops can get into a position where they can retaliate. The actual thrown disc (a type of specially designed grenade) can actually bounce on the ground, much like a rock skipping on the surface of a lake. This can be helpful when your trying to attack an enemy from a distance. However, once a disc starts bouncing, you can't control where it will land. Use it with discretion around your other allied forces.

Engineer

While weak and unable to defend themselves, engineers are capable of repairing bridges and capturing enemy structures. When a structure is captured, it immediately provides benefit to you and your cause, either as a means of producing energy or military units or as a means of obtaining funds from your enemy's tiberium reserves. If your own structures are in dire need of being repaired, you can send in one of your own engineers to repair it. Each engineer can only be used once. After that, a new one must be trained to replace it.

Medic

Medics are also defenseless, yet they provide a very important service. They can heal your troops to full health. If you place your medics in guard mode, they will keep alert and heal any infantry units in the immediate area that have taken damage. Medics, unfortunately, cannot heal themselves. If you have two medics in a group, they can heal each other. Also, one battle trick that works on occasion is to place two medics next to each other and have them advance upon enemy lines. Chances are, the enemy will attack one or both of the medics. The medics will heal each other, keeping each other alive throughout the melee. This can give you enough time to attack the Nod forces with your main ground force. Depending on the difficulty level at which you play, the Nod forces may not catch on to your ploy until it's too late for to recover.
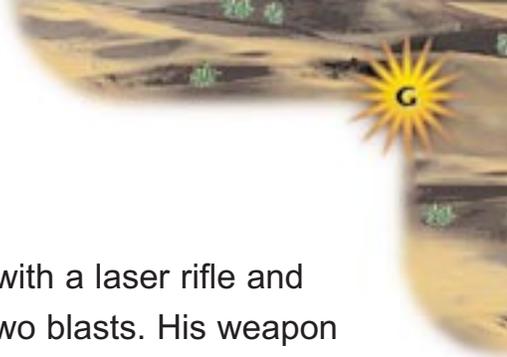
Ghost Stalker

Ghost stalker is the best fighter in the GDI infantry. He is armed with a laser rifle and capable most times of liquidating any Nod enemy within one or two blasts. His weapon must recharge after every shot, though, so keep this in mind. Ghost stalker can destroy Nod buildings by wiring them with explosive charges. These explosions do not harm the ghost stalker, which gives him the ability to destroy many Nod buildings with great speed.

Ground Units

Coming right behind the infantry are the ground units. These are the units that can take on the offensive and defensive structures and armored vehicles of the Brotherhood of Nod. These are also your support vehicles, without which you cannot operate your base.

Harvester

You need the harvester. In fact, you need it so much that, in base-oriented missions, you're provided with a harvester when you build a tiberium refinery. If you don't have a harvester, you can't harvest tiberium, and if you can't harvest tiberium, you're screwed. That being said, harvesters are slow, defenseless vehicles. You may want to think of how you'd like to best protect your investment. Even though they cannot defend themselves, harvesters are very durable vehicles and can withstand a lot of damage before succumbing. Also, you can squish enemy units with a harvester, which is somehow strangely satisfying. I recommend trying that tactic at least once in your C&C military career.

Wolverine

A mini-mech, the wolverine is fast and fierce. While susceptible to heavy-weapons fire, they are excellent as strike teams, for base defense, and for destroying unarmored opponents. The wolverine can also pass across tiberium veins unscathed, which makes it ideal in certain missions against Nod.

Titan

A big ol' mech, the titan is GDI's answer to the tank. Titans, walking hunks of metal that they are, should make up the larger portion of your ground offense, due to their strength and their versatility in battle. They can also destroy Nod lasers outside of the laser's range, which makes them quite valuable when launching an assault against a Nod base.

Armored Personnel Carrier (APC)

The amphibious APC is the best way to move infantry units from one part of the battle area to another. Only able to flee in the face of danger, the APC will need at least a couple of ground units nearby to defend it in most situations. The APC is quick on land and in water and is ideal for use in launching an amphibious assault against a Nod base. Five infantry units of any type may fit into one APC.

Hover Mobile Rocket Launching System (MRLS)

Another departure from standard tank technology, the MRLS is a hovercraft that can traverse land or water. They are best used to provide cover for other vehicles, since they have a long range and a relatively weak armor structure. Yet, when grouped, they can provide an excellent diversion in battle while your other main forces move into position.

Disrupter

Disrupters are very cool pieces of war technology. Able to rapidly destroy any unit it encounters by using a beam of energy to shake it apart, the disrupter is a valuable weapon on the battlefield. Yet, its beam will destroy allied forces as well as enemy forces. It also has a weak armor structure. These qualities combined imply that this particular war machine will be difficult to use effectively in melee situations. In addition, the disrupter must recharge in between every attack. These weapons are best used in flank attacks on the enemy while the enemy forces are already engaged in a frontal attack against your forces.

Mobile Sensor Array (MSA)

Nod is dependent on stealth technology. The GDI, knowing this, developed the MSA. The MSA is capable of revealing within a certain range units or structures that are otherwise cloaked by stealth technology. These decloaked units will only be visible on the main screen, rather than on the radar map. These units are, as the name implies, mobile, so feel free to place them in different areas of the map, moving them on occasion as the need arises. It is also a good idea to place one or two near your base to discourage attacks by stealth tanks and the like.

Mammoth Mark II

The mammoth mark II, behemoth that it is, is a four-legged mech (reminiscent of Star Wars' AT-ATs) capable of destroying large numbers of Nod troops single-handedly. With only a few support vehicles nearby, a single mammoth mark II can wipe a Nod base right off the map. Able to defend against both ground and air assaults, the mammoth mark II can also slowly repair itself while out in the field. Since this vehicle is "experimental" (developer-speak for "game-breakingly powerful"), you can only have one at any given time. Still, one should be more than enough.

Mobile Construction Vehicle (MCV)

The MCV is a big ol' slow and defenseless machine. Once you deploy this vehicle, you get a construction yard. In more than a few missions, this vehicle is the only ticket to a construction yard, so protect it with everything you have until it's safely deployed. In some later missions, you will obtain the ability to make additional MCVs, which can be used if your construction yard gets destroyed during the course of the mission.

Aerial Units

"Death from above!" Yeah, let's hope it's the other guy's death and not your own death we're talking about here. Your air force has the glorious job of leading air strikes upon vulnerable hostile targets. Most often, you'll want to use them to strike at an enemy's base. Many units cannot retaliate against your airborne forces, but certain base defenses (such as the SAM) are tailor-made to attack your aerial troops. Use aerial units with care and careful judgment.

Jump Jet Infantry

A step above your normal, ordinary, run-o'-the-mill light infantry, jump jet infantry are equipped with jetpacks that let them fly across water and up sheer cliffs. They are best used in a group as a surgical strike team along treacherous terrain. On terra firma, they operate just like ordinary light infantry (save for the fact that they look funnier). In the air, they are safe from most counterattacks. Rockets and SAMs will quickly kill them, however-er. Another use for a team of jump jet infantry is as a scouting force. As such, they are quick, efficient, and, in a group, fairly well protected against enemy forces.

Orca Fighter

The orca fighter is the basic GDI air assault craft. Rockets and SAMs easily destroy them, but they are fast and powerful, especially when used in teams. Their speed is their greatest asset. A team of orca fighters can attack a section of a Nod base and return before the Nod forces get the opportunity to react. Combined in large groups, they are strong enough to fight even SAM sites. The orca fighters are a valuable addition to any military team and an essential component to the GDI air force.

Orca Bomber

Orca bombers are slow, heavily armored, and, best of all, they drop bombs. Alone, because of their sluggishness, they can be easy pickings for rockets and SAMs unless guarded by a compliment of orca fighters. Orca bombers, of course, can be used against

Nod bases, but they are also quite helpful when attacking incoming enemy convoys. Think of the orca bomber as a meat tenderizer, softening up the enemy before you serve him up to your ground troops.

Orca Carryall

Orca carryalls, while unable to attack, perform a very important duty: they carry large, slow, heavy things from one part of the battle grid to another at a fairly decent pace. You can use them to drop off heavy ground troops, such as, oh, I don't know, a mammoth mark II, into the middle of battle, or you can use them to transport said heavy troops back to home base for repairs. Eminently helpful, the orca carryall, while not essential, can quicken up the pace of battle and, in the long run, keep the cost of war down... which is good news for those GDI fans out there.

CHAPTER 6
Nod Units

The Brotherhood of Nod has some of the grooviest weapons available in this game. Thanks to its intensive research into tiberium, the Brotherhood has developed some of the most powerful weaponry in the game. Unfortunately, that boost in power comes with a somewhat higher price tag. But, hey, it's only money. Stealth technology is key in the Nod's defense and offense. As you can probably extrapolate from that little gem of knowledge, Nod's units are best used in sneak attacks and hit-and-runs on your enemy.

Infantry Units

Again, for The Brotherhood of Nod, infantry units are just as important to the success of the team as they are for the GDI. Slightly tougher than GDI units, Nod infantry units are without the aid of medics, but they are not without their own particular advantages.

Light Infantry

Nod's light infantry units are identical in every major way to the GDI's light infantry, save for the fact that they have spiffier uniforms.

Rocket Infantry

The Brotherhood of Nod does not employ grenadiers. It's not that it doesn't believe in high explosives; rather, it believes in extremely high explosives. Hence, rather than simply having some wussy little disc thrower on its side, the Brotherhood would much rather employ a brand of soldier that can not only shoot deadly rockets at armored GDI targets, but can also shoot GDI orca aircraft out of the sky. Since rocket launchers are a tad heavier than the light infantryman's rifle, the rocket infantry moves significantly slower on the field.

Engineer

The Nod engineers are exactly identical to GDI engineers in every way (including their geeky little outfits). Well... all right... their uniform trim is color coordinated to match the other Nod forces, but that's it.

Cyborg

We don't need no stinking medics; we've got cyborgs! The Brotherhood of Nod is, you could say, not adverse to the idea of... augmenting... the human anatomy. Cyborgs, the ultimate melding of man and machine, are tough, powerful, and fearless. What's truly impressive about these guys is that, even when they've been cut in half by enemy fire, they'll still keep forging ahead, crawling with one hand, firing a machine gun with the other. Now that's dedication. Important note: Cyborgs actually heal when placed in a tiberium field. Consider them as a possible bodyguard of choice for your otherwise defenseless harvesters.

Cyborg Commando

Oh, so you think the standard issue cyborg is dedicated, don't you? Well, you haven't seen dedication until you've seen the cyborg commando. This guy just lives for Kane. That's all there is to it. Unbelievably powerful, the cyborg commando can destroy most GDI units with a single blast of his mighty plasma cannon. (Some things, like the titan,

take a couple of blasts to destroy.) Because of the cyborg commando's... ahem... "experimental" nature, you can only have one on your side at any given time. Oh well. There had to be a disadvantage in there somewhere, I suppose. And, yes, like the bare bones, basic cyborg, the cyborg commando heals when placed in a tiberium field.

Mutant Hijacker

The mutant hijacker is available in certain GDI and Nod missions, but he is available as a trainable unit for the Nod in multiplayer scenarios. The mutant hijacker is somewhat like an engineer, save for the fact that he captures enemy vehicles rather than enemy structures. If the vehicle a hijacker captures is destroyed, chances are he'll escape (with some damage), willing and able to capture yet another vehicle. Ain't dem da breaks for da good guys. Heh.

Ground Units

Ground units are just as important for the Brotherhood as they are for the GDI. Understand that most Nod ground units operate on a basis of speed and stealth vs. strength and power. With that in mind, you can create a nearly unbeatable team of champions, champions ready to take on the cause of Kane and destroy the misguided vision of GDI.

Harvester

Aside from the color difference, Nod harvesters are just like GDI harvesters. This also means that they are just as useful, though. (Hey, I'm just reminding you of that. Now get off my back.)

Attack Buggy

The Nod attack buggy is not to be used on the beach when cruising for babes. (Well, you might want to use it for that, but I wouldn't recommend it.) Decent armor and adequate firepower make this a good offensive vehicle, but it's best used in groups of two or more as an auxiliary attack force. Group them with your main attack convoy and have them split off before you reach your target. Then, have them attack the enemy from one angle while your main forces move in for the frontal assault.

Attack Cycle

The speediest little unit in Nod's ground troops is the attack cycle. Light of armor and nimble of movement, the attack cycle can still withstand a certain degree of damage before being blown to bits. Speed and agility are the attack cycles' main advantages, to be sure, but they also have something else on their side: twin rockets. Once the attack cycle advances to veteran status, it can target aircraft. (Of course, this implies that you'll actually take good enough care of the attack cycles on your team so that they can reach veteran status before goin' to that big Hand of Nod in the sky.) These units are especially useful for scouting missions.

Tick Tank

While it's not big and blue and prone to yelling "Spoon!" when approaching battle, the tick tank is still very neato. (I know, I know. There are all of four people out there who got that little joke. So what.) Seemingly similar to a standard light tank, the tick tank has the ability to burrow part way in the ground (like a tick, get it?), leaving part of the body of the tank and the turret exposed. In this position, they are harder to destroy. You can use the tick tanks in this position as your base defense early on in a mission. This lets you accumulate enough tiberium ducats to build up a more impressive defense system while adequately protecting what's yours. And, of course, once you've built up a defense network worthy of Kane, you can decommission the tick tanks into ordinary mobile tanks, giving you a prefab fighting force. Are these guys cool, or what?

Artillery

The bane of all goody two-shoes GDI, artillery can cause devastatingly destructive strikes from a distance and then decommission so that it can either be pulled back or used elsewhere. Artillery units are best used against stationary targets, such as power plants, because of the time it takes for a shell to reach its target. Artillery units cannot fire while decommissioned, so keep this in mind. Conversely, when deployed, artillery units cannot evade enemy fire. You will want to station support nearby.
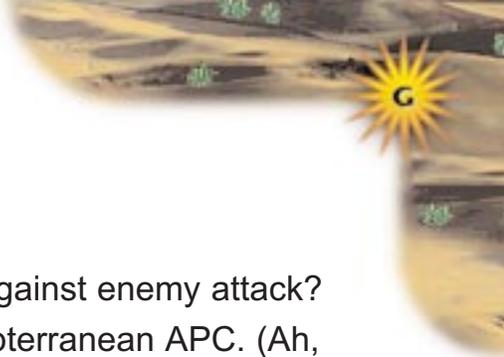
Subterranean APC

Don't you just hate the fact that APCs can't defend themselves against enemy attack? Yeah, so did the Brotherhood. That's why they developed the subterranean APC. (Ah, yes. Say it with me now: sub-ter-ran-ean APC. Doesn't that feel good?) The subterranean APC burrows underground and tunnels its way to the desired deployment point. Unfortunately, it can only resurface on smooth terrain. Pavement, water, and really rocky ground are no-nos for this transport. A warning: MSAs can detect subterranean APCs as they travel underground. Just another reason why you, as a Nod commander, should wipe out any piece of GDI equipment you run across.

Mobile Repair Vehicle (MRV)

The Brotherhood of Nod does not have a service depot. Before you go off boo-hooing and further lamenting your situation, Nod has figured out a way to counter this... and then some. The MRV provides you, the Nod commander, with a means to repair your wounded battle vehicles out on the field. There is a downside to this: if the MRV is out on the field with its comrades, then it is also out in the line of enemy fire. A way to counter this is to simply deploy two MRVs at a time and keep them close together. That way, in a truly dire situation, one can repair the other until the battle cools down a little.

Devil's Tongue

I just love the smell of burning flesh in the morning. This is an impressive, burrowing, tank-like vehicle that spews out a stream of flame. A modern reincarnation of the fire-breathing dragons of yore, the devil's tongue can roast alive an entire infantry battalion before you can say, "For the Brotherhood!" The devil's tongue cannot, like the subterranean APC, resurface in water, through pavement, or through rocky ground. Also, the devil's tongue has fairly weak armor. Yet, this is just the thing to use against pesky groups of light infantry or other unarmored units.

Stealth Tank

The stealth tank has an onboard stealth generator that cloaks the tank while it maneuvers. Of course, once it starts firing, the stealth tank decloaks, becoming visible to all enemies. I'm sure you can see the value behind an invisible tank. Besides being great at parties, it's just perfect for sneaking up on an enemy group or base before leveling it with an all-out attack. While the tank's armor is not the strongest in the world, you should get more than your money's worth out of them.

Mobile Construction Vehicle (MCV)

The Nod MCV is absolutely, completely just like the GDI MCV. (Save for the fact it's red, and all that. Yadda, yadda, yadda.)

Mobile Sensor Array

These babies are just like GDI MSAs. Their best use is in multiplayer when you have a Nod vs. Nod skirmish as the business at hand.

Weedeater

The weedeater is a tiberium vein harvester. That's about it. Why would you ever need tiberium veins? Why, to make chemical missiles, of course. These vehicles, like the harvesters, have no means of defense. Yet, they are necessary if you desire to create chemical missiles. Unfortunately, since tiberium veins can only be used as a means for creating that oh-so-special form of weaponry, they will not count toward your total cash fund.

Aerial Units

Nod needs flying war machines, too. After all, it wouldn't be sporting if the GDI had all the cool airborne toys of war. The Nod aircraft are geared for quick sorties and attack runs, much like the GDI orca fighter and orca bomber. The Brotherhood is so danged confident of its abilities that it doesn't feel the need to develop any support aircraft, like the carryall. One thing the Brotherhood doesn't lack is confidence, that's for sure.

Harpy

The small and rotorless harpy is Nod's answer to GDI's orca fighter. Other airborne craft, rockets, and SAMs can take these puppies out, but harpies are excellent for use in an initial strike against GDI units.

Banshee

Thanks to the Brotherhood's tiberium research, a new breed of fighting aircraft is available: the banshee. This powerful, experimental aircraft - aircraft closer to UFOs than conventional airplanes - is armed with twin plasma cannons. Their speed and power make them the deadliest flying machine in the sky. And they're armored fairly well, to boot.

CHAPTER 7
Unit Advancement

While building a force with superior firepower is essential to success, Tiberian Sun has added a little feature to keep you a tad more mindful of the welfare of your troops: unit advancement. In "real-world" military systems, if you tend to survive more battles, you tend to get advanced in the ranks… due in part to skill, luck, and the obvious forms of attrition. If you, as a commander, can keep your troops alive and kicking, they will become more skilled, more able, and (as a result) more valuable to your team.

Units that destroy ten times their own cost in enemy units and structures become Veterans. Veterans receive a bonus in speed, armor, and firepower. This little push alone can transform a battle, giving you the edge you need if your numbers are dwindling. Veteran units that destroy ten times their own cost in enemy units and structures are elevated to the level of Elite. Almost all Elite units receive an additional special ability. These abilities are listed (for your convenience, of course) in the tables below:

GDI Elite

Unit	New Weapon	Elite Ability
Disc Thrower	none	scatters when in danger
Disruptor	none	explodes when destroyed
Hover MRLS	none	self-repairing
Jump Jet Infantry	none	scatters when in danger
Light Infantry	rifle upgrade	scatters when in danger
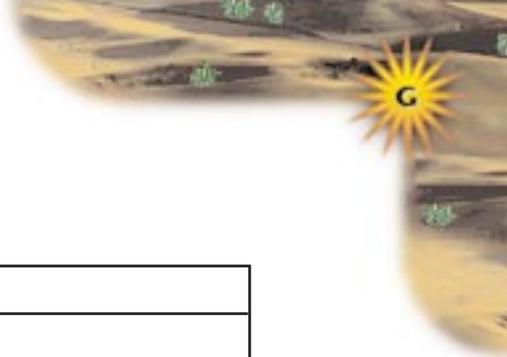
GDI Elite continued

Orca Bomber	none	invisible to enemy radar
Ocra Fighter	none	none
Titan	cannon upgrade	senses stealth and subterranean units
Wolverine	none	completely immune to Tiberium veins

Nod Elite

Unit	New Weapon	Elite Ability
Artillery	none	self-repairing
Attack Buggy	none	can crush enemy infantry
Attack Cycle	rockets will hit aerial units	completely immune to tiberium veins
Banshee	none	invisible to enemy radar
Cyborg	none	scatters when in danger
Devil's Tongue	none	self-repairing
Harpy	none	none
Light Infantry	rifle upgrade	scatters when in danger
Rocket Infantry	none	scatters when in danger
Stealth Tank	none	explodes when destroyed
Tick Tank	cannon upgrade	senses stealth and subterranean units
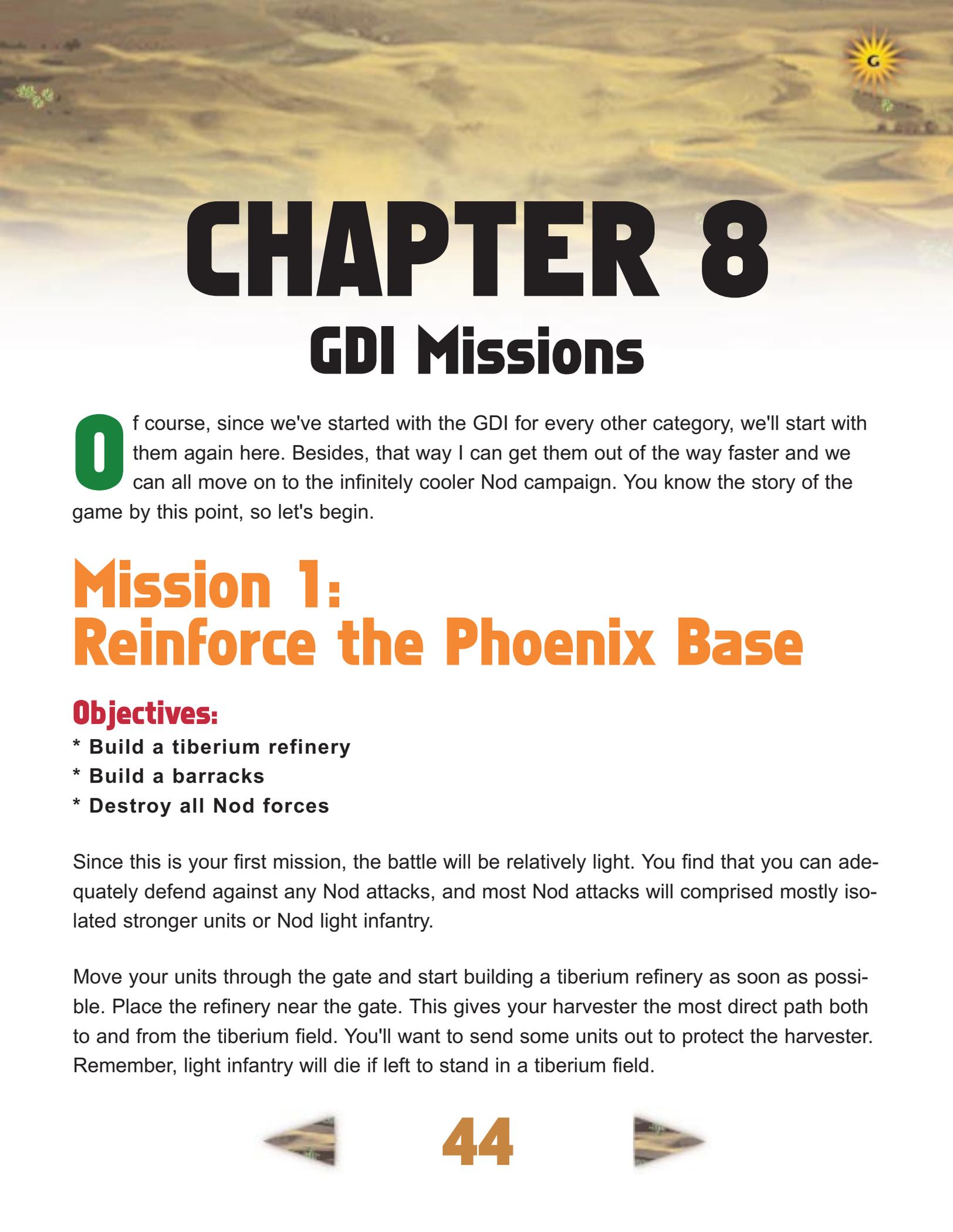
CHAPTER 8
GDI Missions

Of course, since we've started with the GDI for every other category, we'll start with them again here. Besides, that way I can get them out of the way faster and we can all move on to the infinitely cooler Nod campaign. You know the story of the game by this point, so let's begin.

Mission 1:
Reinforce the Phoenix Base

Objectives:
* Build a tiberium refinery
* Build a barracks
* Destroy all Nod forces

Since this is your first mission, the battle will be relatively light. You find that you can adequately defend against any Nod attacks, and most Nod attacks will comprised mostly isolated stronger units or Nod light infantry.

Move your units through the gate and start building a tiberium refinery as soon as possible. Place the refinery near the gate. This gives your harvester the most direct path both to and from the tiberium field. You'll want to send some units out to protect the harvester. Remember, light infantry will die if left to stand in a tiberium field.
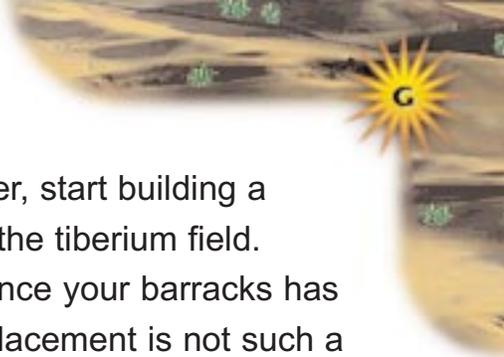
After the tiberium refinery has been built and everything is in order, start building a barracks. Your troops will probably encounter some Nod units in the tiberium field. Eradicate the Nod forces and continue guarding the harvester. Once your barracks has been built, place it anywhere within the confines of your base. (Placement is not such a bit issue in this mission. It will be in future missions, however.) Once your barracks is in place, start cranking out cannon fodder... I mean, light infantry. You'll need about ten units of light infantry in all.
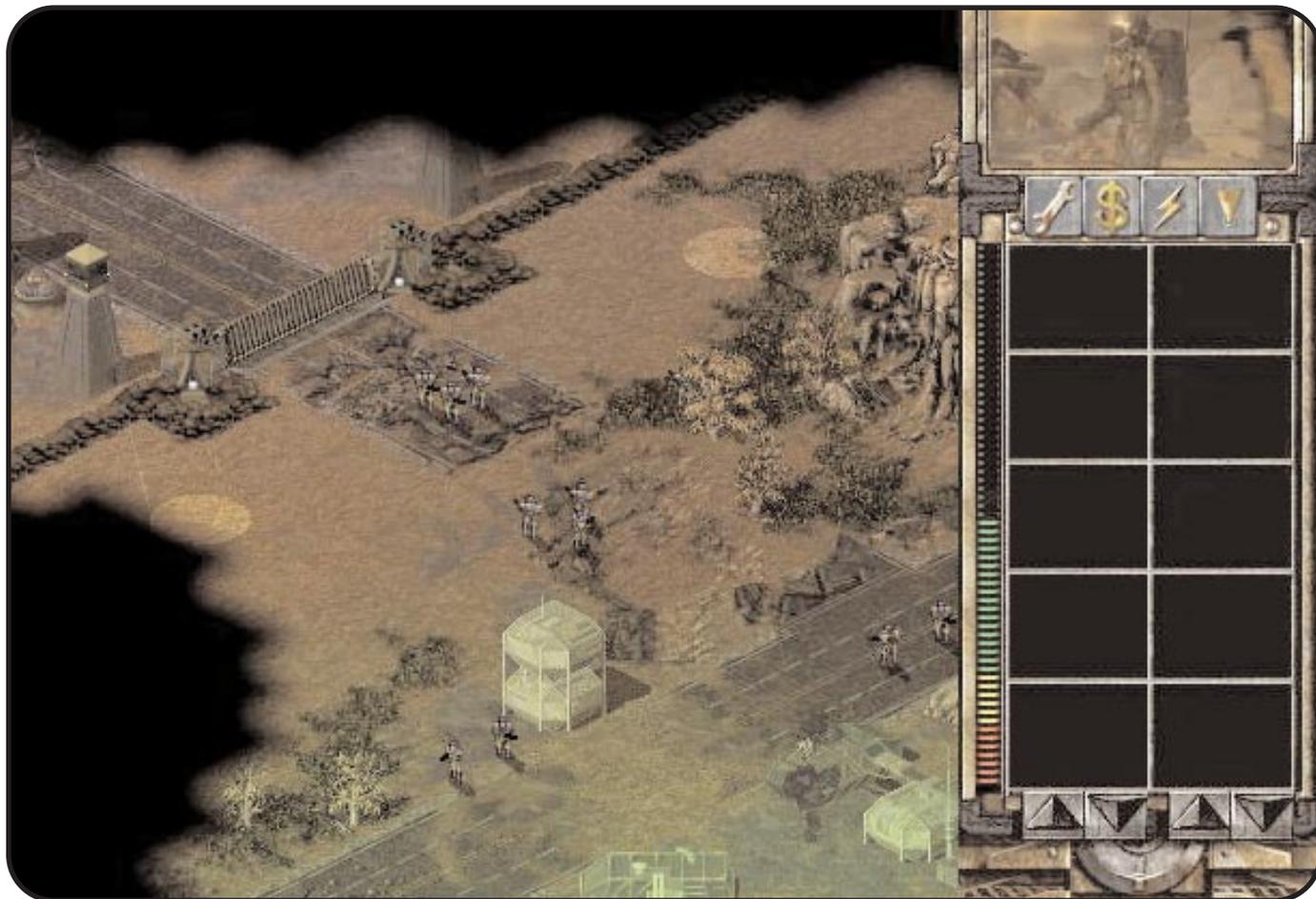
**The first thing you'll spot as you go exploring is the green,
comforting glow of a tiberium field.**

While those light infantry units are being trained, move some of your units southeast and start exploring. Near the bridge, Nod units will be on guard. The harvester guard unit (that's the one you sent to protect the harvester) can probably take care of any forces it encounters. If it happens to dwindle in number (as tends to happen in battle), then take

some of the new units you've been creating and send them as reinforcements to your original troops. (Of course, you must create more light infantry to compensate for this redistribution.) Once you reach the bridge, hold you position. The Nod base is located on the other side of the bridge.

Now bring your ten-group of light infantry across the bridge. Make sure it crosses the bridge before the enemy begins attacking. Destroy Nod's guard units first, then the Hand of Nod, then the power plant. When a building is destroyed, the shrapnel can kill your troops. Also, a small team of light infantry may emerge from the debris ready to fight. Hence, you should be somewhat cautious when doing this. When you've destroyed the base, the mission ends, and you are victorious.

Mission 2: Secure the Region

Objectives:
* Deploy the MCV and being building a base
* Destroy all Nod SAM sites
* Destroy the Nod base

Your forces begin just west of the center portion of the map. You will find that you are equipped with an MCV, which will, when deployed, convert into a construction yard. Make sure that you deploy the MCV south of the road that goes through the map. You'll need a power plant and tiberium refinery (in that order) immediately. While these buildings are getting built, you must send your wolverines to take out the SAM sites that destroyed the orcas at the beginning of the mission. Since they aren't defended by any Nod forces, you shouldn't have any problem destroying them. By the time you take both SAM sites out, your refinery should be ready for placement. After you put the refinery down, start building a barracks.

After your barracks is built and placed, you must build another power plant and a war factory. As soon as your war factory is up and running, you'll want to build another harvester. The initial cost of the harvester will be offset by the amount of tiberium you'll be raking in.

Once it's up and running, gathering tons o' tiberium, build some component towers and top them off with vulcan cannons. Place these on the southern edge of your base. After this, start building wolverines.

Wolverines can really tear through Nod SAM sites… if they're in range, that is.

Remember the wolverines you used to destroy the SAM sites? Take them north along the edge of the river. They'll run into a couple of skirmishes on their merry jaunt, but they can handle any opposing forces along the way. There's a third SAM site on a plateau. Destroy it and the guards surrounding it. You will find more Nod troops around the area of this third SAM site. Hunt them out and crush them. Otherwise, your base will be harassed by these troops throughout the mission. If your scouting team survives, they'll also find a bridge that goes across the river.
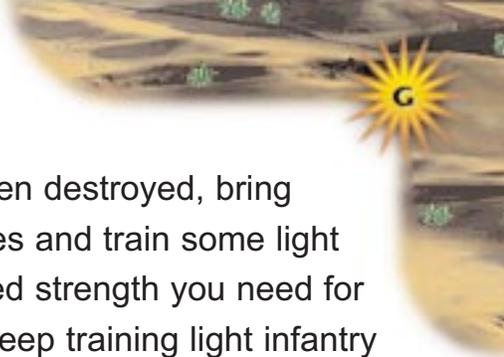
After the third SAM site and the surrounding Nod troops have been destroyed, bring them back home for a while. Assemble your brand new wolverines and train some light infantry and disc throwers. This should provide you with the armed strength you need for the next part of this mission. Before you send these troops out, keep training light infantry and disc throwers periodically throughout this mission.

Move your strike force south. They'll find a rather sizable array of Nod forces, but it shouldn't be too much for your little group to handle. Make sure your forces cross the bridge near the bottom of the map. Near that area, you'll find a couple of other SAM sites. Make sure you eliminate these sites before moving on.

You'll find a road nearby. Follow it north through the ruins of a town. Again, there will be more Nod resistance here. Squish them and continue on north. As you continue along, you'll find yourself at the other end of the destroyed bridge that your scouting wolverines discovered at the beginning of the mission. Train an engineer and send him up to here to repair the bridge. Doing this will give you and the troops that you continue to create a direct route to the Nod base. Take the large strike force you assembled and take them to the northeastern corner of the map. Take the time now to train a few more engineers.

Take the units that you've been creating back at your base this whole time across the bridge. By the time you've finished taking them across the bridge, your strike team should have found (and destroyed) yet another SAM site. The Nod base is fairly close to this SAM site.

Lasers guard the Nod base. They will tear though large numbers of your men, but you need to take them out. If you have a large number of disc throwers and wolverines, you can eliminate the base defenses without too much of a problem. Build another power plant and place it back at your base. Now, send your troops into the Nod base, but don't direct them to attack any buildings. Take the team of engineers you trained and start having them capture buildings in the Nod base camp. It's a good idea to capture the Hand of Nod first. Switch unit production to the Hand of Nod, create more engineers, and have them capture the other buildings on the site. Have the rest of your offensive force destroy any guard units that happen to be active in the Nod base.

The final SAM site is located on the plateau overlooking the Nod base. After you've taken control of the Nod facilities and eliminated any personal threat, have your troops destroy this last SAM site. Finally, after this, an orca transport will fly in, pick up any wayward civilians, and the mission will (happily) end.

Mission 3: Capture the Train Station (Optional)

Objectives:
* Destroy all Nod structures
* Capture the train station
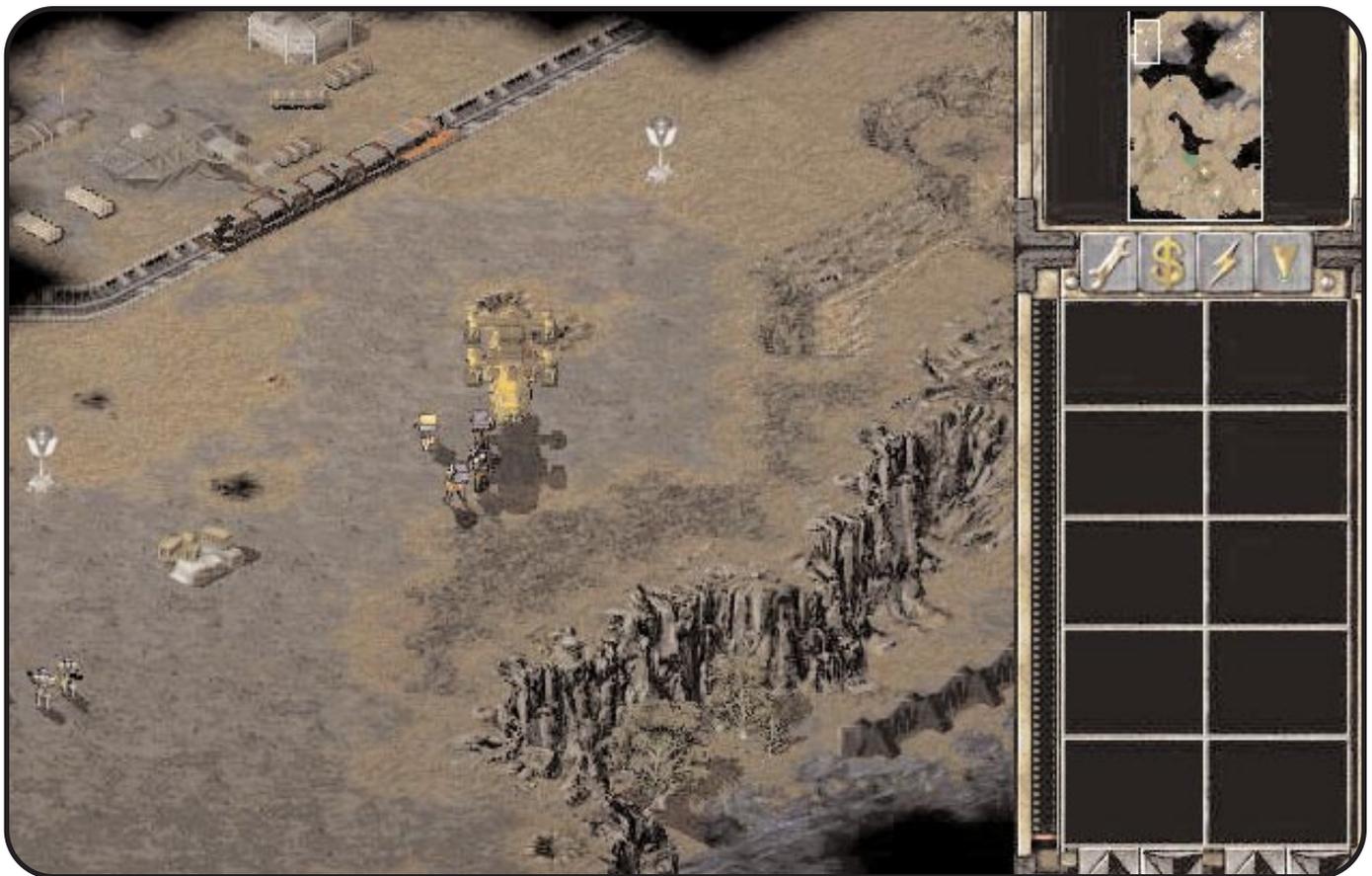
In order to ensure that you'll be able to capture the train,
keep your medic and your engineers safe throughout this mission.
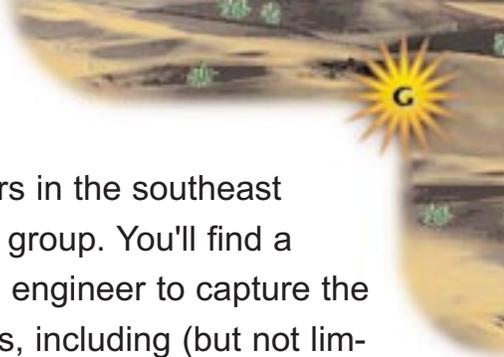
You'll start this mission with a small offense and a trio of engineers in the southeast corner of the map. Go west, young commander, with this intrepid group. You'll find a Nod light tower and relay station here. Avoid the light and use an engineer to capture the relay station. After you do this, you'll receive some reinforcements, including (but not limited to) a medic.

Go further west to the left edge of the map, then go south. Your gang will climb up to the top of a plateau. Up there, you'll find another relay station guarded by three cyborgs. This battle will be a little difficult, so be careful. Make sure to use your medic, but don't get him killed. In fact, you may just want to keep him out of the way until the battle is finished. Get another engineer to capture the relay station located here.

Once you've got your forces together and healed, send them across the nearby bridge. On the other side, there's another light tower. Avoid being spotted by this light and continue to head northeast. As you continue northeast, you'll find another bridge. Take your troops on across. You will be spotted by a light tower on the other side. The Nod troops will attempt to destroy the bridge. Use your military might to keep them from doing so. If you just aren't mighty enough to do this, repair the bridge with an engineer. Go further east and then north. Kill the Nod engineer that guards the next bridge you come across and repair it with another one of your engineers.

Crossing the bridge, you'll head north through a small town. Nod forces lie in wait for you here. Keep your stronger, battle-ready forces out in the front. Make sure that your medic (if he's still alive) has gotten your infantry units back to full health. Kill all who oppose you, heal your wounded again, and move along to the top of the map. From here, you must go west.

When you see the train tracks, you will know that your quarry is within reach. Go south and destroy the small Nod base here. Use an engineer to grab the war factory. Sell it, and you'll have some cash and some light infantry. Use your disc throwers to dispatch the lasers on this installation. Take more buildings, if you can spare the engineers, and sell them off immediately.
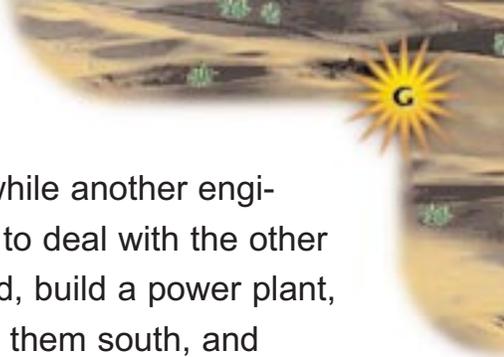
Head for the train station and have an engineer commandeer it while another engineer takes over the Hand of Nod. Send your armed forces south to deal with the other lasers and Nod structures found there. Grab the construction yard, build a power plant, and then sell the construction yard. Make some more units, send them south, and destroy the first laser they encounter along with the remaining Nod power plants. This will disable the remaining lasers. Go down the slope and east. You must destroy every single Nod unit in the area, operating or not, to complete this mission. After you destroy all the power plants, you're treated to a few more reinforcements, who help you clean up the place. Then, they enter the train and the mission ends. Hurrah.

Mission 3: Locate and Secure the Crash Site

Objectives:
* Locate the crash site
* Capture any Nod Technology Centers

You get to create a base in this mission, so get to it! You've got an MCV, after all. Then, start building a Power Plant and a Refinery. After that, you'll need a Barracks, a couple more Power Plants, and a War Factory. Get another Harvester going, and you'll be in good shape. Remember this sequence of construction. In situations where you'll need to build a base, this is the best starting pattern.

Nod forces will consistently attack you at the start of the mission. Set aside enough funds to create some adequate defenses, including some Vulcan Cannons. Your southern and eastern sides of your base will be most vulnerable to attack. The eastern edge will be the most vulnerable. Start cranking out Titans from the bowels of your War Factory as soon as it is feasible. The first three or four should be reserved for base defense. Use any subsequently created Titans to crush the two Nod positions on this map.

You will need at least twelve Titans for your strike team. Add some Wolverines for support and diversionary purposes. Go north and east, destroy the Lasers, demolish the gate, and destroy the Hand of Nod beyond the gate.

After you've completed that step, take your troops southeast to the crash site. You will find Tick Tanks here, most of them in the deployed position. Destroy all of the tanks. One of the Tick Tanks, immediately to the west of the site, will start attacking the crashed ship. You must destroy it before it destroys the ship, or you will lose the mission. When things are relatively secure, you may as well send an engineer into the crashed ship. (Hey, it can't hurt.)

Keep at least one engineer safe from harm, so that you can capture the Nod Tech Center.
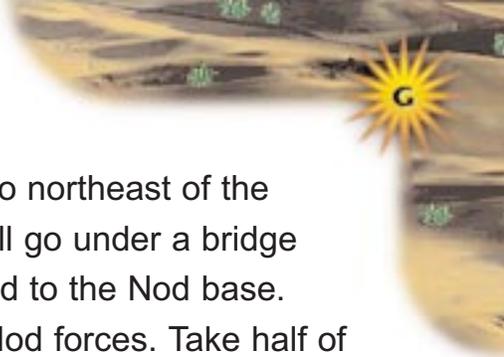
The HQ for Nod in this game is located north of the crash site. Go northeast of the Hand of Nod, destroying the Automatic Gate you encounter. You'll go under a bridge and up an incline. After that, take your units across the bridge and to the Nod base. Keep some Titans near the crash site in order to protect it from Nod forces. Take half of the Titans north to a destroyed bridge.

Train some Engineers and direct them to the destroyed bridge. While you're at it, make a few more Titans. Fix the bridge and make your way across. Be sure to either destroy or capture all Nod buildings you come across. Keep an Engineer handy and capture the Nod Tech Center. You'll need to guard this Engineer while he's on his mission. The moment you have secured the crash site and you have captured the Nod Tech Center, the mission concludes.

Mission 4: Defend the Crash Site

Objectives:
* Survive until reinforcements can arrive
* Prevent the Nod from destroying the UFO

The ship at the crash site turns out to be a UFO, and now that you've taken control of it, the Nod will do whatever it takes to destroy it. Get your engineers near the crash site and sell the radar. Make sure that you have your barracks create a couple of medics and a large quantity of disc throwers and light infantry. Don't spend all your money, though. You'll need some cash in reserve for repair purposes.

Most of your attacks will come from the north, so focus on defending this position. About 30 percent of the remaining attacks will come from the west of the site, so protect that flank as well. If you don't adequately protect both the northern and western edge of the site, you will lose the mission in a heartbeat.
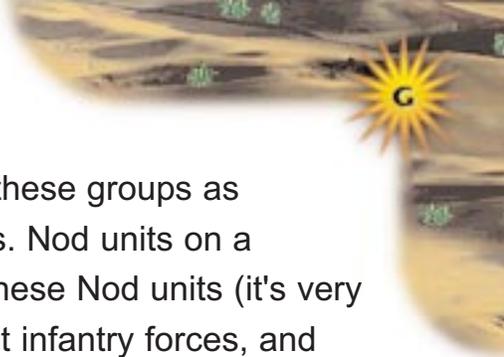
As you can, keep creating small groups of light infantry and use these groups as needed whenever a Nod team threatens to breach your defenses. Nod units on a plateau will start attacking your power plants. If you can't get at these Nod units (it's very difficult to do), sell off the power plants. You'll get a few more light infantry forces, and you'll have a few more dollars in your pocket.

Wolverines make a great first line of defense in this mission.

After ten minutes, the ion storm abates, and reinforcements arrive. Use these reinforcements to resist the Nod's final attempt to destroy the site. You'll encounter a devil's tongue in your base, attack cycles from the north, and a tick tank from the south. After you wipe out all these units, the mission ends.

Mission 5: Destroy the Radar Array (Optional)

Objectives:

* Destroy the three relay stations
* Destroy the radar array

The Nod Radar Installations are fairly well protected. Manage your resources wisely.

You start in the northwestern corner of the map. You can see on the map the location on the three relay stations and the four radar installations. The first task your team must contend with, however, is the elimination of some nearby Nod troops. As you destroy

these troops and the next couple of troops you encounter, you'll receive reinforcements. When you receive the titans, destroy the relay station near your present position.

Continue southwest. You'll encounter more Nod troops. Once you reach a clearing, a larger group of Nod forces will attack you. After the melee, go east from here and destroy both the laser and the Hand of Nod. Further east, you'll find a tick tank. Destroy this, too. There's also some rocket infantry around here to deal with as well. Keep going until you run into another set of lasers. Let your titans destroy these before continuing. A couple of subterranean APCs will emerge near here. You must destroy the troops that deploy from the APCs, of course. If you can destroy the actual APCs, your life will get a little easier. Head south and prepare for a little more combat heat from Nod.

Directly south, you'll find a Nod base. Do not let a stone remain standing, for if you do, Nod will give you such a pinch later on. Make sure to let your titans take care of things like lasers. I really can't emphasize that point enough. It will make things so much easier in the end for you. Level the entire base. This includes, of course, the relay station found here.

The relay station is in the middle of a tiberium vein field. Make sure that only your infantry forces walk on the tiberium vein field. Anything heavier than a wolverine will be destroyed by these odd growths.

You should, thanks to reinforcements, have an adequate fighting team. Go back to the place where you started this mission and head for the relay station near there. You must deal with a large Nod strike team here, so consider yourself forewarned.

After you destroy that relay station, take your forces to the clearing where you encountered your first Nod ambush near the beginning of the mission. Go east and then north through this area. Move quickly. The titans should take out the lasers and the laser fencing surrounding the final relay station. Once you've completed this, all you must do is destroy the radar installations.

Two of the radar installations will be visible on your map. The other two will be directly south of those on the map. Attack these installations from the rear.

To do that, send your troops to a tunnel just south of the third relay station. Destroy the Nod power plants that are located near this tunnel entrance. Then, go northwest through the tunnel. Split your forces into groups of titans and not-titans. Send the titans off to eliminate the lasers, while sending the infantry group off to destroy the tick tanks. Use the titans to destroy the radar installations here.

After you've completed that, take all your remaining forces as a single group and present a unified front as you move south. Concentrate your efforts on the two remaining radar installations found in this area and on the resistance you encounter. The fourth and final radar tower is just south of the third radar installation. At this point, don't worry too much about the resistance you encounter, as your mission is solely to destroy the radar installations. Once you've blown up the fourth radar installation, the mission ends, and you go home victorious.

Mission 6: Rescue Tratos

Objectives:

* **Rescue Tratos from prison**
* **Evacuate Tratos at a specified site**
* **Destroy the Nod base and test site**

If you don't complete the optional Mission 5, this mission becomes more difficult. For example, you will have a 25-minute time limit imposed upon you, among other things. I highly recommend completing the optional missions in the campaigns.

You'll start in the southeast, and immediately you must defend yourself against the Nod troops. Thankfully, you have a ghost stalker and Umagon. With these two, you should have no trouble eliminating Nod's ground troops. You'll see a tick tank start to deploy. Send your mutant hijacker in to claim that. With the tick tank augmenting your group's

presence, head down the road. You'll see a Nod infantry unit head for an attack buggy. Destroy him and the buggy before he can escape. Have the ghost stalker take care of this; he can destroy the buggy with one shot. Umagon can take care of the infantry around this area on her own.
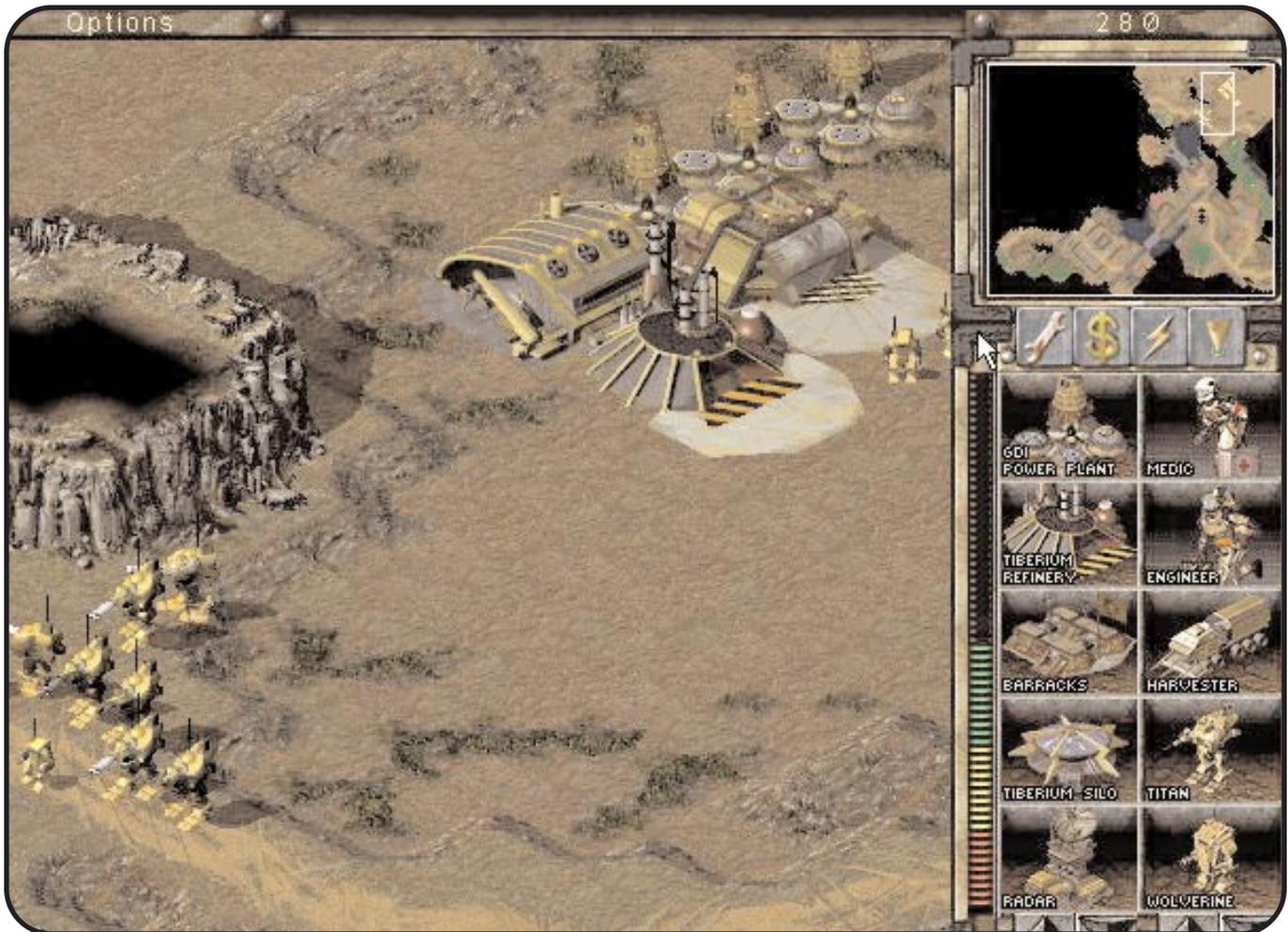
After you rescue Tratos, you get the rather entertaining job of building up a Nod-crushing arsenal.

Continue along the road until you hear gunfire coming from the south. You'll see some Nod light infantry attacking a tiberium beast. Kill these infantry units, and the tiberium fiend will act in a friendly manner toward you, following you and defending you from harm. If the ghost stalker and Umagon must heal up, have them stand in the tiberium field for a little bit before continuing on.
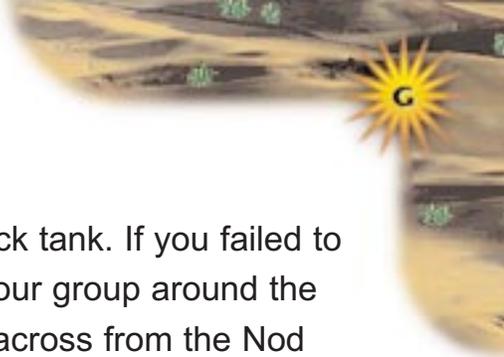
For this next part, you'll find that you will truly be in need of the tick tank. If you failed to capture it earlier, just restart the mission. It's that simple. Move your group around the northern edge of the tiberium field. You'll see that you're directly across from the Nod base. Make sure the tick tank deploys here and have it attack the laser and the radar installation. Send the ghost stalker and Umagon into the base after the laser has been destroyed. You will be spotted, giving you only ten more minutes to complete the mission, but there is plenty of time.

Both the ghost stalker and Umagon must survive this mission. Keep that in mind for this next phase of the mission. Instruct the ghost stalker to destroy the power plant and the Hand of Nod. Make sure that Umagon takes care of any and all infantry units that stand in the way. After the power plant and the Hand of Nod are no more, decommission the tick tank and bring it around to the rest of your group. Use the tick tank to destroy the other lasers protecting the base. Once the lasers are down, send the ghost stalker in to blow up some buildings, clearing a path into the base.

With the ghost stalker and tick tank taking the brunt of the enemy fire, send Umagon into the hospital. This will trigger the escape of Tratos. Take Tratos and Umagon to the place where you entered the base. Once Tratos is rescued, a team of reinforcements will arrive near your starting position. Pull your entire team back to this area and make Tratos board the orca. When Tratos leaves, Umagon and the ghost stalker will disappear from the mission. Still, you'll get another group of reinforcements near the northeastern edge of the map, so all is not lost. This new team includes an MCV. Get your base started. Once you've built a refinery, send the harvester to the patch of blue tiberium nearby.

Build a strong force of titans (about ten) and send them west along the top edge of the map. When you can go no further west, go south. Blast your way to the top of the plateau and head southwest. You'll find some tiberium fields and some Nod harvesters. Ignore this for now. Destroy the Nod troops in the area first. Keep building back-up units at your base and remember to send them out periodically in groups of three or more.

To the southeast of the tiberium field, you'll spot quite a few advanced power plants. Wipe these out from the top of the plateau. Once you've done that, you'll have disabled Nod enough to start sending in your troops directly in from the north. Again, use titans to counter the lasers and disc throwers to counter the tick tanks. Once inside the base, keep destroying power plants. After you've completed that, annihilating the rest of the base should be a piece of cake. Sure, you may lose a few units, but you should really handle with ease any remaining resistance you encounter. Kill all Nod forces and destroy all Nod structures to complete this complex mission.

Mission 7:
Destroy Vega's Dam (Optional)

Objective:

* Destroy the dams in any way possible

You'll start on the western edge of the map about halfway down the length of the map. Notice that you have a very narrow, tall map to work with here. This can make things challenging, given that your options for movement are limited.

Go south, under the destroyed bridge, past the water, and up the next slope to a slightly higher position. You'll find that the road forks, going north and east. Go north for the time being. As you go north, you'll see a small Nod base. Destroy everything here. A laser guards it, but by now, you should know how to handle these nasty little things. The Nod base receives some reinforcements, but you can level all these opponents. When you've finished crushing the base into itty-bitty pieces, you'll be rewarded with reinforcements: three wolverines.

Take the road southeast from here. You'll run into a devil's tongue, but, if you have your mechs out in the front, you shouldn't retain much damage. Continue to the southeastern corner. There's a road near the tiberium field that runs north, and you'll receive some more reinforcements.

When the reinforcements have joined your group, take the paved road northeast. You'll run into a group of Nod infantry units. Destroy them and their truck. The truck, when destroyed, drops something special. Touch it, and all your troops will be healed. At this point, go north up the slope.

Crossing the bridge in the southeast is difficult, even with Titans on your side.

There's another group of Nod forces lying in wait for you at the top of this incline. Tick tanks, light towers, and SAM sites pepper the area. Destroy everything except one of the SAM sites. Once you've done this, send your infantry to the west. They'll encounter two tick tanks, which they should attack. At this point, send in your wolverines and titans to back up your infantry. After you do this, you'll get some more reinforcements.

Move all but one of your troops across the bridge. Leave one behind to destroy the SAM site you left behind earlier. An incoming orca is destroyed, but it manages to drop off an engineer before its death. Have this unit repair the bridge. After the bridge is fixed, move your team across and decimate the Nod forces.

Return to the T-section of the bridge and destroy the small charge of cyborgs heading for you. Go across the bridge, crush the awaiting tick tanks, and head west around the plateau. North of here lies a Nod base and one of the regulator stations. Move up carefully, destroying the laser and the tick tanks. Use two engineers here, capturing both the radar installation and the Hand of Nod. Sell the radar and use the cash to train more infantry units.

Once you've done this, take a deep breath and cross the bridge that lies to the southeast. As you cross the bridge, you'll receive a couple of titans. You're gonna need 'em. Rocket infantry and a laser protect the Nod base on the other side of the bridge. You should have more than enough firepower to blast through these and work your way into the base. Once inside the base, go west and destroy the second relay station.

Once the second relay station is destroyed, all Vega's advanced power plants go kablooie. Even if the remainder of your team dies, you've still completed the mission. Congrats.

Mission 8: Destroy Vega's Base

Objectives:
* Destroy the Nod base
* Capture Vega's pyramid

Use the infantry that you're provided at the mission's start to destroy all nearby Nod forces. While you're on cleanup duty, some reinforcements, including an MCV, arrive. Deploy the MCV and start building your base. You must work fast.

While your base is undergoing construction, take your titans around the area and destroy all the SAM sites surrounding your base. Make sure to build a solid system of base defense and an APC, along with a team of engineers.

Capturing Vega's pyramid shouldn't be too hard.
Remember to keep your battle units from destroying it, though.

When you've constructed a large team of titans, follow the road going south from your base. You'll encounter fire from a Nod artillery unit. Eliminate it, along with any other Nod troops you run into along the way. Destroy the Nod base nearby, save for the Hand of Nod and the war factory. Have two engineers capture these buildings. Then, build some tick tanks for some additional defense.
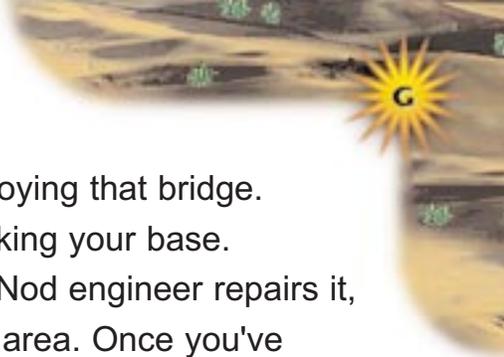
Only one bridge spans the river, and Nod will constantly be destroying that bridge. They will periodically fix it, however, for the sole purpose of attacking your base. Organize a team of titans and station it near the bridge. When a Nod engineer repairs it, move your troop across the bridge and crush all Nod units in the area. Once you've secured the area, your own troops can move across freely. Take the titans to the front of the Nod base and have them stand their ground for the time being.

Back at your home base, keep producing titans and sending them to join the group near the Nod base. Your best bet is to send some titans north to destroy the SAM sites there, send some titans into the base to attack and leave some titans at the gate to deal with any evacuating Nod troops. Be watchful for artillery units. Keep creating titans.

When your titans to the north have finished destroying the SAM sites, and when you've built up another huge force of Titans, start an all-out attack on the base. Go for the artillery units first. Build an APC with a team of engineers (you did remember to do that, didn't you?) and send them into the base. Make sure that one of the engineers makes it to the pyramid, capturing it. Once the pyramid is in your possession, all you must do is wipe out any and all remaining Nod forces. With the death or destruction of the last Nod unit, the mission ends.

Mission 9: Recapture Hammerfest Base

Objectives:
* **Find a way back to the GDI base**
* **Recapture the base with engineers**
* **Destroy all Nod forces in the area**

Three MRLSs start attacking the Nod units, destroying the enemy units and the bridge they are on. What an opening! You'll find a northeasterly path open. Get the APC behind the MRLSs and follow the waterway on up. At your first chance to hit dry land, do so.

You'll find some Nod units here that you must dispatch. After sending them on an exploratory mission into the afterlife, cross to the northwest and reenter the drink.

A chorus line of Titans can solve any problem situation you encounter in this mission.

You'll be moving right along when, whaddaya know, you'll run across a Nod radar installation and some lasers. Whoda thunk it? Nod forces? Here? Sheesh. Anyhow, have your MRLSs destroy the lasers and the radar. Keep your APC safe, as always. Head north (remaining in the water at all times) and take the next ramp up to the tundra.

Once you've relanded, take a gander at what's going on in the east. You'll find a small Nod base there... just waiting for you to crush it. How thoughtful of them. Your MRLSs should have no problem pounding the base into dust. Now, get back in the water, cool
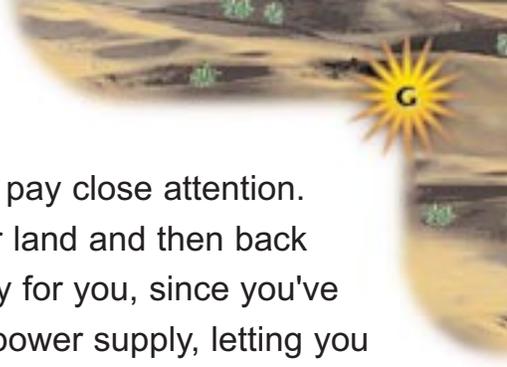
off, and head to the southeast. Here's where things get tricky, so pay close attention. Being exceedingly cautious, move north and then northwest over land and then back into the waterways. You'll find an obelisk of light here. Fortunately for you, since you've followed these helpful directions, you've destroyed the obelisk's power supply, letting you blast it apart without any fear of being blasted apart in the process. You'll also find a cute little Hand of Nod that you'll want to demolish as well.

Go north, travel under the next bridge, and continue north up the slope. You'll see another small Nod base here. Destroy everything but the Hand of Nod. Take one of your engineers from the APC and have him capture the Hand of Nod. Retain the APC and train a couple of units.

Next, head immediately to the Hammerfest base. To do this, reenter the water just north of the Hand of Nod that you recently acquired. Continue in the water along the top edge of the map. You'll find a destructible cliff wall around here. Have your MRLSs destroy it and move on to land once again. Cross the tiberium field. The Hammerfest base is directly east of this location. Take down a couple of power plants. This will keep the firestorm walls from being activated. Move the APC in and ensure that one of your engineers makes it to the construction yard. Once you've reclaimed the construction yard, the base reverts to GDI control once again. Because of this, don't go destroying buildings left and right; it only hurts you in the long run. Start repairing all damaged structures. Build some power plants and augment them with power turbines. It is imperative that you get everything in working order as soon as possible, as you still have another, larger Nod base to eliminate.

While you are repairing Hammerfest units and while you are creating a crack strike team, you'll want to have your MRLSs patrol the waterways, destroying any SAM sites (or any other piece of Nod) that they run across.

It's a good idea to use jump jet infantry as a scouting force. Use teams of five or more. If you've destroyed all the Nod SAM sites, your jump jet infantry should scout without fear of being hit by a missile.
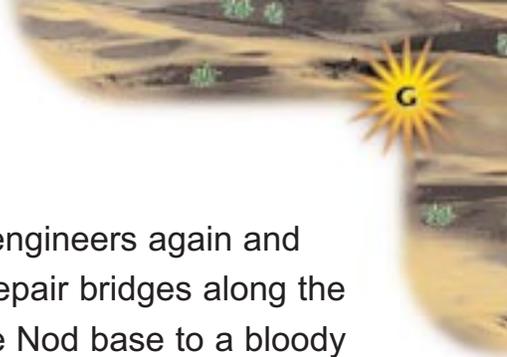
Now, build a mucho grande team of titans. Get your APC full of engineers again and have them move with your team o' titans. Use the engineers to repair bridges along the way. From this point on, it should be relatively easy to reduce the Nod base to a bloody paste. You've won. Wallow in your self-righteous goodness. OK, that's enough. You can stop now.

Mission 10: Retrieve the Disrupter Crystals

Objectives:

* Find the tram and destroy the train before the Nod engineers repair the bridge

* If the engineers repair the bridge, and the train reaches the Nod base, you must locate and destroy the base to recover the crystals

This should be a fairly simple and direct mission. Try to keep up with me here. Make sure your infantry units are in the APCs. Gather only your APCs and your MRLSs and head up the eastern cliff. You won't need the titans and wolverines if you play your cards right. Take the path south to the bottom of the map, head to the west, and get in the water.

While in the water, travel around the destroyed bridge area to the backside of the Nod group that's guarding the train. Start singing I'm Your Back Door Man. It'll help to loosen up the mood a little. Tell the MRLSs to attack the lasers and direct your infantry units to guard the MRLSs. Once you've destroyed the lasers, destroy the automatic gate and send your troops in. Tell your engineers to capture the structures here. The Nod units will start attacking the structures, giving you a little breathing room. Get the MRLSs to blow up both engines on the train (there's one at each end). After you've done that, the crystals will appear. Have one of your units touch the crystal. Voila. The mission is now finito.

Once you destroy the train and recover the disrupter crystals,
the mission (thankfully) ends.

Mission 11: Rescue the Prisoners (Option 1)

Objectives:

* Locate the Nod prison
* Release and successfully evacuate the prisoners
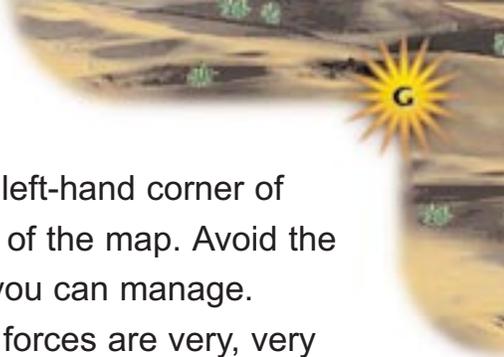
At the start of this mission, you're team is located near the lower left-hand corner of the map. Move them directly to the extreme southwestern corner of the map. Avoid the patrolling attack buggies here. In fact, avoid as many patrols as you can manage. Umagon is with you, and she must survive this mission, but your forces are very, very limited. It is better to be cautious than to foolishly seek out battle in this mission.

Travel to the east, hugging the bottom of the map as well as you can. A few cyborg patrols will spot you, but you should destroy them. Use only your infantry units against the cyborgs, if possible, as your medic can heal them. Make sure, of course, that your medic is kept safe at all times.
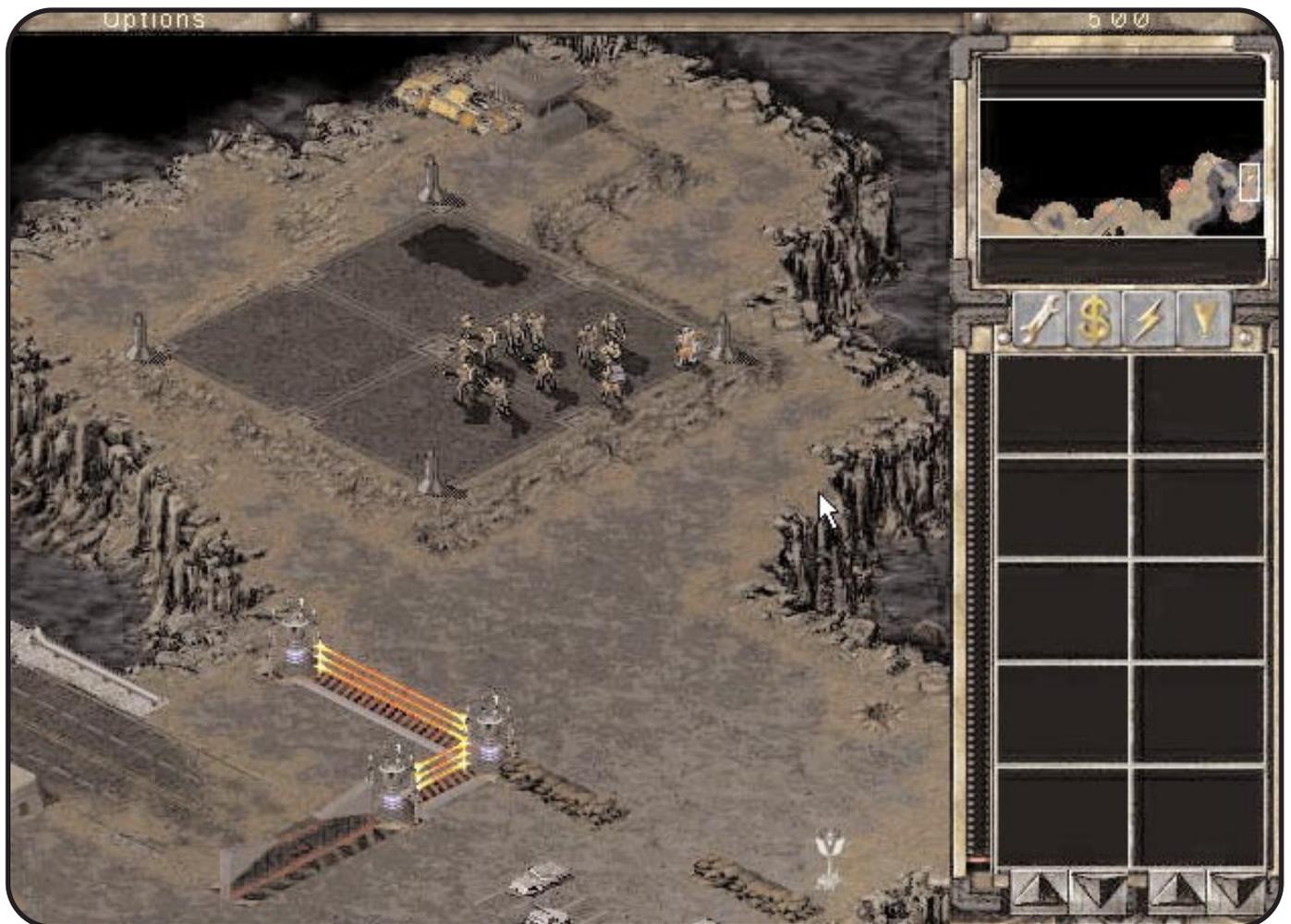
You can win this mission with only a disc thrower, a medic, and Umagon on your team.

Once you reach a river that prevents you from moving east, move north along the river's edge. Scout ahead a little. You'll find an artillery unit poised to attack. Make sure that you destroy this unit or that you evade it before it wipes you out utterly. Keep your titans relatively safe and have them target the laser near the bridge. You will be ambushed here, so manage your resources carefully. Once you get the laser down, move your units to the bridge. Destroy the bridge behind you, keeping enemy units from following you. Nod engineers will try to repair the bridge. Keep at least one titan or two disc throwers here to keep the bridge out of commission. If you don't destroy the bridge, you'll be attacked from behind for the rest of the mission, and you really can't afford that.

Move your heavier units (the ones you can spare) ahead and have them target all of the heavy defensive units outside of the prison base. This includes Light Towers, the Automatic Gate, and Lasers. Be ready for Nod infantry units to counterattack. Once the defenses are down, get into the prison site, destroy all Nod forces in the area (this includes the four SAM sites!), and break down the prison gate. Two SAM sites are near the prison compound and two are near the rendezvous point. Once the prisoners have reached the rendezvous point and once the SAM sites are down, the prisoners are evacuated and the mission ends.

Mission 11: Destroy the Chemical Supply Station (Option 2)

Objectives:
* **Find a suitable base location**
* **Destroy the Nod chemical station**

When this mission begins, you'll be on the southern portion of the map near the western edge. While you have some pretty decent starting forces, you must still find a good place for a base. Big guns on hand do not a base make, and all that. Anyhow, move to the

east, ignoring the tiberium where you are, until you find a large cleared-out area. You'll find a Nod laser and a few chemical tanks here. Destroy all these and deploy your MCV here. Make sure that you create plenty of component towers with the RPG upgrade. It's also a good idea to pave a lot of the ground on and around your base. This will discourage subterranean attacks.

A strong, well-positioned base is your key to success in this mission.

Since Nod will occasionally hit your base with chemical missiles, and since chemical missiles will release a toxin that will continue to damage buildings after the initial impact, you'll want to plan your building arrangement accordingly. Keep enough funds in reserve for the repairs that you will be making on your base. Also, remember to move your troops when a chemical missile launch has been detected. You don't want your troops turning into hard-to-kill, highly destructive visceroids, after all.

Send some units east along the beach. Explore and otherwise scout out the area. The Nod base is on higher ground and across the river from your location. You can't launch an amphibious assault, and tiberium veins are prevalent along a large chunk of the only ground path to the Nod base. Accept the fact that the troops best able to handle this terrain will come from the ranks of the infantry units, wolverines, and MRLSs. Plan your attacks accordingly. If you send some MRLSs into the water, they can destroy the SAM sites that lie above the cliff walls.

Bring the recommended ground troops around and up... almost within striking distance of the Nod base. Create some aerial units, after the SAM sites have been destroyed (or, at least, reduced in number) and start an air attack upon the power plants on the Nod base. Train some jump jet infantry and have them enter the fray as well, behind your other aerial units. At this point, send your ground forces in for a full frontal attack. Be careful, as an obelisk of light is placed near the base. As Nod harvesters leave the Nod base, pick them off one by one. This will ruin the Nod economy for this mission. If you continue to launch an attack from both sides, replenishing units as necessary, you should have no problem wiping the Nod base from the face of the earth. Make sure you destroy every Nod structure. Mission accomplished.

Special Note

If you competed Mission 11 (Option 1) and went directly to Mission 11 (Option 2), you can gain access to Mission 11 (Option 3) if you complete a special task.

In the top left corner of the map is a Nod train. Fly some jump jet infantry over to this area. Secure it and send a unit across the bridge. This will trigger the reappearance of a ghost stalker at the lower left-hand corner of the screen. Take him and his team of mutants to the train. Make sure they all remain safe and that the ghost stalker makes it onto the train. You must meet this objective before you complete your main objectives for the mission at hand. If you do this, go directly to Mission 11 (Option 3) after the conclusion of Mission 11 (Option 2).

Mission 11: Mine the Power Grid (Option 3)

Objective:

* Plant C4 at the power plants

Keep an eye on Ghost Stalker and Umagon, but let them take the lead in this mission.

When your train grinds to a halt, your units disembark. The Nod forces are too busy trying to destroy the GDI train to pay much attention to you. Group everyone together and head north to the top of the map. The ghost stalker and Umagon should be just south of the main group. These two can easily eliminate any Nod troops that chase after you. Use your medic to heal any injuries before the main attack.
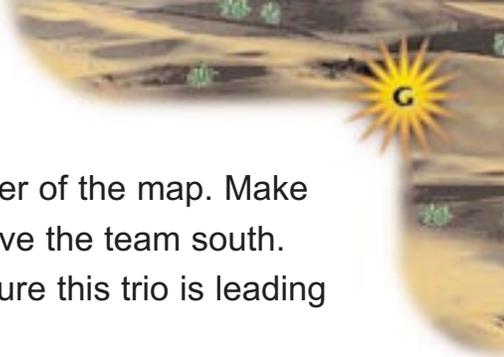
When the action quiets down, move everyone to the top-left corner of the map. Make sure that the ghost stalker and Umagon are in perfect health. Move the team south. Group the medic with the ghost stalker and Umagon and make sure this trio is leading the team.

You'll encounter a little resistance along the way, but you'll soon be rewarded with a view of the first four power plants you must destroy. Make Umagon guard the ghost stalker, so that he can move in and plant the C4 with minimal personal risk.

Group everyone together again and move south. You should be just west of where the four power plants once stood. Again, your trio of the medic, Umagon, and the ghost stalker should head for the last two power plants. Laser fences guard these power plants, but the ghost stalker should sneak between the beams of laser light. Once these power plants are demolished, the mission ends.

Mission 12: Destroy the Chemical Missile Plant

Objectives:
* Destroy the Nod missile silos
* Destroy all Nod forces

You start in the northwestern corner of the map in this mission. Take your units around and destroy the Nod units in the area. If you go down the road, you'll come across a field of blue tiberium. Deploy your MCV near this area and commence building your base. Maximize tiberium harvesting efficiency. You must do that for this mission. Trust me.

Pump out MRLSs, titans, and wolverines like there's no tomorrow. Get a radar installation up and running and check out the map size (it's very broad and very squat). Don't buy the firestorm stuff; it's just a waste of good tiberium. Also, don't invest a lot in ground defenses, as Nod will favor hitting your sorry butt with chemical missiles. Keep plenty of

tiberium in reserve to cover repair and replacement costs. You may even wish to build an additional MCV. You'll also want a tech center so that you can build disrupters.

A small, scenic Nod base is perched on a plateau to the east of your base. An obelisk of light protects it on the north. You'll want to send in a troop of titans from the south. Send in an APC with a team of engineers as well. Claim the Hand of Nod and the war factory. Destroy the construction yard. Then, claim the refinery, tech center, and a power plant or two.

Be prepared to burn a path of destruction through all Nod-controlled territory.

Use this captured base as your headquarters for the next phase of the mission. Churn out a ton of Nod's best battle technology, including tick tanks, MRVs, and artillery. Take this force, coupled with your titans, back across the bridge. Go east from here. Send out MSAs to spot the Nod units hidden by stealth generators.

Build some attack cycles and have them scout the terrain. Obelisks and SAMs protect the main Nod base. Once you've located them, use artillery units to pound them into dust. Deploy some more MSAs, as this base is heavily cloaked. You'll need all the help you can muster.

Now that you've become a real threat to this Nod base, expect the chemical missile attacks to occur with greater frequency. Your units will also become the favored targets, rather than your bases. The MSAs will be the first units targeted, so have a few on hand. Otherwise, this mission is fairly standard. Move in, pound the Nod forces into gravy, and rejoice in your role as successful conqueror. Make sure to destroy those pesky missile silos!

Mission 13: Locate and Destroy the Prototype Manufacturing Facility (Options 1 & 2)

Objectives:
* Use your mutant allies to find the prototype manufacturing facility
* Once you've found the facility, reinforcements will arrive, letting you build a base and generate the forces necessary to demolish the prototype manufacturing facility

Options 1 and 2 for Mission 13 are identical in purpose. The difference lies in layout. The second option is a wee bit more difficult to commandeer at the start. Since this is a walk-through (hence, the most direct way through the game), I will focus my attention on Option 1. To choose this option, select the southwestern-most of the two selections that appear on the prebattle screen.

You can never have too many guns.

Take your little force of mutant fighters (including Umagon and the ghost stalker) and lead them through a tunnel in the northwest. Move them southeast until they get near a body of water on the right. If you were to spit in a southerly direction, you'd hit a dainty little Nod base.
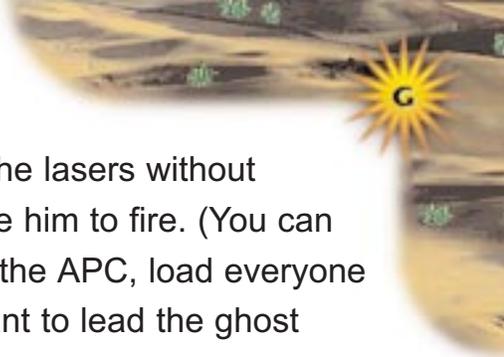
The ghost stalker should aim for the lasers. To get him to shoot the lasers without getting cut in half, have him target just beyond the laser and force him to fire. (You can do that by pressing the Ctrl key.) Use your mutant hijacker, steal the APC, load everyone inside, and head on out. Before you do that, though, you may want to lead the ghost stalker into a patch of tiberium so that he can heal.

Take the APC across the river to the southeast of a ruined bridge. Go south until you reach a cliff face. Use the APC to emerge at the top of the cliff. Go further south until you hit a bridge. Take the bridge northeast. Then, move your team directly east. Be careful. Danger lurks at every corner. You'll want to ensure that the APC remains in good working order.

Go east to the edge of the map. Cautiously move north, carefully avoiding the obelisks that guard the base. Continue north until you reach the edge of a cliff. Look at this section of the Nod base. (It's in a somewhat lower position than where your team is presently.) The war factory in the center is the prototype manufacturing facility. Once your team has spotted it, GDI reinforcements appear in the southwest (including a mammoth mark II!). Direct the APC back to these forces, as you must make sure that Umagon and the ghost stalker remain safe.

You'll want at least two refineries and four harvesters for this mission. You're going to be building a lot of stuff in this mission, and you'll be repairing a lot as well. Nod attacks will begin on your base shortly after you've established a GDI presence.

When you've got a large attack team ready, head north. Put a few engineers in the APC while you are at it. Use your titans to crush the small base you encountered at the beginning. It's not necessary, but you may want to capture the Hand of Nod. If you do that, build a war factory and a service depot here. You can now focus your production operations at this mini-base.

Once your military is big enough (because size does matter), repair the bridge and begin you advance against the Nod base. Use MSAs to spot the Nod structures and plow on through. Enjoy the fact that you're killing for the good of all humanity. Once you've erased Nod's existence from the map, you win the mission. As usual.

Mission 14: Survive the Storm

Objectives:

* Protect the Kodiak at all costs
* Destroy all Nod forces

Protect the Kodiak like a mama bear would protect her cubs.

Build a ring of forces around the Kodiak to protect it. Bear in mind that you can repair it like a regular structure. Nod forces attack immediately, and some Nod troops are guarding a nearby tiberium field. Show no mercy. Wipe them out. Hey, someone's got to do it.

You'll want at least two refineries for this mission, so get them up and running. Don't worry about building a radar installation or any radar-dependent units. The ion storm prohibits any of those units from operating. Create a bunch of titans and an MSA. Take these bad boys on tour to the top edge of the map. Deploy the MSA, and you'll discover a bevy o' advanced power plants under the protection of a stealth generator. Destroy these and their replacements. Doing this, even though the Nod structures are almost immediately replaced, forces Nod to waste their valuable tiberium resources rebuilding.

Take another group to the east. If you go far enough, you can spot the southern edge of the Nod base. If the units at the top are kept busy destroying power plants, the obelisks will be inoperable, allowing for an easy strike. After you destroy the obelisks, target Nod's harvesters.

After you've ruined Nod's economic strength, the rest of this mission is pretty simple. Just crush, pound, and mutilate anything resembling a Nod structure or unit. Take no prisoners. Kill 'em all. And there you have it.

Mission 15: The Final Battle

Objectives:
* **Clear the zone for MCV Dropship deployment**
* **Destroy the ICBM launchers**
* **Destroy the Pyramid Temple**
* **Destroy all Nod forces**

This is it. The final battle between GDI and Nod. We're almost to the end. Ah. OK, let's get to it, shall we?

You'll start with a small infantry force. Direct it to attack the Nod base. The moment you've destroyed some units and a couple of structures, you get some reinforcements. Wipe out the entire base, and you get an MCV. Place it inside the walls of the old Nod base and start churning out basic buildings. In a few minutes, a timer starts, signifying that you have all of one hour to destroy the first ICBM.

Once your second harvester is operational, get a group of engineers on an APC and send them, through the water, to the northwest corner of the map. An old GDI base is here, along with a few old-school GDI mammoth tanks. If you send the mammoth tanks southeast, they'll encounter an obelisk of light. While the tanks will sustain some damage, they should weather it well. While the mammoth tanks are busy with the obelisk, send your engineers into the Nod base and start commandeering buildings. Take the silos, build another barracks, and place it nearby. Start producing units from this location. From here, capturing the rest of the base is easy.

Crushing all that is Nod can be strangely satisfying in its own little way.
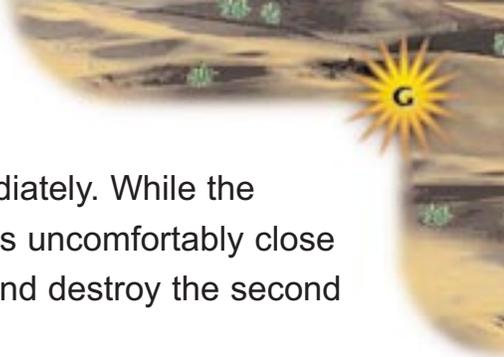
While the first ICBM is right here, refrain from destroying it immediately. While the timer's running down, explore the map a little. Once the timer gets uncomfortably close to zero, destroy the ICBM. You'll now have another hour to find and destroy the second ICBM.

Another ICBM is located on an island directly south of your newly claimed base. If you send in air troops and (if you've captured a Nod war factory) if you can send a few Subterranean APCs of your infantry units up to this base, you should have only minimal difficulty in eliminating the threat it poses.

The third and final ICBM is located on the mid-eastern edge of the map. You'll also find the Temple of Nod and the Pyramid of Nod here. Get a large fighting force together... larger than any force you've commandeered before. Move them as directly south as possible. When you reach the southern edge, take out the power plant array here along with all of the Nod forces. After you've conquered this patch of land, move north and east until you find the main Nod base. You'll need some MSAs to decloak the Nod buildings, just as a reminder. Destroy all the buildings here, all the Nod troops, and the third and final ICBM to win the game. If the game doesn't end after this, there's a stray Nod unit on the map. It's very possible that a stealth tank, for example, is hiding out somewhere. In that case, scour the land until you've destroyed every single last enemy unit. Then, the glory and the honor are yours (and the GDI's, of course). And you get a cheesy cutscene to boot. Ain't life grand?

CHAPTER 9
Nod Missions

Now, here are the more interesting missions, in my personal opinion. Nod missions require stealth, intelligence, and - many times - something other than brute force to win, unlike the ham-handed, "good-guy" GDI. Besides, these guys have got panache.

Mission 1:
The Messiah Returns

Objectives:
* Get production online by building a tiberium refinery
* Destroy Hassan's elite guard

You start the mission in a dire situation. Hassan's elite guard has been hitting you hard. Fortunately, it's in the process of pulling back. You really don't have much to work with at the beginning of the mission. On the up side, you have a Hand of Nod and a couple of lasers at the front of the base. The lasers will provide adequate defense as you get underway.

Build a tiberium refinery. Once it's in operation, start training light infantry units. Focus your troops in the southeast corner of your base. Hassan will send in an APC for a surprise attack. Once you get a mobile squad of six or seven light infantry units together, have them patrol the map. They should liquidate the elite guard without much of a problem.

Mission 2: Retaliation

Objectives:
* Capture the TV station in the east
* Destroy Hassan's elite guard

He who controls the media controls the mind. Hey, it's true. Once you capture the TV station, Nod public opinion will start to shift in your favor.

You must go north from your starting position. Once you reach the northern edge of the ruined town, head to the east until you reach the bridge. Unload your MCV here and start your base. Simple base-building techniques are all that's necessary: refinery, power plants, and so on. Nothing fancy is needed for this mission because; in the end, Hassan's elite guard isn't.

Scout out to the north of the bridge. Hassan's forces will blow up the bridge, but that's OK. You'll find a laser and some light infantry guarding the approach. Get a large group of fighters together and destroy all these misguided soldiers (may Kane have mercy upon them) and their laser. Note all the tiberium in this area. Take advantage of it. You'll also find a destructible cliff wall. Destroy it.

Move your units up the slope you created and kill Hassan's men. If you build a war factory and a few attack buggies, you'll have an easier time of it. Train an engineer to repair the bridge and get more engineers ready.

Get a group of four to six attack buggies together and lead your assaults on Hassan with them. Move an engineer to the Hand of Nod on Hassan's base. Once you've taken over that Hand of Nod, switch production of troops over to it. Train a team of engineers and take over every building on the base.

The TV station is across the bridge, completely defenseless. Once you've captured the TV station, a number of the troops in Hassan's main base switch to your side. (Ah, the power of positive propaganda.) Send an engineer up there to capture that Hand of Nod, and (once again) switch production to this Hand of Nod. Make sure that you eliminate all Hassan's engineers. Otherwise, they will recapture the structures you have taken over.

Once you've amassed a strong force, go west from the newest Hand of Nod in your possession. Destroy the harvester in this tiberium field. This will destroy Hassan's economy. If you take the road that lies east of the field to the south, you'll find Hassan's final base. You should have little trouble either claiming the buildings on the base or leveling the units and the structures. Either way, this mission is easily wrapped up.

Mission 3: Free the Rebel Nod Commander (Optional)

Objective:

* Locate and free the rebel Nod commander

You cant lead a frontal assault with your small team of commandos. If you go southwest and kill the three light infantry units near here, you can use the tunnel to launch your attack.

Once you've gone through the tunnel, take your forces up the hill and kill the units guarding this base. Don't destroy the buildings. You'll need them. Destroy the trucks, instead. Once you've destroyed the trucks, you'll get some light infantry and some engineers. Grab the Hand of Nod and a power plant immediately. Place another engineer near the
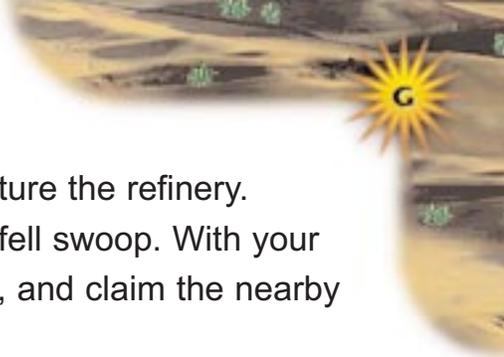
refinery. When the harvester is unloading, have the engineer capture the refinery. This way, you'll obtain both the refinery and the harvester in one fell swoop. With your ill-gotten gain, train some engineers, grab the other power plants, and claim the nearby tiberium silo.

Once you've got the situation under control, start cranking out light infantry and rocket infantry. Head east with an engineer. Near the destroyed bridge, you'll find one of Hassan's attack buggies on guard. Use your rocket infantry to destroy it and then use your engineer to repair the bridge.

Take your entire force and rush the tick tank that guards the enemy base. When it is no longer a threat, send your entire team against the nearby laser. It helps if your infantry units are mostly composed of rocket infantry. Once the laser is destroyed, the prisoner is freed. Immediately select him and send him to the east. While your team provides cover, make sure the rebel commander makes it back to your base safely. At this point, you can start pulling back your units.

Lead the rebel commander back through the tunnel you traversed earlier in the mission. An evacuation helicopter awaits the commander. Once he's escaped, you've won the mission.

Mission 3: Destroy Hassan's Temple and Capture Hassan

Objectives:
* Cross the bridge and destroy the enemies on the other side
* Deploy your MCV and start building your base
* Locate and destroy Hassan's temple

Right when you begin the mission, in the southeast corner of the map, Hassan sends a few units out to deal with you. The moment they counterattack, they pull back across the bridge. Follow them, destroying everything save for a power plant and the Hand of Nod. When you destroy all Hassan's units, you receive some reinforcements, including two engineers who would simply love to take over that power plant and Hand of Nod for you. You'll also get an MCV. Deploy it and start building a refinery. (The closest tiberium field is to the south of the Hand of Nod.)

Special Note

If you compete the optional mission, you'll find this rest of this mission progresses much more smoothly. As a general note, it's best to play every optional mission. You'll find that completing the campaign is far easier, and your efficiency percentages are much, much higher.

Hassan will attack from the southwest and the northwest, so build your base defenses accordingly. Remember, lasers and tick tanks are two of the closest companions a Nod commander can have. You may also want to place some light infantry around here. They're good cannon fodder.

Hassan's main base is - surprise! - to the west of your location. Imagine that. The only building you must grab is the pyramid temple, so have some, but not too many, engineers handy. Repair the bridge to the north and gather a force of tick tanks and attack buggies. Keep your remaining engineers close behind. Take the hand of nod on the other side of the bridge (just because you can) and move west of the Hand of Nod. While you're push-ing west, keep producing infantry units and attack buggies. Just east of Hassan's wall is a refinery. The money would look better in your pocket, so take that, too. Meanwhile, use your attack squadron to destroy every Hassan force in sight.

Hassan's pyramid is between the two bridges. Destroy the lasers guarding it and capture the structure. Hassan will try to flee, but a group of rocket infantry will appear, ensuring that he will meet with the justice of Kane. And so ends the mission.

Mission 4: Blackout (Optional)

Objective:

* Locate and destroy the GDI radar installation before the end of the ion storm

As soon as you enter the mission, a couple of MRLSs start in on your forces. Fortunately, they are strong enough to defend themselves. You'll find a good base location by going east, crossing a bridge that goes northeast, and settling in a compact area near a tiberium field. Thankfully, you don't need to build too many structures in this mission.

GDI forces will not think to look for you in your present position - because they're stupid. Make a lot of tick tanks, a lot of cyborgs, and a good-sized number of attack buggies. When you've got this strike force organized, train an engineer and have him repair the bridge to the north of your position. Once you cross the bridge, eliminate any resistance you meet (which will be next to none). Send some engineers across to capture the GDI barracks and war factory and switch production to these buildings. Create some titans, train a medic or two, build one of your own power plants, and destroy the GDI power plants.

After you've finished that task, take your team west. You'll find a destructible cliff face here, so destroy it and send your troops into the GDI base. It's easiest to simply blast to bits any and all GDI units and structures here. Make sure that you destroy the defensive systems, as they can rip through your team in nothing flat.

If you keep moving west, you'll find the radar installation. Blow that sucker sky high, and the mission comes to a neat little end. You'll find this to be a quick, refreshing little melee, a regular apéritif, if you will.

Mission 4: Eviction Notice

Objectives:

* Locate the Temple of Nod
* Destroy all GDI forces

Starting in the northeastern corner of the map, your forces enter this next intriguing mission. Deploy the MCV and start looking around the place. Eliminate the GDI presence in the southern Tiberium field using your tick tanks and attack buggies.

When your base is at peak operation, build a large offensive force (12 or more) that's half tanks and half buggies. With these troops, travel due south and destroy the GDI installation here. You'll want to eliminate the barracks first to prevent GDI from producing reinforcements. Take the silos and refinery here and set up some of your own structures, making this base your home away from home.

Build a force of rocket infantry to counter the attacks of jump jet infantry. After you've set them in place, develop another large team of tanks, buggies, and cyborgs. Cross the bridge and head north to find the main GDI base. Your first attack force will be acting as a suicide squad on this mission, as the GDI base is well protected. While this battle is raging, develop another sizable team (about 30) just like you did before.

From this second platoon, send your cyborgs after GDI units and your vehicles after GDI buildings. Destroy all the GDI forces. After you've accomplished this, move to the top northeastern corner of the map. You'll find the temple here. If you've destroyed all the GDI forces, the mission will end after two mutants run out of the temple. If this doesn't happen, scour the map for wayward GDI forces. When you've completed that, your mission will conclude.

Salvage Operation

## Objectives:

* Locate the crashed UFO and retrieve Kane's artifacts
* Stop the transport of the Tacitus at all costs

Ignore the train and focus your fire on the GDI toadies at the start of the mission.

You have a very small team at the start of this mission, and you will experience attrition. You must protect your engineers, just so you know. Oh, and you have a time limit. Have fun.
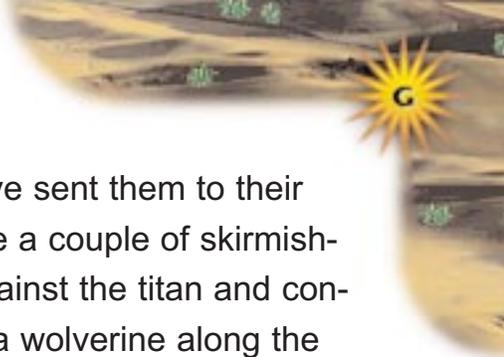
First things first. Kill the GDI forces guarding the train. After you've sent them to their eternal reward, follow the first set of train tracks north. You'll have a couple of skirmishes along here, most notably with a titan. Use all your vehicles against the titan and continue following the track. You'll run into some ground troops and a wolverine along the way. Do not get spotted by the base in the upper northwest corner of the screen. You will not survive.

Continue following the track as it goes east. You'll run into a small gathering of GDI infantry. Eliminate them, but don't go destroying any vehicles. It will only slow your progress and weaken your forces.

Quickly move south (no longer following the tracks). You will find the crashed UFO. Send an engineer inside. You'll find that the Tacitus is no longer aboard the UFO. Take your remaining forces and run south. You must catch the train before the bridge is repaired.

As you move south, you'll see the train on a plateau above you. Move up the slope that lies just to the south of the tracks. Let your remaining vehicles take the brunt of the attack (and they will be attacked). Use your infantry to destroy all three train cars and the GDI engineer (not necessarily in that order). Move a single unit onto the Tacitus, and you've reclaimed it for Kane - and your mission ends victoriously.

Mission 6, Part 1: Locate and Capture Umagon (Option 1)

Objectives:
* Locate and capture the train station before Umagon flies in and boards the train
* If Umagon boards the train before you've captured the station, stop the train before it leaves

You have an MCV and some basic forces, which is just enough to start a modest little base. Since you don't have a tremendous amount of time, you don't need to build anything other than a modest little base.

Use one of the attack cycles on your team to explore the northern region of the map. To the northwest, you'll find a busted bridge. Create a large strike team and send it to the bridge. Make sure that your strike team is large in number. When this group is assembled, have an engineer repair the bridge and move everyone across.

Your Artillery is one of your most useful and powerful forms of mobile base defense.

Move the group to the map's northern edge. From there, you'll want to head west. You'll run into a small GDI outpost. Raze it to the ground and move on. Don't even worry about destroying the train station; you're gonna catch yourself a train... just like Jesse James. Keep heading west to the city and squash the GDI units here. Move your units to the tunnel opening.

When Umagon's train comes by, have your units destroy the train's engine. All that will be left will be Umagon's car. Claim it, and the glory is yours... and Kane's!

Mission 6, Part 1: Locate and Capture Umagon (Option 2)

Objectives:

* Find and destroy the GDI MSAs without being detected
* Capture the medical colony before Umagon escapes

Start inching your forces toward the middle of the map. While you're doing this, start building up your base. Deploy your artillery near your base. This will help to keep any GDI interference to a minimum. Build a second refinery, as you'll need a lot of funds to complete this mission.

As soon as the funds start rolling in, pump up your unit production. Focus on creating cyborgs and tick tanks, but also create a few cycles. Attack cycles are excellent scouts, and you must know the terrain. Send a solitary cycle to the north of your base. Yes, it will be detected, but that's OK. You'll want to defer sending this unit up until you have at least 20 attack units on hand. Bring your strike team and your artillery and have them follow this one lone cycle to the north. Move the entire force up, destroy the MSA here, and set one of your artillery units on top of the small hill in this area. From this position, it can just destroy the second MSA. After the second MSA has been destroyed, decommission the artillery unit and direct it back to the main battle group.

While all this is going on, keep generating battle units back at your base. Move this auxiliary team into the area between where the two recently destroyed MSAs once stood. You should spot the GDI base from here.

Move southwest from your present location, send a couple of units in to destroy the titan guard force, and deploy your artillery nearby. Use your artillery to destroy the last MSA. The entire map will be revealed with the destruction of the final MSA. Send your entire massive army into the GDI base and direct it to destroy the engine of the train Umagon has just boarded. After you've done that, destroy all enemy forces. Then, you will be free to take charge of Umagon's train car, which will bring you a big, fat victory.

Mission 6, Part 2: Sheep's Clothing

* Capture the enemy construction yard
* Use GDI units to destroy the mutant's base

The small team you start with is all you really need for the time being. Train an engineer and send him into the construction yard. While this is going on, make sure your infantry takes care of the hostile GDI units in your area.

Once you have control of the construction yard, you can start building a GDI base. Repair any and all damaged structures during this time. Keep your initial units back at the base and build up a large force of GDI battle units. You'll want plenty of titans and a few wolverines (a ratio of 5:2 is good). To the east of where you started the mission, you'll find a mutant camp. Send in your GDI war machines to crush it. Take the titans across the bridge in this camp and then move them west until you reach a broken bridge.

Send an engineer over to repair this bridge. It'd be quicker if you also built an APC to transport the engineer. This bridge leads to the main mutant camp in the north. Continue building up military strength. Titans are almost all you need for this mission, so focus on them. An obelisk of light protects the mutant camp, so be warned that you'll probably lose a few units taking this bad boy out. You should also develop some aerial support. Doing so will let you better fight the mutants' air defense.

Destroy everything you can and remember to knock out the mutants' helipads before their helicopters have the opportunity to rearm. When you've destroyed most of the mutant buildings, your mission will end as a success.

Mission 7: Escort the Bio-Toxin Trucks (Optional)

* Locate the bio-toxin trucks
* Escort the trucks to a checkpoint east of the base

With the Cyborg Commando on your team, you should be nigh invulnerable in this mission.

You start again with a small number of units. You are located in the southwestern corner of the map. A mutant will run off to the east to attack some GDI forces there. It's in your better interests to ignore this melee and head north instead. Let your cyborg commando lead the way, and you'll be invincible.

Once you're at the cliff, go east and enter the tiberium field. If your cyborg commando must be healed at all, he can rest here a bit. Let your cyborg commando do the scouting and eliminating in this area. Use him to kill off the tiberium fiends and disc throwers in this area. Continue further south, killing all GDI opposition along the way. Once you've located the bridge and killed the disc throwers to the west, send your troops south. The tiberium will be harmful to the engineers; make sure that at least one survives.

Make sure your cyborg commando is at full health and carefully send him across the bridge. GDI forces will destroy the bridge. Make sure the cyborg commando doesn't die here. Send in an engineer to repair the bridge. Once that's done, the cyborg commando can safely finish crossing the bridge. Kill all the GDI infantry stationed here. Near the top of the map, the old Nod base and two bio-toxin trucks will be found. Bring your other troops across the bridge now.

Your cyborg commando should destroy any and all enemies he encounters, but back him up just in case. While this is going on, take the bio-toxin trucks to the northeastern corner of the map. Once you've driven them to this part of the map, they will be safe, and the mission will be finished.

Mission 7: Destroy the GDI Research Facility

Objectives:
* **Contact the mutants**
* **Clear GDI forces away from the tunnel and main road**
* **Locate and destroy the research facility**
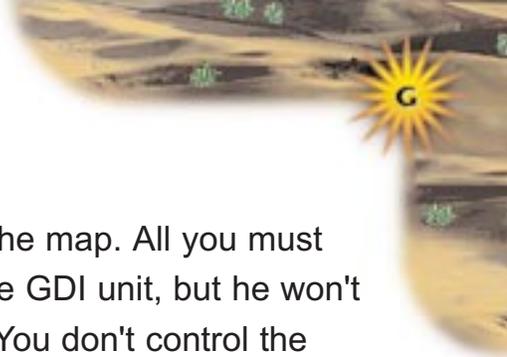
You start this mission with a Nod spy in the southeast corner of the map. All you must do is move him north into the ruined city. You'll encounter a single GDI unit, but he won't be too difficult to kill. Go a little further north to find the mutants. You don't control the mutants, but they will follow the spy and generally follow the spy's lead.

Head west along the top edge of the city. Follow the cliff wall westward to the outside of the city. You'll encounter some resistance here, but it's nothing too dramatic. Make sure the spy doesn't die; if he dies, you lose.

You'll eventually come across a tunnel that leads to the northeast. Once everyone is gathered together, send the spy through the tunnel. At the end of the tunnel, some GDI forces will be gathered. Aim for the disc throwers first, as they are the most dangerous adversaries in the area. When you've cleared the area, you'll get some reinforcements at the southwest end of the tunnel. Send these reinforcements to the ground above the tunnel and over to the old base. Start up your base-building activities here.

Capture the structures here. Around this time, the mutants will break off and start going after GDI forces. Don't follow them. They will do a nice little job of softening up GDI's defenses a little bit, but they will all die. You have other things to do.

Send an attack cycle to the eastern edge of the map. You'll find an unprotected entrance into the GDI camp from this angle. You could, in fact, capture some nice little tiberium silos and set up an auxiliary base over on this end of the map.

If you develop two different military teams, one to the east and one to the southwest, you can effectively crush this GDI encampment. This really shouldn't be too difficult for you by this point. You must destroy the research facility and every other building you come across. The mutants, realizing that you've tricked them, will turn against you, but it will be too late for them to do anything. Simply obliterate the entire GDI area, and your life will move along quite smoothly.

Mission 8: Villainess in Distress

Objectives:

* Locate and free Oxanna
* Steal a GDI transport to make an escape

Just because you're part of The Brotherhood doesn't mean that you have to go without Titans.

Once battle control is established and Slavik is freed, move all your forces to the south. You must not let either Slavik or Oxanna die in this mission. Put the cyborg commando in charge of providing most of your defensive/offensive firepower. Direct Slavik and other infantry into the APC and send them south. The cyborg commando could survive the oncoming GDI attack, but it'd be best to unload the APC, bring it back to the prison, and pick up the rest of your team.
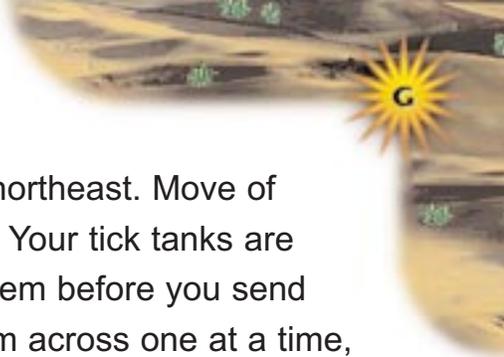
The moment you have all your troops in the south, start moving northeast. Move of your troops, except for the tick tanks, across the ice floe at once. Your tick tanks are very, very heavy. You must make sure that the ice can support them before you send them across. Even if it can support them, you'll want to send them across one at a time, waiting for the ice to harden in between tanks.

Move all your forces to the east to the dirt road. Follow this south to the train tracks. The train tracks lead to a tunnel in the northeast. Take all your heavy forces (including the cyborg commando), and direct them to go through the tunnel. Destroy the titans and other base security here, Then, bring in your engineers to take over. Build up what is now your base and create some titans.

Organize a battle group and head south. Again, include the cyborg commando with this group. Take over the southern area near the orca transport. Move in a few more units after you've secured the area and head to the GDI base. The cyborg commando can vaporize the GDI base single-handedly. Now you can direct Slavik and Oxanna to the orca transport at your leisure, since you've utterly demolished the GDI forces that were present here.

Mission 9: Reestablish Nod Presence (Option 1)

Objectives:
* Locate and secure the old Nod base
* Destroy the GDI base

You start in the southwestern corner of the map -opposite of where you should be. Move your rather ample force to the northeast corner. There, you will find the old Nod base. Repair the buildings and get some weedeaters (at least two) up and running. The tiberium veins will destroy your buildings as readily as they would GDI buildings.

It would be wise to build and support some stealth generators, so that you can operate under cover for a while. You must explore the map. Devil's tongues are most effective for that purpose in this mission. Just north of where you entered this mission is a small GDI base. You could easily overrun and acquire control of the buildings in this area. Do so. When you've accomplished this, all you must do is build up a sizable army.

If your military forces are strong at both your primary and secondary bases, start a full attack on the GDI base located south and east of your primary base. Use chemical missiles sparingly, as they tend to produce the dangerous and deadly visceroid. Otherwise, this is a fairly basic "destroy everything you see" mission. Do that, and you've reestablished the Nod's presence.

You will encounter some resistance on your way to the old Nod base.
Remember to place your strongest fighters in the front of your convoy.

Mission 9: Protect the Waste Convoys (Option 2)

Objectives:

* Establish a base and build a tiberium waste facility
* Destroy the GDI base

Here's the scene: your troops are in the southeast, a good supply of tiberium lies to the north, and an even better plateau of Tiberium lies to the west, but it's protected by GDI forces. What to do, what to do, what to do?

First, build up an operational base. Train plenty of rocket infantry and build a lot of SAM sites around your base. Most of the GDI's attacks will be airborne strikes. Explore the area immediately around your base, so you can get your bearings.

Despite the temptation, don't build a tiberium waste facility right off the bat. The path to the veins of tiberium you love so much is crawling with GDI forces. Build, as per usual, a group of tick tanks and attack buggies. Place a few cycles in with this group as well. Use stealth tanks to scout ahead and have some artillery units bring up the rear. Make sure that you bring some rocket infantry along to counter the GDI's jump jet infantry.

Move your group along the road, which goes west and then north. You'll be deploying and decommissioning your artillery frequently, and it will prove to be quite effective against most of the GDI forces. Let your artillery target and destroy the component towers along the path. Once you reach the upper left-hand corner of the map, you will have cleared enough of the GDI threat that any weedeaters you were to create could gather tiberium veins in relative peace. And isn't that what we want? Peace... through power.

Once you've cleared the road, build a missile silo and a tiberium waste facility. All you need to accomplish now is the eradication of the GDI forces in this sector. Most of the GDI base is located in the northern section of the map. Bring your artillery north and a
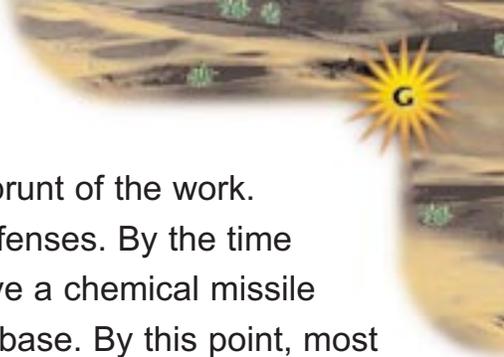
little bit to the east and (once again) let your artillery handle the brunt of the work. Attack from the east, as this is the weak spot in the GDI base defenses. By the time your forces are wreaking havoc on the GDI base, you should have a chemical missile ready. Move your forces back a little and target the center of the base. By this point, most of the GDI forces will be neutralized, and it won't be long before you get to sit back and bask in the glory of another job well done.

Mission 10: Destroy the Mammoth Mark II Prototype

Objectives:

* **Spy on one of the GDI communication centers**
* **Destroy the mammoth mark II prototype**

The mammoth mark II is one of the most powerful weapons in the Command & Conquer universe. Unfortunately for you, Mr. Evil Nod Person, it's a GDI weapon. Whoops. Guess this means you've gotta destroy it. Oh well.

You've got a spy. And he's a good spy. But he's a noncombatant, so you've got to rely on cunning to keep him alive. You start in the southwestern corner of the map. Send him east over the bridge near your starting position. The spy is a stealth unit, so as long as he remains a decent distance away from GDI troops, he won't be seen. Head along the map's southern edge, so you don't run across any patrols.

Cross the next bridge you come to along this way. Work your way around the northern edge of the tiberium field. You'll see new terrain come into view. The area surrounded by sandbags is one of the GDI's communication centers. Wait for the titan to walk by on its patrol route before sending the spy into the building. Watch the mammoth's show of strength in its test run. So powerful it's spooky, isn't it?

camp and destroy the patrolling titan. There's enough tiberium nearby that you shouldn't have any trouble setting up and maintaining a strong base. You will be frequently attacked from the north by GDI forces. Set up a strong base defense system and build plenty of tick tanks. You'll also want a strong team of rocket infantry and a few artillery units.

When you have a very large fighting team, bring them up slowly to the GDI base. Use the artillery to obliterate GDI units and structures along the way and use your rocket infantry to protect the artillery. After you break through the GDI base's defenses, send everything you have at the mammoth mark II. If you've built enough units, the sheer volume should overwhelm this behemoth, and (although you will suffer heavy losses) you will reign victorious.

Keeping the Nod Spy concealed isn't too difficult a task, considering that he's almost invisible to your eye… and you're the one controlling him.

Mission 11: Capture Jake McNeil

Objectives:

* Capture the GDI outpost
* Capture Jake
* Evacuate Jake at the specified location

When Jake enters the picture, you only have to hit him once to get him on your side. Evacuate him and use your remaining forces to distract the Wolverines.

Guess what you get to do. You get to capture Commander McNeil's little brother and convert him to the side of evil... I mean, Nod! Heh-heh-heh. You've just gotta love this stuff.

Beginning from the southeast corner of the map, travel in as straight a line possible to the west. Put your walking infantry into the empty APC before heading out. The outpost is in the southwestern corner of the map. You must move quickly, but you can't be spotted. Otherwise, Jake will be alerted to your plan, and it will be really far too difficult to catch him.

Hug the bottom of the screen as much as possible and avoid both the light towers and the patrols. This may take a few tries, as there is a certain degree of chance involved. Be prepared to save the game often.

While you're moving toward the outpost, you'll get the message that Jake will have started his tour. It will take him a while to reach where you are headed, but time is of the essence. Move south of the neutral structure that looks like a church and get the rocket infantry ready. Have him target the destructible cliff face, put him back in the APC, and head on up. Keep close to the bottom of the map until you see the slope that leads down into the back end of the base.

Completely unload all the APCs. Send the engineers in on a land-grabbing spree. Have the toxin soldiers go after the light infantry. When you've captured all the structures, the trap will be set. When Jake enters the area, have a toxic soldier shoot him once. Then direct him and a few others back into an APC. Follow the terrain back to your starting point, unload Jake from the APC, and get him to enter the subterranean APC to finish the mission.
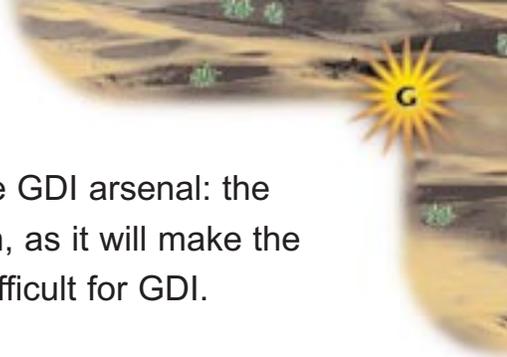
Mission 12: Illegal Data Transfer (Optional)

Objectives:

* Infiltrate the communication centers and steal the codes
* Evacuate the chameleon spy

Keep your troops away from the Nod Spy when he goes down to do his dirty work.

Here's your chance to remove another powerful weapon from the GDI arsenal: the ion cannon. I would highly recommend that you take this weapon, as it will make the final mission of the game much easier for you and much more difficult for GDI.

You start the mission with six infantry units and a noncombatant Spy in the lower left-hand corner of the map. Avoid conflict whenever possible. Group the infantry units and move them in front of the spy as a defensive shield.

Go north along the western edge of the cliff face. You will encounter three GDI infantry units on patrol, but your infantry units should have no trouble sending them all to a dirt nap. There's a destructible cliff wall to the north. Destroy it and send the spy into the communication center to retrieve the first code.

Destroy the cliff wall east of the MSA. Head up the slope and go north to the edge of the map. Continue on east to the next communication center, which is located near a small town. If you stay close to the top of the map, the GDI component towers located nearby will ignore you.

Go further east and destroy the cliff face to the left-hand side of the communication center. Keep your infantry units in front and have them liquidate another incoming patrol of GDI units. Keep the spy safe at all costs. Move the spy in carefully and obtain the second code.

Follow the nearby road to the southeast. South of a bunch of storage crates, you'll find another destructible cliff face. Blow this up and send the spy down to the third and final communication center. Once the spy is finished, move the spy to the subterranean APC, which has just appeared on high ground near the southern edge of the map. To do this without getting yourselves killed, you must move your forces west along the road to the area just south of the second communication center. Go south until you reach the fork in the road. Take the southerly branch of the fork, but be careful, as there are still patrols in the area, and you are very, very close to a GDI base.

When you see a GDI MSA, you know you're almost home free. The APC is just south of the MSA, and all you must do to complete the mission is to get the spy to the APC from here. And, guess what... it's almost time for the big event... The Brotherhood's finest hour!

Mission 12: A New Beginning

Objectives:
* Deploy ICBM launchers at all three beacons
* Build a Temple of Nod

Make sure that when you deploy your launchers you can adequately defend them against GDI attacks.

While battle control is being established, Jake McNeil enters the south end of the Hammerfest base and disables the firestorm walls for you. Move in and kill all GDI units. Capture the firestorm generator and sell it; you won't need it for this mission. Also capture the nearby power plants. To the north is a refinery. Move your last engineer into position and wait near the refinery (but not too close). Deploy your MCV and start building your own refinery while this is happening.

The GDI forces will test fire their ion cannon at the refinery in the north. After they destroy it, they'll repair it. Use your engineer to grab this refinery after it's fully repaired and when its harvester is unloading its bounty of tiberium.

Once your base is operational, build a couple more harvesters so that you have a total of two refineries and four harvesters on-line. The Philadelphia will notice your presence around this time. You will have three hours to complete the mission before the Philadelphia destroys you. This is plenty of time.

Build some attack cycles and scout out the two distant ICBM sites. You should place the last ICBM at the launch site near Hammerfest. Focus on the two distant sites first. The site in the northwest corner is the most difficult site to reach, as it rests within a strongly defended GDI base. Don't worry about it for now. Instead, start building up the largest attack squadron you can muster. Also build a Temple of Nod. That way, you can obtain a cyborg commando... and we know just how valuable those guys are.

The other ICBM site lies between two GDI sites. Place a sacrificial cycle on the bridge to the area south of this site. The GDI will blow up the bridge with the cycle, which will prevent them from sending units into the south.

Take your forces up to the northwest corner. Have an APC of engineers ready for some sneak-thievery. Use an engineer to repair the bridge and take your attack force across. While the GDI forces are occupied, bring the APC of engineers on over and capture as many buildings as you can. Set up an auxiliary base in this location, after you install the ICBM. Make sure the ICBM has an armed escort.

At this point, you can easily repair the bridge to the east and deliver one ICBM to the designated site in that area while installing the other ICBM at the site near your main base. At this point, the mission is over, and you get a lovely little cutscene that invites you to the glory of a new world, a new beginning, inspired by Kane, yet for all The Brotherhood of Nod.
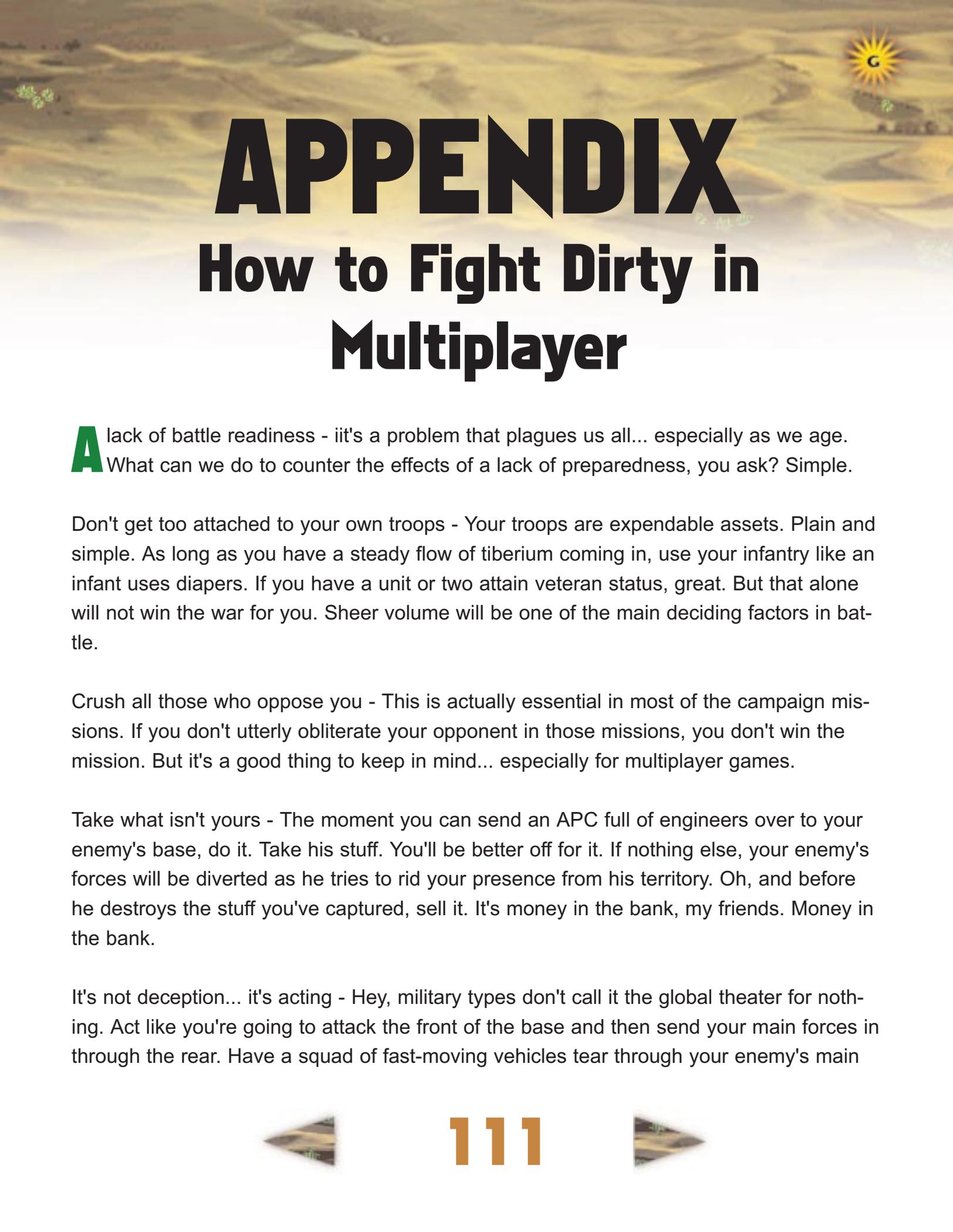
APPENDIX
How to Fight Dirty in Multiplayer

A lack of battle readiness - iit's a problem that plagues us all... especially as we age. What can we do to counter the effects of a lack of preparedness, you ask? Simple.

Don't get too attached to your own troops - Your troops are expendable assets. Plain and simple. As long as you have a steady flow of tiberium coming in, use your infantry like an infant uses diapers. If you have a unit or two attain veteran status, great. But that alone will not win the war for you. Sheer volume will be one of the main deciding factors in battle.

Crush all those who oppose you - This is actually essential in most of the campaign missions. If you don't utterly obliterate your opponent in those missions, you don't win the mission. But it's a good thing to keep in mind... especially for multiplayer games.

Take what isn't yours - The moment you can send an APC full of engineers over to your enemy's base, do it. Take his stuff. You'll be better off for it. If nothing else, your enemy's forces will be diverted as he tries to rid your presence from his territory. Oh, and before he destroys the stuff you've captured, sell it. It's money in the bank, my friends. Money in the bank.

It's not deception... it's acting - Hey, military types don't call it the global theater for nothing. Act like you're going to attack the front of the base and then send your main forces in through the rear. Have a squad of fast-moving vehicles tear through your enemy's main

tiberium field and then flank 'em with your air force as he seeks to rid the area of the menace that is you. It's the old bait-and-switch, just like they warned you about in Consumer Education in high school, and now it's put to work for your benefit.

Take these simple methods into account as you develop your army and start surveying the land. In missions where you cannot build or command a base, operate by this motto: Slow and sneaky wins the fight. Or operate by this motto: Never let 'em know what hit them. Or try this motto: Eat at Joe's. (OK, so that last one was just silly. And it wasn't really a slogan; it was an advertisement. Whatever.)

Finally, some quick reminders: remember to scout ahead, remember to break down each objective into a series of smaller goals, know that there's no shame in temporarily retreating, and take the time to assess what losses would hurt your enemy most. If you can remember these things, you're well your way to becoming a legendary force for either good... or evil. (Heh-heh-heh.)

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