

# PRIMA'S OFFICIAL STRATEGY GUIDE

## COMMAND & CONQUER RENEGADE™



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Mission  
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# **Prima's Official Strategy Guide**

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This commando would like to thank everyone at Westwood who made me feel so at home and making all of my requests seem like no problem. Mike, Dan, Joe; it was a pleasure. Thanks too to the artists and designers who pulled themselves away to contribute to this book.

Thanks as always to my Prima Dead 4: Jennifer C., Michelle T., Deana, and Sue.

## Dedication

For Adam who thinks Las Vegas is in Argentina and the Kramer-to-be-named-later.





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## INTRODUCTION

Ever wondered what goes on down there on the battlefield of *Command & Conquer*, what it looks like from the infantry point of view? Many have and, until now no one's known for sure.

That all changes with the dawn of *Command & Conquer: Renegade* the first first-person action game based in the C&C universe.

Of course, you're not just assuming the role of an average C&C soldier. You're getting to know the commando! The commando is a fascinating figure. Sure he's deadly on the battlefield, but what he does best goes on inside buildings where you can't see him.

He cares only about causing mayhem and demolitions, and you'll share every precious sniper shot and sabotaged building. We'll be right there with you guiding you and giving advice that'll help you find new ways to solve problems.

## Guide to the Guide

This guide offers everything you need to play *Renegade* in both solo and multiplayer modes. Not all players may need all of the information in this book, but there is something here for players of all levels. To aid you in finding what you need, this guide is organized thus:

- **Chapter 1: Basic Commando Training**—*Divulges all the tricks and techniques that the manual leaves out.*
- **Chapter 2: Power-ups and Weapons**—*Guides you through the collectibles in the world of Renegade.*
- **Chapter 3: Cast of Characters**—*The focus is on personnel in this chapter, their statistics, characteristics, and techniques for playing as and against each available player.*
- **Chapter 4: Structures**—*Structures are so important, we've dedicated an entire chapter to them. Included are schematics of all the classic C&C structures to help you know the way as if you grew up there.*
- **Chapter 5: Vehicles**—*Commandeering vehicles takes skill and practice. The information in this chapter helps you learn to drive.*
- **Chapters 6: Walkthroughs**—*The twelve solo mission walkthroughs. These are written based on the Solider skill level (see Chapter 1 for more detail).*
- **Chapter 7: Multiplayer**—*Shows the ins and outs and ups and downs of Renegade's team-based multiplayer mode.*



# CHAPTER 1: BASIC COMMANDO TRAINING

So you want to be a commando? You like blowing stuff up? Enjoy peering down the scope of a sniper rifle? Have issues with both evil and authority? Good. Sounds like you're commando material all right. Let's get to work.

Much of what you need to know is in the game manual that came with your copy of *Renegade*. This book avoids duplicating that information as much as possible, though some things bear repeating because they're *really* important.

## Skill Levels

When initiating a single-player campaign, you must choose a skill level. This level can't be changed, so know in advance what you're getting yourself into.

This book is written based on the medium, or Soldier, skill level, and provides a framework that's useful to the widest array of players.

To understand how the game plays at the Recruit and Commando skill levels, keep in mind factors that will differ in each skill level. They are:

- **Aiming assistance:** The computer assists your aim, allowing you to be less precise.
- **Player health:** The higher the player health setting, the more damage you can absorb before expiring.
- **Supplies:** This describes the prevalence of power-ups and weapons. Scarcer supplies require you to be more protective of your health, ammo, and armor.
- **Enemy reinforcements:** The number of reinforcements you encounter is partially dictated by your skill level. The more plentiful the reinforcements, the harder you'll have to work and the more ammo you'll likely expend.
- **Enemy body armor:** The higher the body armor of all enemies, the harder they are to defeat. Note that their health remains unchanged by skill level.
- **Level of play score:** This is a fixed number that enters into your score for each level. This number is factored into your score in each end-of-level tally. The bottom line: you can't get a five-star score without playing on Commando skill level. For more information, see "Scoring".

The settings for each skill level appear below. This data also appears in the skill level selection screen, but it's useful to have for subsequent reference.

## Recruit

- **Aiming assistance:** On
- **Player health:** Max
- **Supplies:** Plentiful



- **Enemy reinforcements:** Few
- **Enemy body armor:** Light
- **Level of play score:** 1

## Soldier

- **Aiming assistance:** Off
- **Player health:** Enhanced
- **Supplies:** Sufficient
- **Enemy reinforcements:** Many
- **Enemy body armor:** Standard
- **Level of play score:** 3

## Commando

- **Aiming assistance:** Off
- **Player health:** Normal
- **Supplies:** Scarce
- **Enemy reinforcements:** Maximum
- **Enemy body armor:** Heavy
- **Level of play score:** 5

## Scoring

After each mission, your average score appears. This average is based on four elements: skill level, time, secondary objectives, and number of loads.

### NOTE

*The mission score is an average of these four elements. However, the average is always rounded down, not up. A total score of 19, therefore, averages out to four stars, not five. The upshot: you must have perfect scores to get a five-star rating.*

## Skill Level

The skill level you chose dictates an identical number for every mission.

- **Commando:** 5 stars
- **Soldier:** 3 stars
- **Recruit:** 1 star

## Time

The amount of time it takes to complete a mission dictates the score you receive. The time thresholds are different for each mission, so consult each mission walkthrough for requisite times. Note that this time refers to actual play time and does not include time while paused.

## Secondary Mission Objectives

Each mission contains several noncritical secondary objectives. While many are very important, all missions can be won without completing all secondary objectives. Nevertheless, the more of them you achieve, the higher your mission score. To get a five-star rating, you must complete all secondary objectives.

- **5 stars:** 100 percent secondary objectives
- **4 stars:** 90–99 percent secondary objectives
- **3 stars:** 80–89 percent secondary objectives
- **2 stars:** 60–79 percent secondary objectives
- **1 star:** 60 percent or fewer secondary objectives

## Number of Loads

Frequent reloading of saved games, including for death or mission failure, reduces your score. This puts a premium on first-time perfection. To get the highest possible score, avoid dying and don't reload a saved game.

- **5 stars:** no reloads
- **4 stars:** 1 or 2 reloads
- **3 stars:** 3–5 reloads
- **2 stars:** 6–10 reloads
- **1 star:** 10 or more reloads

### NOTE

*None of the other items you see in the end-of-mission data screen such as bonus objectives, accuracy, power-ups found, and friendlies killed impact your score. These numbers are provided for pride and personal evaluation only.*

## Mission Structures

The solo campaign contains 12 missions, each comprising several mission objectives.

### Primary Objectives

Each mission revolves around one or more essential primary objectives. Leave one unfinished and you won't be able to end the mission. Fail in a primary objective such as by letting someone you're protecting get killed, and the mission immediately ends.

### Secondary Objectives

Secondary objectives are optional undertakings. Completing them bears directly on your final mission score, but there are other reasons to conquer them.



*Destroying this obelisk is just a secondary objective, but we challenge you to get by it unscathed. Technically you don't have to do it, but why not?*



Many secondary objectives make other parts of the mission easier or provide interesting alternative ways to complete a task. Yet others are effectively mandatory; *not* doing them makes progress extremely difficult.

If you leave a secondary objective unfinished, you can still complete the mission.

### NOTE

*If you complete a secondary objective before you're actually assigned it, you'll still get credit for it in the mission sum-up.*

## Bonus Objectives

Bonus, or “tertiary”, objectives are secret objectives revealed after you complete them. Bonus objectives can be blowing up a nonessential building, rescuing a hidden hostage, or finding a secret room. Consult the walkthrough chapters for lists of each mission’s bonus objectives.

## Mission Tactics

There are many ways to succeed in *Renegade*, but there are several things you should know when planning your approach to each mission. Being aware of some principles and game dynamics adds greater depth to the experience and suggests creative ways of approaching problems.

## Using Stealth

You can be victorious playing straight run-and-gun, but you’ll make things much more difficult. Instead, you have at your disposal the tools to undertake your objectives with stealth and creativity.

## Stealth and Enemies

Stealth means doing things without being seen or heard. Being stealthy, therefore, requires understanding of how your enemies see and hear. It also taps into the issue of how they react when they do sense your presence.

## Enemy Artificial Intelligence

The first thing to understand is how computer-controlled enemies think. Each enemy’s response is dictated by what “state” he’s in and, to some extent, other factors.

First, each enemy is assigned a home point that he patrols. While hanging around his home point, he is in a “relaxed idle” state. He isn’t looking for trouble, but he’s on the lookout for anything odd.

Any unusual sound elevates him to “idle alert,” a state in which he is more aware and more likely to respond to stimulus. Once an enemy has switched to idle alert, he won’t revert to his totally relaxed state.



*This Nod soldier is off to investigate a decoy C4 charge. We can now slip by undetected.*



If the enemy then detects a hostile near it, he rises to a “search” state. In this state, he is more reactive, turning to look toward the sound of footsteps or moving to the location of a gunshot to investigate.

Once he spots you, the enemy enters “combat” state. What he does now depends on two factors: his mood and the range of his weapon. Mood (from cautious to aggressive) dictates whether he charges or takes cover. This action is modified by the range of his weapon—if he has a short-range weapon, he’ll be more aggressive, getting into firing range and using little cover. An enemy with a long-range weapon, on the other hand, will be more cautious and utilize cover.

If, therefore, you want to be stealthy, avoid doing anything to launch enemies out of the idle states. This means not being seen and not being heard.

### Enemy Sight

Enemies can see things in their field of vision and will look to pinpoint the source of sounds they hear. Operating out of sight and giving no reason for foes to look makes moving about far easier.

The easiest way to reveal your position is to fire a loud weapon or, worse, one that leaves a trail to its source like rockets do.

### Silencing Your Weapon

All weapons but one make a noise that can be tracked by enemies. The silencer pistol, though weak, doesn’t alert nonvisible opposition to your presence or location.

#### **NOTE**

*Of course, the sound of your weapon is irrelevant if you gun down an enemy right in front of other enemies. If you really want to be quiet about it, make sure no one can see the person you’re targeting.*

#### **TIP**

*You can’t be stealthy when you’re on TV. Keep your eyes peeled for ceiling cameras and destroy them quietly on sight. If you stand in front of one too long, building security will send someone to find you. Cover blown!*

# Chapter 1: Basic Commando Training



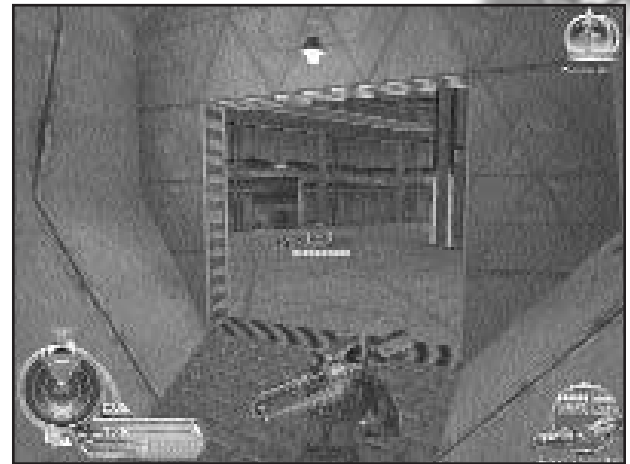
Every other weapon makes enough noise to put enemies on alert even if it doesn't expose your position. Use this to your advantage by planting C4 charges as decoys; set them off to fool enemies into thinking you're elsewhere and move in while they go to investigate. Shooting your silenced pistol at a distant object works, too; the ensuing ricochet will attract enemy attention for a moment.

## Silencing Your Steps

Running, even on soft surfaces, is noisy—very noisy—alerting opposition to your existence long before you arrive.

Instead of running around announcing your approach, try treading more quietly. Walking substantially reduces the sound of footfalls. It does not, however, completely silence you, and extremely alert enemies will still hear your approach.

To travel in near complete silence, crouch and move. This method dramatically sacrifices speed for stealth but ensures undetectability if you stay out of sight and don't use noisy weaponry.



*Crouching and advancing simultaneously is the ultimate stealth move, silencing your movements even to alert enemies.*

## Reinforcements

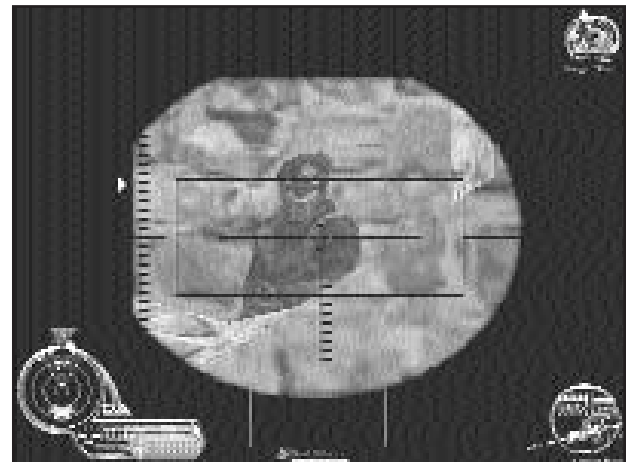
No one can fight a war all by himself. Even Havoc needs help from time to time.

Sometimes Nod needs help too. Hundreds of Nod fighters eagerly await the call to replace fallen comrades at the front line. They're always ready and in seemingly infinite supply.

Cutting the flow of enemy reinforcements and paving the way for the allied kind are among your highest priorities. Fortunately, there are very specific ways to do both.

## Hostile Reinforcements

There are many ways to deal with enemy reinforcements; some are temporary solutions, others more definitive.



*Go scoping for officers before stumbling into new areas. Eliminating them right off the bat significantly shortens the battle.*

- Destroy transport helicopters as they arrive. If you hit them before the troops slide to the ground, you won't have to fight the soldiers individually. The rocket launcher is perfect for this task. This won't stem the tide of reinforcements, just clear out the latest arrivals.
- Kill officers. Nod officers and rocket soldier officers can radio for reinforcements. If you eliminate all officers in a given area, the flow of reinforcements dries up. When you approach a new area, search the back lines and the rooftops of new areas for officers through your sniper rifle scope. Assassinate them quickly with head shots. If the reinforcements keep coming, you missed somebody.
- Cut off Tiberium production. If you disable a base's Tiberium refinery, destroy the Nod harvester, or detonate the Tiberium silos, you leave Nod with no funds to make more reinforcements.
- Disable ceiling cameras. Standing in front of these cameras alerts Nod to your presence and invites reinforcements. Destroy the cameras on sight to keep your location a secret.
- Disable the Hand of Nod. Destroying the facility cripples Nod's ability to produce troops.
- To stop reinforcements of Apache helicopters, destroy any helipads in the area.



*Fire a rocket into this arriving transport helicopter to snuff the reinforcements within.*

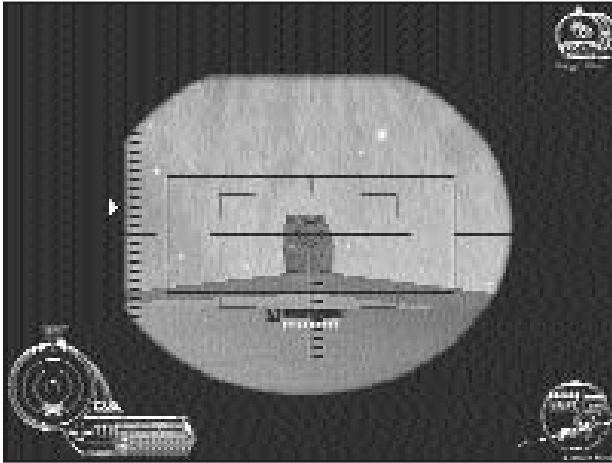
## Friendly Reinforcements

Occasionally, Command alerts you that reinforcements are ready to join you. First, however, you'll probably have to clear out a weapon that's preventing their arrival.

SAM sites, for example, prohibit soldier and vehicle reinforcements brought in by transport helicopter. Turrets suppress reinforcements by sea.

Normally, the impending arrival of reinforcements is obvious; you receive a transmission or more often a secondary objective instructing you to clear the way. Still, a little help from your friends can come unexpectedly. There are a few other things you can do to pave the way:

# Chapter 1: Basic Commando Training



*Detonate SAM sites and the like to permit the drop of supplies, vehicles, or reinforcements.*

- Eliminate all SAMs, turrets, tanks, and mobile artillery.
- Complete all of your secondary objectives. Many times, a new vehicle or a squad of GDI soldiers is your unstated reward for completing a task.

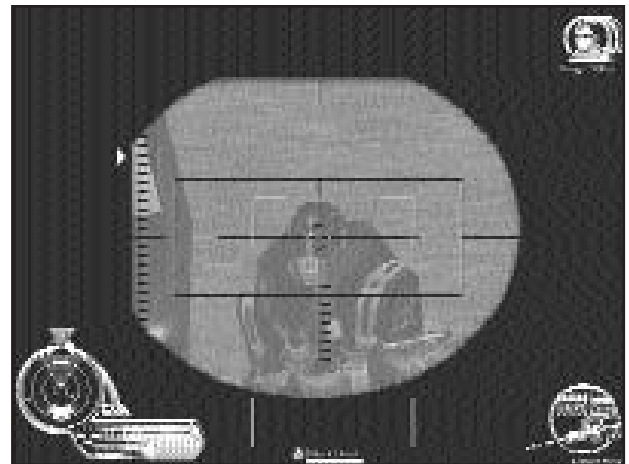
When you know reinforcements are arriving, quickly scan the area for any enemy capable of bringing down a transport helicopter. Rocket soldiers and tanks are your prime candidates.

## Weapons and Power-Ups

### Effective Targeting

Where you shoot matters as much as what you shoot. You save considerable ammunition by aiming effectively.

Always try to aim at your opponent's head—head shots inflict triple damage. This is especially important when using the sniper rifle. Every opponent except boss characters can be killed with a single sniper rifle shot to the head.



*Aim for the head! Damage is multiplied by three.*



### Reloading

A very important skill is reloading. You're much more deadly if you keep track of your ammo count and absorb the finer points of managing your weapon.

Every weapon takes time to reload when a clip runs dry. During this time, you can't attack with that weapon. Some weapons take longer than others, and this time dictates how aggressive you can be with a weapon. For example, the fastest reloader is the laser rifle (1.07 seconds) and the slowest is the sniper rifle (3.06 seconds).

Just as important is the number of rounds in each clip. The fewer shots per clip, the more frequently you'll have to reload. The sniper rifle, for example, is made all the slower by its tiny clip size of four shots.

If it looks like you're running low in a clip and you're about to venture into uncertain battles, it's better to reload and waste a little ammo than suffer a reload pause during a hot firefight.



*You're vulnerable while reloading. Take cover or switch to another weapon.*

### TIP

*One trick is to switch weapons during a reload. This way, you can resume attacking almost instantly with the new weapon. You'll still have to perform the reload when you switch back to the original weapon.*

### Power-Up Placement

Power-ups can be dropped, airlifted, or environmentally placed.

## Chapter 1: Basic Commando Training



Not all enemies drop power-ups when they die, but many do. Dropped power-ups are not predetermined but are dynamically changed to suit your needs. If you're short on a particular type of ammo, you're more likely get that kind from an enemy who carries that weapon rather than armor or a weapon.

Airlifted supplies are dropped in as rewards at several points during the game. The walkthroughs point these out.

Environmentally placed power-ups are fixed in both type and location. Their number varies according to the skill level you choose. Given the frequency of these goodies, the walkthroughs only point out the placement of large groupings of things, hard-to-find items, or particularly valuable ones. The rest is up to you.



*Expiring enemies often drop their possessions. What they drop depends on what you need and some degree of randomness.*

## Buildings

Buildings are the heart and soul of the *C&C* world. Everything revolves around their function and protection.

In *Renegade* you spend considerable time fighting through some of the classic *C&C* buildings. These buildings are identically laid out regardless of level, though the enemies and power-ups inside and any door locks vary.

The schematics for each of these recurring buildings appear in Chapter 4. These maps show doors, connections, and notable locations. Walkthroughs are provided and can be consulted every time you encounter a given building.



*Every time you see a Hand of Nod you'll know the building layout.*

### Vehicles

Using vehicles is a very important part of the game. Driving and firing are fairly simple, but there are a few not-so-obvious things that'll make you a better driver.

Vehicles have unlimited ammunition. Though you can't run out, you do have to pause to reload when a clip is spent.

Each also has defined "health" and armor. As they accrue damage, armor and then health are depleted.

One vehicle, however, automatically recharges its health. The mammoth tank gradually regains its health with time. It does not regain armor, though, and can't, therefore, return to full health.

All vehicles are vulnerable to the incessant fire of infantry, but you can have your revenge. When confronted with several infantry, put the pedal to the metal and run over every enemy you spot.



*Gun the engine and run over infantry units with your vehicles.*





# CHAPTER 2: POWER-UPS AND WEAPONS

Two of the most basic human desires are health and security. Even boorish commandos like Havoc want to stay alive and have lots of ammunition. This chapter identifies the objects that can help you do both and more.

This chapter discusses all power-ups and weapons found in both modes of the game. Weapon discussions encompass both using each weapon and how to cope when one is pointed in your direction.

## Power-Ups

### Health Items

No matter how bold and proud a commando you are, you're not made of steel. Everyone needs a bit of health care to salve their wounds and cover their boo-boos. That's what these items are for.

Each item (except the health upgrade) adds a fixed amount to your health. Make sure, therefore, that you need the full amount before consuming a power-up. It's a shame to waste a 100-point health power-up when you only need 10 points of it.

### Box of Bandages

The box of bandages adds +25 of health.



### Roll of Bandages

The larger roll of bandages bestows +50 of health.





### First-Aid Kit

The coveted first-aid kit adds a whopping +100 of healing.



### Health Upgrade

Health upgrade medals increase your maximum health capacity by five points and top you off at the new maximum.

There are six health upgrades:

- *Two in Mission 1*
- *One in Mission 2*
- *One in Mission 6*
- *One in Mission 7*
- *One in Mission 10*



### Armor Items

Armor absorbs the impact of many weapons. Until armor is fully depleted, health remains unaffected.

### Kevlar Vest

The light Kevlar vest bestows a +25 upgrade in armor.





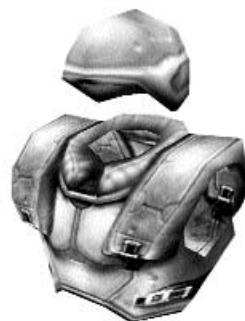
### Breastplate

The thicker breastplate gives double the protection of the Kevlar vest with +50.



### Body Armor

Body armor is the ultimate armor collectible, with both head and body protection: +100.



### Armor Upgrade

The armor upgrade raises your maximum armor capacity by five points and fills you up to this new ceiling.

There are eight available armor upgrades:

- *Two in Mission 1*
- *One in Mission 2*
- *One in Mission 5*
- *One in Mission 7*
- *One in Mission 8*
- *One in Mission 9*
- *One in Mission 10*

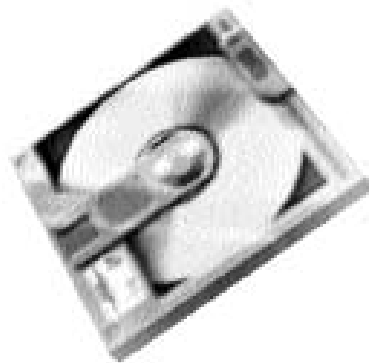


### Miscellaneous

#### Data Disc

These computer discs provide advanced intelligence by adding information to your EVA data link. This data can be the revelation of an unseen section of map or the addition of a vehicle, character, weapon, or building before you encounter it.

All this information is revealed eventually whether you find these discs or not.



### C&C Crate

Found occasionally in solo play and in designated games in multiplayer contests, the yellow C&C crates contain an array of useful stuff. You can't predict what it'll be, but it's always good.



### Green/Yellow/Red Security Card



Security cards open doors of the corresponding color. Often the doors opened by the cards are not actually marked with a color; without the card, however, the door won't open.

Not every level has all three or even any security cards.

Characters possess most of the cards; you must kill them to take the cards. Other times, the cards are found in the environment.

## Weapons

It's not long before your bag is chock-full of weapons. Big and small, powerful and not, quiet and deafening, they're all here and they all have their uses and drawbacks.

### Weapons Statistics

Each weapon is characterized by several vital statistics:

- *Weapon Type: There are myriad weapon types that dictate how the weapon's shots affect various elements, such as flesh, mutants, hazmat suits, etc. Weapon type dictates the damage modifiers listed with each weapon (see "Damage Modifiers" sidebar).*

## Chapter 2: Power-Ups and Weapons



- *Damage:* The amount of injury the weapon inflicts. This figure is altered by what substance is being struck by the weapon (the “damage modifier”).
- *Range:* The distance at which you can use the weapon. When a target is out of range, your target reticle remains gray.
- *Velocity:* The speed of the weapon’s projectiles.
- *Rate of Fire:* Indicates the number of shots in a given period of time. The higher the rate, the faster the shots.
- *Spray:* Indicates how many projectiles leave the weapon. A single bullet has a spray of 1 while a shotgun blast has a spray of 8. The shotgun can, therefore, strike over a larger area.
- *Splash Radius/Damage:* When a weapon’s shot strikes, it may explode, causing damage within a defined radius. These figures show the size of the affected area and the damage inflicted.
- *Clip Size:* Number of shots per clip.
- *Maximum Inventory (Shots):* Number of shots available but not currently loaded in the weapon.
- *Reload Time:* Time it takes to remove a clip and insert a new one.

### Damage Modifiers

Each weapon type comes with a set of numbers that modify each weapon’s damage statistic. This is based on the principle that each weapon is better against certain enemies than others. For example, a weapon with a shrapnel projectile inflicts normal damage (1.0) on a normal human opponent. A steel weapon, on the other hand, deals double damage against flesh (2.0).

Which weapon you choose is as important as what you’re shooting at. If you have a flamethrower, it’ll work great against a normal person. Against a flamethrower soldier in a flame suit, however, it’ll only do one-tenth (0.1) damage.

The lesson: consider your target when choosing your weapon.

## Handgun/Sidearm (Hotkey 1)

### Falcon Silenced Pistol

This basic weapon is weak, but that doesn’t mean it’s useless. The silenced pistol offers infinite ammunition. Adding substantially to its utility is its built-in silencer, permitting you to eliminate enemies without alerting others nearby. When used in combination with other stealth tactics, the silenced pistol permits nearly soundless devastation.





### Automatic Weapons (Hotkey 2)

#### Raptor Automatic Rifle

##### Stats

- *Weapon Type: Shrapnel*
- *Damage: 7*
- *Range: 100*
- *Velocity: 350*
- *Rate of Fire: 10*
- *Spray: None*
- *Splash Radius/Damage: None/None*
- *Clip Size: 100*
- *Maximum Inventory (Shots): 400*
- *Reload Time: 2.06 sec*



##### Damage Modifier (Shrapnel)

- *vs. Flesh: 1.0*
- *vs. Fire Suits: 1.0*
- *vs. Hazmat Suits: 1.0*
- *vs. Mutant: 0.5*
- *vs. Vehicle (Light): 0.1*
- *vs. Vehicle (Heavy): 0.25*
- *vs. Structure: 0.001*

The automatic rifle, although accurate, is a weak and somewhat *slow* rapid-fire weapon. Though its damage rating is higher than the chain gun, the automatic rifle's shrapnel ammunition is weaker against all enemies. It features a moderate reload time.

#### Condor Chain Gun

##### Stats

- *Weapon Type: Steel*
- *Damage: 5*
- *Range: 100*
- *Velocity: 350*
- *Rate of Fire: 70*
- *Spray: None*





- *Splash Radius/Damage: None/None*
- *Clip Size: 100*
- *Maximum Inventory (Shots): 400*
- *Reload Time: 2.00 sec.*

### **Damage Modifier (Steel)**

- *vs. Flesh: 2.0*
- *vs. Fire Suits: 2.0*
- *vs. Hazmat Suits: 2.0*
- *vs. Mutant: 0.5*
- *vs. Vehicle (Light): 0.2*
- *vs. Vehicle (Heavy): 0.15*
- *vs. Structure: 0.005*

The chain gun sprays the targeted area with lead. It's surprisingly good, but not perfect, at long range. The chain gun's true strength is at close range against clusters of enemies (try swinging the gun to immobilize and destroy). The largest downside is its long reloading time—take cover when ammo runs out.

### **Vulture Shotgun (Multiplayer Only)**

#### **Stats**

- *Weapon Type: Shrapnel*
- *Damage: 15*
- *Range: 15*
- *Velocity: 400*
- *Rate of Fire: 1*
- *Spray: 8*
- *Splash Radius/Damage: None/None*
- *Clip Size: 8*
- *Maximum Inventory (Shots): 40*
- *Reload Time: 3.2 sec.*



### **Damage Modifier (Shrapnel)**

- *vs. Flesh: 1.0*
- *vs. Fire Suits: 1.0*
- *vs. Hazmat Suits: 1.0*
- *vs. Mutant: 0.5*
- *vs. Vehicle (Light): 0.1*
- *vs. Vehicle (Heavy): 0.25*
- *vs. Structure: 0.001*

The shotgun is only useful at very close range, where it cuts through armor like a hot knife through lard with its best-in-the-game spray. At long range, it's absolutely useless. The firing rate is slow and reload time is inconvenient but not unendurable.

## Sniper Weapons (Hotkey 3)

### Pierce Sniper Rifle

#### Stats

- *Weapon Type: Shrapnel*
- *Damage: 100*
- *Range: 300*
- *Velocity: 400*
- *Rate of Fire: 1*
- *Spray: 1*
- *Splash Radius/Damage: None/None*
- *Clip Size: 4*
- *Maximum Inventory (Shots): 32*
- *Reload Time: 3.08 sec.*



#### Damage Modifier (Shrapnel)

- *vs. Flesh: 1.0*
- *vs. Fire Suits: 1.0*
- *vs. Hazmat Suits: 1.0*
- *vs. Mutant: 0.5*
- *vs. Vehicle (Light): 0.1*
- *vs. Vehicle (Heavy): 0.25*
- *vs. Structure: 0.001*

The sniper rifle is possibly your most valuable weapon. Its powerful sniper scope, accessible by right clicking, allows you to zoom in and out great distances and helps you aim with inhuman precision. The scope's telescopic microphone even lets you hear sounds from the location you're viewing.

The rounds in the sniper rifle are armor piercing and massively powerful. Its rounds arrive almost instantaneously, though its rate of fire and reload time are extremely slow. Perfectly placed single head shots kill any standard non-boss enemy.

The Sniper Rifle is a shrapnel weapon, so it's most effective against infantry and a waste of ammo against vehicles.



### Hawkeye Ramjet Rifle (Multiplayer Only)

#### Stats

- *Weapon Type: Shrapnel*
- *Damage: 200*
- *Range: 300*
- *Velocity: 400*
- *Rate of Fire: .75*
- *Spray: 1*
- *Splash Radius/Damage: None/None*
- *Clip Size: 4*
- *Maximum Inventory (Shots): 32*
- *Reload Time: 206 sec.*



#### Damage Modifier (Shrapnel)

- *vs. Flesh: 1.0*
- *vs. Fire Suits: 1.0*
- *vs. Hazmat Suits: 1.0*
- *vs. Mutant: 0.5*
- *vs. Vehicle (Light): 0.1*
- *vs. Vehicle (Heavy): 0.25*
- *vs. Structure: 0.001*

The ramjet is a high-tech sniper rifle with the same scope capabilities but far more powerful rounds; it has twice as much damage as the sniper rifle, the same as a personal ion cannon. With jet-propelled shells roaring from its barrel, the ramjet is fatal against all infantry and even potentially dangerous against vehicles. Though its rate of fire is lower than the sniper rifle, its reload time is faster.

### Chem Weapons (Hotkey 4)

#### Dragonfly Flamethrower

#### Stats

- *Weapon Type: Flamethrower*
- *Damage: 2*
- *Range: 30*
- *Velocity: 25*
- *Rate of Fire: 10*
- *Spray: 5*
- *Splash Radius/Damage: None/None*





- *Clip Size: 100*
- *Maximum Inventory (Shots): 400*
- *Reload Time: 2.33 sec.*

### **Damage Modifier (Flame)**

- *vs. Flesh: 1.0*
- *vs. Fire Suits: 0.1*
- *vs. Hazmat Suits: 1.0*
- *vs. Mutant: 1.0*
- *vs. Vehicle (Light): 0.35*
- *vs. Vehicle (Heavy): 0.175*
- *vs. Structure: 0.025*

This lovely incendiary weapon sprays a cloud of flammable, sticky fuel on anyone within several yards of its barrel. The Dragonfly doesn't require great aim, but does demand that the target be in reasonable proximity. Enemies sprayed with this weapon continue to burn after you cease firing.

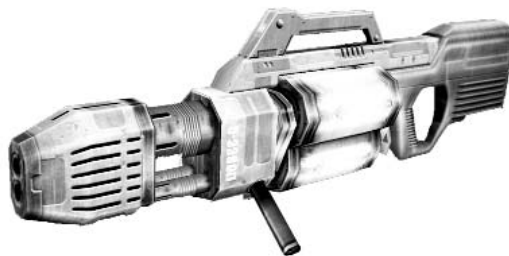
It's best for immobilizing large groups of enemies in tight places and is surprisingly potent against light vehicles.

Note that the flamethrower does only minimal damage to flamethrower soldiers due to their heavy flame-retardant suits.

## **Venom Chem Sprayer**

### **Stats**

- *Weapon Type: Tiberium Shrapnel*
- *Damage: 2.25*
- *Range: 30*
- *Velocity: 25*
- *Rate of Fire: 10*
- *Spray: 5*
- *Splash Radius/Damage: None/None*
- *Clip Size: 100*
- *Maximum Inventory (Shots): 400*
- *Reload Time: 2.52 sec.*



### **Damage Modifier (Tiberium Shrapnel)**

- *vs. Flesh: 1.0*
- *vs. Fire Suits: 1.0*



- *vs. Hazmat Suits*: 0.05
- *vs. Mutant*: -1.0
- *vs. Vehicle (Light)*: 0.2
- *vs. Vehicle (Heavy)*: 0.1
- *vs. Structure*: 0.04

The chem sprayer uses noxious Tiberium gas to subdue and quickly poison its targets. Like the flamethrower, the chem sprayer does its job without precise aim and permits you to immobilize large groups of foes. The effects of the weapon's gas persist after you cease firing.

Chem warriors are mostly immune to the gas due to their hazmat suits. Worse, Tiberium gas heals rather than injures Tiberium-based life forms such as initiates and templars.

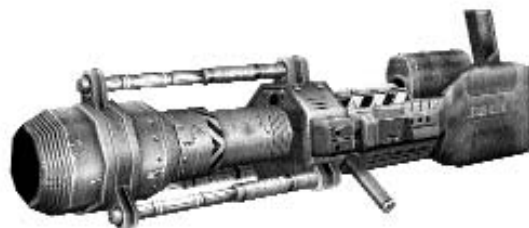
There's a small chance that using this weapon will mutate a target into a horrible visceroid.

## Rocket Launcher (Hotkey 5)

### Locust Rocket Launcher

#### Stats

- *Weapon Type*: Steel
- *Damage*: 35
- *Range*: 200
- *Velocity*: 50
- *Rate of Fire*: 0.75
- *Spray*: 1
- *Splash Radius/Damage*: 4/80
- *Clip Size*: 6
- *Maximum Inventory (Shots)*: 36
- *Reload Time*: 2.8 sec.



#### Damage Modifiers (Steel)

- *vs. Flesh*: 2.0
- *vs. Fire Suits*: 2.0
- *vs. Hazmat Suits*: 2.0
- *vs. Mutant*: 0.5
- *vs. Vehicle (Light)*: 0.2
- *vs. Vehicle (Heavy)*: 0.15
- *vs. Structure*: 0.005

The rocket launcher is your best long-range weapon. It's also your most effective anti-vehicle tool. The rocket launcher works best against very slow or stationary targets—tanks, ceiling guns, and rocket soldier snipers—that require quick killing. Moving targets can dodge before the slow-moving rockets whiz by.

Rockets damage at their point of impact and in a small surrounding area. This splash damage is great for flushing out hiding enemies.

Be careful using the Locust at close range or in the presence of allies; its splash damage doesn't discriminate between good guys and bad.

## Grenade Launcher (Hotkey 6)

### Kestrel Grenade Launcher

#### Stats

- *Weapon Type:* Steel
- *Damage:* 15
- *Range:* 150
- *Velocity:* 30
- *Rate of Fire:* 0.75
- *Spray:* 1
- *Splash Radius/Damage:* 4/80
- *Clip Size:* 8
- *Maximum Inventory (Shots):* 40
- *Reload Time:* 3.2 sec.



#### Damage Modifiers (Steel)

- *vs. Flesh:* 2.0
- *vs. Fire Suits:* 2.0
- *vs. Hazmat Suits:* 2.0
- *vs. Mutant:* 0.5
- *vs. Vehicle (Light):* 0.2
- *vs. Vehicle (Heavy):* 0.15
- *vs. Structure:* 0.005

The grenade launcher lobbs an explosive shell several yards that explodes shortly after launch. You can increase the range of these grenades by aiming higher and even bounce them off or over walls to strike hiding enemies.

The grenade launcher's steel ammunition makes it better than the rocket launcher against human enemies and flamethrower soldiers, but it's far less effective against structures.



### Energy Weapons (Hotkey 7)

#### Firefly Laser Rifle

##### Stats

- *Weapon Type: Laser*
- *Damage: 10*
- *Range: 100*
- *Velocity: 400*
- *Rate of Fire: 5*
- *Spray: 1*
- *Splash Radius/Damage: None/None*
- *Clip Size: 100*
- *Maximum Inventory (Shots): 400*
- *Reload Time: 1.07 sec.*



##### Damage Modifiers (Laser)

- *vs. Flesh: 1.0*
- *vs. Fire Suits: 1.0*
- *vs. Hazmat Suits: 1.0*
- *vs. Mutant: 1.0*
- *vs. Vehicle (Light): 0.4*
- *vs. Vehicle (Heavy): 0.4*
- *vs. Structure: 0.05*

The laser rifle is an effective replacement for the automatic rifle. It is extremely precise, fires quickly, and hurts like the dickens. A well-aimed shot is hard to dodge, and it continues to damage even after the shot strikes.

The laser rifle is equally good against all opposition and vastly superior to rapid-fire steel or shrapnel weapons against both vehicles and structures.

#### Tarantula Laser Chain Gun

##### Stats

- *Weapon Type: Laser*
- *Damage: 10*
- *Range: 100*
- *Velocity: 400*
- *Rate of Fire: 5*
- *Spray: 1*



- *Splash Radius/Damage: None/None*
- *Clip Size: 100*
- *Maximum Inventory (Shots): 400*
- *Reload Time: 1.07 sec.*

### **Damage Modifiers (Laser)**

- *vs. Flesh: 1.0*
- *vs. Fire Suits: 1.0*
- *vs. Hazmat Suits: 1.0*
- *vs. Mutant: 1.0*
- *vs. Vehicle (Light): 0.4*
- *vs. Vehicle (Heavy): 0.4*
- *vs. Structure: 0.05*

The laser chain gun provides all the benefits of the laser rifle—though the laser chain gun does less damage—with the rapid-fire mayhem of a chain gun. It doesn't, however, have the same tortuously long reload as the standard chain gun.

Since it gulps ammunition, fire in short controlled bursts. Its shots continue to burn and damage after impact. As with the standard laser rifle, the laser chain gun is effective against all opposition including vehicles and structures; if you don't have a rocket launcher, a laser weapon is your next choice.

## **Black Widow Volt Auto Rifle**

### **Stats**

- *Weapon Type: Ion Cannon*
- *Damage: 10*
- *Range: 50*
- *Velocity: 400*
- *Rate of Fire: 10*
- *Spray: 1*
- *Splash Radius/Damage: None/None*
- *Clip Size: 100*
- *Maximum Inventory (Shots): 400*
- *Reload Time: 2.27 sec.*







### Damage Modifiers (Ion Cannon)

- *vs. Flesh: 1.0*
- *vs. Fire Suits: 1.0*
- *vs. Hazmat Suits: 1.0*
- *vs. Mutant: 1.0*
- *vs. Vehicle (Light): 0.4*
- *vs. Vehicle (Heavy): 0.4*
- *vs. Structure: 0.05*

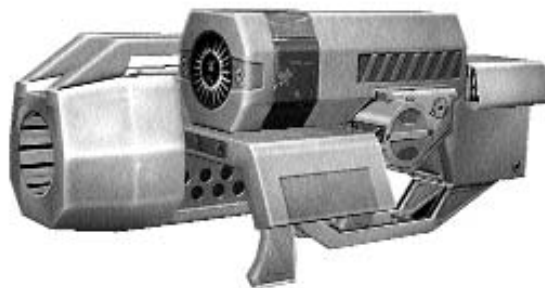
For fast firing, total immobilization, and energy-driven death, there's nothing like the Volt auto rifle. The crackling electric charge travels short distances (very short for an energy weapon) and sends voltage pulsating through the victim's body. It takes a moment for a victim to recover from this blast.

The Black Widow's secret is that it's even better against heavy vehicles than a rocket launcher, though it lacks the range. Individual shots do slightly less modified damage than rockets, but they have a higher repeat rate.

### Merlin Personal Ion Cannon

#### Stats

- *Weapon Type: Ion Cannon*
- *Damage: 200*
- *Range: 100*
- *Velocity: 400*
- *Rate of Fire: 0.33*
- *Spray: 1*
- *Splash Radius/Damage: None/None*
- *Clip Size: 1*
- *Maximum Inventory (Shots): 30*
- *Reload Time: 2 sec.*



### Damage Modifiers (Ion Cannon)

- *vs. Flesh: 1.0*
- *vs. Fire Suits: 1.0*
- *vs. Hazmat Suits: 1.0*
- *vs. Mutant: 1.0*
- *vs. Vehicle (Light): 0.4*
- *vs. Vehicle (Heavy): 0.4*
- *vs. Structure: 0.05*

The personal ion cannon, with the highest damage modifier in the game, is fabulous against vehicles of all kinds, but it's perfect for grounding nimble Apache helicopters. The beam from the weapon arrives instantaneously at distant targets. In a pinch, it can do massive damage to buildings.

The weapon's rate of fire is the slowest in the game, with massive recharge pauses between shots. Adding to its overall slow pace are its single-shot-capacity clips and moderate reload times.

### Scorpion Mass Driver (Multiplayer Only)

#### Stats

- *Weapon Type:* Laser
- *Damage:* 200
- *Range:* 100
- *Velocity:* 400
- *Rate of Fire:* 1
- *Spray:* 1
- *Splash Radius/Damage:* None/None
- *Clip Size:* 1
- *Maximum Inventory (Shots):* 30
- *Reload Time:* 1.85 sec.



#### Damage Modifiers (Laser)

- *vs. Flesh:* 1.0
- *vs. Fire Suits:* 1.0
- *vs. Hazmat Suits:* 1.0
- *vs. Mutant:* 1.0
- *vs. Vehicle (Light):* 0.4
- *vs. Vehicle (Heavy):* 0.4
- *vs. Structure:* 0.05

The mass driver fires a depleted uranium shell that can puncture even the thickest armor. It should be saved for vehicles, especially heavy ones. Take cover between shots, however, as its rate of fire and reload times are among the longest, and clips hold only a single shot.



### Repair Gun (Multiplayer Only)

#### Stats

- *Weapon Type: Repair*
- *Damage (-Repair Rate): -2*
- *Range: 10*
- *Velocity: 400*
- *Rate of Fire: 10*
- *Spray: 1*
- *Splash Radius/Damage: None/None*
- *Clip Size: Infinite*
- *Maximum Inventory (Shots): Infinite*
- *Reload Time: 0 sec.*



#### Damage Modifiers (Repair)

- *vs. Flesh: 1.0*
- *vs. Fire Suits: 1.0*
- *vs. Hazmat Suits: 1.0*
- *vs. Mutant: 1.0*
- *vs. Vehicle (Light): 1.0*
- *vs. Vehicle (Heavy): 1.0*
- *vs. Structure: 0.25*

The repair gun isn't a weapon as such, though it'd be folly to say it isn't powerful. The repair gun can heal vehicles, buildings, and units and can diffuse both mines and beacons. Don't use it on enemy forces unless you feel charitable.

#### TIP

*The repair gun is most effective in healing buildings when used directly on the structure's MCT.*

### Advanced Repair Gun (Multiplayer Only)

#### Stats

- *Weapon Type: Repair*
- *Damage (-Repair Rate): -4*
- *Range: 15*
- *Velocity: 400*
- *Rate of Fire: 10*
- *Spray: 1*
- *Splash Radius/Damage: None/None*
- *Clip Size: Infinite*
- *Maximum Inventory (Shots): Infinite*
- *Reload Time: 0 sec.*



### Damage Modifiers (Repair)

- *vs. Flesh*: 1.0
- *vs. Fire Suits*: 1.0
- *vs. Hazmat Suits*: 1.0
- *vs. Mutant*: 1.0
- *vs. Vehicle (Light)*: 1.0
- *vs. Vehicle (Heavy)*: 1.0
- *vs. Structure*: 0.25

The advance repair gun has twice the repair rate and a third more range than the standard repair gun. It's wielded exclusively in multiplayer games by each team's advanced engineer character (Hotwire/Nod technician).

## Tiberium Weapons (Hotkey 8)

### Mantis Tiberium Auto Rifle

#### Stats

- *Weapon Type*: Tiberium Shrapnel
- *Damage*: 8
- *Range*: 100
- *Velocity*: 100
- *Rate of Fire*: 5
- *Spray*: 1
- *Splash Radius/Damage*: 2/5
- *Clip Size*: 50
- *Maximum Inventory (Shots)*: 200
- *Reload Time*: 2.7 sec.



### Damage Modifiers (Tiberium Shrapnel)

- *vs. Flesh*: 1.0
- *vs. Fire Suits*: 1.0
- *vs. Hazmat Suits*: 0.05
- *vs. Mutant*: -1.0
- *vs. Vehicle (Light)*: 0.2
- *vs. Vehicle (Heavy)*: 0.1
- *vs. Structure*: 0.04



This medium-range, fast-firing Tiberium weapon fires brutal Tiberium shells that explode on impact, spraying small clouds of lethal gas that injure after the shot. The hidden beauty of this weapon is that the haze caused by the shot effectively blinds the target to your location.

If you're on the other side of this gun, sidestep to avoid the cloud and find the source.

Remember that Tiberium-based life is healed by the shots from this weapon and chem warriors suffer only minimal damage. Also note that human targets killed by this weapon may instead transform into rampaging visceroids.

### Talon Tiberium Flechette Gun

#### Stats

- *Weapon Type: Tiberium Bullet*
- *Damage: 10*
- *Range: 100*
- *Velocity: 250*
- *Rate of Fire: 10*
- *Spray: 1*
- *Splash Radius/Damage: None/None*
- *Clip Size: 100*
- *Maximum Inventory (Shots): 400*
- *Reload Time: 1.6 sec.*



#### Damage Modifiers (Tiberium Bullet)

- *vs. Flesh: 1.0*
- *vs. Fire Suits: 1.0*
- *vs. Hazmat Suits: 0.1*
- *vs. Mutant: -2.5*
- *vs. Vehicle (Light): 0.6*
- *vs. Vehicle (Heavy): 0.3*
- *vs. Structure: 0.05*

From short and even medium range the high-velocity darts fired from this gun will disable and quickly dispatch even the strongest foe. The darts themselves do injure, and the high rate of fire compounds both the pain and the severity of the hurt, but it's the Tiberium that makes this gun lethal. It's also very strong for its size against vehicles.

Tiberium-based life forms are strengthened, not injured, by shots from this weapon (the Tiberium heals the physical wounds as fast as you can inflict them). Chem warriors' hazmat suits protect them from all but minimal damage.

Humans exposed to enough Tiberium from this weapon stand a small chance of spontaneous mutation, leaving you to deal not only with a corpse, but a full-strength visceroid.



### Mines (Hotkey 9)

#### Hair-Trigger Remote C4

##### Stats

- *Weapon Type:* C4
- *Splash Radius/Damage:* 6/100
- *Clip Size:* 2
- *Maximum Inventory (Shots):* 2
- *Reload Time:* 2.5 sec.

##### Damage Modifiers (C4)

- *vs. Flesh:* 2.0
- *vs. Fire Suits:* 2.0
- *vs. Hazmat Suits:* 2.0
- *vs. Mutant:* 2.0
- *vs. Vehicle (Light):* 2.0
- *vs. Vehicle (Heavy):* 2.0
- *vs. Structure:* 0.1



This brand of C4 is best when you want to control the moment of detonation. Plant the charge by left clicking on a surface, vehicle, or even a person. To detonate the charge, take cover and right-click.

You can plant multiple C4 charges and set them all off with one right-click.

You can also switch to another weapon before detonating the charge, switch back to the charge later, and detonate it. This comes in handy when planting bombs under pressure.

##### TIP

*You can plant C4 charges on people. If you get one pinned to you, the only way to remove it is to find an engineer and have him use his repair gun.*

#### Feather Proximity C4 (Multiplayer Only)

##### Stats

- *Weapon Type:* C4
- *Splash Radius/Damage:* 6/100
- *Clip Size:* 2





- *Maximum Inventory (Shots): 2*
- *Reload Time: 2.5 sec.*

### Damage Modifiers (C4)

- *vs. Flesh: 2.0*
- *vs. Fire Suits: 2.0*
- *vs. Hazmat Suits: 2.0*
- *vs. Mutant: 2.0*
- *vs. Vehicle (Light): 2.0*
- *vs. Vehicle (Heavy): 2.0*
- *vs. Structure: 0.1*

This second variety of C4 detonates automatically when a unit or vehicle comes close to it. Plant these in obvious approaches to your base, inside structure doors, and in front of MCTs. Proximity C4 won't react to your allies but it will damage them (or you) if one goes off nearby.

Otherwise, proximity C4 is identical to remote C4. It can be removed only by a repair gun.

### TIP

*If you're an advanced engineer and come across a cluster of proximity C4 mines planted by your counterpart, plant a couple of your own in the cluster. Players on the other team will likely assume all the mines are theirs and rush right through.*

### Tick-Tock Timed C4 (Multiplayer Only)

#### Stats

- *Weapon Type: C4*
- *Splash Radius/Damage: 6/200*
- *Clip Size: 2*
- *Maximum Inventory (Shots): 2*
- *Reload Time: 2.5 sec.*

### Damage Modifiers (C4)

- *vs. Flesh: 2.0*
- *vs. Fire Suits: 2.0*
- *vs. Hazmat Suits: 2.0*
- *vs. Mutant: 2.0*
- *vs. Vehicle (Light): 2.0*
- *vs. Vehicle (Heavy): 2.0*
- *vs. Structure: 0.1*



Timed C4 is likewise identical to remote C4, but it detonates after a fixed amount of time. Just be sure you're nowhere nearby when it goes ka-boom since it boasts double the damage of other C4 charges.

It can only be removed by someone with a repair gun.

## Beacons (Hotkey 0)

### Godsend Ion Cannon Beacon

Place this beacon inside a building to bring the structure down in one fell swoop. To set the beacon, hold down the left mouse button until the red bar fully charges. Once that happens, run like hell in another direction; a few seconds later, an awesome death ray from above will char the building and render it inoperable.

In multiplayer games, you can plant beacons to disable structures. If you manage to get one onto the beacon pedestal in the Hand of Nod or GDI barracks and it goes off, your team wins.



### Retribution Nuclear Strike Beacon

The method of delivery (dropped bomb instead of ion cannon) is different from the ion cannon beacon, but the process is the same. Hold down the left mouse button until the beam charges and then find distant cover.

In multiplayer games, you can plant beacons to disable structures. If you manage to get one onto the beacon pedestal in the Hand of Nod or GDI Barracks and it goes off, your team wins.



## Chapter 2: Power-Ups and Weapons



### Weapon Statistics

Weapon	Weapon Type	Damage	Range	Shot Velocity	Rate of Fire	Spray	Explosion Radius	Explosion Strength	Clip Size	Max Inventory	Reload Time
Advanced Repair Gun	Repair	-4	15	400	10	1	n/a	n/a	Infinite	Infinite	NA
Automatic Rifle	Shrapnel	7	100	350	10	1	n/a	n/a	100	400	2.06
Chain Gun	Steel	5	100	350	10	1	n/a	n/a	100	400	2
Chem Sprayer	Tiberium Shrapnel	2.25	30	25	10	5	n/a	n/a	100	400	2.52
Flamethrower	Flamethrower	2	30	25	10	5	n/a	n/a	100	400	2.33
Grenade Launcher	Steel	15	150	30	0.75	1	4	80	8	40	3.2
Laser Chain Gun	Laser	8	100	400	10	1	n/a	n/a	100	400	1.73
Laser Rifle	Laser	10	100	400	5	1	n/a	n/a	100	400	1.07
Mass Driver	Laser	200	100	400	1	1	n/a	n/a	1	30	1.85
Personal Ion Cannon	Ion Cannon	200	100	400	0.33	1	n/a	n/a	1	30	2
Proximity C4	C4	n/a	n/a	n/a	n/a	n/a	6	100	2	2	2.5
Ramjet Rifle	Shrapnel	200	300	400	0.75	1	n/a	n/a	4	32	2.06
Remote C4	C4	n/a	n/a	n/a	n/a	n/a	6	100	2	2	2.5
Repair Gun	Repair	-2	10	400	10	1	n/a	n/a	Infinite	Infinite	0
Rocket Launcher	Steel	35	200	50	0.75	1	4	80	6	36	2.8
Shotgun	Shrapnel	15	15	400	1	8	n/a	n/a	8	32	2.13
Sniper Rifle	Shrapnel	100	300	400	1	1	n/a	n/a	4	32	3.06
Tiberium Auto Rifle	Tiberium Shrapnel	8	100	100	5	1	2	5	50	200	2.7
Tiberium Flechette Rifle	Tiberium Bullet	10	100	250	10	1	n/a	n/a	100	400	1.6
Timed C4	C4	n/a	n/a	n/a	n/a	n/a	6	200	1	1	2.5
Volt Auto Rifle	Ion Cannon	10	50	400	10	1	n/a	n/a	100	400	2.27

### CHAPTER 3: CAST OF CHARACTERS

It's a good thing Havoc, our hero, is surrounded by epically shady opposition on one side and a heroic set of allies on the other. In the middle, though occasionally taking the wrong side, are civilian characters who offer ample opportunity for rescue.

What more could a hero desire? Oh, yeah, guns and vehicles—but we'll talk about that elsewhere.

## GDI

### Standard Characters

#### Engineer

- *Solo Health: 50*
- *Solo Weapon: Repair Gun*
- *Multiplayer Health: 100*
- *Multiplayer Armor: 100*
- *Multiplayer Weapon: Repair Gun*

The engineers aren't much for combat—but that's not really their job. Engineers fix stuff. They use repair guns to restore buildings, vehicles, and units to full health.

If you need to destroy a building, eliminate nearby engineers first so they don't undo your good work.

In multiplayer games, engineers are very important. They fix all vehicles and buildings, heal wounded soldiers, and defuse a planted enemy beacon and remove planted C4 charges. The latter two are skills only engineers possess.

#### GDI Officer

- *Solo Health: 100*
- *Solo Weapon: Chain Gun*
- *Multiplayer Health: 150*
- *Multiplayer Armor: 100*
- *Multiplayer Weapon: Chain Gun*



## Chapter 3: Cast of Characters



Better armed and heartier than their men, and usually sporting chain guns, GDI officers are the people to talk to on the battlefield.

In multiplayer games, GDI officers carry chain guns and are a low-tier upgrade.

### GDI Soldier

- *Solo Health: 50*
- *Solo Weapon: Automatic Rifle*
- *Multiplayer Health: 100*
- *Multiplayer Armor: 100*
- *Multiplayer Weapon: Automatic Rifle*

Manning automatic rifles because they can't handle much else, GDI soldiers are basic troops. When you encounter them in solo play, use them to attract fire and draw out enemies.

In multiplayer, they sport the same automatic rifles. Whenever you respawn, you're reincarnated as a GDI (or Nod) soldier.



### Grenadier

- *Solo Health: 50*
- *Solo Weapon: Grenade Launcher*
- *Multiplayer Health: 100*
- *Multiplayer Armor: 100*
- *Multiplayer Weapon: Grenade Launcher*



A cagey grenadier can shred a tightly grouped squad of Nod soldiers with a single shot. Grenadiers can also breach a tank with a few well-placed lobbs. Their range, however, is very limited. In solo play, just try to stay out of the grenadier's line of fire.

In multiplayer games, you can switch to the grenadier at no cost to wield the powerful but limited grenade launcher.



### Prisoner

GDI forces are brave, but they do get taken hostage occasionally. When you see these broken warriors, stripped of their uniforms, set them free. They'll likely take up arms and fight by your side out of sheer gratitude.



### Rocket Soldier

- *Solo Health: 75*
- *Solo Weapon: Rocket Launcher*
- *Multiplayer Health: N/A*
- *Multiplayer Armor: N/A*
- *Multiplayer Weapon: N/A*

The rocket soldier provides crucial support against armored vehicles. If you're low on things that make big booms and you've a rocket soldier by your side, let him do the dirty work.



### Rocket Soldier Officer

- *Solo Health: 100*
- *Solo Weapon: Rocket Launcher*
- *Multiplayer Health: 150*
- *Multiplayer Armor: 100*
- *Multiplayer Weapon: Rocket Launcher*

Rocket soldier officers wield the same weapon as the standard rocket soldier, but they're more accurate, stronger, and cooler under pressure.

In multiplayer games, the rocket soldier officer comes complete as a low-level upgrade with the customary rocket launcher.



### Unique Characters

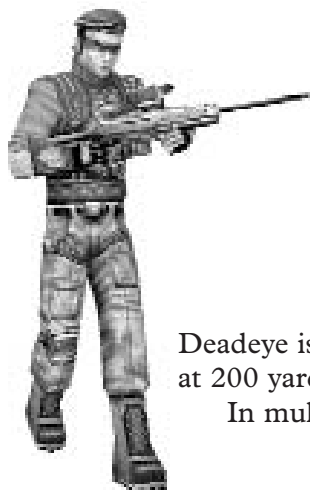
#### Captain Nick “Havoc” Parker



- *Solo Health: N/A*
- *Solo Weapon: N/A*
- *Multiplayer Health: 250*
- *Multiplayer Armor: 100*
- *Multiplayer Weapon: Ramjet Rifle*

Our hero! Havoc is your onscreen alter ego in the solo mission. There isn't much to say about him here that you won't learn in the first five minutes in his company. Suffice to say if you take care of him, he'll take care of you.

In multiplayer, Havoc is the super sniper. With the devastating Ramjet Rifle, he can be planted in high, inaccessible places and the shadows to deal out one-shot kills on anyone who approaches.



#### Dariel “Deadeye” MacInnis

- *Solo Health: N/A*
- *Solo Weapon: Sniper Rifle*
- *Multiplayer Health: 200*
- *Multiplayer Armor: 100*
- *Multiplayer Weapon: Sniper Rifle*

Deadeye is a sniper extraordinaire. He can shoot an earwig off the beak of a sparrow at 200 yards. Along with Havoc, he's a former member of the Dead 6.

In multiplayer games, you can upgrade to Deadeye for a hearty price.



### Nigel "Gunner" Grant

- *Solo Health: N/A*
- *Solo Weapon: Rocket Launcher*
- *Multiplayer Health: 200*
- *Multiplayer Armor: 100*
- *Multiplayer Weapon: Enhanced Rocket Launcher*

Gunner's a big, big man with a big, big damage-enhanced rocket launcher. The erstwhile Dead 6er is big, tough, and scary looking.

In multiplayer games, you can get behind his rocket launcher for a price.



### Shai "Hotwire" Aviv

- *Solo Health: N/A*
- *Solo Weapon: Repair Gun*
- *Multiplayer Health: 200*
- *Multiplayer Armor: 100*
- *Multiplayer Weapon: Advanced Repair Gun*

Hotwire is an expert with machinery and electronics, an elite engineer. What she lacks in combat prowess, she claims in technical know-how.

In multiplayer games, Hotwire serves as GDI's advanced engineer and is the ultimate utility player with her repair gun and all manner of C4 charges.

Compared to conventional engineers, she is has faster repair at longer range and is the only character on her side who can bring down a building single-handedly, thanks to a large stock of C4.



### Brigadier General Adam Locke

Havoc's boss gets a lot of guff, but he and his not-so-humble servant make it work.



### Dr. Ignatio Mobius

- *Solo Health: N/A*
- *Solo Weapon: N/A*
- *Multiplayer Health: 250*
- *Multiplayer Armor: 100*
- *Multiplayer Weapon: Volt Auto Rifle*

Dr. Mobius has forgotten more than most people will ever know about the mysterious substance known as Tiberium. As such, he's a very tempting target for Nod. When he's your charge, protect him with your life.

In multiplayer games, the good doctor comes to play. There's nothing more dangerous than a scientist with a Volt auto rifle. Playing as the good doctor is a pricey endeavor; he's one of GDI's high upgrades.



### Erich "Patch" Wulfe

- *Solo Health: N/A*
- *Solo Weapon:*
- *Multiplayer Health: 200*
- *Multiplayer Armor: 100*
- *Multiplayer Weapon: Tiberium Flechette*

Patch specializes in counterterrorist actions and small weapons.

In multiplayer contests, he sports the deadly Tiberium flechette. Patch is widely viewed as one of the best characters for the money. He's well worth the cost of the medium upgrade.



### Sydney Mobius

- *Solo Health: N/A*
- *Solo Weapon: N/A*
- *Multiplayer Health (Normal/Powersuit): 150/250*
- *Multiplayer Armor: 100*
- *Multiplayer Weapon (Normal/Powersuit): Tiberium Auto Rifle/Personal Ion Cannon*

Sydney Mobius isn't as valuable to Nod as her father, but she's vulnerable nevertheless. She exhibits great bravery but serves primarily as someone you must protect.

In multiplayer games, Sydney comes in two upgrade configurations. The first offers adequate health and a Tiberium auto rifle. The second features the younger Mobius in her power suit firing a personal ion cannon. Both are worth the modest and extravagant (respectively) upgrade costs.



### Nod

#### Standard Characters



#### Acolyte

- *Solo Health: Unknown*
- *Solo Weapon: Tiberium Auto Rifle*
- *Multiplayer Health: N/A*
- *Multiplayer Armor: N/A*
- *Multiplayer Weapon: N/a*

The acolytes are among Nod's successful attempts at creating Tiberium-mutated soldiers. Still, they're weaker and less adept than other mutant warriors. They compensate for their lack of durability with a Tiberium auto rifle.

Don't use Tiberium weapons on them—Tiberium heals mutants.



### Black Hand Soldier

- *Solo Health: 150*
- *Solo Weapon: Laser Rifle, Sniper Rifle*
- *Multiplayer Health: 200*
- *Multiplayer Armor: 100*
- *Multiplayer Weapon: Sniper Rifle*

The lowest ranking Black Hand special forces unit is not to be taken lightly. The soldiers usually arm themselves with deadly sniper rifles and typically take to the rooftops to fire from high cover. Later, they start to carry flesh-searing laser rifles.

In multiplayer contests, they boast nasty sniper rifles and make a very fine medium upgrade.



### Black Hand Heavy Weapons Soldier

- *Solo Health: 150*
- *Solo Weapon: Rocket Launcher, Chain Gun, Automatic Rifle, Volt Rifle*
- *Multiplayer Health: 200*
- *Multiplayer Armor: 100*
- *Multiplayer Weapon: Laser Chain Gun*

Bigger and more skillful than standard Black Hand soldiers, this elite variety is a tough kill. They tend to favor chain guns and rocket launchers.

In multiplayer games, they deal out death with blazing laser chain guns as a low-level upgrade.



### Black Hand Stealth Soldier

- *Solo Health: 150*
- *Solo Weapon: Laser Rifle*
- *Multiplayer Health: 200*
- *Multiplayer Armor: 100*
- *Multiplayer Weapon: Laser Rifle*

Black Hand stealth soldiers can move around unseen by the unobservant, suddenly opening fire with their laser rifles. By the time the unwary victim figures out where the fire's coming from, it's too late.



There are two ways to see stealth soldiers. First, they appear when they open fire, though you'll probably want to see them before that point. Look carefully for the telltale distortion field created when they enter stealth mode—this is especially obvious when they have a light source behind them.

In multiplayer games, stealth soldiers carry laser rifles and a reasonable price tag for their services (medium upgrade).

### Chem Warrior

- *Solo Health: 100*
- *Solo Weapon: Chem Sprayer*
- *Multiplayer Health: 200*
- *Multiplayer Armor: 100*
- *Multiplayer Weapon: Chem Sprayer*

Chem warriors are as volatile as their weapons. Their specialized chem sprayers let loose a cloud of toxic Tiberium gas that's lethal to anyone not wearing a hazmat suit. The chem warriors are immune to Tiberium's effects.

When chem warriors attack, backpedal and fire. Stay out of range and nowhere near the warrior when he expires. On death, his Tiberium tank detonates, spraying toxic gas on anyone nearby.

Chem warriors are mostly, but not entirely, immune to Tiberium-based weapons. Try the flamethrower instead.

In multiplayer games, the chem warrior comes as a low-level upgrade with an unhealthy supply of Tiberium for his chem sprayer.



### Engineer

- *Solo Health: 50*
- *Solo Weapon: Repair Gun*
- *Multiplayer Health: 100*
- *Multiplayer Armor: 100*
- *Multiplayer Weapon: Repair Gun*

The engineer isn't much for combat—but that's not really their job. What engineers do is fix stuff. They restore buildings, vehicles, and units to full health with their repair guns.



## Chapter 3: Cast of Characters



If you need to destroy a building, you should eliminate nearby engineers first so they don't undo your good work.

In multiplayer games, engineers are actually very important. Not only do they fix all vehicles and buildings and heal wounded soldiers, but they also do things no one else can. First, they are the only units that can defuse a planted enemy beacon. Second, they can remove planted C4 charges.

### Flamethrower Soldier



- *Solo Health: 100*
- *Solo Weapon: Flame Thrower*
- *Multiplayer Health: 100*
- *Multiplayer Armor: 100*
- *Multiplayer Weapon: Flame Thrower*

Like chem warriors, flamethrower soldiers should be kept at a very safe distance. Their flameproof suits give them the freedom to spray fire wherever they choose. When they attack, backpedal and shoot so you're not close when their fuel tanks detonate.

Flamethrower soldiers are mostly immune to fire. You can damage them with a flamethrower but not very efficiently.

In multiplayer games the flamethrower soldier comes complete—as a free, basic character—with his flamethrower.

### Initiate

- *Solo Health: Unknown*
- *Solo Weapon: Chem Sprayer*
- *Multiplayer Health: N/A*
- *Multiplayer Armor: N/A*
- *Multiplayer Weapon: N/A*

Initiates are failed or incomplete Tiberium mutations. They possess ferocious speed and savagery and occasionally wield weaponry but lack considerably in the smarts department. Initiates tend to charge more than attack, so mow them down on their headlong approach.

Initiates, like all Tiberium mutants, are healed by Tiberium weapons, not damaged.





### Nod Officer

- *Solo Health: 100*
- *Solo Weapon: Chain Gun*
- *Multiplayer Health: 150*
- *Multiplayer Armor: 100*
- *Multiplayer Weapon: Chain Gun*

The Nod officer class is tough and resilient, but a step or two below the elite Black Hand troops. Still, the officers' incessant chain gun fire shouldn't be ignored, especially at close range or at an unsuspecting vehicle.

Nod officers can call for reinforcements. To stem the tide of Nod reinforcements, search the rear lines for a Nod officer calling the shots. Take him out and the new troops will stop coming.

Use the officer's chain gun against him as it takes forever to reload.

In multiplayer games, the officer still carries his handy chain gun, but his ability to call in troops is irrelevant. He's a low upgrade, but worth the cost.



### Nod Soldier

- *Solo Health: 50*
- *Solo Weapon: Automatic Rifle*
- *Multiplayer Health: 100*
- *Multiplayer Armor: 100*
- *Multiplayer Weapon: Automatic Rifle*

Nod soldiers are pesky only in great numbers. Still, an automatic rifle is never anything to take lightly. Nod soldiers can't take much punishment, and their combat decisions are not always cool-headed; expect to see them run right at you.

In multiplayer games, Nod or GDI soldiers with automatic rifles are the default respawn type. You'll always come back as one, but can change or upgrade at the nearest purchase terminal.



### Rocket Soldier



- *Solo Health: 75*
- *Solo Weapon: Rocket Launcher*
- *Multiplayer Health: N/A*
- *Multiplayer Armor: N/A*
- *Multiplayer Weapon: N/A*

Standard rocket soldiers lack a certain accuracy and have a tendency to blow themselves up, but they're absolutely deadly when they squeeze off a surprise shot. Their rocket launchers have tremendous range and devastating, shattering impact. Fortunately, rocket shots are easy to dodge if you see them coming.

### Rocket Soldier Officer



- *Solo Health: 100*
- *Solo Weapon: Rocket Launcher*
- *Multiplayer Health: 150*
- *Multiplayer Armor: 100*
- *Multiplayer Weapon: Rocket Launcher*

These more accomplished rocket soldiers are far cagier and accurate. They're also harder to kill, though one sniper rifle head shot does the trick. They're also very brave about using their launchers at close range—a one-shot kill if it hits.

In multiplayer games, the rocket launcher officer is a strong medium upgrade. In fact, no strike forces should be without a soldier with a rocket launcher.

### Technician

- *Solo Health: 50*
- *Solo Weapon: Automatic Pistol*
- *Multiplayer Health: 200*
- *Multiplayer Armor: 100*
- *Multiplayer Weapon: Repair Gun*

In solo play, Nod technicians are helpless, but they do usually pack a pistol for the just-in-case. Given their paltry health, they won't squeeze off more than a couple rounds.

In multiplayer games the technician becomes much more important. In fact, he's the Nod advanced engineer, with enhanced health, an advanced repair gun, and all manner of C4 in his pack. Like Hotwire, he can bring down a building all by himself if he can get inside.



### Templar

- *Solo Health: Unknown*
- *Solo Weapon: Tiberium Auto Rifle*
- *Multiplayer Health: N/A*
- *Multiplayer Armor: N/A*
- *Multiplayer Weapon: N/A*

Other than Raveshaw and Petrova, the apex of Tiberium mutant evolution is the templar. These monstrously bulky warriors are a fearsome sight even before they start unloading their Tiberium auto rifles at you.

Given templars' tenacity and speed, the flamethrower works against them as both an immobilizer and destroyer.





### Bosses

#### Sakura Obata



Havoc's old flame is as ruthless as ever. You'll never fight her face-to-face. When you meet, she's in her customized Comanche helicopter and you're a moving target on the ground. For full face-off details, see the walkthrough for Mission 3.

Sakura is a sniping machine in multiplayer games. With the ultra-powerful ramjet sniper rifle slung over her arm, Sakura can terrorize troops and vehicles alike.

#### Carlos Mendoza

The nefarious Mendoza is ruthless by any standard. It shows in the way he fights. He punches, he kicks, he fires off rocket after rocket. In short, he never gives up. For tips on fighting Raveshaw's bereted enforcer, see the walkthrough for Mission 6.

In multiplayer contests, Mendoza is one of the elite characters.



#### Gideon Raveshaw

The malevolent head of the Black Hand isn't very imposing to look at, but his reputation speaks of horrible cruelty. Put that blackened soul in a seven-foot-tall Tiberium mutant body and you have a real problem if you're the sap who has to fight him.

Of course, you *are* the sap who has to fight him. In his mutated form, Raveshaw is immune to Tiberium attacks and gains health from their effects. Full details for defeating him are in the walkthrough for Mission 8.

In multiplayer games, Raveshaw can be played in either his mutant or human form, though his stats are the same. Both Raveshaws tote nasty mass drivers.







### **Dr. Petrova**

Dr. Mobius's assistant seems the unfortunate hostage... at first. Time, however, reveals her to be much more. When Kane's dastardly plan comes to light, it's Petrova who's his ultimate weapon. In her mutated state, she's unspeakably dangerous.

As a Tiberium-based life form, mutant Petrova is immune to Tiberium weapons and is healed by their effects.

Full details on the final fight with Petrova can be found in the walkthrough for Mission 11: Stomping on Holy Ground.

### **Civilians**

Civilians are everywhere, but not all of them are helpless or friendly.

Some, like the Resistance fighters in Missions 5 and 7, will fight by your side.

Others, like the cooks in the Nod kitchens, fight for Nod with baffling ferocity.

Be very careful with civilians, especially those in the employ of Nod. Some are quite eager to help you. Others cry for help if you don't quietly snuff them first.





### **Visceroid**

These globular monsters are the horrendous result of uncontrolled Tiberium mutation. They're immune to the effects of Tiberium-based weapons and are actually healed if attacked with them.

Keep your distance when attacking or else receive a face full of noxious toxic gas; their range is considerable. Visceroids succumb to bullets, but explosives are your best bet.

Visceroids are listed as civilians because they have no loyalties. They attack the nearest human—GDI, Nod, or other.

These mutants occur naturally, but you can contribute to their population if you're not careful. Every time you use a Tiberium weapon, you run a small risk of turning the target into a visceroid. This makes for an unpleasant surprise at the end of a tough battle.





## CHAPTER 4: STRUCTURES

Traditional *Command & Conquer* games are all about the buildings. But have you ever wondered what it's like *inside* those buildings? Ever thought about what dangers await in their mysterious and twisted halls? Ever considered what your commando does when he or she goes inside—and how?

Wonder no more. One of the sublime pleasures of *Renegade* is opening that front door and battling in the dimly lighted halls of these well-known buildings.

There are four types of structures:

- **Simple:** *Classic C&C buildings with which you can interact but which are quite simple to navigate. Knowing where to go in these buildings is self-evident.*
- **Complex:** *The labyrinthine classic C&C buildings that recur throughout the game. Since all buildings of a given type are built alike, building walkthroughs are in this chapter, not the mission walkthroughs. Whenever you encounter one of these structures, consult this chapter for details.*
- **Unique:** *These are complex but not recurring structures that you must navigate in the single-player campaign. The mission walkthroughs chapter contains the walkthroughs for these buildings.*
- **Multiplayer Only:** *Many buildings appear only in multiplayer contests. They're merely the GDI equivalent of corresponding Nod buildings.*

### A Note on Multiplayer Buildings

In multiplayer contests, the buildings are substantially simplified compared to their solo-play incarnations.

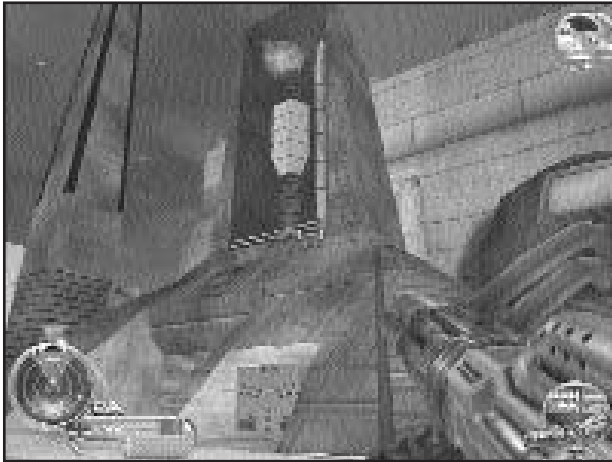
All are really just single-room shells. There are fewer doors or their positions have moved, and there are no elevators.

Each contains an easy-to-find master control terminal (MCT), and several house purchase terminals (see Chapter 7).

## Destroying Structures

It's often necessary, and always fun, to destroy a building.

Disabling a building nullifies or negatively changes the benefits and functions it imparts. For example, knocking out a Hand of Nod renders a base unable to create new soldiers. This cuts off reinforcements. Destroying a power plant, on the other hand, knocks out power to base defenses (e.g., obelisks or advanced guard towers) and increases the prices of all purchase terminal transactions in multiplayer games.



*A disabled building looks charred on the outside. Inside, the lighting turns an ominous red.*

### **NOTE**

*Built-in defenses such as ceiling guns still operate in disabled buildings.*

## **Destruction Methods**

There are three ways to destroy a structure: bombard it, plant a beacon, or sabotage it.

### **Bombarding**

Buildings, like characters, have health. Attacking buildings with weapons decreases their health. Inflict enough damage and the building becomes inactive. There are two problems with this approach.

First, it takes *a lot* of ammunition to destroy even the smallest building. With ammo so precious, it seems a waste. This option is only viable if you have a vehicle, especially a tank. Since vehicle ammunition is unlimited, you can fire for as long as you like.



*Heavy artillery can bring down a building without you ever going inside. Using the unlimited ammo in vehicles is more appropriate for this task than depleting your own weaker weapons.*

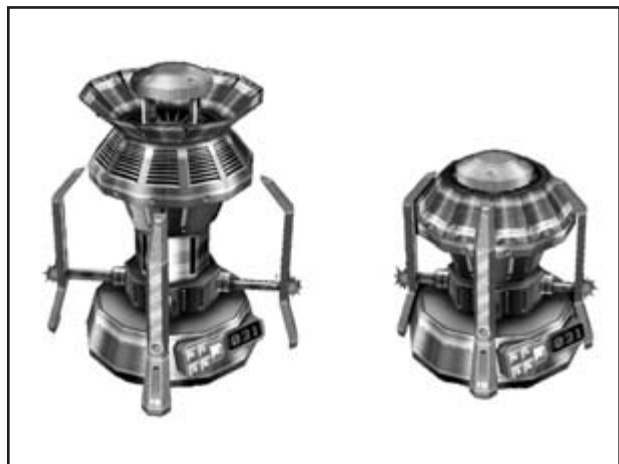
The second problem with bombarding arises when there's a construction yard in the base. As long as one of these buildings is operating, all other structures automatically heal themselves of any weapons damage. If the building heals faster than you can damage it, you can never destroy it. Even if you overcome the rate of repair, it takes even more ammo to raze the building.

### Beacon Planting

Any building can be destroyed by a blast from the satellite-bound GDI ion cannon or by a Nod nuclear strike.



*The presence of a construction yard makes bombardment of all base buildings much harder.*



*Plant these devices inside buildings to take them offline in one fell swoop.*

To know where to fire those weapons Command needs to know precisely where to target. You tell them this by planting a beacon inside the building you want to destroy.

The beacon can be placed anywhere in the building—as long as it's inside—and you must hold onto it until it charges. Once it's fully charged and the red bar fills, you have only a few seconds to flee the ensuing blast radius.



This easy method effectively destroys buildings, but beacons are pretty rare.

Beacons can destroy most of the simple and complex buildings listed below but have no effect on unique buildings, such as the dam or the temple of Nod. Explanations and examples of these building types are outlined below.



*Once you plant a beacon, take cover, but be sure to watch your handiwork.*

### Sabotage

The most effective and efficient method of building destruction is sabotage. You sabotage a building by sneaking inside, finding the building's master control terminal (MCT)—every complex and most simple buildings have one—and destroying it.

You can blow the MCT with any weapon, but the customary method is with C4. It may take more than one charge to blow an MCT.



*This is a master control terminal. Find these, blast them, and celebrate.*

## Types of Structures

### Simple

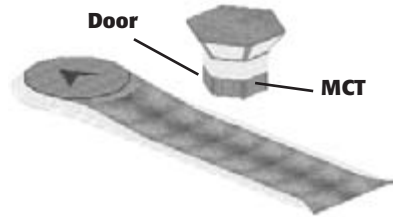
C&C veterans will recognize these smaller buildings, but they're pretty simple structures. Inside (if there is an inside), you'll likely find just a couple of simple rooms.



### Airstrip

The airstrip doesn't serve any particular function in the single-player mission, but it's fun to blow up via the MCT in the ground floor of the tower.

In multiplayer games, the airfield permits construction of vehicles for Nod teams. If the airstrip is destroyed, teams can't buy vehicles from their purchase terminal.



### Guard Tower

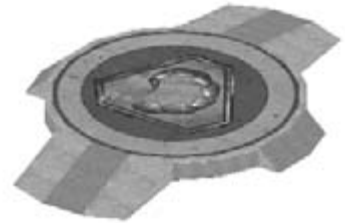
The guard tower is a watchtower and sniper nest, but it contains no built-in defenses. Nod forces can, however, be found on its top floor or even on the roof. A ladder connects the lower and upper floors.

The guard tower can't be destroyed.



### Helipad

The helipad allows Apache helicopters to refuel. Without a pad, no helicopters can patrol the area. If you're tired of being pounded from above, get rid of the helipad with a little C4.



### SAM Site

SAM sites pose no danger to ground forces, but they do prevent the arrival of GDI reinforcements by air. As soon as you blast a site, the helicopters can drop in new troops or vehicles.

A single blast of C4 destroys a SAM site.





### Tiberium Silo

Destroying these fuel storage facilities quickly and dramatically depletes the Tiberium supply of a Nod base. Knock out the silo to slow the flow of enemy reinforcements.



### Turret

Turrets can fire high-caliber shells at vehicles and offshore vessels. They don't pose any danger to you on foot, though they can shred any vehicle you drive.

Destroying them with external charges permits reinforcements or fulfills secondary objectives.



### Complex Structures

Complex structures are also drawn from the *C&C* universe, but there is a lot more to them. They all have multiple floors and myriad rooms. To find the important items and locations in one of these buildings, you need more than just a keen eye; you need familiarity with the building's layout. That's what this section is for.

All complex structures of each type are the same. There are variations of the enemies within, the automated defenses, and which doors are secured, but the basic layout and the location of the MCT are always identical.

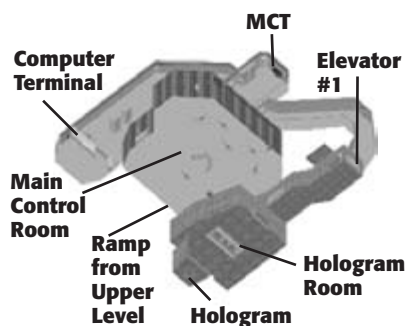
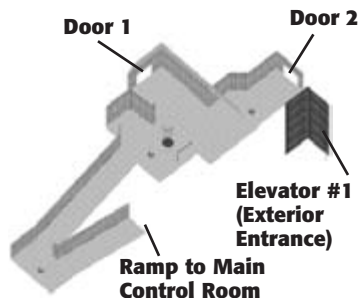
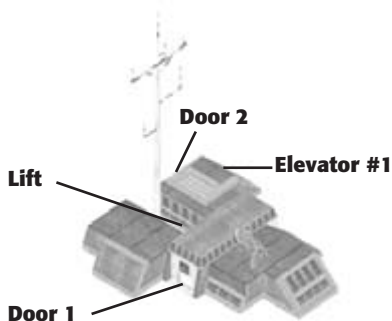
When you enter a building in the mission walkthroughs, consult this chapter to learn how to reach the part of the building you need.

While the mission walkthroughs won't guide you through the building's layout, they point out the locations of special items or events, such as the location of a security card or particularly valuable weapon.

However, for the specific twists and turns in these recurring buildings, consult the building walkthroughs below.



### Communications Center



### Gameplay Function

The communications center is an important structure for Nod, but it doesn't have any distinctive gameplay function save its annoying habit of jamming your radar when you travel near it.

### Layout and Critical Locations

Still, the comm center's the subject of several mission objectives that depend on your knowledge of two crucial locations: those of the MCT and the mainframe terminal.

Both terminals can be found on the same path through the building, though the simplest route may be blocked by locked doors that first require finding a key.

This simplest route involves the external elevator door:

1. Descend in the elevator
2. Exit the lift and turn right.
3. Follow the curving hallway to the MCT room.
4. To find the mainframe, exit the room via the other door.
5. Follow the passage into the room. The mainframe is on the far side just in front of a large glass window.

The other route is harder but is the only way when the MCT room's doors are card controlled:

1. Enter either door 1 or 2.
2. Descend the ramp to the main control room.
3. Go through the door to the left to find the mainframe.
4. Facing the mainframe, turn around and head down the hall.
5. Go through the door to reach the MCT.



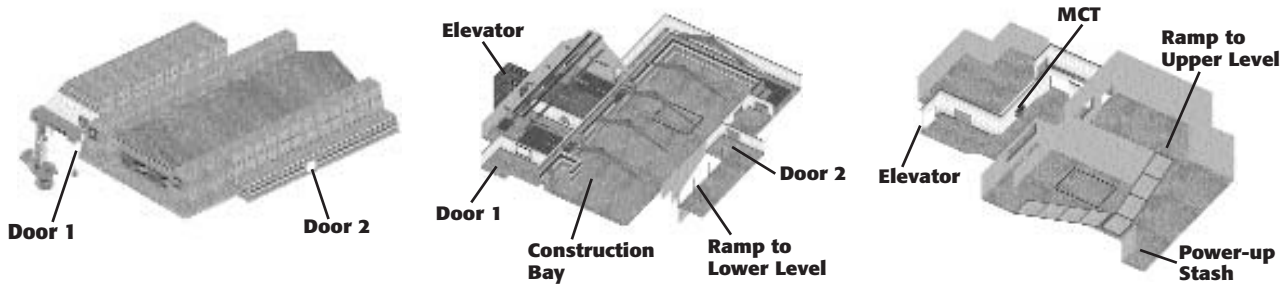
### Notable Places

- *The hologram room: From the elevator, go left instead of right—the hall ends at the hologram room, where Nod's minions go to get berated by Kane. Enter and he'll speak directly to you.*
- *The main control room on the bottom floor is usually filled with enemies and is often secured with multiple ceiling guns.*
- *A lift platform on the outside of the building gives you roof access. The roof often hides power-ups, though they're sometimes on glass ceilings that can't bear your weight.*

### Multiplayer Function

- *The communications center does not appear in multiplayer.*

### Construction Yard



### Gameplay Function

When a base contains a construction yard, all destructible buildings automatically self-repair when partially damaged. This rate can be very fast, often faster than you can attack with any strong weapon. To avoid wasting ammunition on self-healing buildings, take down the construction yard first.

### Layout and Critical Locations

The upper level of the construction yard is a series of interconnected small rooms and hallways around a massive central construction bay. If you're just going in for the MCT, however, you won't have to spend much time upstairs.

The MCT is buried on the lower level as centrally as possible. Of the available routes, this best allows you to enter through a less obtrusive side door:

1. **Enter via door 2 on the side of the building.**
2. **Turn left and descend the ramp to the lower level.**
3. **Make a U-turn and turn left at the end of the wall.**

4. Turn left again as you pass the wall and go through the door right of the window.
5. Turn into the first door on the left to find the MCT.

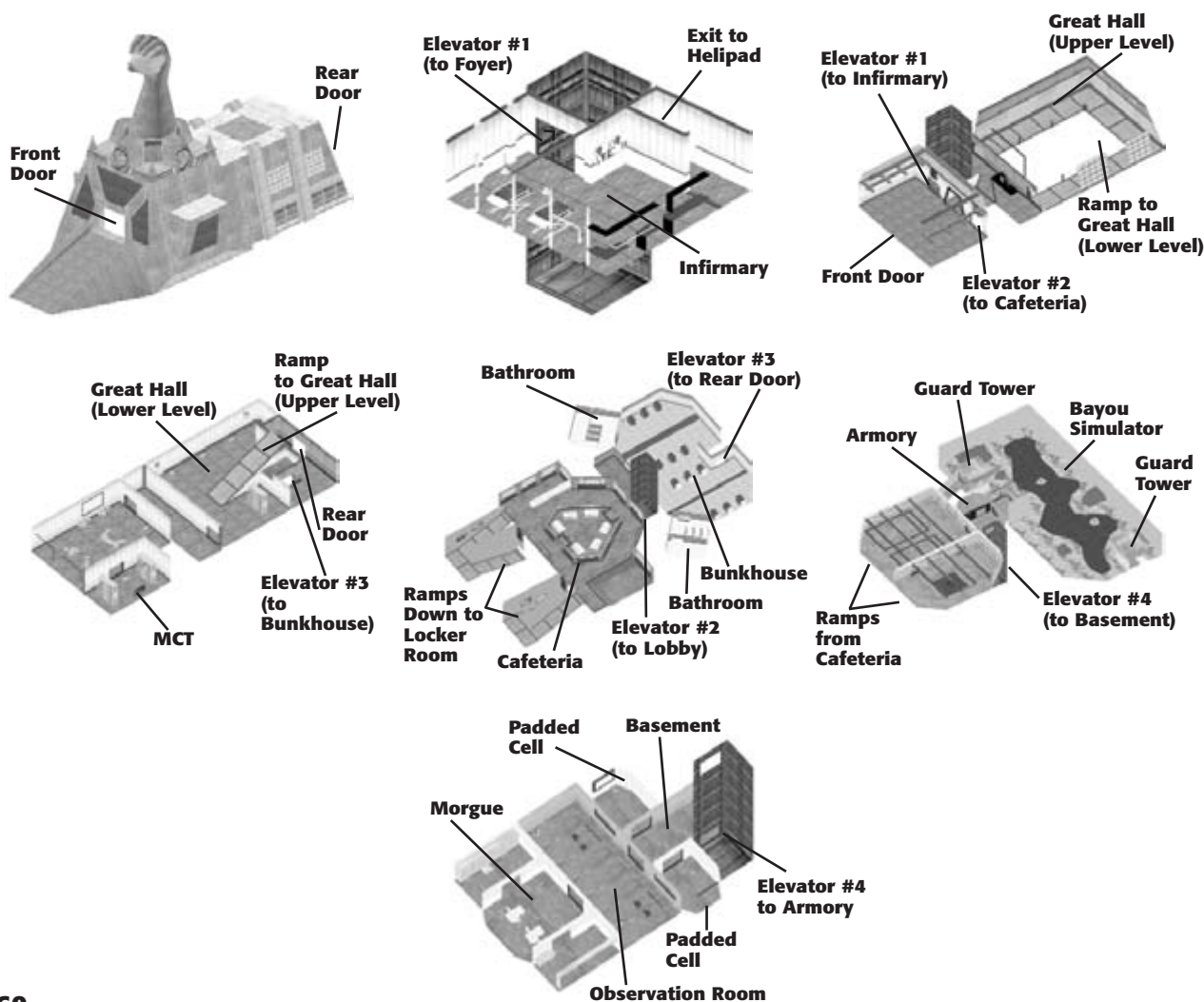
### Notable Places

- Behind the ramp downstairs, you might find very valuable items.

### Multiplayer Function

- The construction yard does not appear in multiplayer.

### Hand of Nod





### Gameplay Function

The Hand of Nod is one of the most important buildings on a base.

In solo play, the Hand of Nod enables enemy bases to generate reinforcements. If the Hand of Nod is disabled, there won't be any reinforcements.

### Layout and Critical Locations

The biggest of the non-unique buildings, the Hand of Nod has six levels, two above ground and four below:

- *The top floor (level 1) contains the infirmary and access to an external helipad; great for sniping.*
- *The ground floor (level 2) features elevator access to both the upper and lower floors and walking access to level 3.*
- *The first basement (level 3) houses the MCT, rear door access, and elevator service to level 4.*
- *The second basement (level 4) has the bunkhouse and cafeteria, ramp access to level 5, and elevator access to level 3.*
- *The third basement (level 5) boasts a full-service gym, a small but usually packed armory, and military simulation facilities. It also has the only elevator to level 6.*
- *The fourth basement (level 6) houses scary medical facilities. People seem to leave heavy weaponry lying around down here.*

The structure is interconnected by a complicated series of elevators and is accessible from only two doors: one in the rear and one in the front.

The most surreptitious route to the MCT begins at the back door:

1. **Enter the rear door.**
2. **Take elevator 3 down to the bunkhouse.**
3. **Go through the middle of three doors to the cafeteria.**
4. **Take elevator 2 up to the lobby.**
5. **Make a U-turn and follow the passages to the great hall.**
6. **Descend the ramp and pass through the only door.**
7. **Follow the hall and turn left into the doorway.**
8. **Enter the door on the left side of the room to find the MCT.**

### TIP

*This route is given for two reasons. First, the rear of the Hand of Nod is usually more lightly defended. Second, in one case in the game, you can't get to the front door at all. You may enter via the front and pick up this walkthrough at step 5.*

### Notable Places

- *The side rooms of the morgue (level 6) often hold many valuable weapons and other rare power-ups.*
- *In the padded cells (level 6), you can shoot through the glass at unsuspecting enemies in the observation room.*

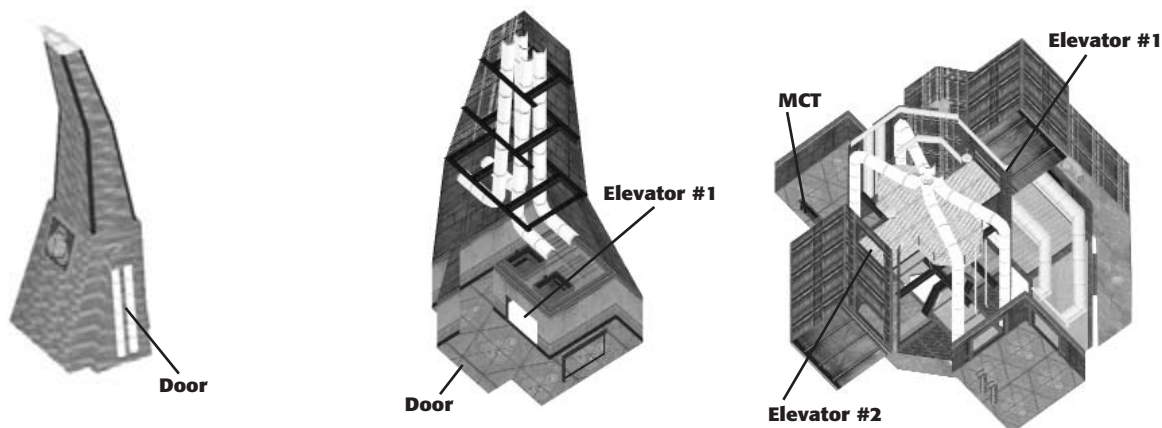


- The armory (level 5) is a storehouse of many good things, usually in large numbers.
- Relieve yourself in the bathrooms off the bunkhouse (level 4).
- The top floor is a good hiding place for cool and important items.

### Multiplayer Function

- The Hand of Nod (and the corresponding GDI barracks) permits you to purchase character upgrades in multiplayer games. If the building is destroyed, you won't be able to change to higher character classes.

### Obelisk



### Gameplay Function

The obelisk is a devastating defensive structure. Its sole purpose in life is to rain down death on approaching enemy troops. When you get within the obelisk's maximum range, the weapon begins to charge (it takes a few seconds).

If you don't get out of range before the obelisk fires, the beam strikes wherever you stand. If you're on foot, you're dead. If you're in a vehicle, the vehicle absorbs all the damage. The good news is that a vehicle will absorb the hit even if it only has minimal life left.

### Layout and Critical Locations

The obelisk is a simple structure with three vertically aligned floors. The MCT is at the bottom via two elevators. To get to it:





1. Enter the door and get on the elevator.
2. Descend one floor.
3. Run straight across to the other elevator.
4. Descend one floor.
5. Go left through a door to find the MCT.

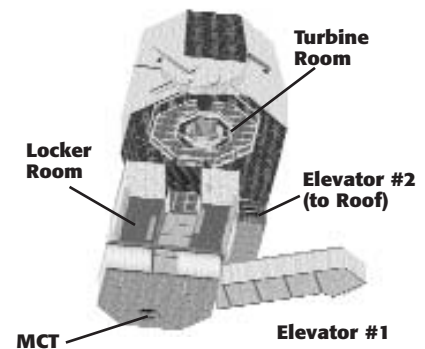
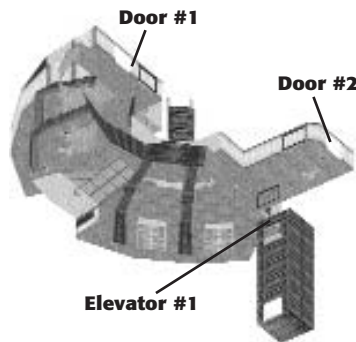
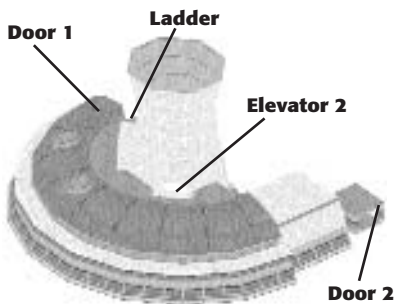
### Notable Places

- On the top floor, a small, open-air lift leads to the roof of the elevator shaft.

### Multiplayer Function

- The obelisk is set up near main approaches to Nod bases to vaporize anyone or anything hostile that comes down the pike. Disabling it leaves the base undefended.

### Power Plant



### Gameplay Function

The power plant is the lifeblood of a base. The juice it provides allows all of the other buildings to do their jobs at top efficiency. Destroying a power plant has two effects: it completely disables any base defenses and makes other buildings less effective.

### Layout and Critical Locations

The power plant comprises two floors. The first floor is wide-open space but is usually lousy with enemy forces. The lower floor is smaller and houses the power plant's MCT.

If you want to avoid combat, a shortcut to the MCT lets you skip most of the mayhem you'd encounter upstairs:

1. Climb the ladder at the back of the power plant.
2. Walk around the silo.

3. Enter the service elevator to the left.
4. Exit the elevator and walk straight down the hall.
5. Turn right into the locker room.
6. Enter the door to the left to find the MCT.

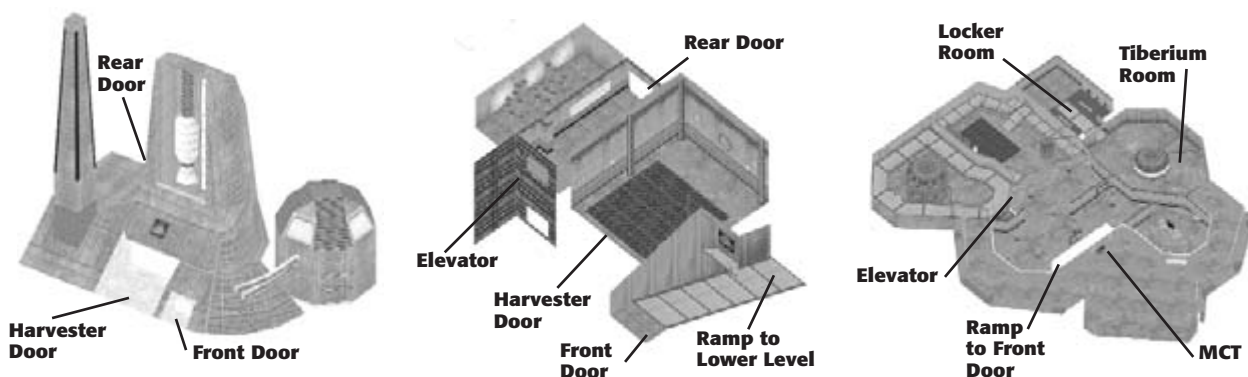
### Notable Places

- *The ladder around the back of the building is your ticket to a no muss, no fuss raid of the power plant. Opposition is minimal, and getting out is as easy as getting in. There are often power-ups planted on the roof, too.*

### Multiplayer Function

- *In multiplayer games, power plants have a more specific function than in solo play. Taking them down still disables all base defenses. But their destruction most profoundly affects the cost of transactions in the purchase terminals. If a base loses its power plant, all character upgrades and vehicle purchases will cost more.*

### Tiberium Refinery



### Gameplay Function

Even more important than power is cash flow. In the C&C world, this cash flow comes from a constant supply of Tiberium. Both Nod and GDI are completely dependent on the powerful but scarce and dangerous substance. Refineries turn Tiberium into cash, which is used to build the fearsome war machine.

When a refinery is destroyed, a base's ability to build new units or vehicles or repair damaged units lasts only as long as the base's store of harvested Tiberium. When the supply runs out, there's no more coin. This means no reinforcements.

You can effectively strangle a base by eliminating its refinery.



### Layout and Critical Locations

The refinery has a very complicated layout. The top level is simple, with two doors in the front and one in the rear, and lower level access via an elevator and a ramp.

When you get downstairs, however, things get hairy. It's extremely easy to get disoriented in the dim light of this very large floor.

Finding the MCT is probably more difficult here than in any other building:

1. Enter via the back door.
2. Walk straight into the elevator to ride down.
3. Turn left and walk around the submerged floor.
4. Enter the second door you come to.
5. Turn left.
6. Take your first left into a long, twisting hallway.
7. The hall empties into a large room, and the MCT is on the wall to the left.

### Notable Places

- *Be aware of the Tiberium room in the rear of the lower floor. There are two ways in; the one through the containment door in the locker room gives you an idea of what's ahead. Be aware of its location on the map to avoid bumbling in.*

### Multiplayer Function

- *As long as a refinery exists, you receive a gradual but constant stream of credits that represent your share of your base's Tiberium production. If the building is disabled, no credits are earned.*

### Unique

Not all action in *Renegade* occurs outdoors or in the above C&C buildings. Several unique buildings inhabit the solo levels of this game.

These buildings tend to be larger than complex structures, but some do feature their own MCT, such as the dam.

Given the scale and individuality of these buildings, walkthroughs for them are included in the appropriate mission walkthroughs.



*The cathedral is a large, complex building, but it's one-of-a-kind. As such, its layout is covered in the mission walkthroughs.*

### Multiplayer Only

All of your time in the solo missions is spent poking around Nod buildings. The only GDI buildings you encounter are not accessible.

In multiplayer, however, the GDI teams use several buildings. These structures are functional equivalents of Nod buildings, with similar simplified layouts.

These buildings include:

- *Power plant*
- *Tiberium refinery*
- *GDI barracks: Equivalent to Hand of Nod*
- *GDI weapons factory: Equivalent to Nod airstrip*
- *Advanced guard tower: Equivalent to Nod obelisk*

Chapter 7 includes more on these buildings and other building-related multiplayer issues.





# CHAPTER 5: VEHICLES

Sure, you get to go inside the familiar buildings of *C&C*, but what about the vehicles? Oh, yes. The full-on combat of *Renegade* includes a wide array of enemy vehicles.

The best part: you get to drive some, and not just GDI vehicles. Flame tanks, Nod buggies, light tanks; these are just some of the Nod rides you get to jack.

While there are several more vehicles in the game, they only fight on your side in single-player mode. Neat, but there's nothing you need to know about them. This chapter focuses on the vehicles under your control and arrayed against you in solo and multiplayer campaigns.

### NOTE

*Statistics are only important for player-drivable vehicles. All of these vehicles also appear in multiplayer.*

### Damage Modifiers

Like standard weapons, vehicle-mounted weapons vary in damage depending on what they're hitting. The modifiers for each weapon type (which are multiplied by each vehicle's damage figure) are listed with the vehicle below.

## GDI

### Humm-Vee

#### Vehicle Stats

- *Weapon Type: Steel*
- *Damage: 10*
- *Range: 100*
- *Velocity: 150*
- *Rate of Fire: 8*
- *Spray: 1*
- *Splash Radius/Damage: None/None*
- *Clip Size: 100*
- *Maximum Inventory (Shots): Infinite*
- *Reload Time: 3 sec.*



#### Damage Modifiers (Steel)

- *vs. Flesh: 2.0*
- *vs. Fire Suits: 2.0*
- *vs. Hazmat Suits: 2.0*

- *vs. Mutant: 0.5*
- *vs. Vehicle (Light): 0.2*
- *vs. Vehicle (Heavy): 0.15*
- *vs. Structure: 0.005*

The fast Humm-Vee turns tightly but lacks heavy firepower. The roof-mounted machine guns are outstanding against infantry but take far more rounds to eliminate a tank. Fortunately, the Hummer's superior speed means you can make yourself a major pest against larger, slower vehicles.

### TIP

*All vehicles are vulnerable to the constant pecking of infantry weapons, especially rockets. Use your size and speed advantage to run them down.*

## Mammoth Tank Vehicle Stats

- *Weapon Type: Shell*
- *Damage (Cannon/Missile): 75/15*
- *Range (Cannon/Missile): 100/40*
- *Velocity (Cannon/Missile): 100/50*
- *Rate of Fire (Cannon/Missile): 100/100*
- *Spray (Cannon/Missile): 1/2*
- *Splash Radius/Damage (Cannon/Missile): (8/75)/(10/100)*
- *Clip Size (Cannon/Missile): 1/2*
- *Maximum Inventory (Shots): Infinite*
- *Reload Time (Cannon/Missile): 1 sec./4 sec.*



## Damage Modifiers (Shell)

- *vs. Flesh: 2.0*
- *vs. Fire Suits: 2.0*
- *vs. Hazmat Suits: 2.0*
- *vs. Mutant: 1.0*
- *vs. Vehicle (Light): 0.5*
- *vs. Vehicle (Heavy): 0.5*
- *vs. Structure: 0.1*

The mammoth tank is painfully slow on foot and even slower to turn, but it packs unmatched firepower in its twin cannons and side-mounted rocket launchers. Fire the high-caliber shells at





vehicles, people, and even buildings to unleash this massive tank's epic firepower. For more precise attacking, press the right mouse button to launch rocket attacks.

The mammoth tank has the added benefit of regaining health gradually. Park it somewhere safe and let it repair itself.

### Medium Tank

#### Vehicle Stats

- *Weapon Type: Shell*
- *Damage: 80*
- *Range: 100*
- *Velocity: 100*
- *Rate of Fire: 100*
- *Spray: 1*
- *Splash Radius/Damage: 8/75*
- *Clip Size: 1*
- *Maximum Inventory (Shots): Infinite*
- *Reload Time: 1.5 sec.*



#### Damage Modifiers (Shell)

- *vs. Flesh: 2.0*
- *vs. Fire Suits: 2.0*
- *vs. Hazmat Suits: 2.0*
- *vs. Mutant: 1.0*
- *vs. Vehicle (Light): 0.5*
- *vs. Vehicle (Heavy): 0.5*
- *vs. Structure: 0.1*

Although the medium tank isn't as fast or maneuverable as the light tank, it packs more firepower in its thicker armor.

### Mobile Rocket Launcher System

#### Vehicle Stats

- *Weapon Type: Shell*
- *Damage: 18*
- *Range: 200*
- *Velocity: 30*
- *Rate of Fire: 3*
- *Spray: 1*
- *Splash Radius/Damage: 10/100*
- *Clip Size: 6*





- *Maximum Inventory (Shots): Infinite*
- *Reload Time: 3 sec.*

### Damage Modifiers (Shell)

- *vs. Flesh: 2.0*
- *vs. Fire Suits: 2.0*
- *vs. Hazmat Suits: 2.0*
- *vs. Mutant: 1.0*
- *vs. Vehicle (Light): 0.5*
- *vs. Vehicle (Heavy): 0.5*
- *vs. Structure: 0.1*

Firing a blinding salvo of death-dealing rockets is what this truck does best. Its speed is good, but the reloading time can cause problems.

## Nod

### Apache Attack Helicopter

The Apache is fast and annoying thanks to twin machine guns. Worse, it's hard to hit when in flight. When you hear its signature noise, take cover and scan the skies. Wait for the craft to hover before launching a rocket in its direction. You can try leading it, too, but that takes considerable luck and skill.

The most effective weapon against the Apache is the personal ion cannon.

Actually, the best way to neutralize Apache attacks is to disable any local helipads. With nowhere to land and refuel, Apaches will shortly disappear from the skies.

### Cannon Emplacement

Cannon emplacements can't take much punishment, but they dish it out, especially to armored vehicles. Their shots are too slow to pose danger to an alert, moving target, but they pulverize the unaware.





### Cargo Truck

Cargo trucks have no offensive capabilities. However, destroying them is often a secondary objective. They're easy targets to finish off, so don't waste your more valuable ammunition. Think of cargo trucks as the technicians of the vehicle world.



### Ceiling Camera

Ceiling cameras aren't weapons per se, but they cause trouble. If you hang around too long in their view, you alert security and bring a wave of reinforcements. Blast ceiling cameras before they get a good look at you.



### Ceiling Gun

Deceptively simple machine guns, ceiling guns are staggeringly dangerous, especially when there's more than one present. They're very hard to spot in a dark room, so you may feel them before you find them.

A ceiling gun takes a few seconds to acquire its target and audibly "pings" when it locks, giving you a brief window in which to locate and destroy it.

If one does lock you in, duck out of the room and wait a moment for the gun to reset.



### Comanche Attack Helicopter

Sakura's customized chopper features the same machine guns as the Apache but also a nasty pair of missile racks. The Comanche is quick, and Sakura's a skillful pilot. Make do against it with a rocket launcher.



### Flame Tank

#### Vehicle Stats

- *Weapon Type: Flame*
- *Damage: 13*
- *Range: 40*
- *Velocity: 25*
- *Rate of Fire: 10*
- *Spray: 5*
- *Splash Radius/Damage: None/None*
- *Clip Size: Infinite*
- *Maximum Inventory (Shots): Infinite*
- *Reload Time: 0 sec.*



#### Damage Modifiers (Flamethrower)

- *vs. Flesh: 1.0*
- *vs. Fire Suits: 0.1*
- *vs. Hazmat Suits: 1.0*
- *vs. Mutant: 1.0*
- *vs. Vehicle (Light): 0.35*
- *vs. Vehicle (Heavy): 0.175*
- *vs. Structure: 0.025*



The flame tank is an awesome sight when it emerges from the darkness, giant flame cannons roaring fire. No vehicle is better for devastating large clusters of infantry.

It's quick and well armored. The flame tank's attack range is long but, because it's a flamethrower, strictly limited. Backpedal as this tank approaches and pump in some rockets from outside its attack range.

### Gun Emplacement

Though they lack the firepower of the cannon emplacements, gun emplacements are much more dangerous to foot soldiers like yourself. They track targets well and can take moderate punishment. Stay on the move and hit them with something hard and explosive.

### Mobile Artillery

#### Vehicle Stats

- *Weapon Type: Shell*
- *Damage: 110*
- *Range: 200*
- *Velocity: 75*
- *Rate of Fire: 100*
- *Spray: 1*
- *Splash Radius/Damage: 12/125*
- *Clip Size: 1*
- *Maximum Inventory (Shots): Infinite*
- *Reload Time: 2 sec.*

#### Damage Modifiers (Shell)

- *vs. Flesh: 2.0*
- *vs. Fire Suits: 2.0*
- *vs. Hazmat Suits: 2.0*
- *vs. Mutant: 1.0*
- *vs. Vehicle (Light): 0.5*
- *vs. Vehicle (Heavy): 0.5*
- *vs. Structure: 0.1*

Think of the mobile artillery as a turret on wheels. Its firepower is awe inspiring, although the vehicle is very slow to drive and turn. This makes it perfect rocket fodder.



### Nod Buggy

#### Vehicle Stats

- *Weapon Type:* Steel
- *Damage:* 10
- *Range:* 100
- *Velocity:* 150
- *Rate of Fire:* 8
- *Spray:* 1
- *Splash Radius/Damage:* None/None
- *Clip Size:* 100
- *Maximum Inventory (Shots):* Infinite
- *Reload Time:* 3 sec.



#### Damage Modifiers (Steel)

- *vs. Flesh:* 2.0
- *vs. Fire Suits:* 2.0
- *vs. Hazmat Suits:* 2.0
- *vs. Mutant:* 0.5
- *vs. Vehicle (Light):* 0.2
- *vs. Vehicle (Heavy):* 0.15
- *vs. Structure:* 0.005

Blazing fast and caring nothing for rough terrain, the Nod buggy is punishing if it gets a bead on you. Its machine gun tracks moving targets with alacrity and efficiency. The buggy's thin armor means that a couple of good shots eliminate the threat. In a pinch, you can even disable one with a chain gun.

### Rocket Emplacement

Rocket emplacements are often located where they can pound approaching ground or flying vehicles. At long range, it's easy to avoid the slow-moving rocket shots but much harder at medium and short range. Swing around behind a rocket emplacement if you're having trouble taking it out.





### Stealth Tank

#### Vehicle Stats

- *Weapon Type: Shell*
- *Damage: 30*
- *Range: 60*
- *Velocity: 50*
- *Rate of Fire: 100*
- *Spray: 2*
- *Splash Radius/Damage: 4/80*
- *Clip Size: 2*
- *Maximum Inventory (Shots): Infinite*
- *Reload Time: 1.5 sec.*



#### Damage Modifiers (Shell)

- *vs. Flesh: 2.0*
- *vs. Fire Suits: 2.0*
- *vs. Hazmat Suits: 2.0*
- *vs. Mutant: 1.0*
- *vs. Vehicle (Light): 0.5*
- *vs. Vehicle (Heavy): 0.5*
- *vs. Structure: 0.1*

They shatter if you sneeze at them but you may never get the chance. Stealth tanks pack fast rockets and become invisible when not attacking. This makes stealth tanks lethal despite the paper-thin armor.

When the tank is cloaked, it can't attack. If you can locate it and beat on it before it fires, it's an easy mark. Look for the tread marks it leaves behind and, hard to see but more telling, the shimmering distortion field it generates. If you see something big and blurry on the battlefield (if the light is just right), pound it.

### Surface-to-Surface Missile Launcher (SSM)

Though they're mobile, SSMs don't move much. They're content to launch from long range, and that can only be done while standing still. This makes them ineffective against infantry but dangerous to distant vehicles. The best way to attack them is to get close, inside their firing range. At that point, the launcher's only option is to run you down.



### Common Vehicles

#### Armored Personnel Carrier (APC)

##### Vehicle Stats

- *Weapon Type: Steel*
- *Damage: 10*
- *Range: 100*
- *Velocity: 150*
- *Rate of Fire: 8*
- *Spray: 1*
- *Splash Radius/Damage: None/None*
- *Clip Size: 100*
- *Maximum Inventory (Shots): Infinite*
- *Reload Time: 2 sec.*



##### Damage Modifiers (Steel)

- *vs. Flesh: 2.0*
- *vs. Fire Suits: 2.0*
- *vs. Hazmat Suits: 2.0*
- *vs. Mutant: 0.5*
- *vs. Vehicle (Light): 0.2*
- *vs. Vehicle (Heavy): 0.15*
- *vs. Structure: 0.005*



Both the Nod and GDI APC Carrier are fast and very heavily armored. The roof-mounted machine gun is intended to provide cover for offloading troops, not as a formidable weapon in itself. If you can destroy it quickly, you won't have to fight the soldiers riding in the rear.





### Light Tank

#### Vehicle Stats

- *Weapon Type: Shell*
- *Damage: 60*
- *Range: 100*
- *Velocity: 100*
- *Rate of Fire: 100*
- *Spray: 1*
- *Splash Radius/Damage: 6/75*
- *Clip Size: 1*
- *Maximum Inventory (Shots): Infinite*
- *Reload Time: 1.5 sec.*



#### Damage Modifiers (Shell)

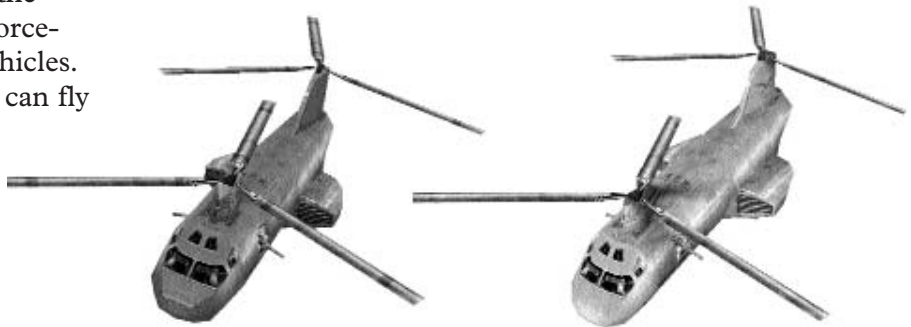
- *vs. Flesh: 2.0*
- *vs. Fire Suits: 2.0*
- *vs. Hazmat Suits: 2.0*
- *vs. Mutant: 1.0*
- *vs. Vehicle (Light): 0.5*
- *vs. Vehicle (Heavy): 0.5*
- *vs. Structure: 0.1*

The light tank has speed going for it, perfect for running down enemy troops. Its gun is effective for most purposes, but it crumbles before heavier tanks and even rocket launchers if it can't exploit its speed advantage.

### Transport Helicopter

The transport helicopter is the fastest way to truck in reinforcements of either troops or vehicles. These big, fast-flying APCs can fly in, drop infantry, and pull out to safety.

The transport helicopter is easy to destroy since it has to hover while offloading its cargo. If you blast it with a rocket before the troops slide down the rope, you can crash both the copter and its live cargo.



### Tiberium Harvester

The harvester is a purely economic weapon. It has no speed and no weapons but the thickest armor of any vehicle. Its job is to collect Tiberium to keep the wheels of the war machine greased. Destroying it, therefore, is unpopular with your enemies.

You can cripple a multiplayer foe or cut off reinforcements in solo games by destroying an enemy harvester. But it takes a ton of ammo to do the job.



### Vehicle Statistics

Vehicle	Weapon Type	Damage	Range	Shot Velocity	Rate of Fire	Explosion Radius	Explosion Strength	Clip Size	Max Inventory	Reload Time
Buggy	Steel	10	100	150	8	n/a	n/a	100	Infinite	3
Flame Tank	Flame	13	40	25	10	n/a	n/a	Infinite	Infinite	0
GDI APC	Steel	10	100	150	8	n/a	n/a	100	Infinite	2
Humm-Vee	Steel	10	100	150	8	n/a	n/a	100	Infinite	3
Light Tank	Shell	60	100	100	100	6	75	1	Infinite	1.5
Mammoth Tank (Prim Fire/Sec Fire)	Shell	75/15	100/40	100/50	100/100	8/10	75/100	1/2	Infinite	1/4
Medium Tank	Shell	80	100	100	100	8	75	1	Infinite	1.5
Mobile Artillery	Shell	110	200	75	100	12	125	1	Infinite	2
Mobile Rocket Launcher System	Shell	18	200	30	3	10	100	6	Infinite	3
Nod APC	Steel	10	100	150	8	n/a	n/a	100	Infinite	2
Stealth Tank	Shell	30	60	50	100	4	80	2	Infinite	1.5



## CHAPTER 6: WALKTHROUGHS

Chapter 6 offers complete walkthroughs for *Renegade's* twelve solo campaign missions. These walkthroughs are based on the medium (or "Soldier") skill level in order to provide the most informative walkthroughs for players of all three levels. For an idea of what will differ between the skill levels, see Chapter 1.

These walkthroughs are intended to be a guide, not scripture. There may be other ways, in fact, several other ways, to attack the tasks you'll face in the solo campaign. Use this chapter as either a roadmap to a proven route through the game or as a jumping-off point to finding your own path.

Look to this chapter to provide information on every primary, secondary, and bonus objective, the locations of all armor and health upgrades and the first appearances of new weapons. While they do specify the location of well hidden or particularly valuable or timely power-ups, the exact position of every weapon, health or armor item is not spelled out. Early walkthroughs provide a bit more guidance until you get the hang of knowing where to look; from there you're on your own.

Enjoy your quest into the heart of Nod.

### OPENING MISSION: THE SCORPION HUNTERS

#### Primary Objectives

- *Locate the secret Nod base*

#### Secondary Objectives

- *None*

#### Bonus Objectives

- *None*

#### Enemy Units

- *Black Hand soldier*
- *Flamethrower soldier*
- *Nod soldier*
- *Rocket soldier*

#### Enemy Vehicles

- *Harvester*
- *Light tank*
- *Mobile artillery*
- *Nod buggy*
- *Transport helicopter*

#### Enemy Buildings

- *Hand of Nod*
- *SAM site*
- *Turret*

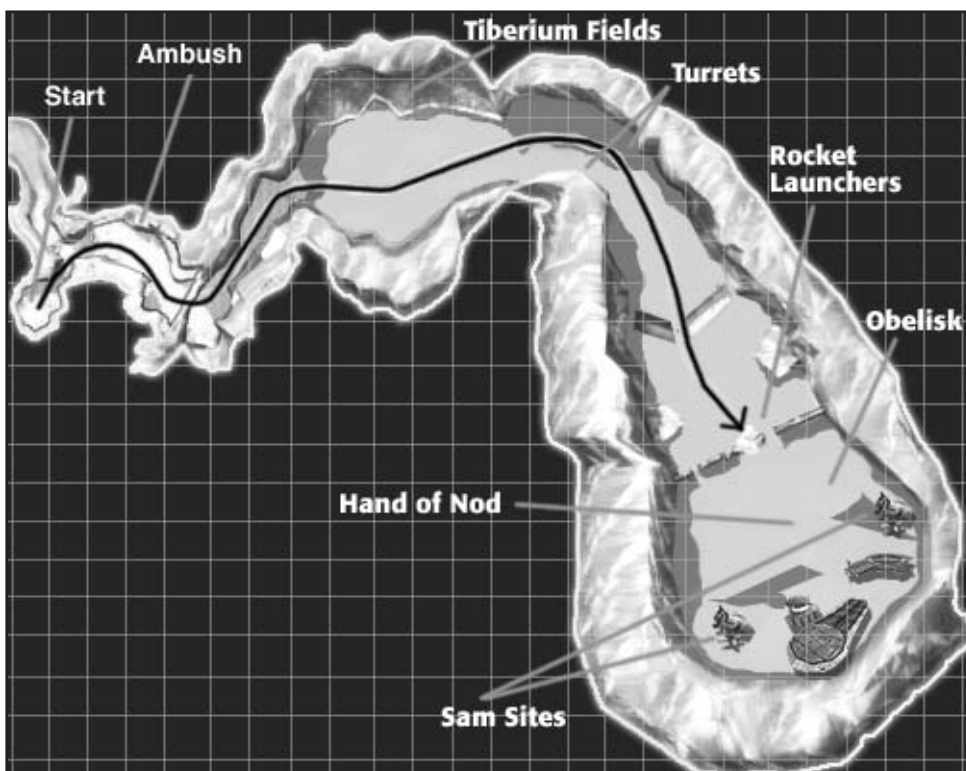
#### Power-Ups

- *Automatic rifle*
- *Rocket launcher*

#### Time Thresholds

The amount of time you must beat (or equal) for the star ratings are below, rounded up in minutes.

- *1 star: more than 15 min.*
- *2 stars: 15 min*
- *3 stars: 13 min.*
- *4 stars: 11 min.*
- *5 stars: 10 min.*



# Opening Mission: The Scorpion Hunters



## Fending off the Ambush

The transport helicopter drops you and a pair of engineers southwest of the firefight between Recon 1 and the Nod ambush. Scoop up the automatic rifle (for its ammo) and note the roll of bandages for later use. As you near the pass, pick up another automatic rifle.

Follow the engineers as the short pass opens into a larger area. Directly ahead of you (but otherwise engaged in firing at your comrades) is a Black Hand soldier; gun him down immediately.

Continue southeast into the heart of the firefight. Ledges above the fight provide great sniping nests of the attacking Nod fighters. It's your job to help the GDI troops outlast this assault. Fire at any Nod soldiers on the ledges, but stay behind cover whenever possible.



*Check behind you for ammo before going through that pass.*



*Aim for the head; Black Hands are fearsome foes.*



*Find a position that gives you a view of the ledges without exposing you to fire.*

Health, armor, and an automatic rifle lie nestled beneath the western ledge if you need a refill.

After a while, Nod reinforcements arrive via transport helicopter. Gun them down as they arrive. If you're lucky, one of the GDI rocket soldiers will take down the transports.





*Enemies can't attack until they hit the ground, so shoot them off their ropes. Later, when you've gotten your mitts on a rocket launcher, you can target the helicopter to snuff reinforcements.*



*This flamethrower soldier is ready to fight even before he hits the ground. If you can't plug him on the way down, backpedal as he rushes you to get out of his attack range and far away when his tank explodes.*

### TIP

*If you hit the reinforcements as they slide down the rope, they'll never have a chance to do any damage.*

Soon, another wave of reinforcements arrives, including a flamethrower soldier. Dismiss him immediately!

## The Base Outskirts

Once the second assault has been repelled, the engineers swoop in to do their work. First, they repair the hobbled medium tank. Plant yourself in its driver's seat.

Next, the engineers destroy the wreckage blocking the pass to the northeast. Drive your tank through the hole, running over as many Nod foot troops as you can. Reinforcements arrive in the form of ground troops and a Humm-Vee.



*The engineers fix the tank with their handy repair gun and blow the wreckage blocking the path.*

## Opening Mission: The Scorpion Hunters



*Turn to detonate the transport helicopter dropping troops on the inaccessible hill to the left.*



Plow through the pass to the outskirts of the sought-after base. Focus first on the incoming transport helicopter to the north. Next, shatter the two turrets to the east.

Before departing, detonate both the Nod buggy and the harvester.



*Next, take care of your most immediate threat: the twin turrets at the head of the canyon.*



*The secret base lies ahead; steer between the barriers to get a clean shot.*



### Assaulting the Base

Proceed through the pass to the east to find the base. Navigate around the barriers to get a clear shot at the SAM sites on either side.

#### TIP

*Make sure your shots aren't obstructed by the barriers scattered around the ground (your gun sight will be gray). Keep a clear line of fire between you and the enemies across the gorge.*

Once the SAM sites are offline, target the light tank, Nod buggy, and mobile artillery. A row of rocket launchers lies near the gorge; pick them up by driving over them.



*Two SAM sites prevent effective air strikes. Char them to clear the skies.*



*Go nuts on the artillery across the gorge. Fire at will but don't get so wrapped up that you disregard those rocket launchers near the fence.*



*Since you can't reach the base, Command calls in the simple solution: an Ion Cannon strike. Watch the fireworks from the safety of your tank.*

It won't be long before GDI Command orders an ion cannon strike to finish off the base. And, with that, the battle is won.



## MISSION 1: RESCUE AND RETRIBUTION

### Primary Objectives

- *Locate detention center*
- *Access communications mainframe*
- *Destroy SAM site*
- *Open detention center*

### Secondary Objectives

- *Rescue prisoners*
- *Contact GDI commander*
- *Eliminate Nod officer*
- *Destroy Nod turrets*
- *Rescue clergy*
- *Disable Hand of Nod*

### Power-Ups

- *Armor upgrade*
- *Automatic rifle*
- *Chain gun*
- *Data disc*
- *Flamethrower*
- *Health upgrade*
- *Ion Cannon beacon*
- *Remote C4*
- *Rocket launcher*
- *Security card, red*
- *Security card, yellow*
- *Sniper rifle*

### Time Thresholds

The amount of time you must beat (or equal) for the star ratings are below, rounded up in minutes.

- *1 star: more than 30 min.*
- *2 stars: 30 min.*
- *3 stars: 26 min.*
- *4 stars: 22 min.*
- *5 stars: 20 min.*

### Bonus Objectives

- *None*

### Enemy Units

- *Engineer*
- *Flamethrower soldier*
- *Nod officer*
- *Nod soldier*
- *Technician*
- *Visceroid*

### Enemy Vehicles

- *Apache attack helicopter*
- *Cargo trucks*
- *Gun emplacement*
- *Light tank*
- *Nod buggy*
- *Transport helicopter*

### Enemy Buildings

- *Communications center*
- *Detention center*
- *Guard tower*
- *Hand of Nod*



### The Decimated GDI Base

Dash toward the beach (west), pocketing an automatic rifle en route. As the lighthouse comes into view, you'll see the demolished GDI base to the right. Near the crashed transport helicopter, search for a data disc.

Farther west, locate a ladder to your right and climb it. At the top, meet up with GDI soldiers and follow them to rescue some prisoners (a secondary objective).

Follow the soldiers north to find a pair of prisoners guarded by two Nod soldiers. Gun down the guards to complete this objective and have a chat with the prisoners. They mention a "Captain Duncan" (the base commander), who went down the path to the north. Near the path they're talking about, a health upgrade drops in by parachute. You can claim that in a moment.



*Rush west to the beach to begin your first full-length mission. Don't forget the data disc near the seawall.*



*Have a powwow with the GDI soldiers and follow them to your first secondary objective.*



*These guards are happy to be free, so they direct you to where their base commander is hiding.*

Finding the Captain is your next secondary objective. Before joining your escorts and claiming the health upgrade, search the destroyed base.

## ***Mission 1: Rescue and Retribution***

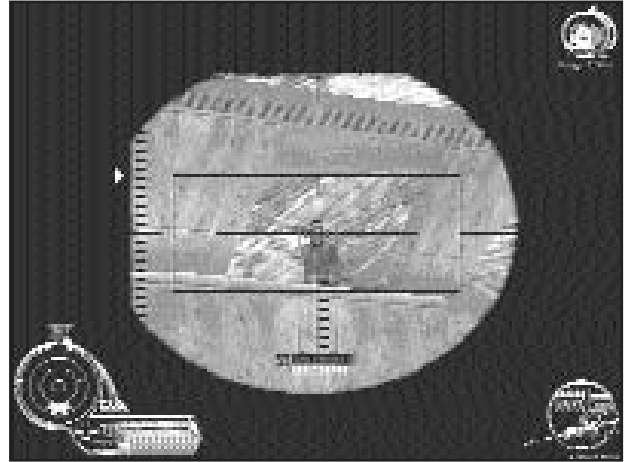


Along the east wall (next to the construction yard), you'll find a cargo truck and a remote C4. Pick up the C4 and continue south back toward the beach.

Enter the guard tower next to the downed aircraft and climb the ladder to find a sniper rifle. Leave the tower and walk west along the stone path to find another remote C4 (next to a cargo truck).



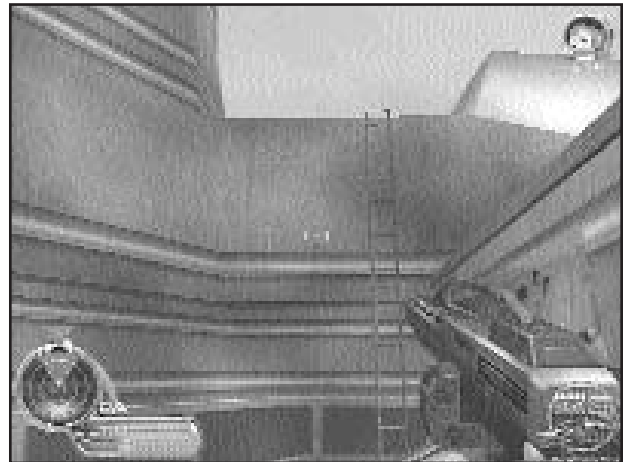
***Find the closed gate...***



***...and drop the Nod officer commanding forces from atop the guard tower.***

Follow the path around the base to a closed gate. Look beyond the gate to the top of a tower. Use your sniper rifle and zoom in tight with the scope to see a Nod officer manning the tower. Plug him in the melon.

Turn southeast and walk toward the base to a ladder leading to the power plant's roof. You'll immediately locate another sniper rifle. Descend the ladder and return to the pass to find the base commander.



***Climb this ladder to find more handy sniper rifle ammo.***



### Saving Captain Duncan

As you rejoin your troops (and pick up the health upgrade), they'll accompany you down the pass. Slaughter the Nod forces guarding the pass.



*Head down the pass with the GDI troops to find the base commander and the weapon he protects. Don't forget the upgrades as you enter.*



*Clear this area before venturing inside to meet Captain Duncan.*

Emerge from the pass with guns blazing to overpower several Nod soldiers. Focus your aggression on the ones firing into the cabin to the right.



*Go into the open mineshaft to retrieve a data disc. You'll take a bit of damage from Tiberium poisoning, but it's worth it.*

## Mission 1: Rescue and Retribution



Bypass the cabin for a moment and enter the mineshaft to the left of it. Navigate the fallen beams and endure a little Tiberium poisoning to grab a data disc that reveals more of your map. Exit the mine quickly.



*The Captain has been hiding a very valuable weapon that he entrusts to you.*



*Stand back and don't waste your ammo during this air strike.*

Now, enter the cabin to chat with Captain Duncan. He turns over to you an ion cannon beacon. Stash it and consume the first-aid kit and body armor.

Proceed down the pass to the west, liquidating the two Nod soldiers along the way.

Near the end of the pass, several Nod tanks are on the move ahead. Don't waste your ammo on them. Take cover in the pass and await the incoming air strike that'll clear them.

### NOTE

*If you didn't pop the Nod officer with the sniper rifle from the other side of the gate, a new secondary objective registers: the Nod officer is stationed in the tower to your right. Eliminate him to prevent further reinforcements and complete the objective. To do it, locate the tower door, climb the ladder, and wheel around to ventilate the chain gun-toting commander. Steal his first-aid kit and standby sniper rifle.*



*Look for these smoke pots to find the way or locate supplies dropped by Command.*

Descend the ladder and make a brief detour down the path to the southwest. Body armor lies near the locked gate. Return to the tower and proceed west, picking up the two remote C4s near the open gate.

### Shutting down the Turrets

As you pass through the gates, you receive a new secondary mission objective. Ahead of you, above the beach, is a pair of turrets. Disable them to allow your troops to land on the beach.

Getting to the turrets is, however, not easy. March up the hill to the west, attacking the trio of Nod soldiers hiding amidst the crates. Once they're no more, hunt down the engineer; if you leave him alive, he'll repair the turrets you're trying to destroy.

#### TIP

*It may take several C4 charges to destroy the turrets.*

Plant C4 on each of the turrets and take cover before detonating (by right-clicking). The faster you do this, the more GDI reinforcements you'll have coming in the next wave.

Before moving on, go down the short hill to the south, past a wooden bench, and around a large rock to find another remote C4.



*The engineer must be eliminated before you can destroy the turrets. His repair gun doesn't pack much punch, but it doesn't tickle, either.*



*Place more than one C4 on these turrets. Remember that you can plant several simultaneously.*



## Mission 1: Rescue and Retribution



Trudge up the hill to the northwest and drop to the beach. Pick up as many sniper rifles and remote C4s as you can carry and scramble into the medium tank.

### Liberating the Farm

Drive the tank northwest up the hill. Drive to the farm in the middle of the area and hop out to battle the pair of Nod soldiers in the barn.

#### CAUTION

*Do not use the tank to attack the barn—it holds innocent civilians.*



*Getting rid of those turrets netted you several weapons and a shiny new medium tank. Thanks, Command.*



*Roar up to the front door of the barn and exit firing.*



Enter the barn to liberate the civilians and discover a first-aid kit and body armor. Turn west and climb the ladder to the loft to find an automatic rifle, a sniper rifle, and remote C4s. Descend the ladder and exit the barn.

Continue southwest into the farmhouse opposite the barn to encounter another civilian—he offers some advice, and his house holds a first-aid kit and body armor.



*Shimmy up the ladder to find a hayloft full of goodies.*



*Slide between the shack and the rocks to find the back way into the next area. The locals advise you to use this pass to clandestinely thin the opposition.*

Run north from the farmhouse to a shack up the hill. Inside, pocket another data disc to further expand your map.

### TIP

*Take the farmer's advice and use the pass behind this shack to thin the opposition in the next area (to the northeast on your map). You can clear this area using your tank and a wider path into the area, but doing a little clearing out on foot first makes it easier.*

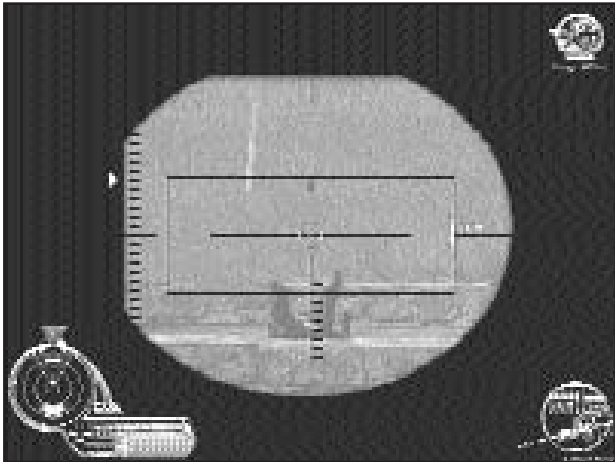
## The Backdoor Approach

Leave the shack and go behind it to find a pass. Pick up the sniper rifle and use it on the troops in the clearing. When the coast is clear, scale the hill and plant some C4 on the gun emplacement. Take cover and detonate it.

### CAUTION

*Be careful not to attract the attention of the tanks in the area. If one fires on you, take cover immediately!*

## Mission 1: Rescue and Retribution



*Surprise these guards by coming in the back way. The sniper rifle does the job on the guards; use the heavier stuff for the three gun emplacements.*

Climb back up the hill and destroy the other two gun emplacements with your rocket launcher. You may also use your sniper rifle to puncture any lingering ground troops before returning through the pass to your tank.

### Tank Raid among the Hills

Drive your tank toward the large (tank-sized) tunnel to the east. Be sure to pick up the supplies strewn around by Command.



*The tunnel is big enough to ride through with a tank.*



*Your biggest (and if you did your job earlier, your only) opposition is a light tank. Move around the hills to play hide-and-seek.*

Enter the tunnel and squish the Nod soldiers who block your path. Immediately do battle with a light tank. When the tank is nothing but scrap metal, Command drops in supplies (near the bridge to the north).

Exit the tank and explore the hills in this valley for supplies. Behind one of the hills (in the center of the valley), you'll also find an armor upgrade.

### Behind the Waterfall

Locate the airlifted supplies and cross the bridge on foot.

On the other side of the bridge, the path leads up to the west, but don't follow it yet. Instead, turn right and walk carefully across to the waterfall. Go behind the water to find a secret passageway.



*Another armor upgrade is dropped in as a reward.*



*This bridge takes you to the next phase of the mission.*



*Slip behind the waterfall for a secret tunnel full of fun.*

At the end of the passage, attack a visceroid lurking ahead and to the left. Be careful, however, of the other two visceroids waiting to your right. The Tiberium-based critters guard a stash of weapons and health and an alcove containing health and armor.

## Mission 1: Rescue and Retribution



### TIP

*Shoot the iron drums for extra proximity damage.*

After converting all the monsters to lifeless blobs, continue around the Tiberium pool to the left up the passage. Pick up the data disc along the way to further extend your map view.

When you see daylight, however, beware! As you near the cave opening, an Apache helicopter flashes into view and opens fire. Retreat quickly when you hear EVA belatedly warn of its arrival. The damage you'll likely take can be undone with the first-aid kit and body armor found here.

Why was this worth the trouble? Look northwest to spot a guard tower. The Nod officer in the tower holds a yellow security card; snipe at him from here to retrieve it with no resistance. In fact, you can pick off several enemies around the tower and near the Tiberium field to the west, all from the comfort and safety of this ledge. When you're done, slide down to the canyon floor.

Leave the Tiberium field behind and continue up the hill to the guard tower. Note the first-aid kit and body armor on the ground and climb the ladder to get that yellow security card. Scan the surrounding area for any potential sniper rifle targets before descending.

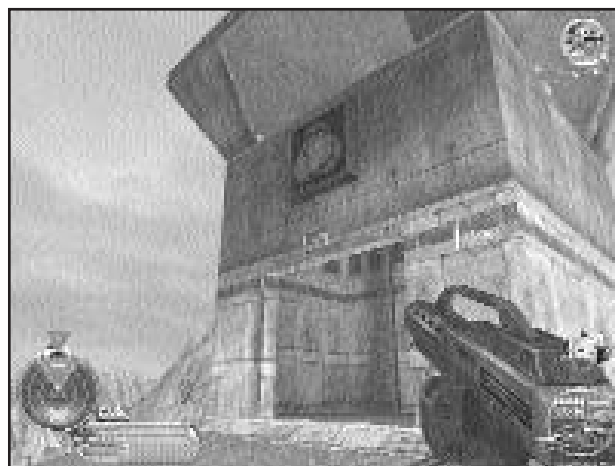
### Churchgoing

The canyon here continues to the southwest and west; take the southwest leg first. A church sits at the bottom of the hill.

As you approach, a new secondary objective comes your way: rescue the civilians in the church. Rough up any Nod soldiers and flamethrowers lurking in the yard, and then head to the house on the church's left.



*Surprise! Backpedal to avoid this sneak helicopter attack.*



*This guard tower holds the yellow security card.*





*Give the Nod officer the shock of his life with a shot through the window.*



*Look out onto the roof to find a hidden sniper rifle.*

Peer in the window and pulverize the Nod officer guarding the unfortunate priest. Inside the house, find the officer's red security card.

Now burst through the main church door and eliminate the Nod soldier manning it. Turn right through the arch, move through the pews, and rescue the two priests from the lone Nod soldier in the back room.

Leave the back room (going south) and head up the stairs to the right. Upstairs are four flamethrowers (the weapon, not the enemy). Smokin'! Climb the ladder to the steeple and face north. Jump out onto the roof to retrieve a sniper rifle, and then return safely out the front door of the church.

Around the side of the nearby house, you'll find armor and health. Around the other side of the church lies weaponry.

## The Hand of Nod

Proceed up the hill to the north and take the canyon leading west. Creep forward, countering opposition as it appears. Be especially wary of the Nod officer who pops up from the path beyond the tower—the good news is you get to keep his chain gun!



*Climb the ramp to the guard tower, one of the best sniper nests you'll ever see.*

## Mission 1: Rescue and Retribution



Speaking of the tower, climb to the top and snare a sniper rifle.

Another tower appears atop a steep path to the north. Hike up to it to gain a new secondary objective. The Hand of Nod is below you in the valley; destroy it and you'll disable Nod's ability to create troops. For now, however, climb to the top of the tower to claim body armor and a sniper rifle.

### TIP

*You may also destroy the Hand of Nod with your ion cannon beacon.*

Peer down and to the north to see the Hand of Nod. It's guarded on the outside by two Nod soldiers and a SAM site. Use the sniper rifle to eliminate the guards. Then climb down to the building and eliminate the SAM site using C4. Once you knock out the SAM site, reinforcements come to aid your assault on the Hand of Nod.

Enter via the front door and descend to the master control terminal (see Chapter 4 for guidance). Affix C4 to the console and let 'er rip!

Go back to the terminal to find a pair of rewards: armor and health upgrades. When the building is disabled (all lights turn red), return to the surface.

Notice the white dots within the structure; these are hostages. Go around the back of the Hand of Nod and descend through the sleeping quarters to the gymnasium to punish the hostages' guard and free the grateful souls. Exit the building.

As you depart, be ready to fight or flee a Nod buggy patrolling outside. If you destroy it, an airlift of sniper rifles and remote C4 drops nearby.



*The SAM site can be disabled with hands-on demolitions work.*





### The Communications Center

Start up the path to the southwest. As you ascend, EVA detects radar jamming from a communications center atop the hill. Not only does this render your radar inoperable, but it seems the gates of the detention center are locked via a mainframe inside the communications center.

Locating the detention center (behind the communications center) fulfills your primary mission objective. Now your new primary objective is to find and hack that mainframe to open the gates.

#### CAUTION

*Do not destroy the communications center before hacking the mainframe. If you do, you'll fail both your primary objective (since a powered-down mainframe can't be used) and the mission instantly.*

Descend into the building to find the mainframe terminal (it's next door to the master control terminal). On the way, you may overhear a communication between a Nod officer and Kane. Kane is very disappointed—you'll be doing the officer a favor by killing him quickly.

You'll soon hear of a new primary objective: destroy the SAM site near the communications center to allow extraction of the prisoners.

Activate the mainframe and wait for the process to finish before going into the side room to find a data disc. You've now fulfilled your second primary objective.

The final primary objective is to open the detention center via the control panel near its gate.



*The communications center is your first stop. Blow the mainframe and then destroy the building.*



*Locate the mainframe and hack into it. Once that's done, blow the building to your heart's content.*

## ***Mission 1: Rescue and Retribution***



### **Freeing the Prisoners**

Go back to the surface. For fun, destroy the communications center by planting C4 on the master control terminal.

Run quickly over to the SAM site near the communications center and affix C4 to its hide. Back off and blow it sky high to satisfy your next primary objective.

You might find it satisfying to destroy that propaganda-spewing movie projector in the tower of the detention center. Climb the ladder and pump ammo into it.

Find the gate switch and activate it to release the prisoners and successfully complete the level.



***Turn off that blasted movie projector before opening the gate to the detention center. Anything to shut off Nod's parade of lies.***



***The switch is to the right of the detention center gate.***

### MISSION 2: ARMORED ASSAULT

#### Primary Objectives

- *Locate missing scientists*
- *Disable dam's master control terminal*
- *Infiltrate cargo plane*

#### Secondary Objectives

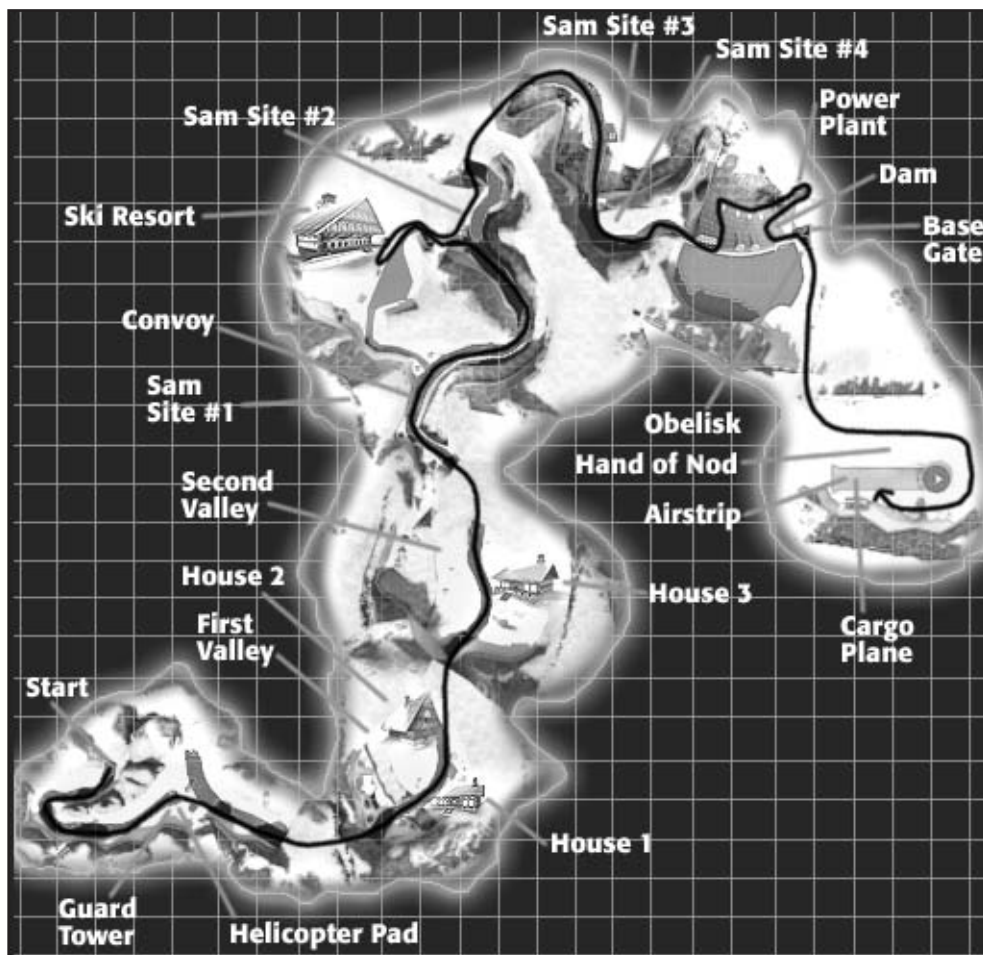
- *Disable helipad*
- *Secure guard tower*
- *Secure first house*
- *Secure second house*
- *Secure third house*
- *Acquire mammoth tank*
- *Disable first SAM site*
- *Destroy Nod convoy*
- *Secure ski resort*
- *Disable second SAM site*
- *Disable third SAM site*
- *Disable fourth SAM site*
- *Disable power plant*
- *Disable obelisk*
- *Destroy Tiberium machine alpha*
- *Destroy Tiberium machine beta*
- *Destroy Tiberium machine gamma*
- *Disable Hand of Nod*

#### Bonus Objectives

- *Destroy airstrip*

#### Enemy Units

- *Chem warrior*
- *Engineer*
- *Flamethrower soldier*
- *Nod officer*
- *Nod soldier*
- *Rocket soldier*





### Enemy Vehicles

- *Apache attack helicopter*
- *Armored personnel carrier*
- *Cargo trucks*
- *Gun emplacement*
- *Light tank*
- *Mobile artillery*
- *Nod buggy*
- *Transport helicopters*

### Enemy Buildings

- *Airstrip*
- *Guard tower*
- *Hand of Nod*
- *Helipad*
- *Obelisk*
- *Power plant*
- *SAM site*
- *Tiberium silo*

### Power-Ups

- *Armor upgrade*
- *Automatic rifle*
- *Chain gun*
- *Chem sprayer*
- *Flamethrower*
- *Health upgrade*
- *Ion cannon beacon*
- *Remote C4*
- *Rocket launcher*
- *Security card, green*
- *Sniper rifle*

### Time Thresholds

The amount of time you must beat (or equal) for the star ratings are below, rounded up in minutes.

- *1 star: more than 60 min.*
- *2 stars: 60 min.*
- *3 stars: 52 min.*
- *4 stars: 44 min.*
- *5 stars: 40 min.*

### Crushing the Nod Outpost

For the duration of this mission, the overarching primary objective will be to track down Dr. Mobius and company. Start your winter wonderland adventure by picking up the weapons arrayed nearby and in the remains of the Nod buggy.

Farther down the ravine, a Humm-Vee sits warmed up and waiting for you. As you approach it, you receive a secondary objective: disable the upcoming helipad to reduce future attacks from Apache helicopters.

As you near the helipad another secondary objective arises: secure the guard tower next to the helipad.

Don't overlook the rocket launchers on the ravine floor—pick them up by driving over them.



*This Humm-Vee is yours for the driving.*

### NOTE

*Don't worry about the Nod buggy in the ravine when you start; an Orca will demolish it momentarily.*

To secure the guard tower, drive up to the tower and mow down all of the Nod forces. Plant C4 on the helipad to destroy it, too. Watch out for the rocket soldiers and use your own rocket launchers on the circling Apache.

When all resistance is gone, climb the tower to fulfill your secondary objective and snag a data disc and some supplies. As a reward for this objective, an undamaged Humm-Vee arrives via airlift.

Jump into the fresh Humm-Vee and drive down the steep slope to the tunnel. Perforate or run down the Nod soldiers manning the tunnel before emerging in a wide valley.

### The First Valley

Two new secondary objectives arrive: secure the two houses in this valley by eliminating all enemy resistance and entering the houses.

As you enter the valley, turn left to find another house (not one of the objectives) that's held by GDI. It contains several weapons. The garage north of the house holds health and armor.

Return to your vehicle and cross the bridge to dive into the fight, heading straight to the more distant house.



*Get rid of that Apache quickly or it'll rip your Hummer and you to shreds.*



*Stop at this house first to arm and armor yourself before attacking the mission objective.*

### NOTE

*The Nod buggy next to the house is unmanned and can, therefore, be used. If you want a change of pace, hop inside and take it for a spin.*



## Mission 2: Armored Assault



Cut down all the Nod soldiers on the ground and enter the house. This satisfies one of your secondary objectives and permits you to collect more heavy weaponry. Nice couch, too!

Now go to the other house. The garage outside holds armor and health. Inside the main house you'll find a flamethrower and an automatic rifle (and another one of those sweet couches). This satisfies your other secondary objective.

Jump back into your vehicle of choice and venture through the tunnel to the next valley.

### The Second Valley

As you arrive, you get two new secondary objectives: secure the house in this valley and nab yourself a mammoth tank. Do the second one first if you want any hope of survival.

Scuttle inside the mammoth tank and puncture the light tanks, Nod buggy, armored personnel carrier, and mobile artillery. Run over as many ground troops as you can and shoot arriving transport helicopters out of the sky before they drop reinforcements.

Once the transports stop arriving, leave the tank and head inside the house. Discharge the Nod officer to finally secure the house and fulfill the secondary objective. Raid his stash of armor, health, and weapons and pocket the data disc.

As GDI reinforcements arrive via helicopter, leave the house and get back into the mammoth tank. Drive through the tunnel to the northeast.

In the tunnel, health and armor line the side walkways. Exit the tank and collect them if you need to. At this point, you also get two new secondary objectives: destroy the convoy of cargo trucks and disable the first of several SAM sites.



*Clear out this house and secure it before taking the Nod buggy for a run.*



*This mammoth tank is yours to use and abuse. Puncture the hard enemy artillery and then run over enemy foot soldiers.*

### NOTE

*The biggest danger to mammoth tanks is infantry fire, so take care of any ground troops you find. If you don't, they'll peck you to death with surprising speed.*

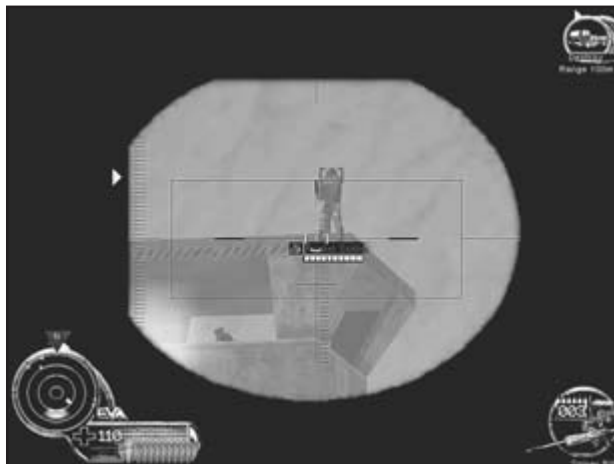


### The Convoy

Leave the tank before exiting the tunnel and arm your sniper rifle. Peek out until you can see two guard towers up the hill to the right. Stealthily eliminate the rocket soldiers atop each tower. Try to nab the officer inside the tower, too; he's the one calling in all the reinforcements.

Now return to the tank and plow your way down the road until you can see the SAM site; destroy it quickly before it takes down the incoming Orcas. That's one secondary objective down.

While you're in the tank, take down any arriving transport helicopters and the approaching light tank.



*Use your sniper rifle to take out the very troublesome rocket soldiers atop the guard towers and the officer inside one of the towers.*

### NOTE

*If you lose the tank, you can get inside either of the GDI rocket emplacements along the road. Use these before you resort to expending your supply of rocket launcher ammo.*

Once all the enemies have been, well, sent to a better place, plug the three cargo trucks to satisfy the outstanding secondary objective.

Drive up the hill to the north and collect the weapons left behind by the cargo trucks. At the top of the hill, also snatch the rocket launcher ammo airlifted by Command.



*Blast the cargo trucks on the run for a secondary objective and some style points.*

### NOTE

*Transport helicopters will continue to arrive with Nod reinforcements if you can't liquidate the officer in the guard tower. Be ready.*

## Mission 2: Armored Assault

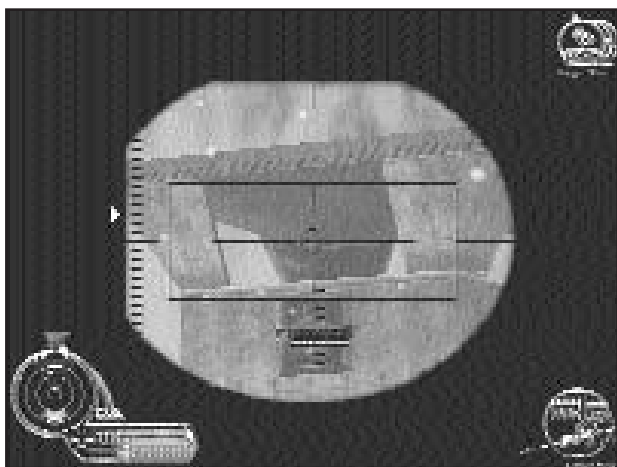


At the towers, you reach a fork in the road. Expect the Nod officers and Nod soldiers manning the towers to rush out to attack. Once the coast is clear, raid the towers for weaponry. A GDI transport helicopter drops in a shiny, new medium tank for you (up the western path).

### The Second SAM Site

Start, however, by marching up the eastern path. As you travel, a new secondary objective registers: take out the SAM site ahead to allow the arrival of reinforcements.

When you see the guard tower to the northwest, stop and arm your sniper rifle. Snipe at the foe and the engineer before turning your rocket launcher on the SAM site. Reinforcements should arrive shortly.



*Snipe at the officer in the tower and the engineer waiting to fix the SAM site.*



*You'll want to rocket the SAM site; the light tank down the road might have something to say about planting C4.*

During this fight, you receive a new secondary objective (which you can undertake or not): secure the ski resort to the west.

Creep toward the SAM site and look west to spy a light tank. Play duck-and-fire with it to puncture its hull.

### The Ski Lodge

Now, take your reinforcements and follow the path west. Fire on yet another light tank near the house. Let the mammoth tank and your reinforcement rocket soldiers take care of the transport helicopters while you mow down the ground troops.

#### NOTE

*To fulfill this objective, you must touch the front porch of the house when there are no Nod forces in the area. This means seizing a lull before a new wave arrives.*



*The officer behind the lodge is calling in reinforcements. Pulverize him to stem the tide.*



*It's hard to see in here, but locate the rocket soldier quickly to prevent him from breaching your tank.*

Head around the back of the lodge to get the lurking Nod officer. Next, station yourself on the front porch and launch rockets at any incoming transport helicopters. If need be, stray from the front porch to mop up any stragglers. When all Nod troops are momentarily cleared, touch the front door to satisfy the secondary objective.

Grab the data disc and either hijack the abandoned Nod light tank or detour down the path to the southwest to claim that new medium tank (you'll need its extra armor). Drive the tank back to the ski resort and down the path to the northeast to the SAM site you disabled before.

At the intersection near the guard tower, go left (northeast) into a dimly lit cave spanned by a bridge. Fire at the gun emplacement and run over any Nod troops you encounter. Be especially careful of the rocket soldiers.

### SAMs 3 and 4

As you cross the bridge, expect two more secondary objectives: disable the third and fourth SAM sites ahead.

Follow the road to see a GDI medium tank about to succumb to a Nod light tank. Avenge its crew's death by detonating the light tank.

Immediately target the SAM site to the southeast, just before the bridge. Watch out for arriving transport helicopters.



*These last SAMs are heavily guarded but no match for a skillfully driven tank.*

## Mission 2: Armored Assault



Cross the bridge, firing on the go at the rocket soldier, cargo trucks, and gun emplacements (on the opposite side of the bridge). Destroy the final SAM site, and Locke will drop in a brand-new medium tank for you. Grab the body armor and first-aid kit near the fourth SAM site and exchange tanks.

### The Dam

As you round the bend, you receive a slew of new objectives. A new primary objective instructs you to take out the master control terminal (MCT) in the dam ahead. Secondary objectives suggest you disable the obelisk defending the dam by knocking out the local power plant. Further infiltration will be very difficult if those structures remain.

When you reach the dam, support your reinforcements against the landing Nod troops and target the Nod officer calling in reinforcements.

Drive to the second structure on the right and disembark the tank. Pull out your sniper rifle and look down and to the north. You should see a walkway by the river. At the end of it, a Nod officer and a rocket soldier guard a stash of weapons. Plug both of them to save yourself trouble later.



*Don't get too close to that obelisk. It's not impossible to approach it safely with the tank, but it takes considerable luck.*



*Deal out some head shots to anyone you can see below from the bridge.*



*The door behind the Nod officer leads to the MCT.*

Retreat to the first door on the dam and descend in the elevator. Pulverize the two Nod soldiers and climb the short ramp to a catwalk. Cross the catwalk and be ready to fight a Nod officer as you enter the next room.

Enter the door to the left to find the master control terminal. Give it C4 and exit the room. Blowing up the terminal satisfies one of your primary objectives and unlocks the massive doors at the end of the dam.

Follow the hall to the south and cross another catwalk into a room divided by pipes. Slaughter the two Nod soldiers and enter the doorway to the south. Follow the hall to the elevator and take it down.

Creep down the hall and vaporize the two Nod soldiers manning the next room. Pick up the health and weapons in the opposite corner.

Follow the hallway to the walkway at the bottom of the dam. Go left to find that stash of weapons you spotted from atop the dam.

### TIP

*You may bypass the power plant altogether, but you won't get credit for fulfilling the mission objective. If that's OK with you, return to the top of the dam and drive the tank down to the end, next to the obelisk. Jump out and run around the back of the obelisk to find the door. Descend to the master control terminal and destroy it. You may then enter the massive doors at the end of the dam without fear of destruction from above.*

## The Power Plant

Return along the walkway to the door below the power plant (east-southeast).



*The power plant on the hill is your next stop.*



*Climb the ladder to the power plant's roof to find this elevator; it's a shortcut to the MCT.*

Mow down the two Nod soldiers inside the turbine room. Climb the stairs to the turbines and look between them to find a pair of rocket launchers. Return to the floor and find the elevator on the other side of the room (you may have to wait a moment for it). Take it up.



## Mission 2: Armored Assault



Brush off the Nod soldiers patrolling outside and locate the master control terminal (use the shortcut specified in Chapter 4). Blow it with C4 to complete both secondary objectives and fight your way back to the top of the dam. Lack of power has disabled the obelisk.

### The Mountain Base

Walk to the eastern end of the dam and open the huge metal door. Step inside and walk around to the opposite side of the room (across the gondola cable) to collect armor and health along with the armor and health upgrades.

Enter the hallway to the north and follow the winding passage. Several Nod soldiers try in vain to halt your progress.

#### TIP

*As with flamethrower soldiers, chem warriors are dangerous even in death. Keep your distance when they expire.*



***Blast the big boys manning this station. It'll make your future endeavors much easier.***



***The obelisk, lacking power, can't hurt you. Go through the massive doors.***



***You never forget your first chem warrior. Pick up his weapon as a keepsake.***

Eventually, you come to a ramp leading up to the right. Climb it to a ledge offering a Nod soldier and weapons. Take what you need and return to the hall, following it south.

Cross a bridge and be ready to face a brace of Nod soldiers and your first chem warrior. Take his chem sprayer as a reward.

Past your chem warrior encounter, turn left to climb the ramp to another ledge with weapons and nice sniping opportunities. Arm the rifle and peer south to find a Nod officer and a rocket soldier. Head shots for everyone!



Leave the ledge and continue down the passage to the east. Several Nod soldiers wait along the way. This passage empties on the area you were just sniping. Turn right to investigate and pinch some supplies.

Return to where you entered this room and take the eastern passage. As you do, three more secondary objectives are assigned: destroy the three Tiberium machines in the next room.

### The Tiberium Meteor



*Get the lay of the land, but don't go too far in until you're ready to face this Apache.*

The passage opens on a huge, Tiberium-filled room. Several chem warriors patrol this room; deal with them now with the sniper rifle. In an alcove in the southwest corner, two rocket soldiers deserve similar treatment.

Arm your rocket launcher and enter the room carefully. Watch the area above the Tiberium meteor; an Apache helicopter will drop down through the hole in the ceiling. Shatter it!

Move around the room clockwise to sabotage the three machines. Before lashing C4 to them, however, neutralize the gun emplacements guarding each.

Beyond the first machine, look in the alcove to find very handy supplies. Destroy the second machine and the gun emplacement beyond it. In the alcove behind, collect more party favors and a new ion cannon beacon.

### CAUTION

*There's enough Tiberium in this room to do severe damage. Be very careful.*



*Without fully entering the chamber, rely heavily on your sniper rifle to pummel the chem warrior and other sundry foes.*

### TIP

*One C4 charge alone won't do the job on these machines. Count on using a second charge or some less costly means to finish them off.*

## Mission 2: Armored Assault



After the third machine, the next alcove is actually a passage. Two passages, it turns out, as they split southwest and west. Start with the western passage; at the end you'll find a gun emplacement along with equipment. Return to the intersection and take the passage branching off to the southwest.

Pick off all of the Nod forces lurking around the dock and explore for power-ups before venturing inside the passage. Beware the rocket soldier on the other side of the dock.

Descend the ramp and go through the passage leading south. As you do, you're accosted by a Nod soldier and inundated with a new secondary objective: disabling the Hand of Nod.

### The Hand of Nod

Exit the passageway cautiously and go right for health and armaments.

#### NOTE

*Interesting data discs can be found on the building's lowest floors.*



*Before assaulting the Hand of Nod, use your sniping skills to erase the rocket soldier on the guard tower roof.*



*Plant C4 on these machines to fulfill your secondary objectives.*



*Take the right fork first and then return to go down the other fork.*

Next, turn east and head outside to the Hand of Nod. Your first concern should be the rocket soldier atop the guard tower. Climb up the tower's ladder to claim armor.

Enter the Hand of Nod. Instead of going directly for the MCT, first visit the top floor to find the green security card (in the infirmary). This card gets you into the MCT and out the front door.

When you pick up the security card, you'll get a look at what's going down on the airstrip.

With this your primary objective is fulfilled. Your new primary objective is to get on that cargo plane.

While on the landing pad, snipe as many enemies as you can. Beware: incoming transport helicopters are bearing reinforcements.

### The Airstrip

Once you've disabled the building, go out through the big front door. Quickly dispatch any forces outside.

Avoid, however, attacking the rocket launch–toting Mendoza. He's far too armored for you to do any significant damage to now. You can't touch him. Fortunately, rocket shots are easy to avoid and Mendoza will not chase you.



*Mendoza is content to stand still and lob rockets at you. As long as you don't approach him, he won't chase you. That's good since he's effectively invincible.*

Instead of fighting him, swing around the Tiberium silos and locate the airstrip building. Go inside and take the elevator to the top floor. Collect the roll of bandages, flamethrower, and automatic rifle and return downstairs to blow the building's master control terminal.

Continue around to the back of the plane, avoiding Mendoza's rocket shots. When you reach the rear of the plane, the primary mission objective and the level are complete.



*Go upstairs first to snatch a green security card.*



*Dismantling the airstrip building nets you your first bonus objective.*

### NOTE

*Blowing this building represents a bonus objective.*



# MISSION 3: THE PLOT ERUPTS

## Primary Objectives

- *Locate communications center*
- *Hack communications mainframe*
- *Escape via submarine*

## Secondary Objectives

- *Secure beachhead*
- *Disable lower SAM sites*
- *Disable upper SAM sites*

## Bonus Objectives

- *Disable shore defense cannon*
- *Disable Tiberium refinery*
- *Disable communications center*
- *Disable power plant*

## Enemy Units

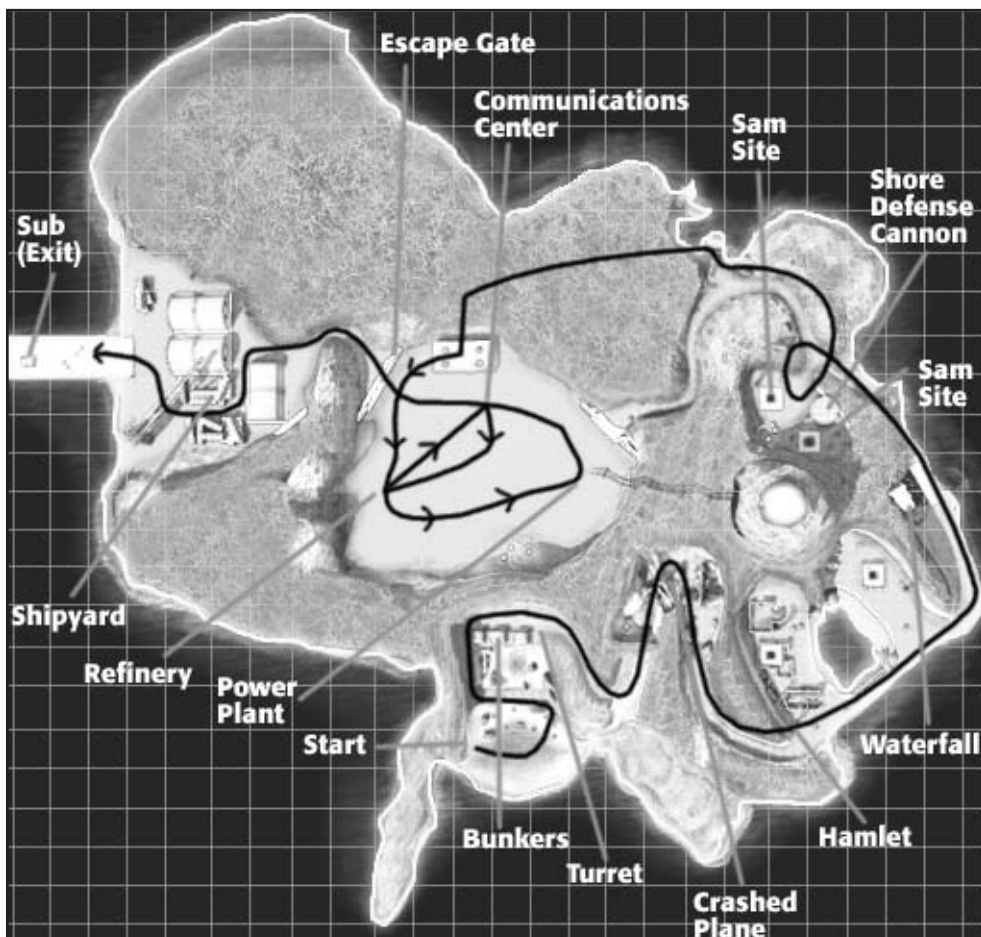
- *Chem warrior*
- *Engineer*
- *Flamethrower soldier*
- *Nod officer*
- *Nod soldier*
- *Rocket soldier*
- *Sakura*
- *Technician*
- *Visceroid*

## Enemy Vehicles

- *Cannon emplacement*
- *Comanche attack helicopter*

## Enemy Buildings

- *Communications center*
- *Guard tower*
- *Power plant*
- *SAM site*
- *Shore defense cannon*
- *Tiberium refinery*
- *Turret*





### Power-Ups

- Automatic rifle
- Chain gun
- Chem sprayer
- Flamethrower
- Ion cannon beacon
- Remote C4
- Rocket launcher
- Security card, green
- Security card, yellow
- Sniper rifle

### Time Thresholds

The amount of time you must beat (or equal) for the star ratings are below, rounded up in minutes.

- 1 star: more than 30 min.
- 2 stars: 30 min.
- 3 stars: 26 min.
- 4 stars: 22 min.
- 5 stars: 20 min.

### The Beachhead

The level opens with a bit of Sakura's nastiness: she rockets one of GDI's landing craft and there's nothing you can do about it.

Once that's over, it's time to get started. Your first primary objective is to locate the Nod communications center in the center of the island.

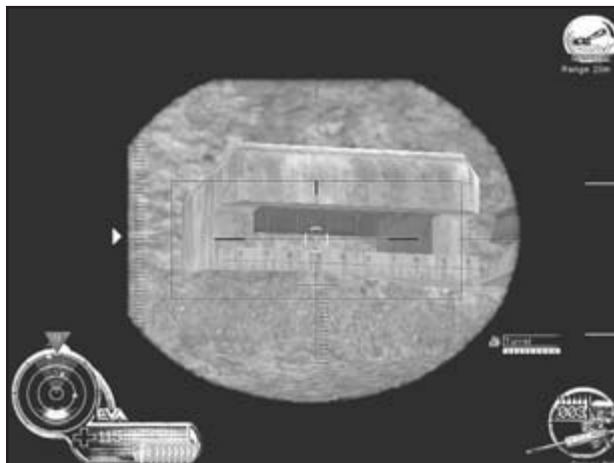
Sprint up the waterline to pick up some supplies. As you move along the beach, the captain of an offshore GDI ship hails to ask for support. As a secondary objective, you must secure the beachhead by eliminating all Nod forces.

#### TIP

*To cut off reinforcements to the beach, hunt down the three Nod officers in the bunkers atop the beach. Peer into the bunkers with a sniper scope to find them. They do venture out of the bunkers but always return.*



*Three bunkers and a turret line the top of this beach.*



*Find effective cover and peer into the three bunkers with your sniper rifle. Wait for the officer from each bunker to return and dispatch them in turn.*

## Mission 3: The Plot Erupts



Rush up the beach, battling flamethrower and Nod soldiers. Beneath the bunkers, look for health and armor.

Climb the ramp on the beach's left side and clear out the bunkers. When all troops are dismissed, plant C4 (two or three charges) on the turret to open the beachhead for friendly troops. This completes the secondary objective.

Before proceeding, go back to the beach to find a supply box, dropped in as a reward. Nab it and return to the bunkers.

### The Crashed Plane

Scale the hill to the east, pausing only to punish the Nod soldiers you meet along the way. Keep your eyes peeled for health off to the left.

The path turns under the wreckage of a large plane. To get past, you must endure a bit of Tiberium poisoning. Hug the right wall as you pass through the field to minimize damage.

Gun down the approaching Nod soldiers and climb into the skeletal fuselage of the plane to find a rocket launcher and a data disc.

Continue up the path to the south. As you trudge forward, you're met by a few Nod soldiers. An incoming transmission assigns you a new secondary objective: disable the SAM sites in the destroyed hamlet ahead.

### The Hamlet

Begin by quietly fending off the first wave of Nod soldiers and flamethrower soldiers. Next, take aim at the turret in the distance to the northeast with your rocket launcher.

Slide to the right to locate the first SAM site; hit it, too.



*Place at least two C4 charges on the large turret near the bunkers.*



*This wreckage highlights a very troublesome Tiberium field.*

### NOTE

*To diminish reinforcements in this very heated battle, target the SAM sites quickly and hunt down the Nod officers. This should make things easier. A flamethrower makes fighting the large clusters of enemies much simpler, too.*





*Before entering this destroyed hamlet, eliminate the turret and SAM site that can be seen from the path.*



*You can just see the second SAM over this wall. Either fight your way into arm's reach or just send a rocket over the wall.*

Creep into the compound to the north and around the back of the first house you see. The second SAM site should be visible over a broken wall to the north. Pound it with your rocket launcher. Destroying the second SAM fulfills the secondary objective and brings in additional GDI troops.

As you come around the corner of the building, quietly kill the Nod officer standing nearby.



*Three Nod officers direct the Nod forces here. To stop the squads of parachuting foes, assassinate these commanders.*



*This shaft contains rewards, but also tremendous danger if you venture farther than the remote C4 inside.*

## Mission 3: The Plot Erupts



Next, hunt down the officers to prevent new arrivals and clear out the remaining Nod troops. Hit that other turret while you're here.

Once the area is secure, another supply box appears on the wooden bridge near the shoreline. Explore the hamlet for copious power-ups.

The adventurous will want to find a Tiberium mineshaft behind one of the buildings. Shoot out the planks blocking the entrance and dart inside for a remote C4.

### The Hill Path

When you've had your fill, scale the steep path to the east. Creep carefully around the bends so you see a cannon emplacement before it sees you. It requires about two rocket launcher shots. If you're lucky, you'll also eliminate the surrounding troops in the blast.

At the crest of the hills, cross the wooden bridge and turn left toward the waterfall. Pulverize the two Nod soldiers and collect all the armor, health, and explosives you can carry.

### The Shore Defense Cannon

Return to the wooden bridge and continue up the path to the northwest. As you round the bend, the GDI ship captain again requests help. Your new secondary objective is to disable a pair of SAM sites ahead of you. This permits an air strike to dismantle a very powerful shore defense cannon.

Rush around the corner, guns blazing. There are a couple of Nod soldiers around the SAM sites and a flamethrower soldier inside the cannon room. Detonate the SAMs and stand back while the Orcas hit the cannon.

### NOTE

*The really adventurous can venture farther up the mine to do battle with a pair each of visceroids and chem warriors and pocket weaponry, health, and armor. Probably not worth the damage.*



*Cross the bridge and look behind the waterfall.*



*Pound both SAM sites near the turrets to pave the way for an Orca strike. If you want a bonus objective (and have lots of ammo to spare), destroy the shore defense cannon yourself.*

Search the area for provisions (behind the boxes) before returning to the path. The search turns up another supply box.

Continue until you meet a pair of Nod soldiers and the way splits uphill to the southwest or downhill to the northwest.

### The Sea Cave

Take the downhill path; though it's richer in danger it's equally rich in goodies.

As you enter the cave, you spy a trio of Nod soldiers at the far end. Punish them and pick up the health nearby. At the mouth of the passage to the next room, turn to look down at the water to find extra armor.

### NOTE

*The shore defense cannon is so tough, you probably won't want to waste ammo destroying it yourself. Let the Orcas do their job. If you do take it on yourself, however, do so before knocking out the SAM sites. If you do this, you'll get credit for a bonus objective.*



*When the path splits, take the low road to a sea cave.*



*Before stomping on this elevator platform, have a look around for valuable items.*

Enter the passage, eviscerating the lone Nod soldier. Around the elevator platform you'll find a considerable power-up stash and a data disc.

As you circle the elevator, your radar goes blank. There must be a communications center nearby. Step onto the elevator platform and ride it to the surface.

Look behind the boxes to find a treasure trove: two breastplates, two rolls of bandages, and a rocket launcher.

### The Nod Base

Leaving the elevator room, you see the communications center, the object of your first primary objective.

## Mission 3: The Plot Erupts



With that, you receive a new one: enter the communications center and hack into the mainframe to find recent flight information over the island.

### CAUTION

*You must get this information, or your mission fails. This means that you must access the mainframe in a powered and functioning communications center. This, in turn, means do not disable either the power plant or the communications center before hacking the mainframe, or the mission automatically fails.*



*The communications center is your main concern but not your first stop. You must get a green security card from another building.*

Note the large gate to the right. When the mess hits the fan, you'll flee through that gate.



*Remember this gate; it's your way out and you'll be under considerable pressure when the time comes.*



*The ladder on the building from which you emerged provides a very useful sniping post.*

Next, climb the ladder to the top of the building you just exited and use your sniper rifle to find the base's Nod officers and thin the herd of other baddies, too. Once you're satisfied, return to terra firma.

### TIP

*Hit all the Nod officers around the buildings, especially the one atop the communications center, to slow the flow of reinforcements.*

Before you gain full access to the communications center, you must make a small detour: head for the Tiberium refinery (pick up the sniper rifle and health behind a box on the way). There's also armor around back of the refinery, near the back door.

Go in via the back door and down the elevator to find the Nod officer holding a green security key.

### TIP

*You can still bring down the refinery without the yellow card by using an ion cannon beacon.*

The MCT is, alas, behind a yellow-carded door, so you must find that before you can take this place down. Return to the courtyard.

Infiltrate the communications center and find the mainframe (it's beyond the door unlocked by the green security card). Activate the mainframe to get the information you need and fulfill your primary objective.

Once you've satisfied the primary objective, you hear the sound of an attack helicopter outside.



*The officer atop the communications center is the key to stopping reinforcements to the compound.*



*Enter the refinery through the back door to quickly win the green security card.*

### TIP

*Beware the ceiling guns inside this communications center. They are in the corners of the ceiling.*





*After jacking into the mainframe, steal the yellow security card from the nearby guard.*

On your way out, destroy the communications center's MCT to rack up another bonus objective (through the yellow-carded door). The guard in the mainframe room has the yellow security card.

When you re-emerge outside, someone's waiting for you: Sakura in her attack helicopter. And she's not pulling punches this time. You'll have to shoot her out of the sky, but not yet.

Instead, race back to the refinery and locate the yellow-carded door and the MCT behind it to bring down the house. This is your next bonus objective.

Finally, sprint to the power plant and duck inside. Locate its MCT and detonate it to register the final bonus objective.

### Dueling with Sakura

Venture back outside and play cat-and-mouse with Sakura. Strafe and run to avoid her incessant machine-gun fire and frequent rocket shots. Your best weapon against her agile copter is the rocket launcher, but make every shot count. Wait until she lines up to fire at you and let go two quick shots before fleeing.



*Sakura's soaring around the compound in her Comanche attack helicopter. If you'd like to log the mission's bonus objectives, avoid her and make for the refinery.*

### TIP

*While inside the communications center, try to find the Kane hologram again. He has more to say to you.*



*Time to face the airborne Sakura. Gird up your loins and arm your rocket launcher.*



### TIP

*Know where Sakura is at all times. Use your quick spin to keep track of her when she buzzes past you.*

After several hits, Sakura loses control of her chopper and it rams into a mountain. Unfortunately, this causes massive seismic disruption—the island's gonna blow!

### Racing for the Sub

Your new primary objective is to get the heck outta Dodge. Find the gate to the northwest, near the refinery, and rush through it. Don't overlook the armor and health just behind it.

Run down the hill to find the shipyard. Sprint west through the containers and warehouses of the shipyard to find the dock and the submarine. When you reach the sub, the primary objective and the mission are complete.



*Race to the gate near the refinery to make your escape to the submarine.*



*You have time to explore this shipyard, but get to the dock as soon as you can. This island won't be here for much longer.*



# MISSION 4: STOWAWAY

## Primary Objectives

- Rescue prisoners
- Sabotage missile racks
- Acquire prison security card (green)
- Acquire deck security card (yellow)
- Acquire submarine security card (red)
- Sabotage torpedo racks
- Protect prisoners

## Secondary Objectives

- Disable critical engine areas
- Destroy Apache

## Bonus Objectives

- None

## Enemy Units

- Black Hand soldier
- Chem warrior
- Cook
- Flamethrower soldier
- Initiate
- Nod officer
- Nod soldier
- Technician
- Visceroid

## Enemy Vehicles

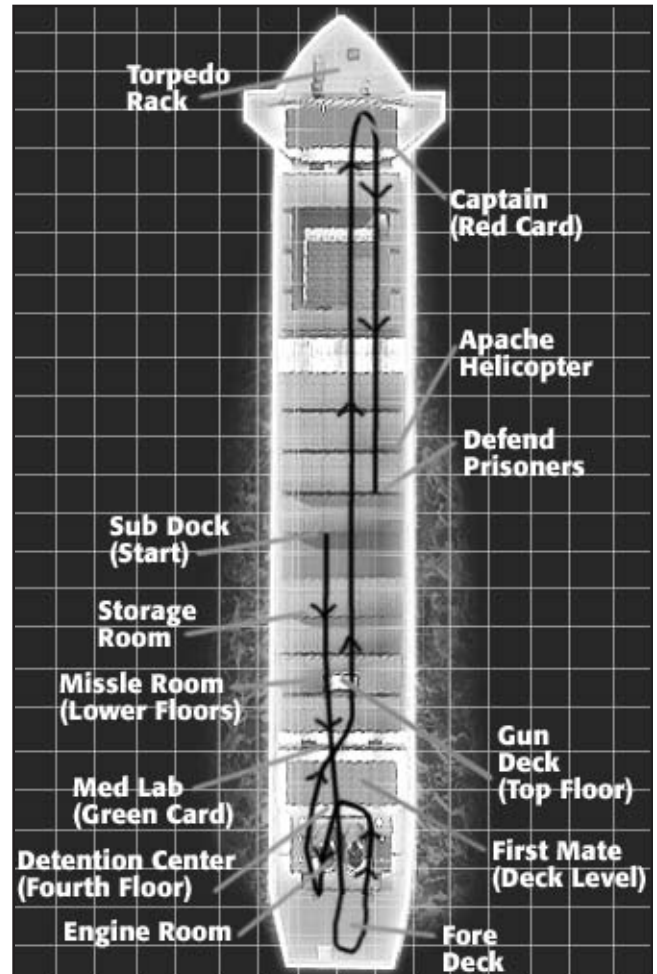
- Apache attack helicopter
- Rocket emplacement
- SAM site

## Enemy Buildings

- None

## Power-Ups

- Automatic rifle
- Chain gun
- Chem sprayer
- Flamethrower
- Grenade launcher
- Remote C4
- Rocket launcher
- Security card, green
- Security card, yellow
- Security card, red
- Sniper rifle



### Time Thresholds

The amount of time you must beat (or equal) for the star ratings are below, rounded up in minutes.

- 1 star: more than 37 min. 30 sec.
- 2 stars: 37 min. 30 sec.
- 3 stars: 32 min. 30 sec.
- 4 stars: 27 min. 30 sec.
- 5 stars: 25 min.

### The Sub Dock

Ahoy, mateys. Get your sea legs quickly, because you're about to get lots of company from Nod's elite squadron: the Black Hand soldier.

Sneak around the submarine dock to get the lay of the land and plug any opposition still patrolling. Turn right and creep around the container to find your first Black Hand soldier. Aim for the head; they're tough.

This dock is a central point for this mission. Several doors lead in various directions.

On the second floor is a yellow door (in the northwest corner) leading north. Along the west wall, a staircase descends to the lower dock.

#### TIP

*When in close quarters, use your flamethrower liberally. Your chem sprayer works well, too, but you always run the risk of creating a dangerous mutant visceroid.*



*This unlocked door is where you're going next.*

In the southeast corner, an unlocked door leads south.



*The ramp to the catwalk should be your first avenue. At the end of this mission, you'll enter from the red door upstairs and rush down this ramp. For now, collect any items you need.*



Finally, a series of ramps rises up to a catwalk. Let's go upstairs first. On the first landing is a red door (in the northeast corner). Continue up to the catwalk to find several useful items. Take what you need and leave the rest for later—you'll come through here again. Return to the dock.

### The Storage Room

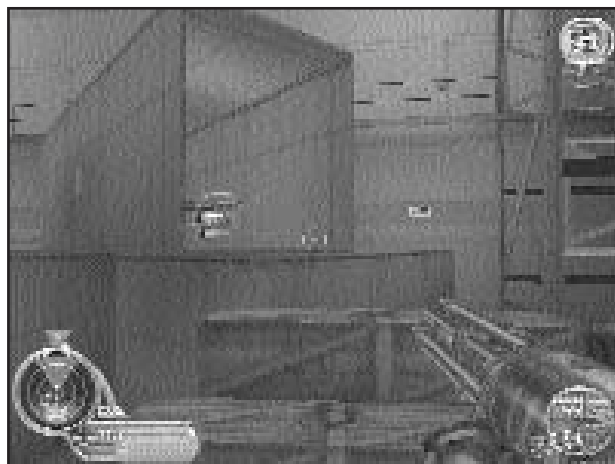
Go to the southeast door and sneak down the short hall. The storage room you're about to enter is two floors high, with a single elevator. Both floors have doors leading south to the next room and north to the dock.

#### TIP

*Travel cautiously as you return to the dock and, for that matter, any place you've already been through. New troops often appear in these areas. Always expect unexpected company.*



*If you're a bad guy, never stand next to oil barrels. It's just basic knowledge. You know a hero's going to blow the barrels and kill you and all your friends.*



*Look in all the open shipping containers for a storehouse. Use what you need now and collect the rest when you come back through.*

Throttle the Nod officer on this second floor. Spy down to the first floor to see a gang of Nod soldiers clustered near a bunch of barrels. Shoot at the barrels to vaporize the mini-army below. Take the elevator downstairs.

The containers on this lower storage room floor provide a treasure trove of supplies. The open one on the floor is full of health and armor.

The elevated container holds weaponry. Jump up the steps to claim what you need; leave the rest for later.

Go through the door on the southeast corner.

### The Missile Room

Next is the missile room. On this first floor, a door in the southwest corner leads to the next room, and two elevators go to a second floor (east) and the gun deck (west).

When you enter, you're given a very sneaky primary objective: sabotage the four missile racks in this room. Approach each rack and press Action to rewire them. When you've spoiled all four, the primary objective is complete.

Pass through the southeast door and through another short hallway. Open the door to the engine room and immediately fire on the Nod officer just inside.

### The Engine Room

The engine room is split into three floors; you're on the second floor now. Two elevators connect the second and third floors, and a ramp goes between the second and first floors. The third floor also features an elevator rising up to the detention center (we'll head up there in due time).

The only door on the second floor is the one you just came through. The first floor has no doors. The third floor has two doors; one leads south and the other goes north back to the missile room (second floor).

#### TIP

*You'll be taking fire from Nod officers, Nod soldiers, and Black Hands from all three floors. They fire from above and below and even travel on elevators to get a good, clear shot.*



*Tinker with all four missile racks to hobble the ship's weaponry.*



*Locate the four terminals and the technicians working on them. Shoot the technicians and then the terminals to shut off the ship's engines.*

As you enter, you receive a new secondary objective: destroy four engine room terminals to disable the ship's propulsion system.

## Mission 4: Stowaway



Fight your way around the second floor, clearing the room of all visible opposition. Pay particular attention to the first floor. In four corners of the room, technicians work on computer terminals. Take down the technicians and then pump a few rounds from your pistol (no point in wasting ammo) into the terminals. When all four are fried, the ship is at a standstill and you've completed the secondary objective.

As a happy consequence of your success, you get a special present. On your way to the first floor (to mop up any power-ups that prove useful), pick up a gleaming row of grenade launchers just above the ramp to the first floor.

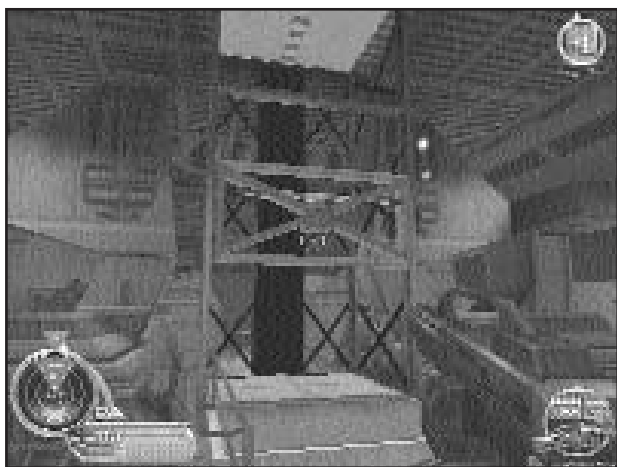


*These power-ups appear in the middle of the second floor after you disable the engines. Note your first grenade launchers.*

### TIP

*Don't linger too long. Soon after you disable the engine, some of the Black Hand soldiers show up to see what's what. It's best if you're not there when they arrive.*

## The Detention Center, Part 1



*On the third floor of the engine room, this elevator leads to a guard station of the detention center.*



*Ride up to the detention center. You won't be able to free the prisoners from this side—you'll get info on how to do it later.*



Ride the elevator to the third floor and take the next one up to the detention center. Mow down the two Nod soldiers and talk to the prisoners to find out where the guard with the prison security card can be found—in the med lab, one floor up. This is your next primary objective: find him and retrieve that card.

Go back down the elevator to the third floor and head straight for the door to the left of the shaft (in the southeast corner).

Be alert as you round the corner. Several horrific tanks containing initiates, grotesque Tiberium mutants, line the room. One (on the other end of the room) breaks out and rushes toward you; put him out of his misery before he gets his hands on you.

### Tiberium Silo Room

At the end of the room, go left into a Tiberium tank room. Here, you learn from eavesdropping that a spill has occurred. Once the conversation is over, eliminate the first technician. Unfortunately, the other one transforms instantly into a very hungry visceroid. Backpedal and unload into its nightmarish hide.

#### TIP

*Don't get too close to the tanks or you'll get a lungful of Tiberium.*



*Havoc, meet an initiate. Don't let this Tiberium mutant get close enough to show what he can do.*



*Cut down both of these technicians before one of them is horribly mutated. Technicians go down easy, visceroids don't. Note the elevator to the left.*



Take the elevator upstairs. Several very valuable power-ups are a precarious jump away on a beam nearby.

A couple of chem sprayers lie behind the barrels to the west. Near the barrels, another elevator leads to the ship's deck.

### The Fore Deck

Once topside, come out firing. There are several Nod soldiers on the deck, and they are not happy to see you. Go right and march north, entering the first doorway you see.

### Med Lab/Detention Center, Part 2

From this hall (most likely manned by a Nod officer or two), enter the only door to reach the med lab. A Black Hand soldier is about to execute the doctor. Spare the innocent and collect the Black Hand soldier's prison security card (green) for a very big primary objective.

#### TIP

*The first-aid kit and body armor in the med lab regenerate, so you can always come back for a spot of health when you need it.*

Exit the med lab via the opposite door and take the stairs down to the other side of the detention center. Approach the prisoners to release them.

After a brief exchange they head for the sub. You, however, must satisfy a new primary objective: get the deck security card (yellow) from the first mate on the fore deck (directly above you).



*Jump to this beam to collect aid if you need it.*



*In the med lab, save the doctor and take the Black Hand soldier's prison security card. Note the first-aid kit and body armor; they regenerate periodically.*

### NOTE

*The two doors in this room aren't much good to you yet. The yellow door is locked until you can get the yellow security card for the deck from the first mate. The other leads to a small section of deck that terminates at another door unlocked with the yellow security card.*

### Finding the First Mate

Return up the stairs from whence you came and cut through the med lab to the western side of the ship. Climb the stairs to find two green doors. This is a good time to restock your personal armory.

Start by going north into the western bunk room. Outwit the soldiers and officers inside and collect the flamethrowers cast between the beds.



*The prisoners are eager to be released. Approach the doors to set them free.*



*Head up these ramps to find the first mate. You can go either way, but let's take the right-hand side.*



*The first mate is understandably well protected. See what you can do about that.*

## Mission 4: Stowaway



Continue north to go back outside. Two ramps lead up (we'll get the rest of the stuff on this floor on the way down), so head up the eastern ramp and through the door to the south.

Continue from this exercise bike room through the door to the north. The game room is empty save one Nod officer. Beat him at table tennis (or just shoot him) and go up the stairs along the east wall.

A lot of men guard the first mate (who's armed with a flamethrower), so take care as you venture upstairs. Lob a couple of grenades from the stairwell to thin out the opposition before rushing in. Mop up the remaining chem warriors and flamethrower infantry.

Locate the first mate and shoot him to extract his yellow security card. With that in your pack, you get a new primary objective: locate the captain and steal the submarine security card (red). He's stationed on the opposite (north) end of the ship.



*The first mate won't go down without a fight, so show no mercy in taking his yellow security card.*

### Return to the Sub

Now, find your way back to the submarine dock to the north. Encircle this upper deck for health and armor.

Then, leave the fore deck by the other staircase (on the west side), proceed south through the weight room, descend the ramp to the deck, turn right to fight through a second bunk room (this time featuring remote C4), and turn right to check out the goodies in the locker room.

Return down the stairs, pass (west) through the med lab, and go downstairs to the detention center. Exit through the north yellow door and flame on with a huge contingent of Nod officers, Black Hand soldiers, and Nod soldiers.

Collect as much of the copious hardware as you can carry and continue through the yellow door leading north. Eliminate the Nod soldier and Black Hand guarding the hall and press through the north door to the gun deck.



*Back in the detention center, you may now go through that unlocked door to a wooden section of the deck. Beyond this phalanx of foes, there's a now-accessible yellow door.*

Along the floor of this room lie several advanced weapons. There's also an elevator in the floor to the west.



*Explode this SAM site while passing through this room. Airborne GDI forces will appreciate it.*

Around the upper walkway in this room are two rocket emplacements you can use (though there's not much to shoot at now) and a SAM site that lowers from the ship's deck. When it comes into view, blast it to ease attacks by your comrades.

Take the elevator back down to the first floor of the missile room. Ignore fire from the upper levels and go through the door leading north to the storage room. Search the open containers for anything you need and pass through the north doors to the lower submarine deck.

Search the room for health power-ups, KO any troops you find there, and burst through the yellow door in the northeast corner.



*The elevator in the floor leads back to the torpedo room. Wait for the door to open unless you'd like to have a nice fall.*



*Proceed to the lower level of the submarine deck via the storage room. Look for the door next to the Nod diving suits.*





### Finding the Captain

As you pass through that door and move through the short hallway, you receive a new secondary objective: Destroy the Apache helicopter in the room to the north. You won't have an opportunity to do so, however, until you come back this way after visiting the ship's captain.

Fend off the Black Hand soldiers and Nod officers and get safely to the ramps on the other side of the room. Nab the health and armor along the north wall and go through the door in the northwest corner.

#### **NOTE**

*Beware of fire from above and pop any troops whenever a good shot presents itself. Since you'll be coming back through the upper floors later, don't detour up there yet.*

As you go through the door, you receive a new secondary objective: Sabotage the torpedoes in the upcoming room. Momentarily bypass the stairs leading up and make a mess of the Black Hand soldier in the hall. Continue north and dismiss the flamethrower soldier guarding the torpedoes.

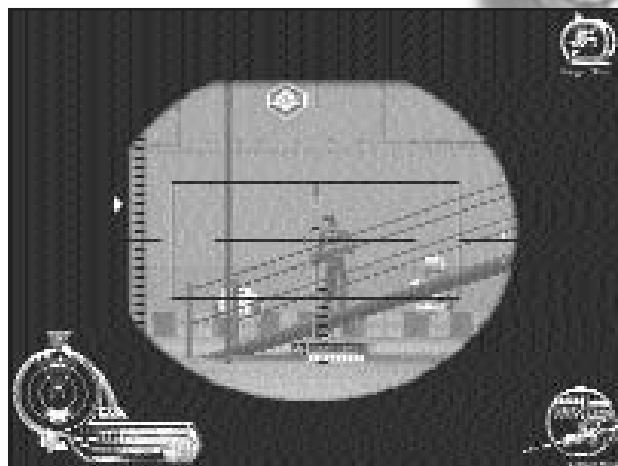
Approach each rack of torpedoes and press Action to sabotage them. The ship is now totally defenseless.

Return to the stairs and go up one floor. Wheel around to slaughter the Black Hand soldier and go up two more floors.

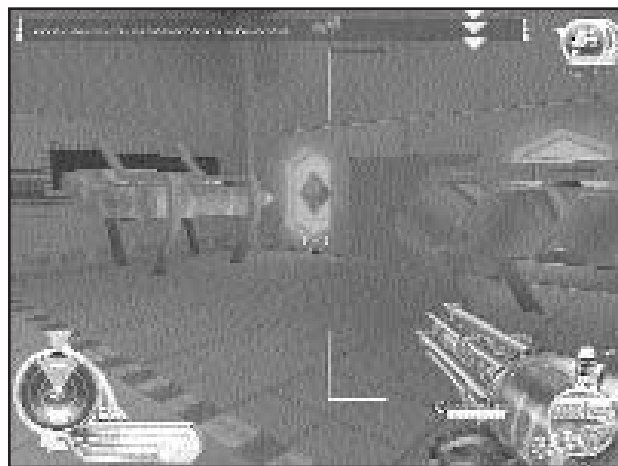
Waste the pair of Black Hand soldiers on this floor and go through the north door to the conference room. Puncture the Black Hand soldier inside and collect any supplies you need from the stage.

Return to the hall and go up another floor. Once you've met the two Black Hand soldiers, climb either staircase *very* carefully.

Here in the mess hall, they apparently bring their weapons to lunch. Unleash your flamethrower on the dining throngs (and that chef, too).



*Before even trying to cross this room, do some sniping of your own.*



*Disable these torpedoes just like the missiles earlier.*



Continue north into the kitchen and through the door to the north. Go cautiously up the ramp to the deck and come to an understanding with the Black Hand soldier and a pair of Nod officers.

### TIP

*Don't hang out on the deck too long or the Apache will pop up to make its presence felt. This does give you an opportunity to take it down, but you have bigger fish to fry at the moment.*



*Even the cook is armed. Flambé him so you can push through his kitchen.*

### NOTE

*If you head south, you'll find a wooden ramp leading down to a red door. You can't go that way now, but it will be your route of return once you're done with the captain.*

Enter the door to the south and fend off the Black Hand soldier. Before going through either the door or portal to the east, walk around this circle of hallways to do a little fighting and pick up provisions. Don't miss the bathroom off the south hall.

Go through the portal in the southeast corner, through the adjacent portal, and up the stairs to the officers' quarters. Sweep through the Black Hand soldiers guarding this area and search all the rooms before proceeding.

Proceed through the portal to the north and go upstairs to the lower bridge. It's empty save for handy power-ups (in the passage south of the bridge) and a Black Hand soldier. Go back into the rain to the north and up either of the ramps to the main bridge.



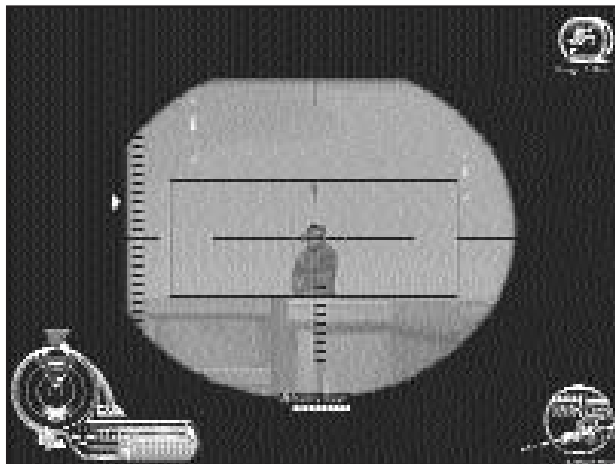
*You're headed to the top of this tower. The captain awaits.*

## Mission 4: Stowaway



The captain is guarded by several chem warriors and a few Black Hand soldiers and Nod officers (who'll come up from lower decks). Snipe at as many as you can before going inside. When the coast is clear, enter and ask the captain for the submarine's red security card. There's just no reasoning with some people—shoot him and take the card.

This satisfies your primary objective. With that, you're given a new one: rendezvous with the prisoners at the sub.



*Puncture any enemies you see around the wheelhouse. With them gone, you can visit the captain in privacy.*



*He's not going to give up the card willingly. You know what to do.*

### Return to the Sub

Retrace your steps back to the main deck and tread carefully down the wooden deck to the south. Kneecap the Black Hand soldier and push through the red door.

As you walk *slowly* south, the Apache helicopter drops into view, guns ablaze. Switch to your rocket launcher and give the chopper hell.

Rush south, plugging any Nod forces along the way, heading for the portal in the southeast corner. Don't, however, miss the weaponry strewn around this upper walkway.



*Get to the red door south of the main deck by traveling down the wooden ramp.*

Go through the next red door ready to fight. Outdoors again, tend to the Black Hand soldier and grab weapons and armor before entering the next red door.

Rush downstairs to fight alongside the chain gun-toting prisoners. Make sure none of them are killed in the ensuing gunfights. When the Nod forces stop coming, the prisoners convene next to the sub. Mosey over and join them for the ride home.



*Protect the prisoners and join them as quickly as possible so you may escape together. When all of them gather with you by the side of the sub, you've done it.*



*Be ready for the Apache to drop in from above. Welcome it with a rocket assault.*





## MISSION 5: DEADLY REUNION

### Primary Objectives

- Locate Hotwire
- Contact Gunner
- Locate Deadeye
- Locate Patch
- Eliminate Black Hand soldier

- Rocket soldier
- Rocket soldier officer
- Technician
- Visceroid

- Mobile artillery
- Nod buggy
- Transport helicopter

### Secondary Objectives

- Secure town square
- Escort Resistance
- Contact escapee
- Eliminate engineers
- Rescue Babushka

### Enemy Vehicles

- Apache attack helicopter
- Armored personnel carrier
- Cargo truck
- Flame tank
- Gun emplacement
- Light tank

### Enemy Buildings

- Obelisk

### Power-Ups

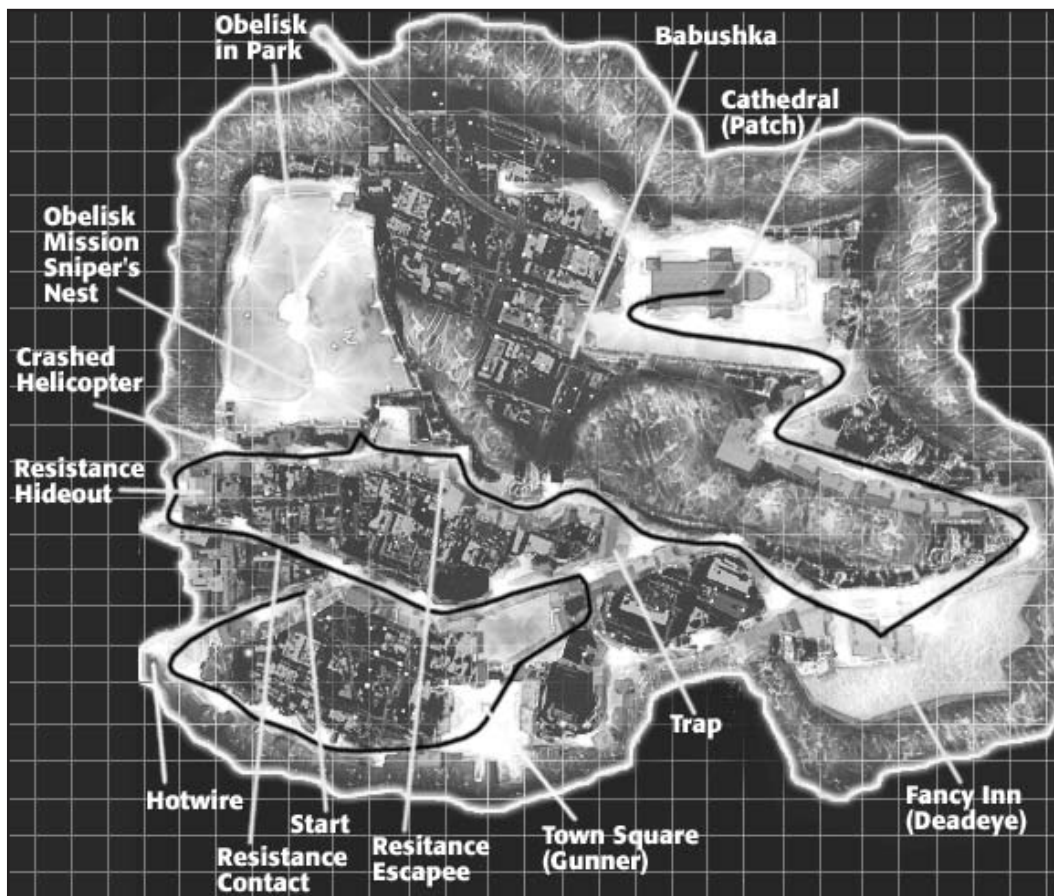
- Armor upgrade
- Automatic rifle
- Chain gun
- Chem sprayer

### Bonus Objectives

- None

### Enemy Units

- Black Hand soldier
- Black Hand heavy weapons soldier
- Chem warrior
- Engineer
- Flamethrower soldier
- Initiate
- Mendoza
- Nod officer
- Nod soldier





- Flamethrower
- Grenade launcher
- Personal ion cannon
- Remote C4
- Rocket launcher
- Sniper rifle

### Time Thresholds

The amount of time you must beat (or equal) for the star ratings are below, rounded up in minutes.

- 1 star: more than 45 min.
- 2 stars: 45 min.
- 3 stars: 39 min.
- 4 stars: 33 min.
- 5 stars: 30 min.

### Finding Hotwire

The town is under siege, the inhabitants are revolting, and your old squad-mates are trapped in various locations. Havoc to the rescue. Liberate each Dead 6 member and meet them at the cathedral for a showdown.

You begin in the southwest area of town, facing west. Your first primary objective is to locate Hotwire in the southwestern sector.

Just as you hear Hotwire's call for help, a flamethrower trooper rushes your position. Since your back is against a wall, nail him before he gets within blast range.

Stand your ground and fight any forces that rush or parachute into view. Before moving on, discharge a rocket soldier firing from a balcony ahead. Once he's toast, move forward.

A side alley to the south holds precious provisions. Use them or save them until you're really in need.

Ahead, an overturned truck has spilled several items of interest. Just beyond that, Nod officers drop via rope from a second story window.



*Clear the way of anyone who drops in before searching for Hotwire.*



*The light tank bombards fleeing locals. Put a shell down its hatch before mopping up and finding Hotwire behind the barricade in the right corner.*

### NOTE

*The second side alley to the left is best left for later.*

## Mission 5: Deadly Reunion



Move forward until you can see the light tank in the square ahead. Above it, on a balcony to the southwest, a rocket soldier causes additional problems. Once both threats have been neutralized, venture into the square. From a high window in the south, flamethrower troopers drop from a window.

Next, look for a boarded-up area in the west of the square: Hotwire is holed up here.

As you near her, turn southeast. Pump rockets into the armored personnel carrier (APC) and Nod buggy down the street, then finish off any troops attacking from that direction. Now, at last, you can work in peace.

Approach the barricade to talk to your trapped comrade and fire a couple of rockets into it to blow it open. When the smoke clears, go in to say hi and complete your first primary objective. Collect anything you need from the large stockpile of weapons and power-ups before leaving.



*Hotwire's trapped. Rocket the barricade to free her.*

### Finding Gunner/ The Town Square

Travel southeast toward the truck wreckage blocking the street. As you near the barrier, you receive a new primary objective: rendezvous with Gunner in the town square ahead.

An alley leads left (north). This is the other end of the alley you bypassed before. Your reward is a stash of health and armor, but you have to fight your way out once you've nabbed them.

Return to the street and continue southeast toward the wrecked trucks.

As you approach the trucks, you meet a new friend: the flame tank. Backpedal as you fire something strong at it; don't fight this one close up. Move on once the coast is clear.

Just outside of the town square, keep your eyes peeled for a stash of weapons and power-ups to the left.

Strain to see the light tank bombarding the village square—fire rockets into it from a safe distance.

Right about this time, you hear word from the Resistance asking for help in securing the square (your first secondary objective). Since you're going there anyway, why not help?



*You'll probably have to find a way to get past those trucks. Don't forget the alley to your left.*



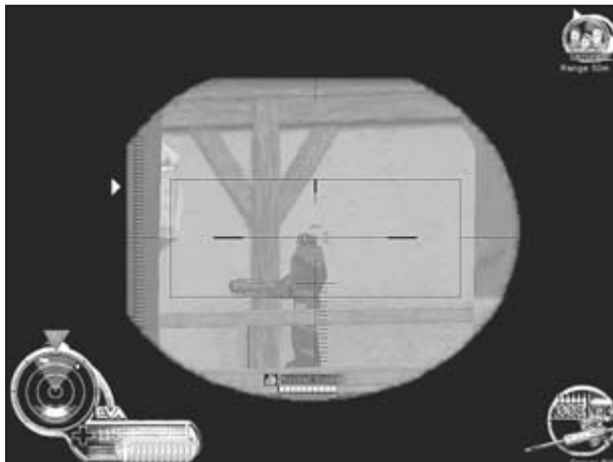


*Ka-boom! Someone was waiting for you. Backpedal, rocket launcher in hand, to avoid getting briquette-ified.*

Enter the square and look northeast for two rocket soldier officers on balconies. Fire on the other troops as well and continue as reinforcements arrive by parachute.

### TIP

*Let the Resistance fighters and Gunner do some of the work. Note, however, that if Gunner or any of the other Dead 6 members are killed before reaching the cathedral, the mission is over.*



*The sniper rifle is your best tool for enemies lurking on high. Punch a hole through the overhead rocket soldier officers.*



*Check in with Gunner to send him on his way, but not before all threats have been quelled.*

Once Nod troops surrender the square, your secondary mission objective is complete. Look behind the building to the south for a chain gun.

Visit Gunner in the bunker near the fountain to register your second primary objective. Pick up anything you need in his hideout and go into the door of the building to the north.

Pocket the armor, health, and weaponry on the first floor and proceed upstairs. As you climb, you get your next primary objective: locate Deadeye in the Fancy Inn on the east side.



### Finding Deadeye

Be ready to fight as you hit the head of the stairs—flamethrower soldiers storm in the door.

Peek out that door and fire a rocket at the gun emplacement to the northeast. After two flamethrower troopers parachute in, carefully venture out onto the bridge.

Look north across the water and disable the light tank firing at the rooftops. Dislodge a rocket soldier from a balcony to the northwest.

Cross the bridge but stop before you get to the intersection ahead; a whole squadron of flamethrower soldiers comes roaring around the corner.



*Things start to heat up once you get to the top of the stairs. There isn't much room to retreat, so be prepared and stay cool.*



*Don't go bounding into the street or you'll end up in a very nasty crossfire.*

Approach the corner slowly and peek around to the southeast to pop a rocket soldier officer on a balcony.

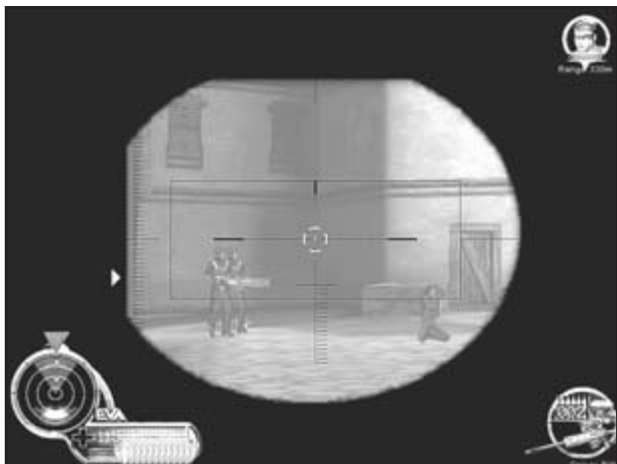
Turn to the north and erase the Black Hand on the balcony before following the street.

At the end of the street, you'll find a cargo truck and (to the left) a gun emplacement that you can use if you like. Fire at all the opposition down the street to the west before searching around the truck for collectibles.

### TIP

*Look through the fence to the northeast to see the sniping targets on the rooftops.*

Head west. Peek inside the garage to the right to meet more of the Resistance. Check behind the garage for supplies before continuing northwest down the street.



*Hurry, or this woman is in deep trouble. Intervene on her behalf and earn the Resistance's gratitude.*

Rescue the kneeling Resistance fighter from the trio of Nod officers. After accepting her congratulations, continue northwest.

From behind the tank wreckage comes an armored personnel carrier. Try to breach its hull before it can offload its crew.

When you've vanquished the enemy troops, duck into the alcove to the left. Collect all the items you need before talking to the Resistance fighter. He wants you to follow him.

Do so, firing on the gun emplacement and other enemies you meet en route. Eventually, he ducks into a building; follow him upstairs.



*Talk to the Resistance fighter in this alley. He instructs you to follow him to a hideout.*



*If you lose track of your guide, duck into this building.*

### NOTE

*If your escort dies on the way, it's OK. When you get to the top of the ramp, look for an open doorway in a building to the right. If you come to a crashed helicopter, you've gone too far.*

## Mission 5: Deadly Reunion



Collect any supplies you need and talk to the Resistance fighter with the chain gun. He asks you to escort them to a nearby crashed Nod transport helicopter. This is your next secondary objective: get them to the helicopter alive.

If any of them die, you lose the objective. Therefore, run ahead of them downstairs.

Mow down the squad of chem troopers rushing into the house before going outside.

When you hit the street, wheel around to the right and fire at the rocket launcher-toting Mendoza standing atop the wall near the helicopter. When he's nearly deceased, he flees like the coward he is.

It's now safe to approach the helicopter. When all the Resistance fighters arrive, you've satisfied your next secondary objective.



*Talk to the head honcho. He asks you to accompany them to the crashed helicopter around the block. Jump into action to succeed in this assignment.*



*After dealing harshly with the volatile chem warriors, occupy the sniping Mendoza until he turns and runs.*



*The barrier in the street stops the flame tank before it gets past the helicopter. Stay out of its range and save it for last.*

Collect what you need from the copter's cargo. Approach the barricades but retreat as soon as you get a transmission from the Resistance. You're given a new secondary objective (make contact with an escaped prisoner in a house nearby), but that's not your primary concern.

Several Nod fighters are about to drop on your head. Backpedal and fill the air with fire and lead.

Behind the ground forces comes a massive flame tank. Lay explosives on it and persevere down the street.

Look for an open portal to the left and creep very carefully up the steps to the second floor. On the way, you get word of another secondary objective: assassinate six Nod engineers working on an obelisk in the park.

There's a view of the construction site through the window ahead, but don't get too close to the window.



*Climb up the steps to get a very challenging secondary objective.*

### NOTE

*As soon as you attack anything in the park, the engineers flee around the back of the obelisk, running from right to left, to the ramp leading out of the park (you can see the ramp to the left of the obelisk). Get them with the sniper rifle as they emerge from behind the obelisk.*

Arm the sniper rifle, stand out of sight of the Nod buggy, and ventilate the rocket officer soldier near the cargo truck. Next, take aim at the left side of the obelisk. Drop the engineers one by one as they emerge.



*Aim your sniper rifle to the left of the obelisk. As the engineers flee around it, you should have several opportunities to hit them.*

### TIP

*The most crucial element of this objective is positioning. Stand at the north window, facing northwest, out of sight of the buggy.*

When all six are permanently unemployed, the secondary objective is fulfilled. Pick up the armor upgrade as you leave and go back to the street.

Continue south and jack the Nod light tank to your left. Your next stop is a doorway on the right, a bit farther down the street. Block the door as much as possible with the tank before going in (leaving yourself room to get in, of course).



## Mission 5: Deadly Reunion



*Pick up the very sweet weapon swiped by the brave soul mutating before your eyes. Don't dwell, however, as the Nod assault arrives.*



*The tank parked in front of the door forces the invaders to take positions outside. This makes them much easier to eliminate, especially if you just jump into the tank and run them down.*

Go upstairs to meet the escaped prisoner...or what's left of him. Tiberium exposure has turned him into an initiate. Pick up the data disc and talk to the escapee's brother standing nearby. He offers information and an experimental weapon his brother stole: a personal ion cannon. Pick it up quickly—you're about to have company.

The initiate transforms into a visceroid (let the brother deal with that), and several Nod officers and flamethrower infantry rush the door. Fortunately, the parked tank prevents them from entering, giving you time to get the drop on them.

Hop into the tank's driver's seat and head east. Carefully take out a pesky pair of Nod buggies down the block and bull your way forward.

At the end of the block, turn your guns toward the building on the left and watch the rooftops and upper windows. Give the rocket soldier officer, Black Hand, and clown-car's worth of chem troopers a taste of tank shells. After a brief respite, Black Hand snipers begin to appear on the southern roofline.

Search for supplies and talk to the Resistance fighters in the shed before continuing on your way.

In the next square, snipers line the roofs. Ground them all, especially the rocket soldier on the northern roofline. A voice calls for help.



*Use your tank to punish the various snipers in this square. Your tank can absorb the punishment, and it has ammo to spare.*



The voice is coming from a Nod technician in the southwest corner. It's a trap: when you go to help, Mendoza pops up to the south with a rocket volley, and a cadre of chem warriors parachute in behind you. That's what you get for helping people.

Continue east down the street. Fire rockets at the Nod buggy down the way and stand fast for a line of charging chem warriors. Pick off the snipers on the roofs above.

Around this time, you get your next primary objective: contact Patch when you get to the cathedral.



*It's a trap! Be ready to fight or ignore the technician's plaintive cries.*



*The Fancy Inn is undefended once you eliminate the armor units parked outside.*



*Deadeye waits for you upstairs. Talk to him and run ahead to escort him to the cathedral.*

On the next block, the Fancy Inn comes into view on the right. Shatter the light tank, one APC on the front lawn, and another round the back and walk in the main door.

Go upstairs and go east to find Deadeye. Pick up his extra sniper rifle and have a little talk.



### Rush to the Cathedral

Deadeye makes for the cathedral. Unlike with the other Dead 6's, however, you need to escort Deadeye. If he is killed, your mission fails. Try to stay in front of him at all times.

As the road turns north, you hear another transmission from the Resistance, but it's a different voice. Their leader has been captured. Your new secondary objective is to liberate her.



*Yee-ha! Enjoy your stay in the Nod flame tank and use it freely against anything that tries to keep you from the cathedral.*



*Don't take your eyes off Deadeye until he's safely inside. With all of Dead 6 ensconced in the holy house, take a few minutes to look around and complete another task.*

Dispose of the rocket soldier in the high window and “borrow” the waiting flame tank. Unload on the armored personnel carrier ahead and anyone who tries to escape it.

As you crest the hill, another flame tank comes the other way. Burn it out quickly before it roasts Deadeye.

Moving on, get rid of the Nod buggy and rush through the area before the sniping Mendoza gets a bead on Deadeye.

Climb the streets until you arrive at the cathedral. Once Deadeye is safe inside, continue west to find the Resistance leader.

### The Babushka Detour

At the far wall, turn left. Exit the tank, go through the door to the south, and creep upstairs. Execute the Nod officer and Black Hand before they shoot Babushka. When she's safe, have a word before collecting supplies and returning to your tank.

#### **TIP**

*You can also get the two thugs guarding Babushka by sniping through the window.*



*Look for this doorway and tiptoe inside to save the rebel leader.*



*Babushka is very close to the Nod captors. Shoot carefully.*

Backtrack to the cathedral and go upstairs to find your comrades.

### **TIP**

*Northwest of the cathedral is an upstairs apartment with a good stash of weapons.*

## **The Black Hand Closes in— Final Assault**

Find Patch and talk to him to satisfy your primary objective. A massive Black Hand heavy weapons assault team with Apache air support and mobile artillery ground support is coming our way. All you have to do to satisfy your final primary objective is survive.

### **TIP**

*Before talking to anyone, run through the cathedral to find weapons and the locations of health and armor. You may need to find some quickly in the near future.*

## Mission 5: Deadly Reunion



### TIP

*Those nimble Apaches are perfect targets for that personal ion cannon you found.*

Venture outside or shoot from the windows and doors. There are plenty of targets, including incoming mobile artillery. Once you've turned away all Nod forces, the attack and the mission are complete.



*Check in with Patch. As soon as you do, the Nod attack begins.*



*The Black Hand heavy weapons soldiers are tough but nothing a hard blast of flaming death can't handle.*



*It's vital to ground those helicopters. The personal ion cannon is the perfect weapon for fast-moving air targets.*

### MISSION 6: THE GRIP OF THE BLACK HAND

#### Primary Objectives

- Access war room computer
- Evacuate scientists
- Escort Sydney

#### Secondary Objectives

- Disable alarm

#### Bonus Objectives

- Rescue Resistance fighter
- Infiltrate secret cache
- Rescue prisoner

#### Enemy Units

- Black Hand soldier
- Black Hand heavy weapons soldier
- Chem warrior
- Engineer
- Flamethrower soldier
- Initiate
- Mendoza
- Nod officer
- Rocket soldier officer
- Technician

#### Enemy Vehicles

- Ceiling camera
- Ceiling gun

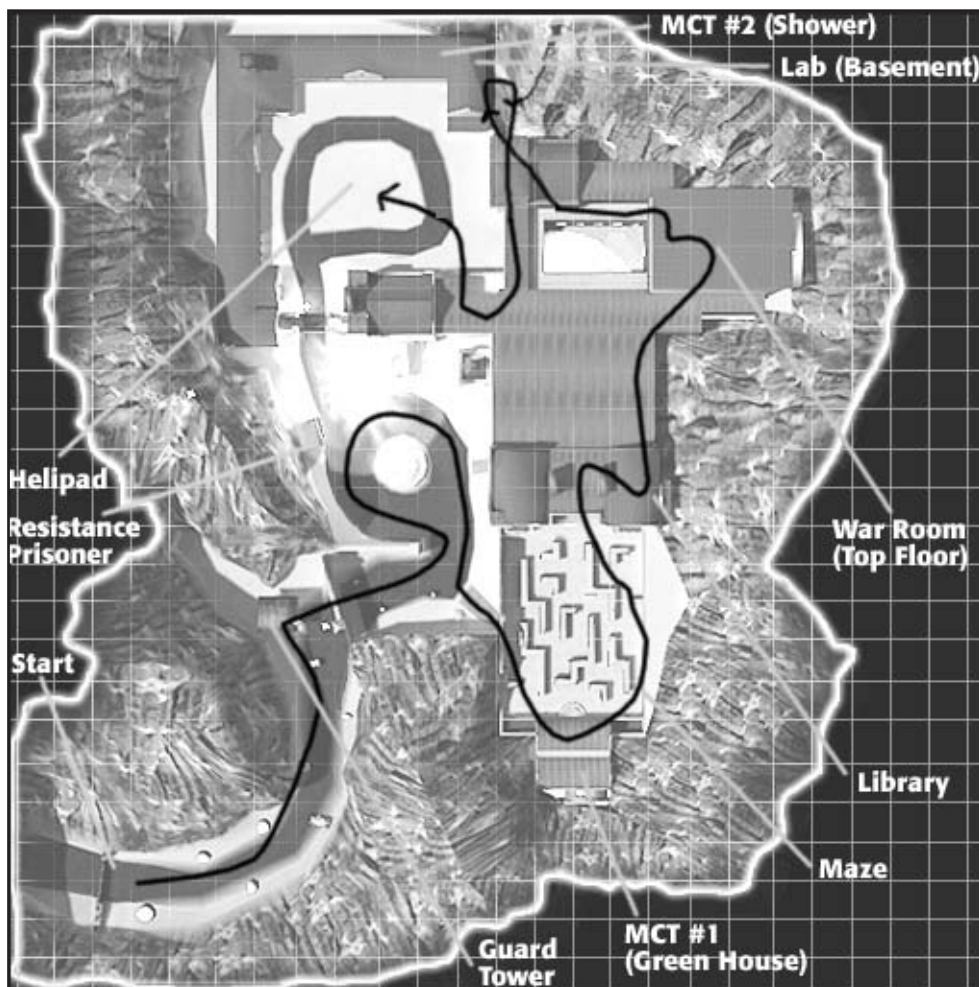
- Light tank
- Transport helicopter

#### Enemy Buildings

- Guard tower
- Helicopter pad

#### Power-Ups

- Health upgrade
- Chain gun
- Chem sprayer
- Flamethrower
- Grenade launcher
- Laser rifle
- Personal ion cannon





## Mission 6: The Grip of the Black Hand



- Remote C4
- Rocket launcher
- Security card, red
- Sniper rifle

### Time Thresholds

The amount of time you must beat (or equal) for the star ratings are below, rounded up in minutes.

- 1 star: more than 30 min.
- 2 stars: 30 min.
- 3 stars: 26 min.
- 4 stars: 22 min.
- 5 stars: 20 min.

### Outside the Chateau

Now all that stealth practice pays off; you won't get very far in Raveshaw's chateau running around announcing your presence with a hail of chain gun fire. Do your job and don't fight any unnecessary battles. Stealth and focus are your personal goals.

The first primary objective is to find the computer in the chateau's war room to discover where the scientists are being kept.

#### TIP

*Remember that you're audibly undetectable when you move while crouching and when you fire with your pistol. Walking reduces noise, but not completely.*

Make sure no one trips the alarm panel in the guard tower ahead. Be very, very quiet.

Move from snowbank to snowbank to stay behind cover. When a flamethrower soldier comes into view, kill him quietly. If he gets away, he'll sound the alarm.

Be patient and wait until a second flamethrower soldier arrives. Pop him out of sight of the guard tower around the corner.



*Work quietly and efficiently or one of the flamethrower soldiers will trip the alarm.*



*Felling the guy in the tower is crucial because he can either sound the alarm or put a bullet through your head as you approach.*



Continue in this fashion until you see the tower. Snipe at the Black Hand manning it, and the engineer on the ground nearby.

Approaching the tower, you receive a secondary objective: destroy either of two master control terminals (MCTs) for the chateau's alarm system. Disabling this system allows you to operate stealthily and prevents enemies from sounding the alarm.

Creep in front of the tower and look east through the sniper rifle scope to find a rocket soldier officer on the roofline. Climb into the tower to collect anything you need.

Enter the tower and dismantle the alarm terminal by pumping some pistol rounds into it. At the top of the tower, turn south as you hear a radio transmission about an incoming Black Hand squad. Puncture their transport helicopter as it arrives or quietly slaughter them as they offload. Your choice.

### Chateau Courtyard

When you're ready, move through the gateway to the east, into the chateau compound. Before going to the southeastern alarm MCT, clear out the courtyard to the north.

First, be ready to be discovered by routine patrols of flamethrower soldiers. As long as none escape your wrath, they won't blow your cover.

Stand behind the wall to the north of the front gate and snipe at a Nod officer on the ground and two rocket soldier officers on the roofs to the northeast and north. The alcove in the northeast corner contains a ceiling camera.

Round the corner and sneak up behind the tank. Destroy it as you see fit; five C4 charges on its hide do the trick.

### TIP

*Engineers will repair destroyed alarm terminals if you let them live.*

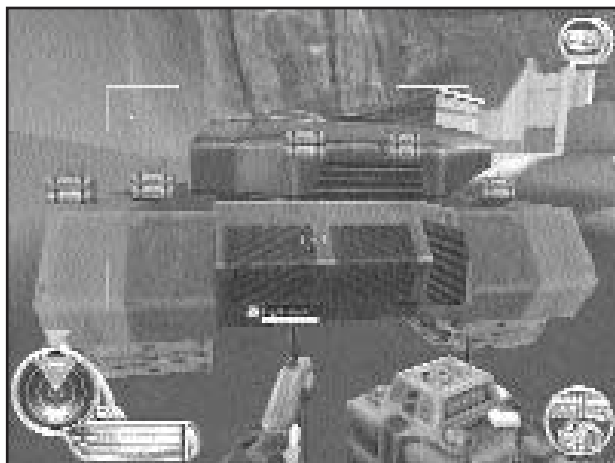


*These are alarm terminals. Until you have the entire system offline, destroy these to prevent foes from alerting the entire base to your presence.*



*Scan the rooftops for deadly dudes with rocket launchers.*

## Mission 6: The Grip of the Black Hand



*Plant a bunch of C4 on this resting tank so it'll never lay a shell on you.*

Open the garage west of Raveshaw's statue to liberate a Resistance fighter and log a bonus objective.

Search the courtyard for health and head back to the doorway in the courtyard's southeast corner.

### The Maze/The Greenhouse

Pass through into the garden maze. Turn south, walking to mask your steps, until you find the greenhouse door. Venture inside.

Turn left, go through the next door, and meet with a friendly gardener. He tips you off to an enemy presence and slips you a grenade launcher.

Locate the downward ramp in the southeast corner. Disable the alarm console by perforating it with your pistol. As you descend the ramp, be ready to fight a chem warrior and a technician and destroy a ceiling gun before it gets a lock on you.



*A bonus objective waits inside that garage.*

### TIP

*The gates to the north lead to a helipad and one of the alarm MCTs. Going after the southeastern MCT is both easier and more efficient, but completists can feel free to dismantle both.*



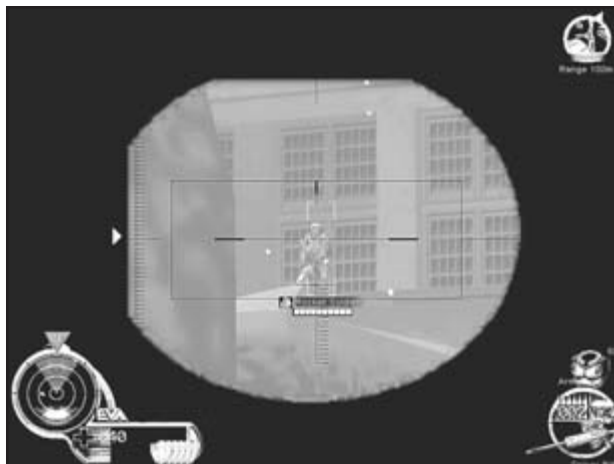
*Once the MCT's protectors are fried, proceed as usual to bring the terminal to its knees.*

### TIP

*Ceiling guns take a few seconds to get a bead on you and make an audible "ping" when they've acquired a target. This gives you ample time to take aim and shoot.*

Enter the room and affix C4 to the MCT—secondary objective complete. Gather up supplies and go back up the ramp.

Leave the greenhouse and venture through the maze to the north to find an entrance to the chateau. Quietly eliminate the Nod officers patrolling the maze and the rocket soldier officer above the doorway. A ceiling camera spies from above the door.



*The rocket soldier officer lurks above the chateau door in the maze. You're unlikely to get to the door alive as long as he's posted there.*

### NOTE

*The green marble walls indicate that you're in the main gallery wing of the chateau.*

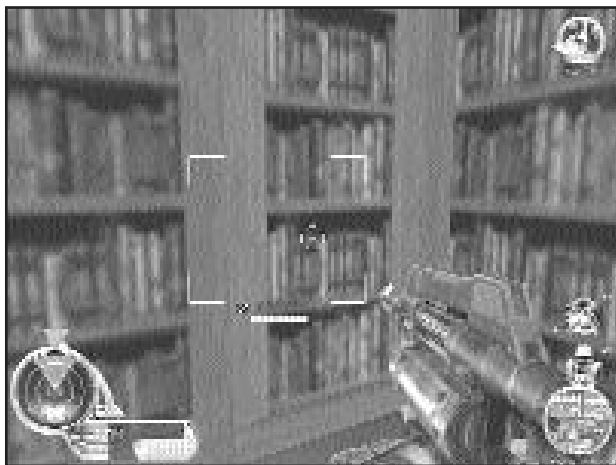
## The Library

Enter and do battle with anyone near the foyer. KO the alarm terminal before going upstairs. On the second floor, turn right to locate the main library (in the southeast corner).

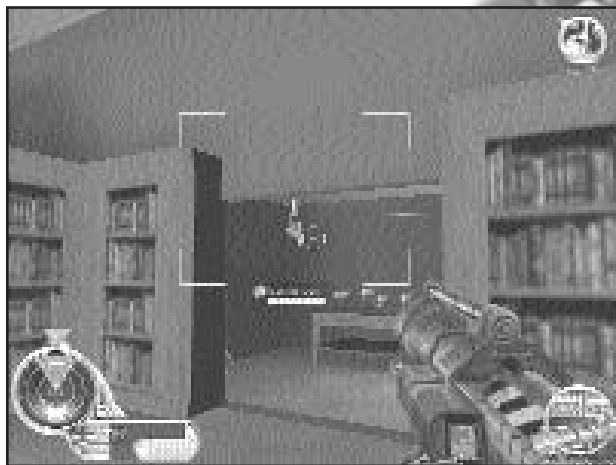
### TIP

*The chateau is crawling with enemies. You are not required to do anything but the most essential activities in this large house, but there is good reason to go on a limited shooting spree. Near the end of the mission, you'll need a clear path from the lab in the basement to the helicopter pad in the northwest. If you leave a lot of hall-dwelling Nod troops alive, they'll make your escape vastly more difficult. Clear out at least the bottom floor of all opposition.*

## Mission 6: The Grip of the Black Hand



*This white bracket is your clue that something's interactive.*



*One bookcase in this room holds one of the game's rare secret rooms: Raveshaw's private armory.*

Listen to the conversation between the technicians before making the words their last.

As you approach the bookshelves behind them, note the white bracket that indicates an interactive object. But there's nothing there! Or is there? Press Action to find out.

The bookcase slides aside to reveal a weapons cache (the second bonus objective) full of laser rifles, C4, health, and armor. Detonate the two ceiling guns before stumbling into their crossfire, and collect your booty.

### The War Room

Now it's time to find the war room:

1. Leave the library and go north along the top floor of the main gallery.
2. Go east through the doorway at the end of the hall.
3. Go north through the nearby door and immediately right (east) along the top floor of the dining hall.
4. Persist to the end of the hall and turn north.
5. Sidestep into the doorway to the north and plug the Black Hand atop the stairs and the ceiling gun over his shoulder.
6. Climb the stairs and sneak through the door.

Eavesdrop on the Black Hand and Nod officer speaking to Kane's hologram before liquidating both of the minions. Disable the ceiling camera to Kane's left.

About face; pick up the personal ion cannon and activate the computer terminal to discover the prisoners' location. To speed you on your way, you automatically receive a red security card from the terminal.

Your first primary objective is complete and you receive a new one: Evacuate the scientists from the lab below the dining hall.

### Finding the Scientists

Grab health and armor on the way out and descend the stairs outside.

1. **Make a U-turn out of the stairway.**
2. **Go south along the upper hall.**
3. **Turn right and immediately left to go through the doorway to the south.**
4. **Go down the stairs to the very bottom.**
5. **Turn to go north through the doorway and fight the cluster of Nod officers and flamethrower soldiers convened in the dining hall.**
6. **Pummel the Black Hand heavy weapon soldiers in the middle of the hall before turning east along the wall of the dining hall.**
7. **At the corner, turn north and then east through the first door on the right. Knock out the ceiling camera and descend the stairs.**

Kick open the door and wipe out the Black Hand soldier and a very dangerously placed ceiling gun. Go carefully through the red door to the north and burn the duo of chem warriors.

Slide through a pair of doors to the left and greet two more chem troopers. Go left and continue forward into the cellblock.

Pound the ceiling guns at either end of the hall before venturing inside. Turn down the hall and open the second cell on the left. Enter and talk to the imprisoned GDI soldier to free him and register your last bonus objective.

In the last cell, a chem warrior is administering even more Tiberium to an already mutated initiate.



*This computer terminal provides information and the red security card you need. Don't forget the new weapon nearby.*



*The hulking Black Hands in the dining hall aren't expecting you. Use this to your advantage.*

## Mission 6: The Grip of the Black Hand



*This soldier is grateful—plus he's the third bonus objective.*

Resume your path west through the door and follow the short hall. As the second door opens, be ready to hit the two chem troopers. The two side rooms (to the west and east) contain armor and a data disc, respectively. Continue north. At the end of the hall, you meet Dr. Mobius and his associates.

### Escaping the Chateau with Sydney

The only member of the team you manage to rescue is Mobius's daughter. What's more, the whole compound is about to blow, thanks to Mendoza's reckless shooting. You need to get out, and you must protect Sydney Mobius.

Upstairs, many formerly open passages are blocked. In fact, the quickest route is thoroughly blocked.

Pick up the health upgrade and return to the main floor.

1. At the head of the stairs, turn to face west through the doorway.
2. Turn left (south) into the hallway.
3. At the corner, turn right (west).
4. At the T-intersection, turn left (south).



*Two chem warriors guard the final approach to the lab. Don't forget to scout the side rooms to find helpful collectibles.*

#### TIP

*You don't have to kill the initiate, but he will attack you if approached.*

#### TIP

*If you get disoriented, the positions at which Sydney stops may serve as a guide. She seems to know where to go but won't lead the way.*



5. Turn left (east) on the spot and go up the short staircase.
6. Turn right (south) at the first doorway.
7. Turn right (west) to head down the hall.
8. At the corner, turn left (south).
9. Turn right (west) through the door and right (north) immediately, through two doorways.
10. When the floor turns to square, beige tile, turn left (west).
11. Go through the double doors to exit the chateau.



*Stick by Sydney like glue; if she perishes, your mission fails in disgrace.*



*If Sydney is surrounded, get in there and work quickly. You won't have much time.*

## The Helicopter Pad—Fighting Mendoza

Once you have Sydney safely on the helicopter pad, you meet again with Mendoza. The others have been spirited away, but you have to trade blows with the flamethrower-bearing Nod enforcer.

## Mission 6: The Grip of the Black Hand



### **TIP**

*When injured, Mendoza searches for health power-ups.*

Mendoza fights hand-to-hand and with his flamethrower. Stay in motion and use your newly acquired laser rifle. You might even want to break out the personal ion cannon. When you have Mendoza at death's door, he gives up on you and makes for Sydney.

Chase him down and polish him off before he can execute Sydney. When the deed is done, so is this mission.



*Mendoza's tough and quick, and he heals himself when he's in trouble. Hit him hard and keep him from running.*



*When all seems lost, Mendoza withdraws and tries to scorch Sydney. As her appointed protector, you must stop him.*

### MISSION 7: OBELISK OF OPPRESSION

#### Primary Objectives

- *Protect team members*
- *Evacuate Sydney*
- *Escape nuclear strike*
- *Escort Hotwire to SAM sites*
- *Destroy surface-to-surface missile launchers*

#### Secondary Objectives

- *Destroy radar installations*
- *Rescue Resistance prisoners*
- *Destroy napalm stockpile*
- *Disable obelisk*

#### Bonus Objectives

- *None*

#### Enemy Units

- *Black Hand soldiers*
- *Black Hand heavy weapons soldier*
- *Chem warrior*
- *Engineer*
- *Flamethrower soldier*
- *Nod officer*
- *Rocket soldier officer*

#### Enemy Vehicles

- *Apache attack helicopter*
- *Armored personnel carrier*

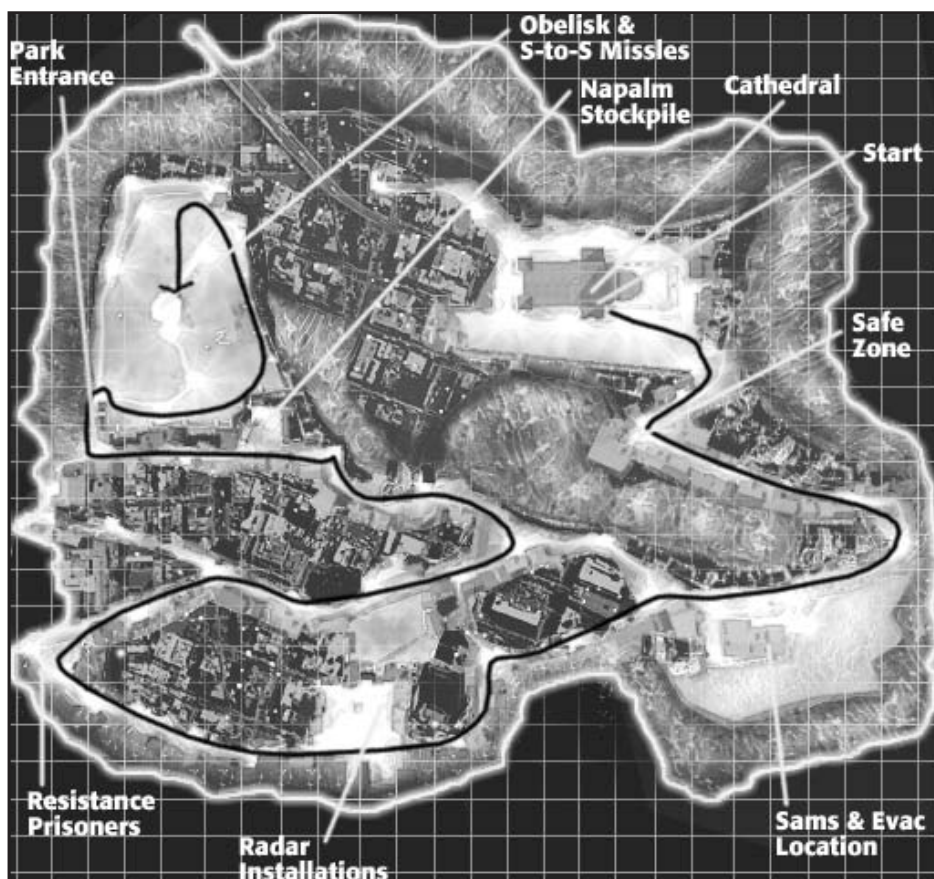
- *Cargo truck*
- *Ceiling gun*
- *Flame tank*
- *Gun emplacement*
- *Light tank*
- *Mobile artillery*
- *Nod buggy*
- *Stealth tank*
- *Surface-to-surface missile launchers*
- *Transport helicopter*

#### Enemy Buildings

- *Obelisk*
- *SAM site*
- *Turret*

#### Power-Ups

- *Armor upgrade*
- *Health upgrade*
- *Chain gun*
- *Chem sprayer*



## Mission 7: Obelisk of Oppression



- *Flamethrower*
- *Grenade launcher*
- *Laser rifle*
- *Nuclear strike beacon*
- *Remote C4*
- *Rocket launcher*
- *Sniper rifle*

### Time Thresholds

The amount of time you must beat (or equal) for the star ratings are below, rounded up in minutes.

- *1 star: more than 52 min. 30 sec.*
- *2 stars: 52 min. 30 sec.*
- *3 stars: 45 min. 30 sec.*
- *4 stars: 38 min. 30 sec.*
- *5 stars: 35 min.*

### Fleeing the Cathedral

You arrive at the cathedral with Sydney Mobius when a Nod nuclear strike forces you to flee. You have two minutes to get out of the cathedral and the surrounding blast radius before the bomb drops.

You must save yourself, Sydney, and every member of your team. Then get them to an evac location in the southeast corner of the map (at the Fancy Inn, or what's left of it). These goals, together with escaping the blast, represent your first three primary objectives.

Vacate the cathedral to the southeast and head for the road through the town. In and above the road lie several troops and vehicles dedicated to keeping you within the blast radius. Start with the gun emplacement and rocket soldier officers and then pummel the turret and twin APCs around the bend.



*Follow the troops out the southwest door. Stay behind them in the fight to come.*



*Rain down death on these vehicles so you can get your team out of the blast radius.*

While Sydney takes cover, pound this opposition with the help of the Dead 6.

Descend the hill to the bend in the road; this puts you into safe territory. Make sure all of your charges find a safe place to stand. When the bomb drops back at the cathedral, a building crumbles to block the way back to the holy site. This fulfills your first primary objective.

### Escorting Miss Hotwire

Your primary objective is replaced by another: Go with Hotwire to the SAM sites near the Fancy Inn and protect her so she may convert the SAMs to GDI use. This will permit evacuation of your team.

#### TIP

*Remember that Hotwire's armed with only a repair gun. She can defend herself a bit but really needs you to do the work for her. Plus, you can absorb much more punishment than she; place yourself between enemies and Hotwire if necessary.*

Sweep up any supplies you'll need before leading Hotwire down the road to the southeast. Each flaming Nod vehicle provides cover for ambush after ambush of chem warriors, Black Hand soldiers, and Nod officers. There are even a couple of rocket soldier officers. Take the road barrier by barrier and be on the lookout for supplies both dropped and placed.

As you near the end of the road (before it turns west), pause to collect yourself. Around this corner, expect several Nod officers and Black Hand soldiers. Just behind the crashed Nod buggy is a healthy and hardy one.

Be ready for a transport helicopter to drop in; ground it before it offloads. Clean up all enemies around the cargo truck and refuel with the items stored around it.



*The wrecked vehicles littering the road from the cathedral provide perfect cover for the troops left behind to prevent your escape.*

#### TIP

*If you need help, go back to the top of the road for more supplies. Hotwire will follow.*

## Mission 7: Obelisk of Oppression



### TIP

*Don't go around the corner until you absolutely have to. Once you do, Hotwire breaks for the SAMs. Keep her behind you until you clear the way completely.*

Without going past the cargo truck's alcove, look west for several distant enemy vehicles (two APCs and a Nod buggy) along with the odd sniper and troops on the ground. Dismantle all of the vehicles and slaughter the enemies before allowing Hotwire to head that way.



*This Nod buggy causes problems for Hotwire if you don't give it your primary attention.*

### TIP

*Do not target the SAMs or the cargo trucks that transport them. The goal is to convert, not destroy them. If you strike any, your mission fails.*



*Stay back near the cargo truck to destroy from afar. It's hard to protect Hotwire, especially from this Apache, with too many enemies focusing on her.*



*With the SAMs converted, it's safe for the evac helicopter to approach. From now on, you're on your own.*



Deal with the hovering Apache attack helicopters. Bring them down with the personal ion cannon or laser rifle.

When all threats have been neutralized, venture forward with Hotwire.

After Hotwire has worked her magic on the SAMs, a GDI transport helicopter drops in to extract your team (and dump juicy armor and health upgrades). When everyone's safely on the helicopter, all of your pending primary objectives are satisfied. You, however, have more work to do.

### Pushing through the Town

Your new primary objective is to destroy the surface-to-surface missile (SSM) launchers in the park (in the northwest corner).

Collect the copious weapons around the SAMs and venture west up the road. Near a three-way intersection (the northwest road is blocked), break up a Nod buggy, a couple of chem warriors, and a rocket soldier officer. Continue west.

As you proceed to the next intersection, several more chem warrior and Nod officer squads accost you. Watch for rocket launchers along the way.

As the next intersection comes into view, rocket the light tank ahead. Peek around the corner into the intersection to eliminate a Nod buggy.

### The Radar Installations

Entering the intersection, you hear of a new secondary objective: Destroy the radar installation in the upcoming town square.

Wheel around to the southwest to eliminate several advancing chem warriors and a Black Hand soldier. Don't overlook the Black Hand snipers on the distant balcony; they won't overlook you if you venture beyond the intersection. Locate all the supplies here before continuing.

Along the path south, duel with a pair of Nod officers and a Nod buggy.

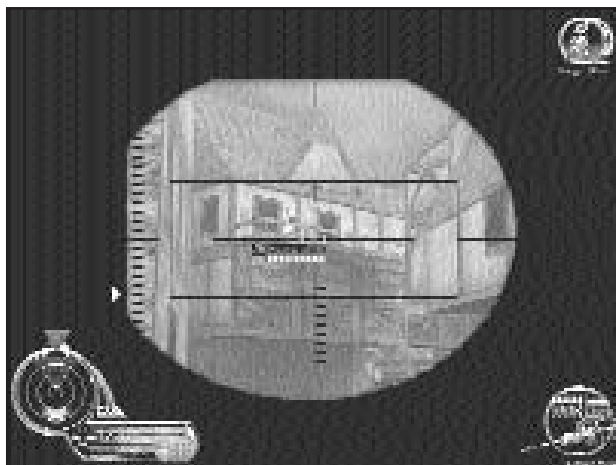


*The long, hard road ahead requires lots of ammo.*

#### TIP

*Don't worry if you run out of many varieties of ammo. It won't matter a fig how much ammo you have after this level.*

## Mission 7: Obelisk of Oppression



*Snipers are best handled with sniping. Scan the balconies for potential threats.*

Do not pass the destroyed Nod buggy in the road without peeking around the corner first. Handle the Black Hand and rocket soldier officer atop the arch delicately.

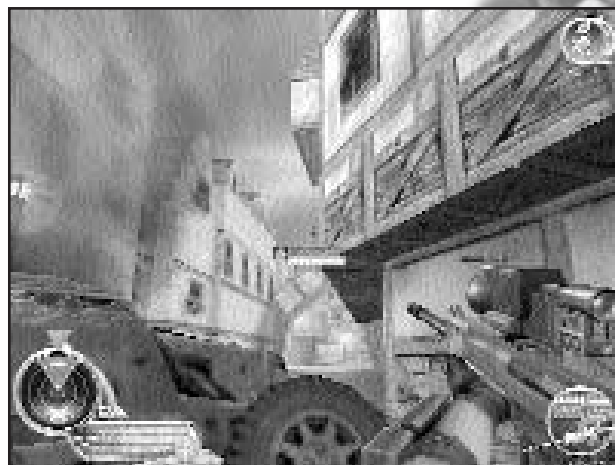
The town square ahead houses those radar installations and many hidden dangers. Several snipers (with both rocket launchers and sniper rifles) hide in open windows and on balconies. There's a Nod buggy to the west and a gun emplacement in the bunker to the northwest. After you've secured the square, take out the two radar installations to cut off reinforcements and satisfy your secondary objective.

### **TIP**

*Dismiss the two engineers to prevent them from fixing your fine work.*

## Free the Resistance

March west out of the town square to get your next secondary objective: Release a group of Resistance prisoners in the intersection ahead. En route, a group of chem warriors and a rocket soldier officer pop out of the woodwork.



*You'll never make it through this archway without knocking these guys off the top.*



*These radar installations must be irrevocably destroyed to satisfy your secondary objective.*

Beyond this point, unload on a light tank and the flame tank that comes in to replace it. The next squad—comprised of chem warriors, a rocket soldier officer, and an incoming Apache—keeps things lively.

As you draw closer to the town square, two Nod officers pop out of an alley to the north. Explore the alley for supplies, but return the way you came.

The town square is in view, and so are an APC and several troops surrounding it. Two APCs and a Black Hand sniper lurk around the corner, and more chem warriors parachute in to celebrate your arrival. They'll keep coming unless you can find who's calling them in.

Go to the southwest corner to find a gang of Black Hand heavy weapons troopers (with laser rifles). Eviscerate them to stem the tide of reinforcements and find something very, very cool.

Before you slip into the hideout, disable the ceiling guns in the corners of the room. There are several outstanding finds here, including the nuclear strike beacon on the computer console.



*Though the prisoners are only 20 meters away, you have to work pretty hard to free them safely. This APC is but one reason.*



*The other stuff in here is fabulous, but this nuclear strike beacon is a real find. You can use it soon if you like.*



*The Resistance fighters are trapped within. Free them before you leave.*

## Mission 7: Obelisk of Oppression



Locate the shed in the square to find the trapped Resistance prisoners. Talk to them to set them free and resolve your latest secondary objective.

### Give the Gift of Tanks

Persevere northeast as the road turns. Just behind another hunk of wreckage, look carefully for a cluster of barrels. Take aim at them as you approach; when the cluster of foes emerges from the right side of the road, wipe them out with one well-timed shot. Explore their alley for some goodies.



*Ka-BOOM!! They just never learn: don't stand near explosive drums. Oh well, serves them right.*

As you near the crashed GDI transport helicopter, your radio squawks. Dead 6 is still watching your back and drops in a pilfered Nod light tank for you to play with—that'll speed things up. Turn north through the narrow doorway to find your birthday present.

### NOTE

*If you lose your tank, Deadeye replaces it. You may, however, have to backtrack a bit to find where he left it.*

### NOTE

*The nuclear strike beacon works just like the GDI ion cannon beacon. This will definitely come in handy.*



*Turn left at this crashed helicopter after collecting its lost cargo.*



*Tanks a lot, Deadeye! Be careful with this tank, but don't be too cautious; you'll get another if you lose this one.*

Jump right in and put your hand on the trigger; a light tank, Nod buggy, and flame tank await just down the block. Give the sniper on the balcony to the right more than he bargained for, too.

Farther down the road, duel in the tight streets with another light tank and mobile artillery. An Apache emerges from the clouds.

Look for a shed to the left to find some weapons, health, and armor. Be sure to explode the APC down the road before you jump out.



*The Apache roars straight toward you; send a shell right through its front window.*



*These two rocket soldier officers can make short work of your tank if given half a chance.*

Near the former location of the APC, be ready for an ambush from the right; the two chem troopers are just there to distract you from the twin rocket soldier officers on the balcony above. Then, of course, comes the light tank.

## The Final Approach

At the barrier, proceed northwest. At the first square you get some trouble and a new secondary objective. The trouble comes from a Nod buggy and a rocket soldier officer on a balcony above the shed. The objective suggests you destroy a napalm stockpile in the next square. Since it's on your way, why not?

There's a large stash of rocket launchers, armor, and health to the shed's right.

Up the street, Deadeye calls in with another secondary objective: Destroy the stealth tank in the park.



*Use this corner to overcome Nod's numerical tank superiority near the napalm stockpile.*



## Mission 7: Obelisk of Oppression



At this square, the napalm stockpile is thoroughly guarded by three light tanks. Run over the many engineers and waste the stockpile to complete your next secondary objective. Don't miss the two data discs nearby.

### NOTE

*From this point on, Deadeye replaces your light tank with a flame tank. Next it's a mammoth tank which is very difficult to drive down the narrow streets. That's the last one you'll get, so make the flame tank last.*

Continue up the road west. Take a moment to run over the squadron of chem warriors who drop in at just the right moment. Sweet!

Watch for rocket soldier officers along the road and on balconies above—you need a tank to complete all secondary objectives, so make it last.

### TIP

*The three rocket soldier officer snipers along this road are each replaced once by parachute. Don't advance until you snuff two enemies in each of the three sniping nests.*

## The Park

When you can't travel any farther west, turn north into the park. Your final secondary objective registers: Destroy or hack into the Nod obelisk in the park. Exit your tank for now and venture into the park on foot, rocket launcher in hand.



*The napalm stockpiles are simple to destroy after you get through the scads of enemies around them. Don't neglect the data discs behind them.*



*Squish! If you time this right, you'll give these guys the surprise of their lives.*



### TIP

*To complete the obelisk secondary objective, refrain from destroying the surface-to-surface missile launchers until you take care of the obelisk.*



*Can you see the stealth tank? It's that blurry area in the middle. Target it while it's invisible to force it to reappear to counterattack.*



*The easiest way to get into the obelisk is to drive right up to it, using your tank as a shield.*

Look to the east for a stealth tank. Can't see it? That's because it's a stealth tank! Actually, you can see it if you look for the distortion field it generates. Since it can't fire when it's invisible, unload on it while it's in stealth mode.

Get back in your tank and circle the park counterclockwise, staying as far away from the obelisk as possible.

The obelisk's door is around the back. Point your tank at the obelisk and push forward at full speed. The tank will absorb the obelisk's first shot (no matter how little health it has). This gives you enough time to get to the obelisk before it fires again.

You can destroy the obelisk any way you want, but the fun way is to step into the foyer and use the nuclear strike beacon to summon death from above. After setting the beacon, jump back in the tank and race for the edge of the park to watch the massive mushroom cloud. Secondary objective complete!

## Mission 7: Obelisk of Oppression



### NOTE

*Or, get inside and hack the MCT of the obelisk to convert it to GDI use. Press Action to hack into the terminal; it can't be blown up. The obelisk then automatically destroys the SSM trucks in the vicinity.*

Finally, destroy the surface-to-surface missile launchers to complete your final primary objective and the mission.



*You drop the bomb on me, baby! It's dangerous (especially when you have to flee out of the blast radius), but the nuclear strike beacon is so worth it.*



*Finish the job by destroying the unmanned SSM launchers.*

### MISSION 8: EVOLUTION OF EVIL

#### Primary Objectives

- *Escape prison*
- *Infiltrate research facility*
- *Rescue scientists*
- *Eliminate Raveshaw*

#### Secondary Objectives

- *Disable helipad*
- *Disable station alpha*
- *Disable station beta*

#### Bonus Objectives

- *Disable excavation*
- *Disable cultivation center*

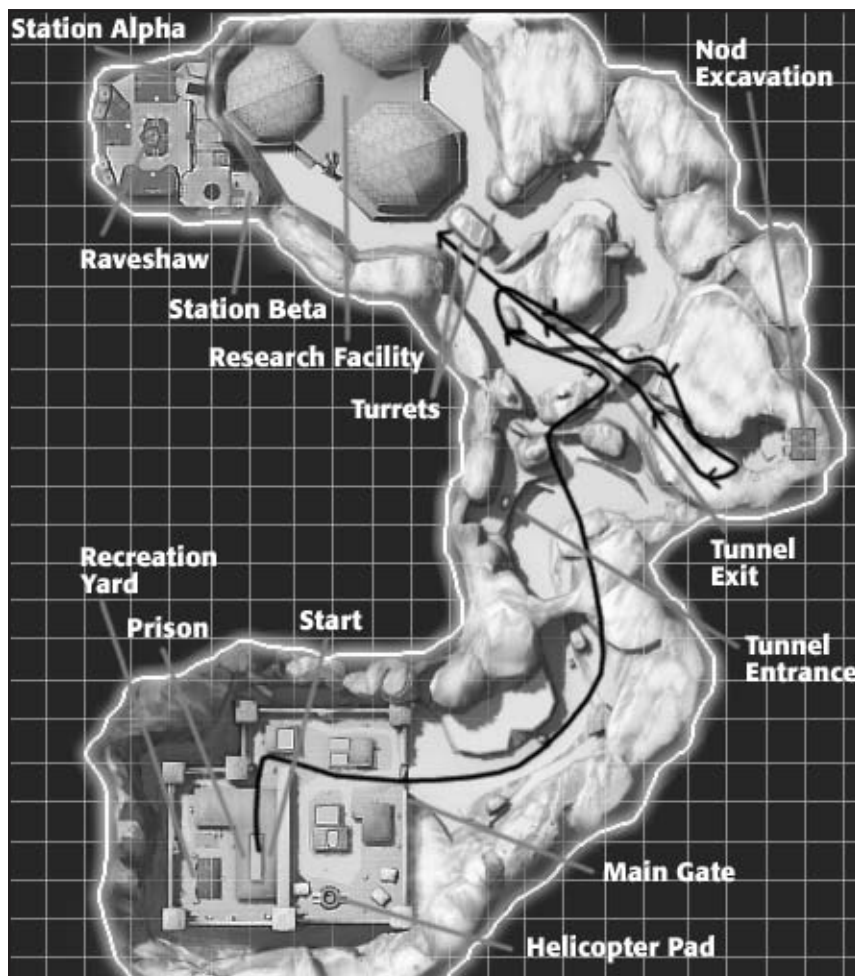
#### Enemy Units

- *Acolyte*
- *Black Hand soldier*
- *Black Hand heavy weapons soldier*
- *Black Hand stealth soldier*
- *Chem warrior*
- *Engineer*
- *Flamethrower soldier*
- *Initiate*
- *Nod officer*
- *Raveshaw*
- *Rocket soldier officer*
- *Technician*

#### Enemy Vehicles

- *Apache attack helicopter*
- *Armored personnel carrier*
- *Cargo truck*
- *Ceiling gun*
- *Flame tank*

- *Gun emplacement*
- *Light tank*
- *Mobile artillery*
- *Nod buggy*
- *Stealth tank*
- *Tiberium harvester*
- *Transport helicopter*





### Enemy Buildings

- Helipad
- Turret

### Power-Ups

- Chain gun
- Chem sprayer
- Flamethrower
- Grenade launcher
- Laser rifle
- Personal ion cannon
- Remote C4

- Rocket launcher
- Security card, green
- Security card, yellow
- Sniper rifle
- Tiberium auto rifle

### Time Thresholds

The amount of time you must beat (or equal) for the star ratings are below, rounded up in minutes.

- 1 star: more than 30 min.
- 2 stars: 30 min.
- 3 stars: 26 min.
- 4 stars: 22 min.
- 5 stars: 20 min.

### Breaking out of the Cellblock

Stripped of your armor and nearly all your weaponry, you probably feel a bit naked. Thank heaven for the gun from Sakura; it's just a pistol, but that's a start. Slip back into your cell for cover and arm your automatic pistol before peeking out to surprise the pair of Nod officers. Pick up their chain guns.

Turn east to find a door to the next cellblock. Prepare to fire as the doors part. Step over the fallen Nod officer into the main cellblock.

Face right and look to the upper floor for a Black Hand soldier. He'll come to see you if you don't polish him off instantly.

Inspect the cells on this level; some contain imprisoned GDI forces.



*With just a pistol, it's back to old-fashioned gunslinging. Use stealth and cover to compensate for your lack of firepower.*



*When you unlock the cellblock via the console upstairs, these guys show their gratitude by fighting Nod by your side.*

Find the door to the south and climb the ramp upstairs. As you emerge, chem warriors and Nod officers rush at you. One of the officers drops a green security card.

Approach the computer console in the south and activate it to open all the cells and free the prisoners. Check the cells on this level for items and storm through the door to the north with the prisoners following as support.

Several doors lead off this hall, and a window to the right looks upon a tantalizing stash of weapons. The door to the west leads to the cafeteria, but let's clear the hall first.

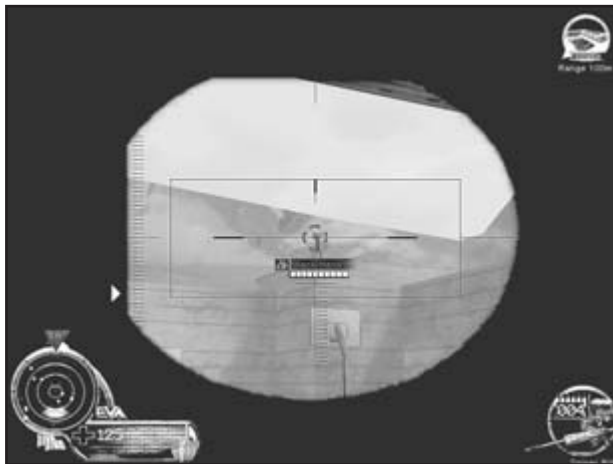
Go right. The first room on the left contains a pair of data discs. The second door on the left is to the office of a rocket soldier officer; he reluctantly gives up a yellow security card. The door on the hall's right side leads to the weapons stash.



*This console opens all the cells.*



*Pack all these high-end weapons, armor, and health in your bag and you're ready to fight for real.*



*The recreation yard is a sniper's crossfire heaven. Remove the danger before you even exit the building.*

The north door leads to the front yard of the prison; we'll get out there a different way.

Next, go back to the door through which you entered and take the western door into the cafeteria. Slaughter the chem warriors and have a chat with the GDI prisoners. The door to the west goes to an empty bathroom.

## Mission 8: Evolution of Evil



Head through the southern door to the recreation yard. Deal first with the gun emplacements atop the wall to the south and west and the Black Hand sniper to the southwest.

Sakura alerts you to a helipad on the other side of the prison—destroying it will reduce Apache attack helicopter patrols. Dismantling this helipad becomes your first secondary objective.

Around the corner to the northeast, look around for a Nod buggy. Hop in.

### The Prison Yard

Drive around to the other side of the building and open fire at anything you see. Make a bee-line south and east to find the helipad and quickly destroy it.

#### TIP

*Vehicles are a great way to preserve ammo; why use your limited quantities when your vehicles have an unlimited supply? As a bonus, you can run folks over. In this mission, where ammo is scarce and the targets legion, this adage is especially vital.*

Once all the forces on the walls and the tank near the helipad are sanitized, survey the structures in this courtyard. Start with the two tents in the southeast corner and the one in the northeast corner. Next, inspect the four buildings; the southeastern one contains a large, well-defended armory. Others are chock full of valuable items for a newly sprung prisoner like you.



*The Nod buggy provides good prison transportation.*



*The helipad can't withstand much damage, so seek it out and fire relentlessly. You don't want Apaches making things more difficult.*



When you're ready, escape the prison through the large gates to the east to complete your primary objective. A gun emplacement, a Nod officer, an APC, and an armor upgrade await just outside.

### The Canyon

A new primary objective comes your way: infiltrate the research facility at the other end of the canyon.

#### TIP

*Don't fire at the Comanche helicopter roaring above; it's a GDI chopper and it's firing on your enemies.*

When you've tended to all those items outside the prison gate, pick up the light tank nearby and head down the pass to the northeast.

Pummel the light tank along the way and the Nod buggy on a high ridge in the distance. Look left for a large tunnel leading into the ground; fortunately, it's big enough for a tank.

#### TIP

*It's foolhardy to stand and fight in this canyon. The reinforcements come fast and furious and they never let up. Your best chance is to make a break for it.*

Pick up health and armor along the way. At the end of the tunnel, stay inside and unload on a flame tank. Then, watch for the distortion field of an oncoming stealth tank.



*Things both good and ill await when you open the gate. Don't let your guard down, and handle the ill before reveling in the good.*

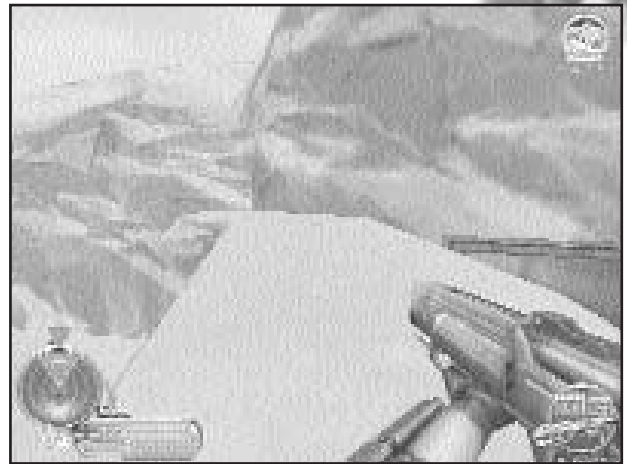


*Jam down the throttle and head for this tunnel. Stopping to fight will just get you killed.*

## Mission 8: Evolution of Evil



*The research facility is easy to spot with its huge domes and turret sentinels.*



*You'll know you're on the right track when you cross this bridge; look for the tunnel below to be sure.*

Leave the tunnel and head west. When the research facility comes into view, hit the two turrets guarding the front approach.

Before going inside, leave your tank and look for a hill leading up to a high path (east). Follow the path southeast.

Cross a bridge over the canyon (you should see the tunnel exit below to the right) and turn right at the T-intersection. As the path turns south, you'll spy mobile artillery ahead: avoid it to save ammo.



*This temple is deeply nestled in the canyon. By evicting the harvester, you prevent Nod from learning anything further of its ancient origins.*



*With all the stealth soldiers vanquished, you might think that you've seen the worst. You might, too, overlook the large distortion field coming down the pass. Stealth tank!*

Instead, turn left down the narrow path leading east. You emerge onto ancient ruins and a Nod harvester. Decimate the harvester to rack up one of this mission's bonus objectives: Disabling Nod's mysterious excavation of ancient relics.

You may venture inside the tomb to pick up several valuables, but be warned—there's a boatload of Black Hand stealth soldiers who descend upon you. Mow them down as they file through the door before returning outside to find a cloaked stealth tank.

When you're safe, return to the turrets near the research facility.

### The Research Facility

Approach the facility from either side (they both lead to the same large interior room), but watch out for snipers on the rooftop. Going inside satisfies your latest primary objective and grants you another: Locate the kidnapped scientists.

#### TIP

*If you still have the tank, use it; the research facility's doors are big enough for a tank.*



*Doors lead into the facility from both sides.*

Once inside, knock out the flame tank and APC by whatever means you deem appropriate. Walk around on this ground floor to pick up rocket launchers, health, and armor.

#### NOTE

*It's important to know this facility well because you'll be coming back through here in the next mission.*

Get the lay of the land in this facility; it's very easy to get lost.

## Mission 8: Evolution of Evil



1. You're now standing in the central hub of the research facility. This area has two levels: ground and basement 1.
2. The central hub features three "spokes": northwest, east, and southwest.
3. There are three domed wings to this building: west, northeast, and southeast.
4. Each dome can be accessed through doors on the ground floor and basement 1 of the central hub.
5. Basement 2 and below is the lower region of the facility—we'll cover it later.

### NOTE

*Nothing in the domes qualifies as mandatory; you can bypass them completely. Do so, however, and you'll miss out on a bonus objective and the early appearance of a very nice weapon. To skip them, go down the two elevators to basement 2 and pick up the walkthrough from there.*

### Ground Floor

The ground floor has four doors, as follows by spoke:

- *East spoke: northeast dome*
- *Southwest spoke: west dome and southeast dome*
- *Northwest spoke: stairs to basement 1*

The elevator in the middle of the central hub travels down to basement 1 (as does the staircase off the northwest spoke).

Since all the real action in the domes is on the lower level, take the elevator down to basement 1.

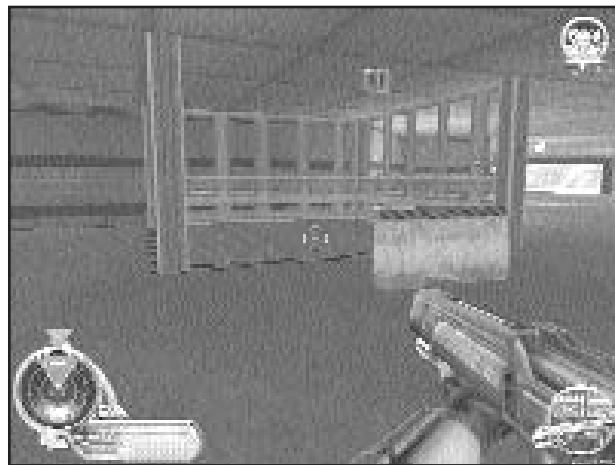
### Basement 1

When you descend the elevator, look carefully for the telltale blur of the stealth tank coming from the left. Hammer it before it reappears.

On basement 1, an elevator in the east spoke leads down to basement 2.

There are four doors on this level:

- *Southwest spoke: west dome*
- *East spoke: southeast dome*
- *Northwest spoke: northeast dome and stairs to ground level*



*Take the elevator (or the stairs) down to the next level to begin your trek.*

### TIP

*In each of the domes and the remainder of the level, you're free to explore without interference as long as you follow one simple rule: don't shoot the technicians! If you do, you'll be swarmed by Black Hand stealth soldiers. You don't want that because you'll end up spending more ammunition than you collect.*



*Turn left and be ready to fire at the stealth tank patrolling basement 1.*

## The Northeast Dome

Start your exploration of this level with the northeast dome. Go through the first door on the northwest spoke.

Climb around on the ramps and in the central tower of the room to locate weapons, health, and armor.

When you're done exploring, return to the hub.

## The West Dome

Go to the southwest spoke and enter the only door. Poke around and on top of the room along the southwest wall and in the lower walkway to find useful tools. Return to the hub.

## The Southeast Dome

Go to the east spoke. You get two brand-new secondary objectives: Destroy research stations alpha and beta on the facility's lowest level by blowing up their MCTs. That, however, is for later.

Climb the ramps to the high catwalks and poke inside the green-lighted rooms on the second and third levels for several Tiberium-based weapons, including the brand-spanking-new Tiberium auto rifle. Return to the floor.



*This MCT is not the one you're looking for, but it is connected with a bonus objective that might interest you.*

## Mission 8: Evolution of Evil



Descend into the pit on the floor and look for the MCT. Disable it with C4 to earn another bonus objective: disabling Nod's Tiberium cultivation center. Well done.

Return to the hub.

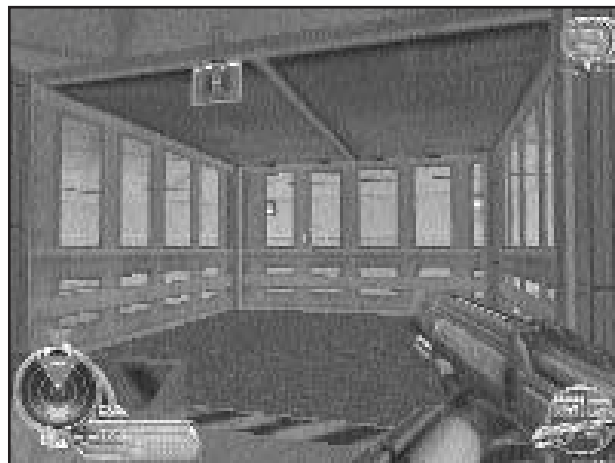
### Basement 2

Locate the elevator in the east spoke. Search around it for goodies and descend to basement 2.

Search around the elevator for high explosives and peek out into the hall. To the south, spot a rocket soldier officer.

Creep down the hall to get in view the tail end of an APC. Just as two Black Hand heavy weapons soldiers storm off, blow the APC sky high.

Don't round the corner before disassembling the Nod buggy and its irritating machine gun.



*The red-lighted elevator on the east spoke travels down to the next basement.*



*The Nod buggy hiding around the corner will make short work of you if you're not prepared for it.*



*The tank provides good cover and ample ammunition on this bridge and beyond.*

Farther down the hall, a door leads to the left. There's a chem warrior inside and a central room with health. Don't go in here unless you really need the bandages; when you emerge from the room, you're met by a trio of additional chem warriors. This is not worth it unless you're in desperate need.

At the end of the hall, a phalanx of Nod officers guards an unoccupied light tank. Take them down, take their stuff (in the corner), and take their tank.



Drive the tank out onto a high platform via a door to the northeast.

Hop out. Use your sniper rifle and rocket launcher to eliminate any targets you can see on and below this walkway. Don't overlook the gun emplacement and Nod buggy on the floor below. The platforms off this walkway sport miscellaneous items.

### TIP

*Again, don't kill the technicians unless you want lots of extra combat.*

Drive your tank through the doorway to the northeast. Hold near the opening to bombard a pair of APCs. When the vehicles offload their crew, run them all down.

Round the bend and poke inside the red-lighted room to greet chem warriors and pilfer their possessions.

At the end of the tunnel, you face a light tank and another APC. You know the drill.



*When the APCs come trudging onto the bridge, methodically pump them full of tank shells and run down their inhabitants.*



*When you're done playing with this APC, go shopping and take the elevator in the distance to the floor below.*



*Search for this elevator on the floor of the tall chamber and take it into the bowels of the facility.*



Disembark your tank, sweep up all the collectibles around the APC, and take the elevator down to the lower floor.

Immediately open fire on the APC down the hall and mop up its crewmembers. Continue down the hall to a large opening. This brings you to the floor below the catwalk you crossed previously.

Look around the rock formations for an elevator leading down (two others rise to the catwalk above) and ride it.

### The Recreation Quarters

Turn to the opening elevator door and immediately open fire on a pair of flame-thrower soldiers.

Stepping around the next corner, you encounter your very first acolyte. Take cover from the Tiberium auto rifle shots.

Slog your way up the hall to what can only be described as the Nod break room.

Waste the acolyte and Black Hand heavy weapons soldiers chilling nearby.

#### **TIP**

*Only venture into the bathroom area to the left (north) if you crucially need health. You will get a lot of company when you try to leave.*

From the break room, bear south to the cafeteria. Wade through the thick opposition to find truly worthwhile merchandise. From the cafeteria, go northwest.

You promptly arrive at a three-way intersection (the other hall from the break room ends here), where an acolyte has his back turned.



*Grab a soda and a candy bar before resuming your dangerous mission. Actually, you can't, but remember this as an important intersection for later.*



*Getting into the cafeteria is no mean feat. It may mean placing C4 in the hall and drawing out the pack of enemies.*

The hall ends in a large room with two doors and (down the ramp) a containment turnstile. The side rooms (showers) each contain health.

When you're ready, go west through the turnstile, where Kane again appears in hologram form. Black Hand stealth soldiers and a couple of acolytes pop out of the room to the left.



*Go through this door to meet an old friend and draw within spitting distance of your primary and secondary objectives.*

### Station Beta

A small side room contains armor, health, and an engineer. Pop in if you need anything.

Go up the ramp to the east to find the MCT for station beta. The instant you enter, spin around to fend off the Black Hand stealth soldiers who give chase. Blast the MCT—that's one secondary objective down, one to go. Return to the hologram room.



*Look in the elevated back room for the station beta MCT.*



### Station Alpha

Head through the other door. The acolyte makes a terrible welcoming committee. This room resembles the last one. Find the ramp and prepare to defend yourself as you enter.

Locate the MCT and blast it to disable station alpha and score your next secondary mission objective.

Backtrack to the hologram room and take the elevator on the west wall. This satisfies your pending primary objective.



*Station alpha's MCT is in a similar, but not identical, location.*

### Battling Raveshaw

With Dr. Petrova's traitorous face revealed, Nod's plan begins to take shape. That is little consolation when there's a seven-foot monstrosity version of Raveshaw bearing down on you. The guy was vicious but small before. Now, he's vicious and freakin' huge.

Your primary concern will be moving constantly and keeping Raveshaw from doing likewise. Hit him very hard with something immobilizing and with a rapid rate of fire (i.e., the laser rifle) to keep him under control and damaged. Firing the odd personal ion cannon shot also helps your fight.



*Incoming stealth soldier! Raveshaw hurls these guys with amazing accuracy. And you thought they were dangerous normally.*

### TIP

*Under no circumstances should you use Tiberium weapons on Raveshaw. As a Tiberium-based life form, he is actually healed by such weapons.*

Things to watch out for:

- *His nasty habit of picking up Black Hand stealth soldiers and hurling them at you. The only way to avoid this impact is to hide behind something or dodge after he throws. Raveshaw stands still while winding up, giving you several clean shots before you have to duck.*
- *When Raveshaw climbs upon the central platform to absorb energy from the blue Tiberium crystal, he emerges briefly capable of doing tremendous damage on his subsequent rush attack. Sidestep at the last moment. Hit him while he's charging for more sitting-duck damage.*
- *When he leaps up to the catwalk above, Raveshaw is momentarily immobile and vulnerable. Hit him with the hardest thing you've got. When he jumps down, the impact of his landing does a surprising amount of harm. Jump when he hits to minimize the effect and move after he takes off so he doesn't land on your head.*

When you've defeated Raveshaw, your last primary objective and the mission are complete.



*When Raveshaw goes up here, it's bad news (because he's about to jump down to injurious effect whether he strikes you or not) and good news (his windup leaves him immobile for a very long time, making him an easy target).*



*Drinking up energy from the blue Tiberium crystal, Raveshaw can subsequently put the extra-serious hurt on you. But, again, he's vulnerable while charging.*





## MISSION 9: ALL BRAINS, NO BRAWN

### Primary Objectives

- Protect Mobius
- Escort Mobius to surface
- Acquire power suit
- Escort Mobius to GDI

### Secondary Objectives

- None

### Bonus Objectives

- Eliminate Nod resistance

- Flamethrower
- Grenade launcher
- Health upgrade
- Laser chain gun
- Laser rifle
- Personal ion cannon
- Remote C4
- Rocket launcher
- Security card, yellow
- Security card, green
- Sniper rifle
- Tiberium auto rifle

### Time Thresholds

The amount of time you must beat (or equal) for the star ratings are below, rounded up in minutes.

- 1 star: more than 37 min. 30 sec.
- 2 stars: 37 min. 30 sec.
- 3 stars: 32 min. 30 sec.
- 4 stars: 27 min. 30 sec.
- 5 stars: 25 min.

### Enemy Units

- Acolyte
- Black Hand soldier
- Black Hand heavy weapons soldier
- Black Hand stealth soldier
- Flamethrower soldier
- Initiate
- Nod officer
- Rocket soldier officer
- Technician

### Enemy Vehicles

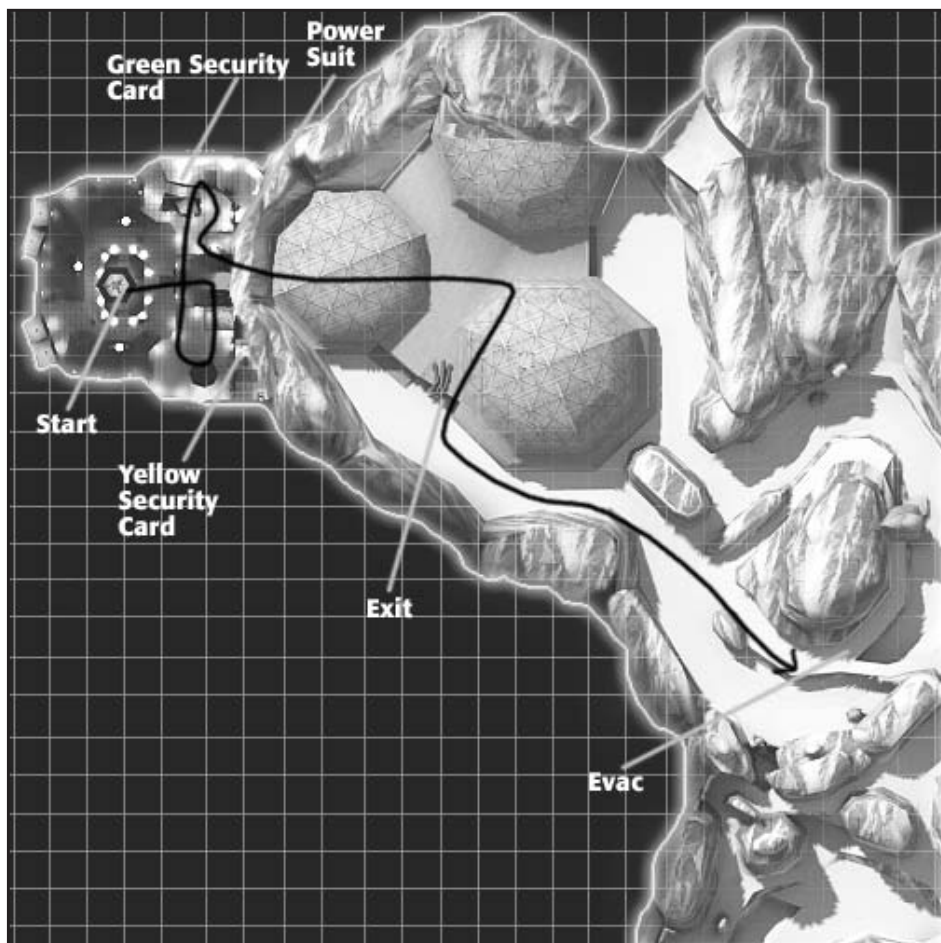
- Ceiling gun
- Stealth tank

### Enemy Buildings

- None

### Power-Ups

- Armor upgrade
- Chain gun
- Chem sprayer





### Finding the Security Cards

After a brief chat with Dr. Mobius, you get the first two primary objectives (one will last the entire mission): keep Dr. Mobius alive and locate the doctor's power suit.

Search the entire room for weaponry and other supplies before you go anywhere.

When you've adequately prepared, return to the elevator, and go up to basement 2 and the hologram room.



*Follow Dr. Mobius to the elevator to get back to the hologram room.*



*This door is your way out, but you need two keys to get it open.*

The containment door is locked by two security cards. Start the search in station beta (to the south).

### Station Beta

Turn right as you enter station beta and send a missile toward the ceiling gun in the corner. Then, open fire on the gaggle of initiates gathering in the center of the room.

Mobius has made a run for the small office left of the door to buttonhole the technician cowering within. Join them; the technician agrees to lead you to his security card, left in the back room.

As you leave the office, shatter the ceiling gun in the southeast corner. Follow the technician up the ramp to the east, torching the large gang of initiates loitering inside.



### NOTE

*Don't worry if your guide is killed. The card is easy to find, and he's not mission critical.*

Pinpoint the yellow security card in the northwest corner of the room and search the room thoroughly for weapons, health, and armor (some are stashed in hard-to-see places).

Dr. Mobius is waiting for you in the hologram room. Join him and go through the door to the north to station alpha.

### Station Alpha

Intervene in the fight between the escaped initiates, Nod officers, and flamethrower soldiers. When all combatants are defeated, step inside. Dr. Mobius retrieves his power suit from the small office.

Exit the office and clear the room of two ceiling guns before going up the ramp to the north. Deactivate this room's ceiling gun and search the room for weapons, health, and a green security card. Return to the hologram room.

### The Recreation Area

Approach the containment door to the southeast and pass through when it rotates. Immediately nail the hard-to-see ceiling gun directly ahead and pick apart the Nod officers and initiates while they battle each other.

Before moving on, search the two side rooms for supplies, but only if you need what they're offering (both are secured by ceiling guns). The north room boasts C4 and chain guns; the south features C4 and body armor.

Charge east up the hall, keeping your eyes up and your ears open for ceiling guns.

Another battle rages in the cafeteria. Wait for the chips to fall in the skirmish, then mop up the leavings and ceiling guns. Check in at the kitchen for C4 if you need it.



*Pocket the yellow security card and head for station alpha.*



*In station alpha, a savage fight rages. The power suit is in the room to the right, and the green security card is up a ramp visible in the distance.*



*Let them kill each other for as long as is safe, then join the fray.*



*The break room is abuzz with combat. Visit the bathrooms ahead (they're a virtual armory) before departing.*

Work your way up the ramp north to the break room. Blast the ceiling gun and work on the mob of initiates raiding the snack machine. Do not pass up the bathrooms; very valuable hardware has been left there.

## Up to Basement 2

Leave the break room behind via the hall to the west (up the ramp). Peek around the corners for a couple of ceiling guns, and slam an acolyte to make it to the elevator. Going up.

Head straight for the large doorway to the west, unless you want to tangle with the stealth tank. Rip through the Black Hand stealth soldiers and acolytes defending this hall. At the end, catch the elevator.

### TIP

*The flamethrower is devastatingly effective against acolytes and initiates.*



*Wait for this line of initiates to run out the door before ducking inside. They probably won't notice you.*

## Mission 9: All Brains, No Brawn



Eliminate the two ceiling guns in the north and east corners. Sprint northeast past the destroyed tank and unload on a pair of Black Hand stealth soldiers.

Farther up the hall, investigate a room to the left for a data disc.



*It's doubtful you'll make it through this room in one piece if you don't shut down the four ceiling guns.*



*No wonder this room was so hard to get into. The laser chain guns rock!*

Bob and weave into the room to the east to knock out four ceiling guns. Advance toward the bridge and cut down the rocket soldier officers as they file in your direction (there are a lot of them!). Be ready if they all come in a massive deadly pack.

Don't go too far along the bridge without looking up and to the right into the mist; the Black Hand soldier sniper is easy pickings if you can find him.

On the other side of the bridge, you're immediately in danger. Bag the ceiling gun in this first room then turn down the hall to muscle into the initiate and flamethrower brawl.

Halfway down the hall, the room to the right is tough, but worth it. This small room is chock-full of danger: initiates galore and several ceiling guns in the outer area alone. Break left to go straight to the central room; eliminate the ceiling gun and the initiates. The prize is a pair of laser chain guns. Return to the hall.

### TIP

*With that suit on, Mobius is well-armored bait. Don't be afraid to let him attract fire.*



*With Mobius the center of attention, you can sneak up and immobilize the lot.*

Near the end of the passageway, let Mobius attract the attention of the clutch of initiates while you knock out the ceiling gun. Then, turn your flamethrower on the mutants before retiring to the elevator.

### Basement 1

Get ready to play as you rise to basement 1 of the research facility. As you advance toward the central hub, Dr. Mobius foolishly rushes into the center of a couple dozen enemies. Let him hold his own at first while you attack all the ceiling guns.

#### TIP

*Check behind you; a Black Hand stealth soldier lurks there.*

Next, turn your attention to the Black Hand stealth soldiers, Nod officers, and acolytes converging on the good doctor.



*Stay out of the fray if you want both of you to survive, and avoid attracting attention to yourself.*

#### TIP

*Firing from afar seems to be the most effective approach. Mobius in his power suit can take more punishment than you can. Since you both have to make it to the end, it's OK to exercise a little self-preservation.*

### Ground Floor

Locate the staircase (at the end of the northwestern spoke) and ascend to the ground floor. Immediately fire on a fearsome trio of ceiling guns in the central hub. There's an armor upgrade behind the boxes near the staircase exit.

## ***Mission 9: All Brains, No Brawn***



Rush down the southeast spoke to the exit. Once outside, you've satisfied one of your mission objectives: Getting Mobius to the surface. Free of the facility, Mobius can use his radio to request evacuation.



*Hit these three guns before they all get a lock on you or Mobius. Once they all start firing, it's lights out.*



*Ah, fresh air. Too bad you still have several dozen Nod troops to get past.*

This grants you a new primary objective: Get Mobius into the hands of GDI.





### Evacuation

Slog southeast through the rain. Near the edge of the research facility, you spy a stealth tank and a monstrous battle to the south.

Liquidate any Nod opposition you see to allow Mobius to make it to the helicopter mere meters away. Gunner lends a hand. Once Mobius is on the transport helicopter, hunt down any remaining Nod forces nearby. If you can exterminate them completely, you get a final bonus objective.

Run to the helicopter and the mission is complete.



*Do as much of your fighting as possible from afar. The already-engaged GDI soldiers will hold the Nod officers' attention for a while.*



*Time for a relaxing helicopter ride with the durable Dr. Mobius and the lovable Gunner.*





## MISSION 10: TOMORROW'S TECHNOLOGY TODAY

### Primary Objectives

- Sabotage the temple of Nod
- Acquire base security card
- Access southeastern gate
- Disable power plant
- Access northwestern gate
- Disable construction yard
- Disable communications center
- Access northeastern gate

- Chem warrior
- Flamethrower soldier
- Nod officer
- Rocket soldier officer
- Technician
- Templar

### Enemy Vehicles

- Apache attack helicopter
- Ceiling gun
- Gun emplacement
- Harvester
- Light tank
- Stealth tank

### Secondary Objectives

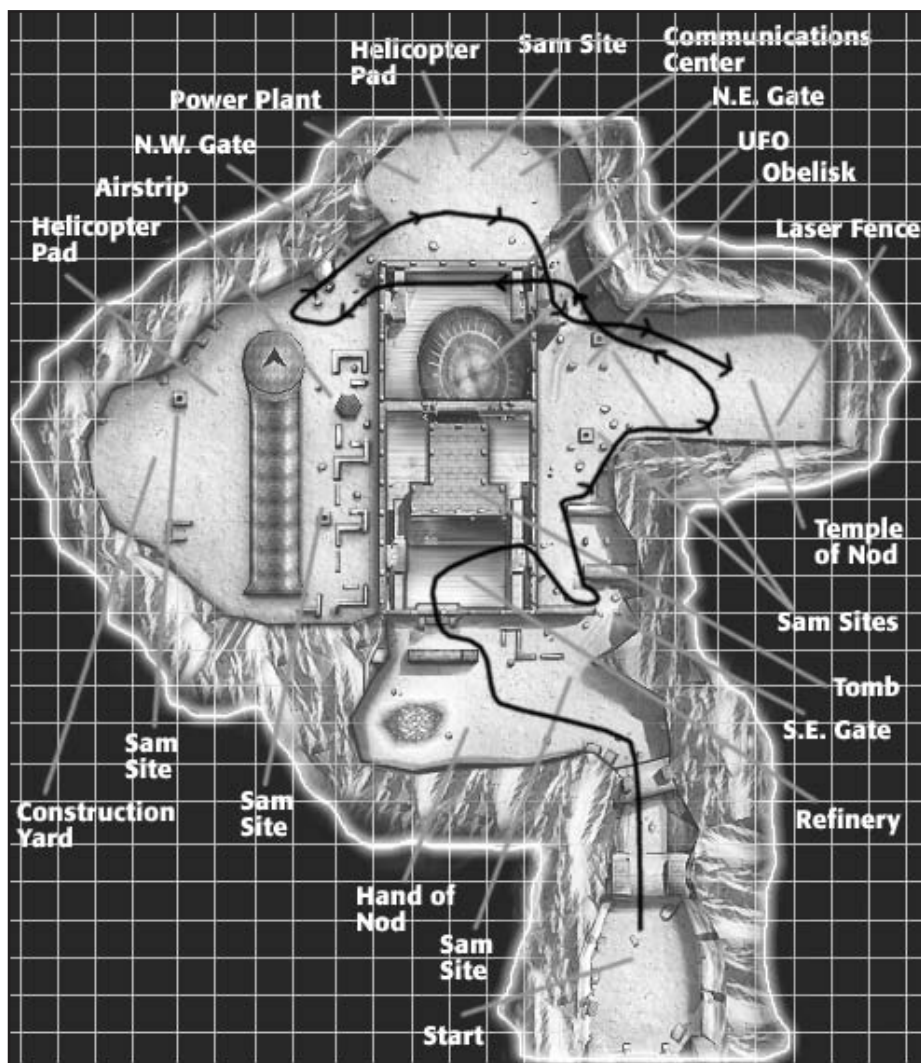
- Disable southern SAM site
- Disable Hand of Nod
- Disable Tiberium refinery
- Disable eastern SAM sites
- Disable western helipad
- Disable western SAM sites
- Destroy turrets
- Disable Tiberium silos
- Disable northern helipad

### Bonus Objectives

- Disable obelisk
- Infiltrate UFO

### Enemy Units

- Acolyte
- Black Hand soldier
- Black Hand heavy weapons soldier
- Black Hand stealth soldier



- *Surface-to-surface missile launcher*
- *Transport helicopter*

## Enemy Buildings

- *Airstrip*
- *Communications center*
- *Construction yard*
- *Hand of Nod*
- *Helipad*
- *Obelisk*
- *Power plant*
- *SAM site*
- *Tiberium refinery*
- *Tiberium silo*
- *Turret*

## Power-Ups

- *Armor upgrade*
- *Chain gun*
- *Chem sprayer*
- *Flamethrower*
- *Grenade launcher*

## The Hand of Nod

You begin south of the action. Your job is to discombobulate an entire Nod base from the inside out. You'll have help, of course, but the hard work is yours. Your overarching primary objective is assigned: Get to the door of the temple of Nod (on the eastern side of the base) so you can plant an ion cannon beacon in it.

Search the vehicle graveyard out here for weapons.

### TIP

*There's more weaponry here than you can hold, so check back periodically to replenish.*

- *Health upgrade*
- *Ion cannon beacon*
- *Laser chain gun*
- *Laser rifle*
- *Personal ion cannon*
- *Remote C4*
- *Rocket launcher*
- *Security card, yellow*
- *Security card, green*
- *Security card, red*
- *Sniper rifle*
- *Tiberium auto rifle*
- *Volt auto rifle*

## Time Thresholds

The amount of time you must beat (or equal) for the star ratings are below, rounded up in minutes.

- *1 star: more than 52 min. 30 sec.*
- *2 stars: 52 min. 30 sec.*
- *3 stars: 45 min. 30 sec.*
- *4 stars: 38 min. 30 sec.*
- *5 stars: 35 min.*



*Wrecked vehicles and weapons galore litter the field. You'll need every round.*

## Mission 10: Tomorrow's Technology Today



Advance north until you spy the GDI mammoth tank that Locke told you about. Your first secondary objective is introduced: Demolish the SAM site ahead, near the Hand of Nod.

Drawing closer, you get another secondary objective: Take the Hand of Nod offline. This helps stanch the flow of reinforcements.

From the cover of the rocks near the mammoth tank, search the area for targets. Transport helicopters periodically drop in stealth tanks; don't lose track of them. Search around the mammoth tank for more weapons before venturing forth.

Launch a rocket at the SAM site in front of the Hand of Nod to fulfill your secondary objective and clear the way for periodic GDI troop drops. Hit the turrets to the north as well.

When the coast is clear, race south of the Hand of Nod to find the building's back door.

As you pass the Hand of Nod, you get word of a new primary objective: Find the switch behind the southeastern gate (northeast of the Hand of Nod) and open the way for GDI troops.

### TIP

*During the battle you or your allied forces will kill a Nod minion with a yellow security card. If you don't see it around, search thoroughly once the area is quiet. This card gives you access to various rooms.*

When you reach the western face of the building, crack open the harvester in the Tiberium field to slow production, and puncture the light tank to the north.

### TIP

*Search rooflines in all directions with your sniper rifle. Pick off snipers before they see you. This applies here and in the entire mission.*



*This SAM site is the first of many for secondary objectives.*



*Be sure to pop this light tank before going inside the back door to the Hand of Nod (right).*



Slip into the Hand of Nod's rear entrance. Locate and terminate the MCT to complete your secondary objective and deal a major blow to Nod reinforcement capability.

### TIP

*Visit the morgue on the lowest level of the Hand of Nod to find a stash of very heavy weapons.*

### TIP

*Inside the Hand of Nod and all buildings, be aware of the constant threat of ceiling guns. If you don't see one, but hear its targeting tone, take cover until you can locate the weapon.*

## The Refinery

Leave the Hand of Nod through the front door and claim the mammoth tank awaiting your orders. Drive south around the Hand of Nod and to the opening in the wall to the north.

Drive the tank up the ramp and immediately pummel the twin turrets guarding the entrance. Drive inside the wall and circle to find foot soldiers on the ground and posted up high. The mammoth tank's alternate-fire missiles work great on snipers.



*Wheel your tank north to find a path to the refinery.*



*The mammoth tank is perfectly suited to building destruction. Open fire and forget it.*



*The stealth soldier in the back elevator holds the green security card you need for all of the base's gates.*

## Mission 10: Tomorrow's Technology Today



Rather than mucking about with the MCT, just fire on the refinery with your tank. Boom! Secondary objective all done.

Trek around the back of the refinery to locate the rear door. Go inside and summon the elevator. When it opens, torch the Black Hand stealth soldier kneeling inside and take his green security card. There's nothing further of interest inside the refinery, so go back out the way you came in.

### The Dig

Go north to explore another Nod archaeological excavation. Either way you go (left or right), you encounter a gun emplacement. Proceed north, leaving the technicians to their business and collecting anything you need from this valuable store of supplies. Exit the excavation to the south.

As you leave, turn west. Surprise an acolyte and search around for more provisions and hardware. Go around the ruins to poke around the other side. Here you meet your first templar.

### Obelisk/Temple

Look for an opening on the eastern wall. Go through it to find the southeastern gate. Use the control panel to open it and satisfy one of your primary objectives.

#### TIP

*With the southeastern gate open, return to the start point and collect more weapons if you left anything behind.*

Go through to collect armor and health and grab the keys to a brand-new mobile rocket launcher system bequeathed to you by GDI.

Roll north and park when you see the obelisk in the distance. Disembark and search the nearby area for weapons.

Get back in the driver's seat and head toward the obelisk to get your next secondary objective: Wipe out the SAM sites near the obelisk.



*With the yellow security card in hand, you have authorization to open this, the first of four gates that prevent GDI from invading the compound. Click on the control panel to open them.*

#### TIP

*This place is crawling with infantry soldiers who can pick apart your little mobile rocket launcher. Clear them out before staging an assault on the obelisk. Just don't get too close to the massive weapon.*





*The obelisk is a major obstacle; you can get by it, but you're better off shutting it down now.*



*When firing at the stealth tanks below, find a spot on the wall outside of the obelisk's range. If the top of the tower is glowing, the tank is the least of your worries.*

With the construction yard operating on the other side of the base, it's impossible to destroy the obelisk by firing at it; it repairs faster than your vehicle can attack. Instead, exit the vehicle and hug the southern canyon wall until you reach the laser fence around the temple.

Look down the hill to see a couple of stealth tanks guarding the temple. Find a safe place to stop, and burst them both.

### TIP

*You may see the obelisk start to charge as you briefly enter its range. When this happens, keep moving. If you don't pause, you'll make it.*

When you reach the fence, your new primary objective arrives: Knock out the power plant to the north. This deactivates the laser fence and allows you to approach closely enough to set the beacon.



*Start your sprint to the obelisk from the base of this hill. The obelisk energizes, but it powers down when you get within its safe range.*

## Mission 10: Tomorrow's Technology Today



You can get to the obelisk from the base of the hill before it has a chance to charge and fire. Stand in front of the temple, near the now-unattainable armor upgrade, run straight toward the obelisk, and duck inside. Find the MCT and blow this towering pain in the butt—you'll earn a bonus objective for your bravado.

Continue north from the obelisk and open the gate using the control panel.

### The Mysterious Ship

The northeastern gate is controlled from the other side, so instead go through the opening in the wall to the west. Turn right to follow the passage.



*Flip the switch to get through this gate, and look for an opening in the stone wall to view an otherworldly sight.*

There's a massive UFO embedded in the back of the ruins. Clear the area of all Nod forces before approaching it. There are a few on the ground and several snipers encircling the spacecraft. When it's safe, inspect the courtyard for supplies and get a closer look at the UFO. You need a red security card to get inside, so come back later.

Cross the courtyard to the west and stop at the exit, where you get a new primary objective: Open the northwestern gate.

### The Western Valley

The gate is around the corner to your north, but do some enemy-thinning first. Closer to the exit, another primary objective comes your way:



*The sniper rifle will get you safely through the UFO courtyard if you stay behind cover.*



*The valley below is what we in the commando business call a "target-rich environment." Don't, however, blow stuff up willy-nilly; there's an order to things.*

Decimate the construction yard to the southwest.

First, peer down into the valley to see the construction yard, an airstrip, a pair of Tiberium silos, two SAM sites, and a helipad.

Start with the foes on the ground and the snipers on the roofs. Then target a surface-to-surface missile launcher, a light tank, and a stealth tank. When those have been dispatched, creep slowly south.

### NOTE

*Don't eliminate the SAM sites until all other opposition is gone. Why not? As soon as the SAMs are down, you receive an airlifted Humm-Vee. If there are still tanks, Apaches, and rocket soldier officers around, they'll shatter it before you get behind the wheel.*

Rush the helipad and plant one shot of C4 on it. Blow the pad to fulfill another secondary objective.

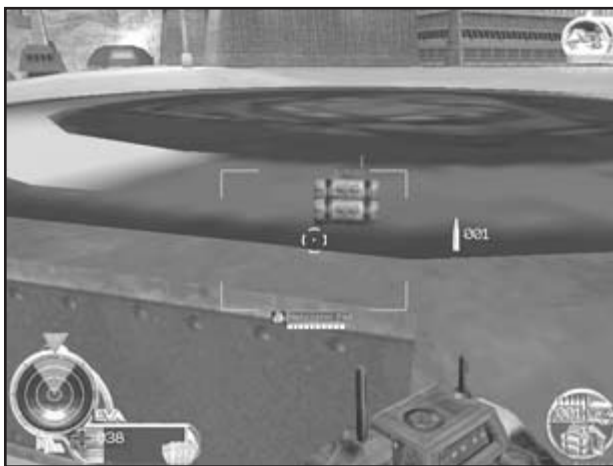
As you round the base, another secondary objective becomes yours: Destroy the SAM sites around the construction yard.

Next, pound the nearby SAM site. Look southeast across the runway to find the other SAM site. Make it go boom to bag the secondary objective and a little prize: a new Humm-Vee.

Venture inside the construction yard and search for the MCT. Short-circuit it so Nod won't be able to repair anything. When the building goes red, you've mastered another primary objective. Also downstairs, under the ramp, is a personal ion cannon and a health upgrade.



*Use your sniper rifle scope to see what's below and get the lay of the land. Make sure you've destroyed anything that can attack before destroying the SAM sites.*



*Lay C4 on the helipad and those pesky Apaches won't bother you any more.*

## Mission 10: Tomorrow's Technology Today



*High explosives do wonders for these SAM sites. The other SAM site can be seen in the distance across the runway. Give it a rocket from here or wait a bit and use the personal touch.*



*In addition to the MCT and the red security card, find a health upgrade and a personal ion cannon in the construction yard.*

Battle around the ground floor of the construction yard to find a Black Hand stealth soldier with a red security card.



*These Tiberium silos are so easy to destroy, and it will so annoy Kane to have his Tiberium stores dried up.*



*Finally, find the MCT in the airstrip tower and put Nod out of the vehicle-building business.*

Leave the yard and you can volunteer for a new secondary objective: Blow both Tiberium silos. Plant C4 and send them both sky high.

Thoroughly search the area for health, armor, and weapons as you round the valley toward the airstrip. Plant C4 on the airstrip tower's MCT to curb production of Nod vehicles at this base.

### The UFO Again

Hop in the Humm-Vee and ride to the northwestern gate. Before you open it, go visit the UFO.

With the red security card, you can open the door (registering a bonus objective) and peek at what's inside.

In addition to several chem warriors and templars, you'll find the Volt auto rifle. Leave the UFO and head to the northwestern gate.



*Fight to the far end of the UFO to win an early Volt auto rifle.*

### The Northern Valley

Hop out to work the control panel and open the gate for another primary objective. As you pass the gate, you receive a new secondary objective: Eliminate the two turrets in this sector. One's right in front of you, while the other is to the east. Detonate them both to satisfy the objective. You should then receive another secondary objective: Deactivate the helipad north of the power plant.

Scope the area north of the power plant to spy the helipad. Rocketing it not only satisfies a secondary objective, but also spares you attacks from Apaches.



*The power plant and communications center must be destroyed to complete the main mission objective, but that helipad must also be knocked out. Unless, that is, you like getting pecked to death by Apaches.*

## ***Mission 10: Tomorrow's Technology Today***



Drive to the edge of the ridge and snipe at as many forces as you can spot. Drive the Humm-Vee down to the bottom and mop up any remaining opposition.

Since it interferes with GDI's satellite-based ion cannon, start with the communications center. Find the MCT and blow it to kingdom come before returning to the surface. Another destroyed building, another primary objective complete.

Next, do the same to the power plant.

### **Return to the Temple**



*This is the final gate on your to-do list of primary objectives. Punch it open and return to the temple.*



*The power is off, so the fence is down. Now, just grab that armor upgrade and ion cannon beacon and you can rain down death on Kane and company.*

Once the communications center and power plant are both offline, head to the gate up the hill to the northeast. Use the control panel to open it and pocket your next-to-last primary objective.

Continue southeast to return to the temple of Nod, its laser fence now disabled. Pick up the armor upgrade and the ion cannon beacon to complete the primary objective and the mission.





## MISSION 11: STOMPING ON HOLY GROUND

### Primary Objectives

- *Infiltrate temple bunker*
- *Rescue Sydney*
- *Infiltrate temple power core*
- *Escort Sydney*
- *Sabotage nuclear missile*

### Secondary Objectives

- *None*

### Bonus Objectives

- *None*

### Enemy Units

- *Acolyte*
- *Black Hand soldier*
- *Black Hand heavy weapons soldier*
- *Black Hand stealth soldier*
- *Chem warrior*
- *Engineer*
- *Flamethrower soldier*
- *Initiate*
- *Nod officer*
- *Petrova, Dr.*
- *Rocket soldier officer*
- *Technician*
- *Templar*
- *Visceroid*

### Enemy Vehicles

- *Ceiling gun*
- *Ceiling cameras*

### Enemy Buildings

- *None*

### Power-Ups

- *Automatic rifle*
- *Chain gun*
- *Chem sprayer*
- *Flamethrower*
- *Grenade launcher*
- *Laser chain gun*
- *Laser rifle*
- *Personal ion cannon*
- *Remote C4*
- *Rocket launcher*
- *Security card, green*
- *Security card, red*
- *Security card, yellow*
- *Sniper rifle*
- *Tiberium auto rifle*
- *Tiberium flechette gun*
- *Volt auto rifle*

### Time Thresholds

The amount of time you must beat (or equal) for the star ratings are below, rounded up in minutes.

- *1 star: more than 37 min. 30 sec.*
- *2 stars: 37 min. 30 sec.*
- *3 stars: 32 min. 30 sec.*
- *4 stars: 27 min. 30 sec.*
- *5 stars: 25 min.*

## Mission 11: Stomping on Holy Ground



### Ground Floor

The ion cannon has dealt a crippling blow to the temple of Nod, but now someone has to enter the chaos to extract Sydney Mobius. The basic flow of the mission is downward movement, descending several levels of the temple to the tunnels beneath its foundation. Then it's up to Dr. Petrova's lab to rescue the about-to-be-mutated Sydney.

You begin just inside the front door of the temple; bedlam reigns. That doesn't mean that you'll be ignored; Nod forces still have orders to kill you.

Sidestep to the western side of the room and rush forward to knock out the series of ceiling guns in the narrow space between the columns and the walls.

At the end of this row, you discover your last new weapon: the Tiberium flechette. You also receive your first two primary objectives: Gain access to the temple's bunker in the lower levels and rescue Sydney.

Before sniffing around the northern end of the room, run the same route back down the eastern side to nullify an additional three ceiling guns.

Inspect the doorways behind the giant video monitor and the platform in front of it for copious health, armor, and armaments.

### NOTE

*Return to this floor or the two below to collect weapons you can't carry now.*

Throughout this time Black Hand heavy weapons soldiers drop in via ropes from above. Eventually, their numbers dwindle and die off.

### TIP

*You'll burn through a lot of ammo during the mission, but don't be stingy with your higher-end weapons—there is no tomorrow. Do save your non-Tiberium-based weapons as much as possible; though they're useless in the final boss fight, they're perfect for the final run to the surface.*



*With six ceiling guns on this floor, the area's Black Hand soldiers are the least of your worries. Make the guns your first priority.*



*Items in the room's northern end will heal most things that ail you and provide a little radical firepower.*

### TIP

*Wait out the flow of enemies on this first floor and then snipe down at the battalion of rocket launcher officers below.*

Peer down the giant hole in the center of the room to quietly plug as many of the forces below as safety allows.

Eventually, you have to rush down the long, narrow ramp at the northwest corner of the hole.

### Lower Level 1

Clear out the opposition populating this floor.

Enter the room behind the shattered video wall to the north. It seems empty, but it's not; several Black Hand stealth soldiers wait in the corners. Get them before they get you. Sweep up any health care and armor you need before leaving the room.

Twin doorways on either side of the floor lead down to the next level. Go down either ramp to lower level 2.

### Lower Level 2

At the bottom of the big hole is a pool of Tiberium. All of the Black Hand forces are arrayed near the north end of the room. Wipe them out and have another pleasant tête-à-tête with Kane's hologram.

When you've collected everything you need here, enter either the northwestern or northeastern door and descend into the art gallery.



*Slide down this makeshift ramp to descend to the next floor. Be careful of attack; you're visible.*



*Seek the door amidst the wall of video monitors. You have invisible company inside.*

## Mission 11: Stomping on Holy Ground



### The Art Gallery

Gun down the Black Hand forces, flame-thrower soldiers, and chem warriors admiring the sculptures and quietly eliminate the ceiling cameras in the corners.

The gallery is the first part of the bunker; entering it satisfies your first primary objective. As you enter the room, you get word that Sydney's been located on radar.

#### TIP

*Other enemies periodically arrive from the doorways to the north, so be on alert.*



*Havoc may not know art, but he knows what he likes. And he doesn't like this. These sculptures make him want to shoot things.*

### Dining Hall

Go through either of the doors to look down into the dining room. Eliminate the Black Hand heavy weapons soldiers and templars manning the hall and descend the ramps.

Gather any power-ups you require and take a moment to understand the layout of the place.

Two green doors lead south, but you need the appropriate security card to get through them.

Doors also breach the east, north, and west walls.



*Note these green-embossed doors for later. That green security card must be around here somewhere.*

#### NOTE

*The health and armor power-ups in the middle of the room regenerate periodically. Unfortunately, so do the enemies any time you enter one of the side rooms and return to the dining hall. Be ready for company when you emerge from each room.*

Enter the north room and follow the hall to a TV studio. Tangle with the Black Hand heavy weapons soldier and enter both of the side rooms to find weapons, armor, health, and locked red doors. Return to the dining hall.

### TIP

*Though it's interesting to visit the western door, there's nothing to collect there. Decide if it's worth the ammo it will take to fight your way back to the dining room.*

Several new enemies have arrived in your absence. Clear them out and visit the western room, an empty office. In the next room you see what became of Mendoza. Return to the dining room and fight the newly arrived enemies.



***Kane's private TV studio holds useful supplies but lousy programming.***



***Kane is out of the office right now. Too bad since you can't shoot a hologram.***



***You'll have to be content with raiding his boudoir for heavy iron and a green security card.***

Venture through the eastern door to Kane's office. Disable the ceiling camera and collect supplies before passing through the door to the north.



## Mission 11: Stomping on Holy Ground



Fire into Kane's bedroom to nullify the Black Hand heavy weapons soldier and a pair of ceiling guns. Some guys sleep with a gun under their pillow; Kane apparently sleeps with rocket launchers on this bed. Nab them plus the green security card, and anything strewn around the floor.

Go back to Kane's office to find shiny new Volt auto rifles. Return to the dining hall and waste any new inhabitants. Pass through either of the green doors and black out the ceiling camera. Turn to look into the next room and bag an engineer and two ceiling guns.

Step to the control panel and it descends. Pick off the two Black Hand heavy weapons soldiers as you hit the ground.

### TIP

*If you or your opposition kills any of the technicians, expect additional company in the form of Black Hand soldiers and a squad of templars.*



*Make sure you nail the ceiling guns before stepping onto this descending control console. The door will close behind you.*

### TIP

*The armor and health here periodically regenerate.*

Sweep the room before proceeding through either door to reach the sleeping quarters.

## The Sleeping Quarters

Peer down the upper walkways to see two yellow doors guarded by templars and Black Hand heavy weapons soldiers. Snuff them all and move downstairs to continue the carnage.

Downstairs, there are four doors on each wing. Note that when you emerge from each of these, new foes have arrived.

Start with the rooms in the west wing:

- *The bathroom (east) is empty.*
- *The north bedroom contains a trio of visceroids. One of them must have eaten an officer because it leaves behind the yellow security card when it perishes. Nab three Volt auto rifles and health and armor.*



*Clear the halls before you go in any room. Once you enter a room, the halls fill with new enemies.*



- The northwest room holds several rocket launchers and other healthful items.
- The southwest room holds a wide array of powerful weapons.

Next, continue to the east wing:

- The shower (east door) contains only a Black Hand stealth soldier. Not worth the trouble.
- The north room holds general health and armor items but also a conversation that might be worth overhearing.
- Skip the northeast room for the moment.
- The southeast room holds a veritable armory of high-tech weapons and a large supply of armor and health.



*Talk about ungrateful! For saving his life, this technician promises to help but has a surprise for you. Still, his room is full of cool stuff.*

Fight your way back into the hall and go into the northeastern room. Collect the very valuable contents of this room while the technician begs for his life.

Follow him out of the room and up the ramp to locate the lab, where he instantly rats on you. Give him what he deserves before accessing the yellow doors.

## The Templar Lab

Turn to fight the templar guarding the room and face north to spot the containment door leading to the lab.

Beyond that door is the room where the templars are built. The walls are lined with tubes containing the almost-finished warriors. You could try to fight all the enemies in the room and the dozens of templars as they're born from their tubes, but that would be insane.

Instead, there's another way:

1. **Open the containment door and blast the lone templar on the walkway ahead.**



*Keep that flamethrower burning as you break for the control consoles on the lower level. A hit of fire briefly immobilizes the templars, giving you a chance of making it alive.*

## Mission 11: Stomping on Holy Ground



2. Run straight downstairs to either the northeast or northwest leg of the room. En route, it helps to wield a disabling weapon like a flamethrower to help clear the path.
3. As you round the console, flip the switch on the front of it to destroy the templar incubators on this side of the lab.
4. Duck behind the console and clear any lingering opposition.
5. Fight your way to the opposite side of the lab and repeat the process.
6. Mop up any remaining templars.

When you entered the containment door, you received a new primary objective: Get to the temple's lowest levels to access the power core.

Go back to the top floor of the lab and collect as many of the legion armor and health items as you require. Look through the windows adjacent to the locked red doors to spy where they're keeping Sydney. You have to find another way in.

Back downstairs, locate the floor elevators down to the temple's lower regions. Stand on one of the platforms and ride it down. When the elevator reaches a red-lighted ledge, step onto it and jump to the floor. You'll get a bump and a bruise but nothing serious.

### The Tunnels

These underground tunnels are thick with Tiberium vapors, though it's not a lethal dose. The area is also thick with rampaging initiates and unarmed acolytes.



*Though you're probably under great pressure from pursuing templars, take a second to punch this control console as you take cover. It destroys all of the about-to-be-born templars along the walls.*



*Stand on either of these striped platforms to descend to the catacombs below the temple.*

### NOTE

*There's plenty of health and armor in this area, but they're only there to heal you if you get lost. There's no point in staying amidst the mutants any longer than necessary. If you need health or armor, there's plenty in the tunnel ahead.*



*Clear out the first mutants who rush to surround you before taking off for the tunnel entrance.*



*The tunnel should get you out of the chaos of the catacombs. It's not safe, but it's safer; follow the passage all the way to the power core.*

From the pool you're standing in, you need to get to a tunnel leading to the reactor core. To find it:

1. **Run south.**
2. **Take the first left to head east.**
3. **Take the first left to go north.**
4. **Take the first right to go east.**
5. **Turn left into the tunnel to go north.**

About-face in the tunnel and blast any mutants that try to follow. When things quiet down, turn around, pick up any supplies you need, and head down the tunnel.

At the T-intersection, turn east. Near the end of the tunnel, a turn goes left (north)—bypass it for the moment.

Instead, continue straight to a tomb. Throttle the two initiates and look behind the sarcophagus for armor and health. Go back to the turn and follow it north.



*Pass by the hallway as it turns left and briefly check out the tomb at the far end. If you get in trouble, come back here and partake of its regenerating health and armor.*

## Mission 11: Stomping on Holy Ground



At the end, you approach the base of a tall tower. This is the power core; another of your primary objectives is complete.

### The Core

As you arrive, a mutant vs. Nod battle is underway. Target the Black Hand stealth soldiers while they're otherwise occupied.

### NOTE

*The health and armor here regenerate periodically.*



*It's frighteningly easy to get caught in a cross-fire in the power core. Pick off as many as you can from the relative safety of the hallway. Once inside, keep your back to the wall.*



*The trio of death atop this ramp is all that's standing between you and Dr. Petrova.*

Fight your way up the spiral walkway. As you near the last bend, keep a lookout for three stealth soldiers ganging up on you from above.

### Dr. Petrova's Lab

Atop the power core is the lab you saw earlier. Sydney's still strapped to the table, but she's alive and not a mutant—yet.

Do not approach the lab yet. Note the cages on either side of the lab containing initiates and visceroids. Rocket both cages to destroy all of the mutants, and arm your boss battle weapon of choice before addressing Dr. Petrova.



*Bomb the visceroids and the initiates before engaging Petrova. They provide her invaluable support in your final fight. Liquidate them now and turn the fight to your advantage.*

### NOTE

*If you don't destroy the visceroids and initiates before the fight, they'll cause no end of trouble. The initiates will generally make pests of themselves. The visceroids, on the other hand, are far more troublesome. They will follow the Tiberium-mutated Dr. Petrova and "heal" her by spraying her with Tiberium.*

After your conversation, the fight begins. Hit the evil doctor with your hardest and fastest weapons. Good power is important to cause as much damage as possible.

Speed is even more essential. If you target her with a high-rate weapon, you can freeze her in place, making her far easier to attack. Otherwise, she'll run and leap hither and yon, occasionally disappearing like a stealth soldier.

### TIP

*Do not use Tiberium weapons on Dr. Petrova. Like all Tiberium-based life, she's healed, not damaged, by the mysterious element.*

If she does escape your attack, she'll let loose with a barrage of Tiberium auto rifle fire. There is health and armor all over the place if you get in trouble. There's also a smattering of weaponry.

Once you're victorious, scour the room for health and armor to get up to full strength for the final rush. When you're ready, pick up the red security card near Sydney. This releases her and satisfies your primary objective.



*Punish Petrova with constant fire from your energy weapons. If your weapons fire fast enough, she'll have precious little chance to escape.*



*Pinching the red security card releases Sydney and provides access to your escape path.*



## Mission 11: Stomping on Holy Ground



### Endgame Escort

Kane is about to launch a massive nuclear strike. Not only do you need to escape this facility, you need to find a way to avert the destruction of the human race. Typical!

Fortunately, Sydney will take care of the second part if you take care of the first. Getting her out alive becomes your next primary objective.

To do this, approach her and follow wherever she goes. On the way out, destroy any foes who target Sydney before they touch a hair on her head. If she dies, the mission fails.

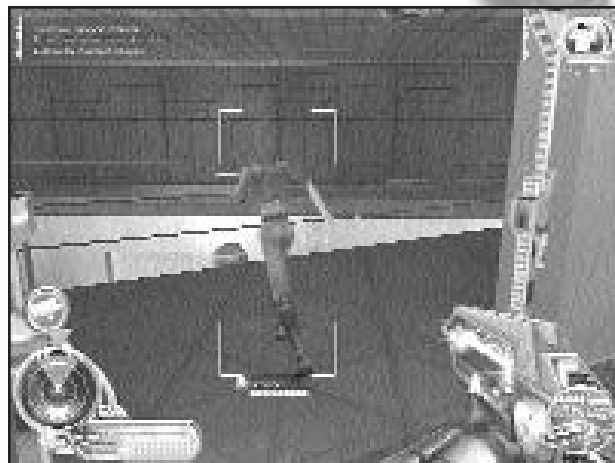
#### TIP

*All enemies from this point on are regular human beings. That means you can use your Tiberium weapons. Avoid the sloppy chem sprayer and Tiberium auto rifle since their untargeted effect could injure Sydney. For that same reason, eschew the flamethrower, rocket launcher, and grenade launcher.*

Follow her to one of the two red doors on the opposite side of the room. It opens when you approach with the key.

Watch out for Black Hand stealth soldiers manning the templar lab, and don't stop to fight—Sydney's a sitting duck while waiting for you to open the next red door (on the lower level).

On the way, you receive the last primary objective: Get Sydney to the missile control center so she can sabotage the missile silo. If the missile can't launch, it'll detonate inside the temple.



*Follow Sydney closely and place yourself between her and anyone who attacks her. Whatever you do, don't leave her unattended.*



*In the templar lab, Sydney waits by one of the lower level doors.*



Inside the missile silo, continue following the fleet-footed Sydney. As she reaches each of the silo's lifts, she waits for you to arrive before riding up.

### TIP

*If you lose her on the lifts, she's toast. Be very careful not to fall off without her or she'll be an easy target for stealth soldiers on the next level.*

Near the top, Sydney finds a terminal that allows her to sabotage the missile. Cover her while she works; it takes a moment or two.

When the process is complete, so is your primary objective, your mission, and your total campaign. Havoc and Sydney break for the exit and victory as the entire temple vaporizes itself.



*All of Sydney's potential assassins are Black Hand stealth soldiers, so keep a sharp eye out for their telltale distortion field.*



*While Sydney works on this terminal, turn to wallop any remaining stealth soldiers still gunning for Ms. Mobius.*



# CHAPTER 7: MULTIPLAYER

Playing the solo campaign gives you a feel for being on the ground in a game of *Command & Conquer*, but it's just that: a taste.

For the real in-the-trenches experience, try *Renegade's* multiplayer mode. Two bases pitted against each other, the conflicting obligations of defense and offense, the pitched battles of infantry vs. vehicle, and the thrill of sneaking into a building and blowing it sky high from within.

This chapter covers the things the manual doesn't tell you, offers inside advice on the best strategies and tactics, and provides a reference guide for characters, vehicles, and communications.

### NOTE

*The general idea of Command & Conquer mode is outlined in the game manual. Consult it for anything not covered in the "Basics" section of this chapter.*

## The Basics

### Nature of the Game(s)

*Renegade's* Command & Conquer mode is several games in one.

1. **First, it's a game of capture the flag, which you win by planting and detonating a beacon in your opponent's Hand of Nod or GDI barracks.**
2. **It's a game of attrition and defense, challenging you to preserve your base for as long as possible. If all five buildings in your opponents' base are destroyed before yours, you win.**
3. **On the other side of the coin, it's a contest of assault and conquest, of sending wave after wave of hell at your foes to wear them down and force them to hunker down to protect themselves.**
4. **On a lower level, it's a rowdy, run-and-gun shooter.**
5. **It's vehicle warfare!**
6. **There's even resource management. Keep the lines of Tiberium flowing to allow your team members to purchase upgrades, beacons, and vehicles.**

## Getting Terminal

Multiplayer mode contains two types of terminals: the master control terminal (MCT) and the purchase terminal (PT).

### Master Control Terminal

MCTs are the soft spot of every building, but this cuts both ways. Attacking the MCT by, for example, planting C4, inflicts more damage than an external attack. On the other hand, fixing a building with the repair gun is more effective when you use it on the MCT.

#### TIP

*Going inside to fix a building that's under attack can be dangerous. Impact from bombarding shells can injure you even inside the building. Weigh this danger against the benefits when deciding whether to repair at the MCT or outside.*

It takes exactly three properly placed C4 charges, detonated simultaneously, to bring down a building.

#### TIP

*C4 and beacons can only be defused by engineers. The more engineers you have working on one of these weapons, the faster it deactivates.*

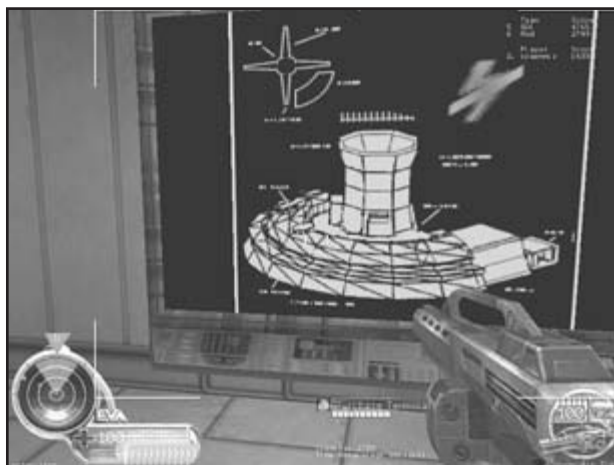
### Purchase Terminal (PT)

The purchase terminal performs several functions. First, it lets you know which building you're in, indicated by an identification icon on the screen. Next, it shows you the health of the buildings; it's the vertical bar on the side. It also displays whether or not the building has power.

Most vitally, however, the PT is where you purchase character upgrades, vehicles, beacons, and supplies and select basic characters.



*Mining the vulnerable MCT causes enhanced damage, and firing the repair gun at it restores it more quickly.*



*The purchase terminal tells you much even before you activate it. For example, this one shows that you're in the power plant, it's already been disabled, and it has no power.*



As buildings in your base are destroyed, the PT blacks out the sections tied to them. For example, when the Hand of Nod or GDI barracks is destroyed, you lose the option of purchasing character upgrades. Losing the airstrip or weapons factory takes away the vehicle option.

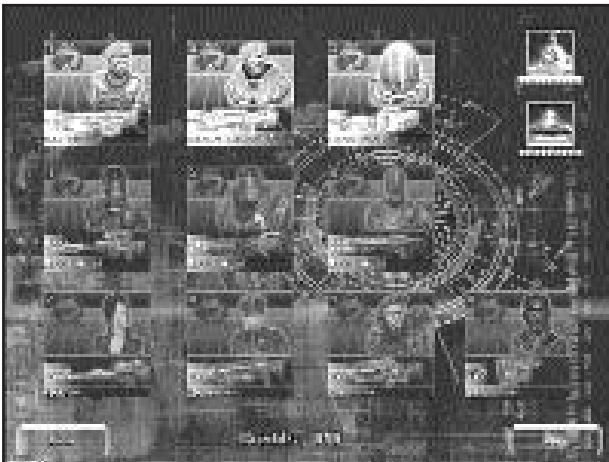
### NOTE

*Once the Hand of Nod or GDI barracks is disabled, you may still switch between the basic characters.*

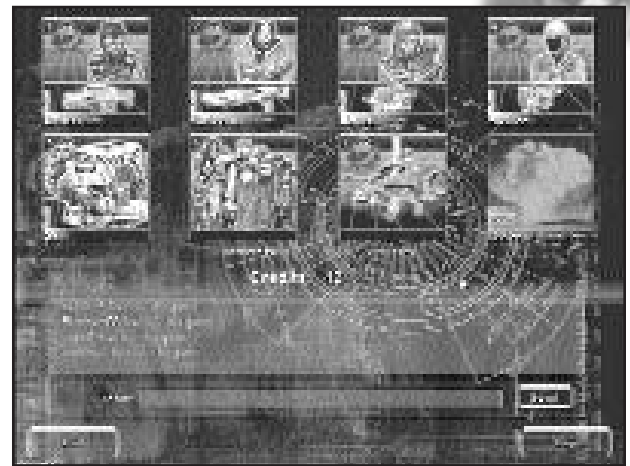
Purchase terminals continue to function in disabled buildings. You can't use PTs in your opponent's base.

## Character Levels

There are five general levels of characters in multiplayer:



*Beyond the basic characters, you can upgrade to all other character levels in this special menu.*



*Once in the PT interface, you can purchase many things. You can always switch between the basic characters or refill your health, armor, and ammo. The characters and vehicles menus are unavailable if the corresponding structure is disabled.*

### NOTE

*The characters are covered later in the chapter.*



*Just because they're basic doesn't mean they're not powerful. The flamethrower soldier is effective against light vehicles.*



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1. **Basic.** These four characters are essentially the same in terms of health and armor, though they each possess different weapons. You can change to and between these characters at any time at no cost. They're always available even if your Hand of Nod or GDI barracks has been disabled.
2. **Low upgrades.** These three characters are a bit higher in health and armor and possess more advanced weaponry than the basic characters. These upgrades require between 150 and 225 credits.
3. **Medium upgrades.** These three characters are stronger and better armored and have nearly top-of-the-line weaponry. Medium upgrades cost between 400 and 500 credits.
4. **High upgrades.** The most powerful characters boast gaudy health and armor and the most advanced, powerful weaponry. All high upgrades cost 1,000 credits.
5. **Advanced engineer.** In a class by him- or herself is the advanced engineer. This enhanced engineer character has greater capabilities than the basic version. Advanced engineers cost 350 credits.

## **Roles**

Though you'll be playing as a coordinated team, the role you choose determines what kind of game you're playing. Each team has different units at its disposal, but they have several basic roles in common.

1. **Anti-infantry trooper.** This basic unit can be selected at no cost and is only effective against infantry. You always respawn as this character.
2. **Shotgun unit.** This unit is identical on each team and is ideally suited to close combat. This unit should escort an invading engineer. The shotgun unit is a basic, no-cost character.
3. **Combo assault unit.** These characters are armed to fight either infantry or vehicles. Nod offers a flamethrower while GDI volunteers the grenadier for this role. This character comes at no cost.
4. **Engineer unit.** One of the most essential characters; a team with no engineers will undoubtedly fail. See Chapter 3: Cast of Characters for more details.
5. **Advanced anti-infantry.** This more powerful unit carries a chain gun to mow down enemy infantry.
6. **Anti-vehicle.** This unit sports a rocket launcher and is dedicated to vehicle mayhem.
7. **Tiberium unit.** This unit on both teams handles a nasty Tiberium-based weapon. Good against both infantry and vehicles.
8. **Sniper.** The midlevel sniper unit can take to high ground for stealthy slaughter.
9. **Muscle unit.** This character tends to wield the most powerful midlevel weapon, one that's equally potent against infantry and vehicles. GDI offers an enhanced rocket launcher unit, while Nod provides a laser chain gun trooper.



10. **Rapid-fire unit.** In each case, this role is reserved for a close-combat combo unit with a speedy attack and special technology. For GDI, it's a unit armed with a Tiberium flechette. For Nod, it's the invisible stealth unit.
11. **Super sniper.** The character in this role mans the coveted ramjet sniper rifle. Super snipers can take a bit more punishment than standard snipers, but sniping is always a risky endeavor. Still, the promise of easy one-hit kills is worth the lofty price tag.
12. **High energy unit.** The character in this slot gets to carry the high-end energy weapons (personal ion cannon and mass driver), ones that can destroy a vehicle in a couple of shots.
13. **Volt unit.** This character wields the devastating and flexible Volt auto rifle.
14. **zAdvanced engineer.** With a super repair gun (longer range and faster repair) and the most elaborate supply of mines of any character, the advanced engineer is vitally important.

### Choosing Roles to Suit Your Skills

There is no perfect combination of these roles for a successful team. Your best guide is to discover which jobs you're good at and which you enjoy. Do whatever it is you do best to support your team.

#### TIP

*Often, the progress of the game allows you to change roles. If you're good at being an engineer and a sniper, start the game (while cash poor) as an engineer. When you amass enough credits, upgrade to an advanced engineer to plant proximity mines around your base or participate in a raid. If you die late in the game, you might want to use your credits to switch to total offense as a super sniper. Nobody says you have to have the same job for the entire game.*

### Choosing Roles by Situation

Sometimes, circumstances dictate a change of character. If you're running around as a Nod soldier, and your base is being pounded by incoming vehicles, duck inside the nearest building and change into an engineer to keep your buildings and defending vehicles healthy, or a rocket soldier to provide additional firepower against the invaders.

Don't be afraid to change between the free basic characters as the situation warrants.

### Victory Conditions

There are three ways to win:

1. **Activate and detonate a beacon on the other team's beacon platform, located in the Hand of Nod or GDI barracks.** If it's not defused before it detonates, victory is automatic.



2. **Destroy all five enemy buildings by any means you see fit. When the fifth collapses, the game ends.**
3. **If neither of the other two conditions occurs, whoever has the highest score at the expiration of time wins.**

## Game Approaches

How do you want to play? Since you and your team can't do everything at once, focus on doing a few things very well and building from there. These decisions quickly come down to what enemy building to destroy. Here's a brief list of possible approaches.

### All-Out Assault

Focus on destroying the enemy's base defense—obelisk or advanced guard tower—or the power plant, which takes the defenses offline as it doubles the price of everything. Once these are down, it's easier to enter the base, enabling your infantry to flood in unmolested.

### Shut Down the Armor

Concentrate all of your offensive efforts against the enemy's vehicle production—airstrip or weapons factory. Once that's shut down, go on full-on offense with big tanks. But watch out for sneak attacks into your base, or you'll find your team unable to build as well.

### Keep the Enemy Basic

Destroy the enemy Hand of Nod or GDI barracks to limit your enemy to the basic character types. The next step in this approach is to hunt down any surviving high-level characters; once assassinated, they can't be replaced.

### Cut off the Cash

All vehicle purchases and character upgrades run on income from Tiberium. Cut off the Tiberium supply to limit your enemies to the most basic units and vehicles. Eventually, they



*Placing a beacon may be a hard way to destroy a building, but it's the most spectacular to watch.*



*Pummel the harvester to temporarily cut the flow of credits to your opposition.*



can't afford anything. To wreak this brand of economic havoc, destroy the enemy Tiberium refinery. Or, surround the Tiberium fields with three medium tanks, destroying any incoming harvesters, and defend your position tenaciously.

### Do the Hunker Down

Focus your efforts on protecting your base with lots of engineers, snipers in defensive positions, copious mines, and vehicles clogging all access points. If you amass enough points fending off incoming attacks, you'll win when time expires. Of course, if both teams employ this tactic, you're in for a boring game. Will you be the first to come out of your shell?

### Earning Credits

There are several ways to earn credits:

1. **As long as your harvester is operating normally and your refinery is online, you'll receive a constant flow of credits from Tiberium cultivation. This source of funds dries up if your collection network is interrupted.**
2. **Kill things and destroy vehicles. The higher the price of what you kill, the more credits you earn.**
3. **Repair allies, vehicles, and buildings.**
4. **Disable buildings by any means.**

Keep in mind that while you pursue these avenues and try to maximize them for your own benefit, the other team will try to exploit the same scoring hooks. If, therefore, you're trucking around in a mammoth tank or stealth tank, be aware that you're a big juicy target with a price on your head.

### Tips and Tricks

Here are a few quick tips to give you an inside edge.

### Both Teams

- *Work together. It sounds obvious but many teams don't.*



*Lots of proximity mines are essential to this approach.*



*Mind your turrets, too.*

- *Keep up your base defenses. This means not only keeping your obelisk or advanced guard tower protected and mined but also occasionally repairing any turrets that guard base approaches.*
- *Only an advanced engineer can waltz into a building and raze it single-handedly. It's better to have more than one, of course, or an armed escort.*
- *About five minutes into any game, snipers start to pop up. To avoid them, keep moving and stay close to rocks and tunnels.*
- *Engineers make great drivers. They make even better passengers.*
- *Move, move, move. A still target is an easy target, especially for a sniper. As you run, randomly jump, zig, and occasionally zag to avoid being picked off easily.*
- *Bring defensive escorts when planting a beacon. You'll have to defend it from engineers for the 15 seconds it takes to detonate.*



***If you're fixing a vehicle, don't stand still! This is one of the best ways for snipers to contribute to a vehicle skirmish.***

## GDI Tips

- *Goin' on a building raid? Try a Humm-Vee full of five advanced engineers.*
- *The best bargain character in the game is Patch. He's balanced, strong, and durable.*
- *The character most worth 1,000 credits is power suit Sydney.*

## Nod Tips

- *Nod stealth soldiers are a great bargain. Send five of them into a base with nuclear strike beacons. Mayhem ensues.*
- *All stealth units are visible to base defenses, so avoid them.*
- *The best-kept secret for vehicle killing is the Black Hand heavy weapons soldier.*
- *Chem troopers are very useful, especially for defending harvesters from infantry and light vehicles. Since they can walk in the Tiberium fields unhurt, they have an automatic advantage.*
- *Raveshaw is best saved for anti-vehicle work but can kill any infantry with one shot.*



***The laser chain gun is a quiet tank killer. Don't underestimate its power.***



## Characters

What character to select depends on what you want to do. The discussion of roles should help make this decision. In addition, the tables below contain all the hard data you'll need to know about who does what and how. Also study the characters of your opposition to get an idea of what's coming your way.

All characters come armed with their unique weapon, an automatic pistol with infinite ammo, and a single charge of timed C4.

### GDI Multiplayer Characters

Character	Health	Armor	Weapon	Upgrade Cost
Shotgun trooper	100	100	shotgun	0
Grenadier	100	100	grenade launcher	0
Engineer	100	100	repair gun/remote C4/timed C4	0
GDI officer	150	100	chain gun	175
Rocket soldier officer	150	100	rocket launcher	225
Sydney	150	100	Tiberium auto rifle	150
Deadeye	200	100	sniper rifle	500
Gunner	200	100	rocket launcher	400
Patch	200	100	Tiberium flechette rifle	450
Havoc	250	100	ramjet rifle	1000
Power suit Sydney	250	100	personal ion cannon	1000
Mobius	250	100	Volt auto rifle	1000
Hotwire	200	100	advanced repair gun/remote C4/timed C4	350



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### Nod Multiplayer Characters

Character	Health	Armor	Weapon	Upgrade Cost
NOD soldier	100	100	automatic rifle	0
Shotgun trooper	100	100	shotgun	0
Flamethrower	100	100	flamethrower	0
Engineer	100	100	repair gun/remote C4	0
Nod officer	150	100	chain gun	175
Rocket soldier officer	150	100	rocket launcher	225
Chem warrior	150	100	chem sprayer	150
Black Hand soldier	200	100	sniper rifle	500
Black Hand heavy weapons soldier	200	100	laser chain gun	400
Black Hand stealth soldier	200	100	laser rifle	450
Sakura	250	100	ramjet rifle	1000
Raveshaw	250	100	railgun	1000
Mendoza	250	100	Volt auto rifle	1000
Technician	200	100	advanced repair gun/remote C4/proximity C4	350

## Vehicles

Skillful use of vehicles is as important as choice of character class.

### TIP

*Run down enemy infantry with your vehicles. Even if you don't get the squish, you'll keep them busy while they run away.*



### Vehicle Etiquette

There are many do's and don'ts to remember when it comes to vehicles.

- *Do wait to be invited into a vehicle by the driver. Don't just jump in uninvited.*
- *Do exit the vehicle when commanded by the driver.*
- *Don't race to get back in the vehicle first so you can drive.*
- *Don't take vehicles you didn't pay for. If one is sitting uncollected in front of the airstrip or weapons factory, do not get in and drive away.*
- *Do take abandoned enemy vehicles. Nothing is more satisfying than seeing someone drive into your base and momentarily leave his vehicle only to find it driving away when he returns.*

### Stealing Enemy Vehicles

A pilfered vehicle is less likely to be fired upon by enemy forces since they'll think it's on their side, though observant players will notice the team icon floating on the vehicle.

Base defenses, however, won't be fooled by a wolf in sheep's clothing. If you drive into the enemy base, the obelisk or advanced guard tower will attack.

### Passengers

Who do you want as passengers in your vehicle? If possible, take an engineer along for the ride, someone who can jump out when things get tough to repair the vehicle while you continue to fight.

You can also transport allies who are vulnerable due to their weapon limitation. Lacking a good close-combat weapon, snipers, for example, are in danger as they travel to opportune firing locations. Give them a ride so they can arrive in full health.



***Is this your tank? If not, stay the heck out unless its owner invites you.***



***This is a GDI tank, but note the Nod symbol on the health bar. Most GDI troops won't notice this oddity until the tank runs them over.***





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### GDI Vehicles

Vehicle	Health	Armor	Weapon	Upgrade Cost
Humm-Vee	150	150	machine gun	400
GDI APC	300	300	machine gun	700
Mobile rocket launcher system	200	200	rockets	400
Medium tank	400	400	cannon	800
Mammoth tank	600	600	dual cannons/rockets	1,500

### Nod Vehicles

Vehicle	Health	Armor	Weapon	Upgrade Cost
Buggy	125	125	machine gun	300
Nod APC	300	300	machine gun	700
Mobile artillery	200	200	cannon	450
Light tank	300	300	cannon	600
Flame tank	400	400	dual flamethrower	800
Stealth tank	200	200	dual rockets	900

### Radio Commands by Modifier Key

Modifier Key	1	2	3	4	5
<b>Ctrl</b>	"Building needs repair!"	"Get in the vehicle!"	"Get out of the vehicle!"	"Destroy that vehicle!"	"Watch where you're pointing that!"
<b>Alt</b>	"I need repairs!"	"Take the point."	"Move out."	"Follow me."	"Hold position."
<b>Ctrl</b> + <b>Alt</b>	"Attack the base defenses!"	Attack the "harvester!"	"Attack that structure!"	"Attack the refinery!"	"Attack the power plant!"



# Communicating

The key to teamwork is communication. There’s no way for your team to effectively coordinate its actions if the members aren’t talking to each other.

*Renegade* offers several ways to keep in touch.

## Chatting

You can say anything you want via the chat system. Simply press **F3** to send messages to only your team or **F2** to send a message to all players on both teams.

Be clear, be brief, and don’t clog the airwaves with chatter unless it’s important. It’s difficult to simultaneously play and watch a constant stream of text on your screen.

## Radio Commands

To save you keystrokes and allow important and recurring messages to be announced audibly, the game features 30 radio commands. These commands can tell others on your team what to do, what’s coming, or what you want to do. Use them liberally but accurately.

Each command is assigned a number and one or two modifier keys (**Ctrl**, **Alt**, or both). It’s best to memorize these commands rather than to constantly consult a list. Until, you’ve committed them to memory, however, refer to the full list below.

There are three basic types of commands, each corresponding to a modifier key(s):

- *Statements* (**Ctrl**)
- *Orders* (**Alt**)
- *Commands* (**Ctrl** + **Alt**)

6	7	8	9	0
“Don’t get in my way!”	“Affirmative.”	“Negative.”	“I’m in position.”	“Enemy spotted!”
“Cover me.”	“Take cover.”	“Fall back.”	“Return to base.”	“Destroy it now!”
“Defend the base!”	“Defend the harvester!”	“Defend that structure!”	“Defend the refinery!”	“Defend the power plant!”



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