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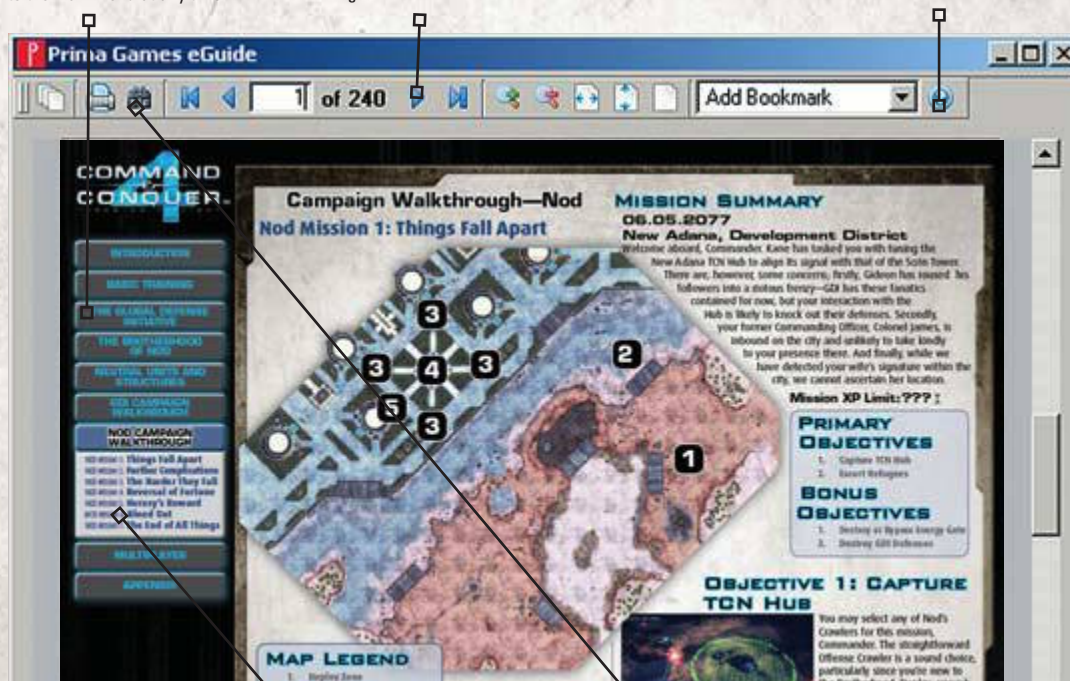
HOW TO USE THIS EGUIDE

This Command & Conquer eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.

The main menu puts all of the eGuide sections for Command & Conquer at your fingertips. You can select the Menu button from any eGuide page to return to the main menu at any time.

You can also use the “page forward” and “return to beginning” icons to navigate through the eGuide.

For any other questions about your eGuide, check out the help button.



Within the Command & Conquer eGuide, all sections are displayed for easy navigation.

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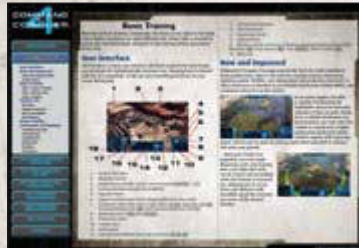
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The *Zero Hour* expansion adds depth to the *Generals* series by providing a choice of three different Generals for each faction. Each faction's Generals have unique strengths and abilities, allowing players to customize their army based on their own style of play.

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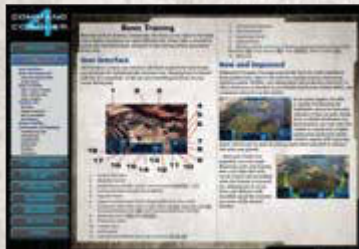
The information in this guide is categorized into ten chapters, each one brimming with hardcore *C&C* know-how:

INTRODUCTION



You're reading it now! This portion of the guide helps you get started by detailing the game's options and settings..

BASIC TRAINING



This section of the guide provides an overview of how to play *C&C4*, with useful tips sprinkled throughout. A lot has changed since the *Tiberian* series' last installment, so don't fall in for active duty until you've completed Basic Training.

GDI, NOD, AND NEUTRAL CHAPTERS



The chapters that follow Basic Training give in-depth looks at the game's two major factions, GDI and Nod, revealing hard statistical data on their many different units and structures. Neutral (non-aligned) units and structures are also covered in their own chapter. Each of these

dense chapters provides a host of vital information that's certain to give you an edge no matter which faction you prefer.

SOLO CAMPAIGN WALKTHROUGHS



Walkthroughs for the GDI and Nod campaigns follow the faction chapters. Here you'll find labeled maps and step-by-step walkthroughs for every solo mission in the game. *C&C4* presents you with plenty of strategic options, of course, and your particular style of command may differ from ours.

If that's the case, feel free to employ your own tactics, treating our walkthrough as a useful resource should you ever need a helping hand.

NOTE

The campaign walkthrough is written for Normal difficulty. You may notice subtle differences when playing on Easy or Hard, but nothing that will affect the manner in which each mission unfolds.

MULTIPLAYER



Multiplayer *Command & Conquer* has never been bigger or better. With fast-paced battles and giant maps capable of supporting up to 10 Commanders at once, you'll need all the help you can get to keep up with the stiff online competition. Fortunately, this section of the guide reveals both

basic and advanced multiplayer strategies, including tips that come straight from the pros at EA. We also detail every multiplayer map, providing insightful overviews that'll help you dominate each battlefield and decimate your rivals. If you're looking for a leg up in the multiplayer arena, look no further.

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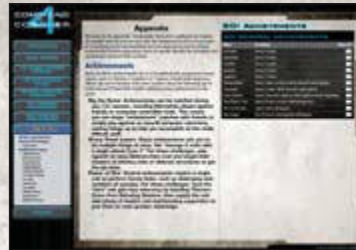
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Flip to the last few pages of the book to find quick-reference tables that reveal the most crucial unit and structure stats from the GDI and Nod chapters. These tables are perfect ways to quickly see how each faction's units stack up against each other. All game achievements are also covered here, with tips on how to best complete them.



Commanding the Options

You've got options, Commander—lots of them. Let's briefly go over your Main Menu choices before delving into the more advanced stuff.

Main Menu

- Play:** Jump into the action in Solo or Skirmish mode.
- Profile:** View a variety of stats pertaining to your Player Profile, or logout and sign in to a new Profile.
- Archives:** View campaign cutscenes you've previously unlocked or watch replays you've saved.
- Options:** Review and edit a host of control, audio, and graphical options to achieve the ideal gameplay experience. If your game is running sluggishly or you're constantly battling the controls, spend some time tuning your options here.
- Quit:** Exit and close *C&C4*.

NOTE

Please refer to your game instruction manual for further details on these options.

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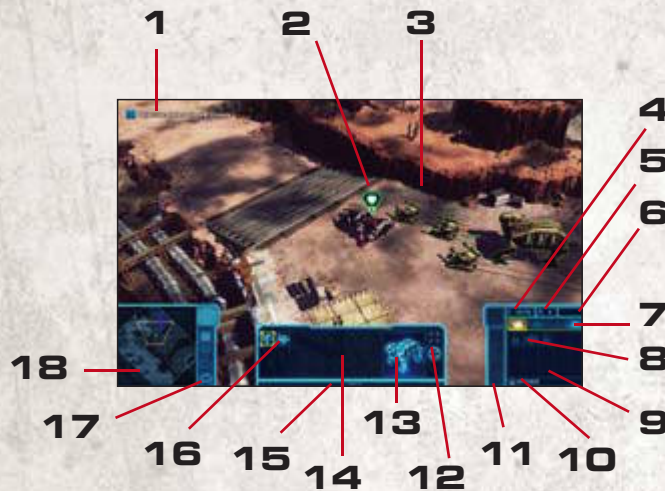
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Basic Training

Welcome to Basic Training, Commander. We know you've taken to the fields of war before, but things are quite different now. Please take a moment to review the vital information contained in this briefing before returning to active duty.

User Interface

C&C4 features a robust user interface (UI) that's loaded with tools to help you dominate the battlefield with minimum fuss. Knowing how to interact with the UI is important, so let's go over everything you'll see on your screen during play.



1. Current objective
2. Objective marker
3. Unit/structure health, ammo, and veterancy (**CONTROL** + **~**)
4. Command Points (used/total available)
5. Upgrade Points
6. Support Points/Power Points (Support/Defense class only)
7. Production tabs—from left to right: Units tab (**T**), Upgrades tab (**Y**), Structures/Powers tab (**U**), Unit Commands/Stances tab (**I**)
8. Production icons (**F1** thru **F10**)
9. Production Panel
10. Crawler class
11. Build queue
12. Selected unit abilities (from top to bottom: **Z**, **X**, **C**)

13. Selected unit portrait
14. Selection Panel
15. Experience Points
16. Selected units
17. Mission controls—from top to bottom: Deploy/Redeploy Crawler (**V**), Objectives (**O**), Drop Beacon (**B**), Chat (**ENTER**), Select Crawler (**R**)
18. Mini-map

New and Improved

Command & Conquer 4 courageously breaks from the mold established by its predecessors. Gone is the need for constant resource harvesting, numerous power facilities, and independent unit production structures. In *C&C4*, all business is handled at your Mobile Construction Vehicle (MCV), also commonly referred to as the Crawler.



As its name implies, the MCV is capable of traversing the battlefield—and as its nickname indicates, it does so quite slowly. Once a suitable destination has been reached, you may order the Crawler to unpack into a highly modernized production facility. Crawlers unpack with surprising

speed, and are just as quick to pack up again when you wish to advance and seize new ground.

Once your Crawler has unpacked, you may begin dispensing units and massing your army. Note that units can be trained and assembled while the Crawler is in transit, too, allowing you to set up bases and defenses with incredible speed the moment you arrive at the desired location.



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UNITS AND COMMAND POINTS



Unit production has been totally overhauled for *C&C4*. You are no longer required to build various unit production structures; instead, all units are produced at the MCV. In addition, the resource known as Tiberium is no longer required to purchase units; you may simply build as

many units as you like. However, Tiberium is required if you wish to “tech up” and enlist the aid of more advanced units and powers.

Each unit is valued at a certain number of Command Points (CPs), and you’re able to build units until you reach the CP limit (shown at the lower-right corner of your screen). Once the CP limit has been reached, no more units may be trained or produced—though you may still “queue up” units to ready them for assembly. When your existing units are destroyed in battle, you instantly recoup their CP value, and may immediately begin producing new units in their place.

CRAWLER CLASSES



There are three different classes of MCV: Offense, Defense, and Support. Units and tech upgrades vary drastically between each Crawler class, and playing one class of Crawler is a very different experience from playing another. Both GDI and Nod have their own unique trio of Crawlers,

so there are six wholly different armies for you to master in *C&C4*. However, both GDI and Nod Crawlers share the same general features, as detailed in the following sections.

Offense Class

Offense Crawlers give you a wealth of powerful direct-combat units. Most of these units are vehicles, such as jeeps, tanks, and massive walkers. Many Offense units enjoy durable armor and employ devastating weaponry, allowing them to roll over their adversaries with terrible might. Though many Offense units come with heavy CP price tags, this plays to their favor when it comes to capturing neutral structures for their army’s benefit. (See the following “Step 3: Conquer!” section of this chapter to learn what’s involved in capturing structures.) An Offense Crawler’s primary drawback is its inability to build structures or employ Support Powers of any kind.



Though Offense units are powerful by default, they also are the only unit that can take advantage of blue Tiberium Cores, which are occasionally dropped by destroyed units and structures. After collecting a blue Tiberium Core, an Offense unit gains additional weapon systems, making it even more formidable in combat. These upgrades are shown visually on the unit so that all may know fear.



Defense Class

Defense Crawlers are the only MCVs capable of building structures. Like units, all structures are built at the Crawler—but they can only be deployed within the build radius surrounding the Crawler (or any captured structure that provides you a build radius, such as Uplink Towers). As you might expect, most of these structures are geared toward defense: Bunkers, auto-turrets, and the like. The Defense Crawler’s units are produced through an independent production queue, allowing for the simultaneous assembly of units and structures. This makes Defense Crawlers ideal for holding vital territory and preventing its recapture.



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Talon



Type: Light vehicle

Level Required: 1

Tech Tier: 1

Build Time: 0:07

Command Points: 3

Strong Against: Aircraft

Vulnerable To: Guns

Abilities: Cliffjumping

Upgrades: Accuracy Boost, Missile Storm, Range Boost, Speed Boost

Blue Tiberium Core Effect: Increased damage

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Fast	Medium	No	Yes

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
450	Light	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Rockets	No	4	Medium/Fast	Medium	Medium-low	None

UPGRADES

Name	Level Required	Tech Tier	Description
Accuracy Boost	1	1	Increases chance to hit by 50 percent for Tier 1 cannon and rocket units; rocket units will no longer miss against moving targets; cannon units will no longer miss when moving
Speed Boost	3	1	Increases the movement speed of all Tier 1 units
Range Boost	4	1	Increases the weapon and vision range of all Tier 1 units
Missile Storm	8	2	Gives the Sandstorm the Missile Storm ability, which allows it to shoot less accurate rockets with area damage; also adds area damage to the Talon and Commando



The Talon is a fast and agile hovercraft armed with a rapid-fire rocket launcher. Its speed and Cliffjumping help it move about the battlefield with great ease, making it a suitable anti-aircraft scout. By upgrading the Talon with the Accuracy Boost ability, you ensure that its rockets will find their mark against agile threats. Purchase the Missile Storm ability after unlocking Tier 2 Tech and the Talon's rockets will deal a small amount of area damage on impact, increasing their effectiveness against clusters of air and ground units.



When you need a leg up in the early game anti-air department, have Talons collect blue Tiberium Cores to upgrade their rocket launchers and increase their rockets' damage.

Titan MKII



Type: Medium vehicle

Level Required: 1

Tech Tier: 1

Build Time: 0:09

Command Points: 6

Strong Against: Heavy units and structures

Vulnerable To: Cannons

Abilities: Laser slows enemies (passive)

Upgrades: Range Boost, Refire Boost, Speed Boost

Blue Tiberium Core Effect: Increased damage and slow effects

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RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium-long	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
900	Medium	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Laser	Yes	--	Slow/Slow	Medium-long	Medium-high	Line

UPGRADES

Name	Level Required	Tech Tier	Description
Speed Boost	3	1	Increases the movement speed of all Tier 1 units
Range Boost	4	1	Increases the weapon and vision range of all Tier 1 units
Refire Boost	5	1	Decreases the reload or recharge time of all Tier 1 gun and laser units



The Titan MKII is a medium anti-heavy vehicle that stomps about the battlefield on two mechanical legs. Its laser is slow to fire but very effective, even against less-than-ideal targets. A small group of Titans can be a serious threat in the early goings of a battle, able to deal fast damage to enemy

Crawlers and defense structures—particularly when enhanced by the Refire Boost upgrade.



After collecting a blue Tiberium Core, a Titan gains a second laser cannon, significantly enhancing its damage output.

Wolf



Type: Medium vehicle

Level Required: 1

Tech Tier: 1

Build Time: 0:09

Command Points: 6

Strong Against: Light units

Vulnerable To: Cannons

Abilities: –

Upgrades: Range Boost, Refire Boost, Speed Boost

Blue Tiberium Core Effect: Increased damage

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
900	Medium	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Gun	Yes	Medium	Slow/Fast	Medium	Low	None

UPGRADES

Name	Level Required	Tech Tier	Description
Speed Boost	3	1	Increases the movement speed of all Tier 1 units
Range Boost	4	1	Increases the weapon and vision range of all Tier 1 units
Refire Boost	5	1	Decreases the reload or recharge time of all Tier 1 gun and laser units

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Avenger



Type: Medium vehicle

Level Required: 1

Tech Tier: 1

Build Time: 0:09

Command Points: 6

Strong Against:

Medium vehicles

Vulnerable To: Cannons

Abilities: Drop Mines (on death)

Upgrades: Accuracy Boost, Range Boost, Speed Boost

Blue Tiberium Core Effect: Increased damage, additional mines

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
950	Medium	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Cannon	Yes	--	Medium/Medium	Medium	Medium	None
Blast (from mines)	--	1	--/--	Short	Medium	Small circular

UPGRADES

Name	Level Required	Tech Tier	Description
Accuracy Boost	3	1	Increases chance to hit by 50 percent for Tier 1 cannon and rocket units; rocket units will no longer miss against moving targets; cannon units will no longer miss when moving
Range Boost	4	1	Increases the weapon and vision range of all Tier 1 units
Speed Boost	5	1	Increases the movement speed of all Tier 1 units



Avengers are Nod's offensive battle tanks—their version of GDI's Hunters. Compared to their counterparts, Avengers enjoy slightly more health and leave small mines on the battlefield that explode when any unit moves too close, dealing significant blast damage in a small, circular area. Avengers do not gain veterancy as quickly as Hunters, however.



Enhance the damage output of an Avenger's cannon by steering the tank into contact with a blue Tiberium Core. Tiberium-infused Avengers also lay four mines when they're destroyed, instead of one, for greater postmortem mayhem.

Raider



Type: Light vehicle

Level Required: 1

Tech Tier: 1

Build Time: 0:07

Command Points: 3

Strong Against: Light units

Vulnerable To: Guns

Abilities: --

Upgrades: Range Boost, Refire Boost, Speed Boost

Blue Tiberium Core Effect: Increased damage

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RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Fast	Medium	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
450	Light	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Gun	Yes	Medium	Medium/Fast	Medium	Low	None

UPGRADES

Name	Level Required	Tech Tier	Description
Refire Boost	1	1	Decreases the reload or recharge time of all Tier 1 gun and laser units
Range Boost	4	1	Increases the weapon and vision range of all Tier 1 units
Speed Boost	5	1	Increases the movement speed of all Tier 1 units



The Raider is a quick little buggy that's comparable to GDI's Bulldog. Its top-mounted machine gun turret is effective against light threats, making Raiders particularly good early game scouts. Raiders go hand in hand with Attack Bikes and make excellent early game Tiberium Crystal gatherers.

A Raider gains an additional machine gun after collecting a blue Tiberium Core, effectively doubling its inherently low damage output.

Scorpion



Type: Medium vehicle

Level Required: 1

Tech Tier: 1

Build Time: 0:09

Command Points: 6

Strong Against: Heavy vehicles and structures

Vulnerable To: Cannons

Abilities: Burrow, Claw Grasp

Upgrades: Range Boost, Refire Boost, Speed Boost

Blue Tiberium Core Effect: Increased damage

RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium	No	Yes (when burrowed)

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
900	Medium	No	Yes	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Laser	Yes	--	Slow/Medium	Medium	Medium	None
Laser (Claw Grasp)	--	--	--	Short	Medium	None

UPGRADES

Name	Level Required	Tech Tier	Description
Refire Boost	1	1	Decreases the reload or recharge time of all Tier 1 gun and laser units
Range Boost	4	1	Increases the weapon and vision range of all Tier 1 units
Speed Boost	5	1	Increases the movement speed of all Tier 1 units

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Neutral

We've covered GDI and Nod; now let's take a look at the neutral units and battlefield structures you're likely to encounter while conducting business out in the field.

NEUTRAL UNITS

All the following units are produced at the Mutant Hovel, a neutral map structure that can be captured like any other to provide an auxiliary unit production facility. Neutral units cost CPs to employ but have no build times; they're produced instantly from the Mutant Hovel. Neutral units function just like any other ground unit; they're able to combat enemies, capture structures, and collect Tiberium Crystals as ordered by their Commander. You can only control a limited number of each type of neutral unit at a time.

Forgotten Scrapbus

Type: Heavy vehicle
Command Points: 10
Limit: 1
Strong Against: Light units
Vulnerable To: Lasers
Abilities: --



RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	Medium	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
1,350	Heavy	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Gun	Yes	--	Fast/Fast	Medium	Medium	None

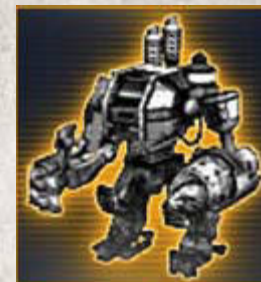


The Forgotten Scrapbus is a powerful anti-light vehicle armed to the teeth with four machine gun turrets. Just one of these Mutant Hovel vehicles can wipe out waves of light scouts and crystal gatherers, holding a Tiberium Crystal spawn site for quite a while. If a map features Mutant

Hovel, capture it early on and use Forgotten Scrapbuses to defend crystal sites from enemy gatherers.

Forgotten Ironback

Type: Heavy vehicle
Command Points: 6
Limit: 3
Strong Against: Medium vehicles
Vulnerable To: Cannons
Abilities: Leap, Smash (upon attack order)



RECONNAISSANCE STATS

Speed	Vision	Detector	Cliff Climbing
Medium	400	No	No

DEFENSE STATS

Health	Armor	Stealth	Burrow	Husk	Auto-Heal
675	Medium	No	No	No	No

ATTACK STATS

Type	Turret	Clip Size	Reload/Firing Speed	Range	Damage	Area
Cannon (Smash)	--	--	Medium/Medium	Melee	Medium-high	None
Cannon (Leap)	--	--	Long/Long	Medium-long	Low	Medium circular

Campaign Walkthrough—GDI

GDI Mission 1: Beginning of the End

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MAP LEGEND

1. Deploy Zone
2. VIP Convoy
3. Nod Roadblock

MISSION SUMMARY

02.05.2077

New Adana, Outskirts

Commander, the activation of the final Tiberium Control Network Node has drawn dignitaries to New Adana from around the globe. Your assignment is to escort one such VIP into the city. Be alert, GDI InOps are reporting increased Nod separatist activity in the surrounding area.

PRIMARY OBJECTIVES

1. Locate the VIP Convoy
2. Locate Your Deploy Zone
3. Rendezvous with the VIP Convoy
4. Defend the VIP Convoy
5. Destroy the Nod Roadblock

OBJECTIVE 1: LOCATE THE VIP CONVOY



Your first task is simple enough, Commander: Use your view controls to bring the VIP convoy into view. The convoy is located to the north, as indicated by your onscreen objective marker. Hold the right mouse button and move the mouse upward to locate the VIP convoy. Center your view on the convoy to complete the first objective.

NOTE

You may also move the mouse cursor to the edges of the screen to move your view, or you may use the arrow keys. Right-clicking is preferred, however, because it's fast and leaves your keyboard hand free to issue hotkey commands.

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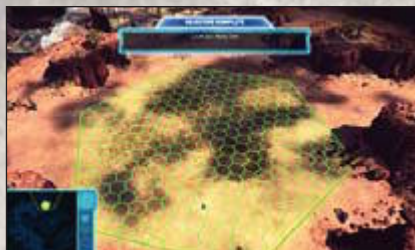
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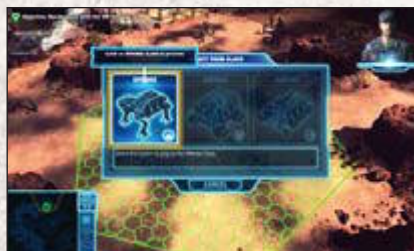
OBJECTIVE 2: LOCATE YOUR DEPLOY ZONE



After you locate the VIP convoy, the mini-map appears at the bottom-left corner of your screen. There's a flashing marker on the map; left-click the marker to center your view on the Deploy Zone, a hexagonal grid on the ground.

OBJECTIVE 3: RENDEZVOUS WITH THE VIP CONVOY

With the Deploy Zone in view, your next task is to deploy the Mobile Construction Vehicle (MCV), also known as the Crawler. Click on the Deploy button near the mini-map, then click the Offense Crawler to select it. Click anywhere within the confines of your Deploy Zone afterward to deploy the Crawler.



Crawlers are heavily armored mobile production facilities. Press the R key or click the Crawler to select it, then click anywhere on the field to move it about. As the nickname implies, Crawlers move quite slowly.



With your Crawler on the field, the Production Panel now appears at the bottom-right corner of your screen. This panel conveniently remains onscreen at all times, even when the Crawler isn't selected, allowing you to produce units at a moment's notice. Try it out: Click the Wolf unit's icon three times to queue up three Wolves for production. Press the Z key afterward or select the Crawler

and click the Unpack Immediately button near the Crawler's portrait to unpack the Crawler and deploy the Wolves.

NOTE

Crawlers must be positioned above flat terrain in order to unpack. If your Crawler won't unpack, move it elsewhere.

TIP

Press the X key or click the Unpack at Location button near the Crawler's portrait to change the mouse cursor into a "ghost" image of the Crawler, then designate a site for the Crawler to unpack by clicking the ground at a suitable spot. This orders the Crawler to move and then automatically unpack when it reaches the desired location.



A pile of rocks blocks your progress. Press the Q key or double-click one of your Wolves to select all three, then right-click the rocks. This orders the selected units to attack the rocks, which quickly crumble to dust.

TIP

Assign units to groups so you can quickly select them in the future. With the Wolves selected, press the Control key + the 1 key to bind them to the 1 key. Now you can select them again at any time by pressing the 1 key. Grouping units is especially helpful when you have a variety of units to command.

With the rocks destroyed, press the R key to select the Crawler, and then press the Z key to pack it up into mobile form again. Double-tap the Q key afterward to select all your units, then click the ground to move them down the east ramp and over to the VIP convoy you've been ordered to protect.



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NOTE

Pressing the Q key once selects all your combat units across the battlefield. Pressing it twice selects all your units across the battlefield, including non-combatants such as Engineers and the Crawler. Q is an important hotkey, so use it well.

OBJECTIVE 4: DEFEND THE VIP CONVOY



The Nod prophet, Kane, is the VIP aboard the convoy, and his safety is paramount. Double-tap the Q key to select all your units and keep close to Kane's vehicle as it travels westward.

NOTE

Kane's vehicle will stop if the Crawler isn't close by, so keep up with him.

Several Nod separatists ambush your convoy as you near a tight valley. Fortunately, these enemies are all protected by light armor, which your Wolves' machine guns can cut through in short order. Right-click each hostile in turn until none remain. Position your units close to Kane and they'll benefit from his protective shield.



When the smoke clears, unpack the Crawler at a suitable location. You've been granted additional Command Points (CPs) and the use of new units called Hunters. Queue up three Hunters to gain some additional firepower and replace any Wolves you may have lost in the previous skirmish. Assign the Hunters to a group to make your forces easier to manage.

NOTE

In Command & Conquer 4, the size of your army is limited by CPs. You may build as many units as you like until you reach your CP limit; to build more, you must either wait for your units to die, or dismantle some of them by selecting units and pressing the Delete key. Your current and total CPs are shown at the top of your Production Panel.



Pack up the Crawler, double-tap the Q key to select your entire army, then advance south alongside Kane's vehicle. You're ambushed again, this time by some formidable medium-armored vehicles. Fortunately, your Hunters' cannons excel at punching through

medium armor. Press the Q key once to select only your combat units and then right-click on each threat until it's safe to advance once more.

OBJECTIVE 5: DESTROY THE NOD ROADBLOCK

More Nod separatists appear farther ahead, along with three Obelisks of Light, defensive turrets whose lasers spell disaster for heavily armored vehicles like Kane's transport and the Crawler. You'll need to clear out this roadblock to complete your mission.



Once again, you've been granted additional CPs and access to a new breed of unit: Sonic Artillery. Unpack the Crawler and pump out three Sonic Artillery units, which are well suited to destroying structures such as Obelisks of Light. Wipe out any immediate threats, then select your entire force and right-click one of the three Obelisks to issue the attack order. Destroy each Obelisk in turn to clear the roadblock, producing additional units from the Crawler as needed.



With all three Obelisks of Light destroyed, Kane's transport is free to advance. Well done, Commander. You've impressed your superiors as well as the Brotherhood's most renowned prophet.



Campaign Walkthrough—Nod

Nod Mission 1: Things Fall Apart

MISSION SUMMARY

06.05.2077

New Adana, Development District

Welcome aboard, Commander. Kane has tasked you with tuning the New Adana TCN Hub to align its signal with that of the Scrin Tower. There are, however, some concerns; firstly, Gideon has roused his followers into a riotous frenzy—GDI has these fanatics contained for now, but your interaction with the Hub is likely to knock out their defenses. Secondly, your former Commanding Officer, Colonel James, is inbound on the city and unlikely to take kindly to your presence there. And finally, while we have detected your wife's signature within the city, we cannot ascertain her location.



PRIMARY OBJECTIVES

1. Capture TCN Hub
2. Escort Refugees

BONUS OBJECTIVES

1. Destroy or Bypass Energy Gate
2. Destroy GDI Defenses

OBJECTIVE 1: CAPTURE TCN HUB



You may select any of Nod's Crawlers for this mission, Commander. The straightforward Offense Crawler is a sound choice, particularly since you're new to the Brotherhood. Deploy, unpack, and begin raising an army that favors gun and cannon units—these will help you counter the

large numbers of light- and medium-armored adversaries you face here. Include a couple of Engineers for healing and support.

MAP LEGEND

1. Deploy Zone
2. Energy Gate (Sonic Fence)
3. GDI Defenses (Missile Turrets)
4. TCN Hub
5. Refugee Convoy

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NOTE

You begin this mission with a handful of vehicles located just north of your Deploy Zone. Make good use of them.



GDI's defenses are keeping Nod fanatics at bay, but there's little need to fear Gideon's zealots. Once your army is complete and you've no more Command Points to spend, press **Q** to select your combat units and then concentrate their fire on each

your Deploy Zone. After destroying all the turrets, fire on the Sonic Fence structure to the south to deactivate the barrier that's keeping Gideon's fanatics at bay.

With the Sonic Fence disabled, pack up your Crawler, double-tap **Q** to select your entire army (including non-combatants) and head down the west ramp. Issue your troops the Attack-Move order by pressing **A** before right-clicking the terrain and they'll stop to cut down any Nod separatists that get in your way.



TIP

Collect green Tiberium Cores to heal your units and increase their veterancy. If you're playing the Offense class, you'll also see blue Tiberium Cores—these enhance many Offense units' combat prowess by outfitting them with additional weaponry.



Go directly west from your Deploy Zone to locate the husk of a fallen GDI Mastodon. Select one Engineer and right-click the Mastodon husk to capture the walker, bolstering your army with a monstrous unit.

There's a Refueling Station nearby; take advantage of the Tiberium Cores it generates, ranking up your newfound Mastodon and other units.

With the Mastodon under your command, backtrack east and return up the ramp, revisiting your Deploy Zone. Go north this time to discover another Sonic Fence atop another ramp. Disabling this Sonic Fence completes this mission's Bonus Objective—see the sidebar for details.



BONUS OBJECTIVE 1: DESTROY OR BYPASS ENERGY GATE

Approach the Sonic Fence that lies to the north of your Deploy Zone to acquire this Bonus Objective. Eliminate all threats on your side of the fence, then assault the Sonic Fence structure to disable the barrier. This completes the Bonus Objective, earning you some extra XP and shortening your trek to the TCN Hub.

With the northern Sonic Fence deactivated, scale the next few ramps and make your way to the TCN Hub. Each time you encounter resistance, unpack your Crawler and make a stand. Repair your forces between each skirmish to keep them in good health.



BONUS OBJECTIVE 2: DESTROY GDI DEFENSES

As you approach the TCN Hub, you're notified of a new Bonus Objective. Four GDI Missile Turrets stand around the structure, each one pinpointed by Bonus Objective markers. Missile Turrets are of little concern to ground units, but they spell trouble for aircraft. Concentrate your fire on each Missile Turret in turn, destroying all four to complete your second Bonus Objective and gain even more XP from this mission.



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With GDI's defenses crippled, station your ground forces near the TCN Hub to slowly capture the structure. Once its capture is complete, a violent EMP shockwave is sent out, which knocks out all the Sonic Fences in the region. These fences were keeping Gideon's riotous legions at bay; expect to face large numbers of Nod separatists from this point forward.



OBJECTIVE 2: ESCORT REFUGEES



Commander, you must now escort a convoy of Refugee Trucks out of the city, but the swarming Nod rioters aren't going to make this easy. Your wife is aboard one of the Refugee Trucks, so you've a personal interest in seeing this through. The trucks won't advance without your Crawler; pack up and move your entire army south, keeping close to the Refugee convoy.



Without warning, a massive group of rioters appears and hurls flaming Molotov cocktails at one of the Refugee Trucks—the very truck your wife is riding in. There's nothing you can do to save her, Commander, but rest assured these separatists will pay for their transgressions.



Only two Refugee Trucks remain, and their survival is paramount. Leave your Crawler behind to halt the convoy, advancing only your combat units down the south ramp. Clear out the lower valley before advancing your Crawler so that the Refugee Trucks are placed at minimal risk.



A Nod separatist Defense Crawler is parked in the valley, just north of the ramp. Destroy it before advancing your Crawler and Refugee Trucks. Your captured Mastodon should be a great aid in decimating the Crawler.



With the enemy Crawler reduced to cinders, advance south down another ramp to reach the valley's basin. If need be, deactivate any Sonic Fence barriers that stand in your way by attacking the structures from which the barriers emanate.



Rioters control the valley's basin, but these lunatics pose little threat to your convoy. Mow them down with gunfire as the Refugee Trucks speed through the area.



Guide the Refugee Trucks back to your Deploy Zone to ensure their escape. Well done, Commander. If only your wife had made it through...

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Multiplayer

Multiplayer *Command & Conquer* has evolved, Commander. This chapter brings you up to speed on the many new gameplay elements and crucial strategies that are now the focus of achieving online victory.

Modes and Options



Online battle can be initiated in several ways. After logging into your Player Profile and selecting “Play” from the main menu, choose from one of the following options:

Skirmish: Set up a match against computer-controlled opponents to simulate online multiplayer battles.

Auto Match: Choose to play as GDI or Nod, then have the game automatically find opponents for a multiplayer match. A quick way to get to the action.

Custom Match: Create or join a custom multiplayer match. Allows you to create private sessions with friends or broadcast public matches that other online players may join.



When designing your own custom match or skirmish, or when joining another player’s custom match, use the Join Team buttons to choose your side—it’s always team GDI versus team Nod in multiplayer mode. If you like, you may fill any open player slots with computer-controlled

AI teammates or opponents; this allows you to test your skills and tactics against the computer’s knowledgeable AI before taking to the field against other human Commanders. Use the pull-down menus at the upper left corner to set the team AI difficulty (for CPU players), and select your map of choice from the pull-down menu at the top center. See the “Multiplayer Maps” section for labeled maps and overviews of all 12 multiplayer battlefields.

TIP

If you’re new to *Command & Conquer*, consider playing through the solo campaign before diving into online matches. The campaign is designed to ease you into C&C’s fast-paced RTS gameplay. As you complete each mission, you’ll accumulate Player Profile XP, leveling up and gaining access to GDI and Nod’s advanced units and technologies.

General Strategies

If you think you know everything about C&C multiplayer matches, think again. Even experienced Commanders will need to adapt their favorite tactics to the many new gameplay enhancements brought into play in C&C4. Let’s first review the key changes to multiplayer battles waged in *Tiberian Twilight*:

Victory Points: Winning a match is now completely measured by an all-new Victory Point system.

Destroying enemies earns you some Victory Points, but capturing special structures called TCN Nodes is the best way to keep the points flooding in. Each captured TCN Node provides steady trickle of Victory Points, so the more TCN Nodes your team controls, the faster you’ll be propelled toward victory.

MCV Rebirths: Losing your MCV is no longer the worst possible outcome. Instead, if your MCV is destroyed, you’re able to simply redeploy a new one after suffering a 10 second “time out” period. There is no limit to the amount of reserve MCVs, and you may even choose to switch to a different class of MCV if you think it’ll help you defeat your rivals.

Capturing Structures: Controlling battlefield structures has always been a help in online C&C matches, but success now hinges on your ability to secure these neutral facilities. Some are massive turrets that punish enemies with heavy fire; others provide you with a steady stream of Victory Points that steadily inch you toward triumph.

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Tiberium Crystals: Gone is the need to harvest Tiberium to build units and structures, but the substance still has value. Tiberium Crystals can now be collected by any ground unit and returned to their team's Deploy Zone (DZ) for Upgrade Points (UPs). Upgrade Points are then spent to unlock advanced units, enhance unit abilities, and research new technologies.

TEAM TACTICS

With so many changes to C&C's online formula, you must learn to adapt your strategy to achieve victory. The team that triumphs on the battlefield is often the one that works well together. Communicate with your teammates and coordinate your efforts at seizing key structures and countering your rival's moves.

Know Your Role



A functional team is made up of knowledgeable Commanders who understand their class's role in their army. Offense Commanders should be tasked with the heavy lifting on the field, advancing their powerful vehicles to push enemies out of key regions. Defense

Commanders should follow right behind their team's Offense forces, rolling in to fortify captured positions with powerful defense turrets, and garrisoning civilian structures and Bunkers with infantry. Once a Defense Commander has had a chance to dig in, the Offense Commander can feel comfortable advancing to the next site. Support Commanders should be assisting their Offense and Defense allies at all times with plenty of healing, unit aura buffs, and the timely use of Support Powers.

TIP

It's helpful to assign your team a leader at the onset of battle. Leaders should have strong communication and multitasking skills, and be able to keep tabs on the enemy while giving their team direction. Support Commanders make ideal team leaders because of their ability to efficiently scout the battlefield with aircraft and lend a hand at a moment's notice with Support Powers.



If you're playing on an unfamiliar team and your army feels unbalanced, don't be afraid to redeploy as a different class of Crawler. You can choose any Crawler you like each time yours is destroyed, but there's no need to wait; you can also decommission your active Crawler at anytime by selecting the Crawler and pressing the Delete key. Balanced teams can be very difficult to counter and are therefore more effective than teams that employ only one or two branches of their faction's military.

Memorize the Maps

Knowing the features and layout of each map is invaluable; it helps you develop strategies before battle even begins. The more familiar you are with each battlefield, the faster and easier you'll be able to conduct business out there. Every second counts, particularly in the opening minutes of a conflict, so having a plan in mind before you join the battle is a huge advantage. Use the labeled maps in the "Multiplayer Maps" section to help you devise your pre-game strategies.

TIP

Each battlefield map is symmetrical, so if you see something on your team's side of the map, rest assured there's a duplicate object in the same area on your rivals' side.



All Tiberium Crystals and map structures that can be captured by ground forces are shown on your mini-map at all times; the only things not shown on the mini-map are garrisonable structures and Refueling Stations that are concealed by shroud. Exploit the mini-map to determine where your forces should rally and what ground they should seize. It helps if a Support-class team leader uses aircraft to scout the region, keeping an eye on key sites that the enemy is likely to move on. All teammates' mini-maps are linked together, so as a team leader scouts the opposition, he's automatically relaying information back to his allies via the mini-map, revealing what the opposing team is up to.

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AFFLICTED ARENA

The closeness of Afflicted Arena's Deploy Zones lends the map to fast-paced battles. The team that manages to secure the central blue crystal site, along with the southern site and Artillery Turret, is sure to gain the advantage. Don't neglect capturing the Mutant Hovels, particularly the one on your rival's side of the map. Securing that structure allows you to hammer your foes with a merciless onslaught of Visceroids and other mutants, wiping out their built-in defenses and sandwiching your enemies between two forces.

- DZ** RED DZ = Nod (red team) Deploy Zone
- DZ** BLUE DZ = GDI (blue team) Deploy Zone
- AT** AT = Artillery Turret
- AA** AA = Anti-Air Turret
- BC** BC = Blue Tiberium Crystal spawn point
- GC** GC = Green Tiberium Crystal spawn point
- GS** GS = Garrisonable Structure
- MH** MH = Mutant Hovel
- RS** RS = Refueling Station
- TN1** TCN Node 1
- TN2** TCN Node 2
- TN3** TCN Node 3
- TN4** TCN Node 4
- TN5** TCN Node 5
- UT** Uplink Tower



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GDI OFFENSE ACHIEVEMENTS

Name	Description	Achieved?
Bag Lady (Veteran)	Upgrade 10 units with Blue Upgrade Crates	<input type="checkbox"/>
Bag Lady (Elite)	Upgrade 20 units with Blue Upgrade Crates	<input type="checkbox"/>

GDI DEFENSE ACHIEVEMENTS

Name	Description	Achieved?
Fortified Position (Veteran)	Destroy 10 units or structures with garrisoned infantry	<input type="checkbox"/>
Fortified Position (Elite)	Destroy 20 units or structures with garrisoned infantry	<input type="checkbox"/>

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Faction Comparison Charts

The following tables provide quick-reference comparisons between GDI and Nod's various classes. Study them to quickly identify strengths and weaknesses in each class that you can exploit during online matches.

OFFENSE CLASS COMPARISONS

GDI OFFENSE UNITS

Name	Type	Level Required	Tech Tier	Build Time	Command Points	Health	Attack Type	Armor Type	Abilities	Upgrades	Blue Tiberium Core Effect
Offense MCV	MCV	1	1	--	--	3,000	Repair Radius	Heavy	Creates units and researches upgrades; a new MCV can be deployed in a Deploy Zone if destroyed	Tier 1 Tech, Tier 2 Tech, Tier 3 Tech, Composite Armor, Advanced Composite Armor	--
Engineer	Utility Infantry	1	1	0:06	3	150	Repair Beam	Light	Capture Husk, Clear Mines, Cliffjumping, Repair, Stealth Detection	Range Boost, Speed Boost	--

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Stephen Stratton has authored over 40 guides in his seven years with Prima. His personal favorites include *Resident Evil 4: Wii Edition*, *Mercenaries: Playground of Destruction*, *Mass Effect*, and pretty much every guide he's written that has either "Mario" or "Zelda" in its title.

Steve is a lifelong video gamer who attended the Rochester Institute of Technology in Rochester, NY. In addition to his Prima Games guides, he also held a staff position with Computec Media and managed the strategy section of their incite.com video game website.

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