



## Introduction


Welcome back to this Tiberium-poisoned world, Commander. It's been a while since Tiberian Sun, but you'll soon find yourself right at home. For all the new technology at your disposal, this is the same game of Command & Conquer you remember so well. The third Tiberium War is humanity's last stand, as a powerful race of aliens has come to harvest the Tiberium seeds they've sown and claim the planet for their own. Whichever side you choose to play, be decisive, be unwavering, and show the enemy no mercy.


*In this Command & Conquer 3: Tiberium Wars strategy guide, you'll find:*

- **BASICS** // A few basic battlefield strategies to help the uninitiated.
- **STRATEGIC WALKTHROUGH** // We take you through the best tactics for every mission in all three campaigns to help you not only survive, but dominate.

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## Basics

There's no substitute for combat experience, but if you're new to Command & Conquer, there are plenty of basic strategies to keep in mind that will help you get better faster.

### 1. Know Your Opponent

Reconnaissance is an important part of managing your time and resources. Be it infantry, vehicles, or planes (depending on how far along you are), send units ahead so you know what your opponent is packing. It'll affect the kinds of units and structures you need to produce and help avoid waste.



### 2. Stay Busy

Time waits for no man, and neither will your opponents. While everything takes time in this game, learning to multitask to maximize your time will be key to your success. This means you need to have a plan in mind. Know what you're working towards, and get there as efficiently as possible. It will take time to master, but also learn how to pace your expansion to match your flow of resources and vice versa. Overextending yourself can be a fatal flaw.

### 3. Build Smart

The layout of your base can be key to your success. Vulnerable structures like Power Plants and Airfields (and equivalents thereof) should be placed toward the back. Refineries, of course, should be placed in the closest possible proximity to Tiberium fields.



While it's important to guard your War Factories well, you'll want to keep them near the front lines. Since they'll



automatically repair units in their proximity, keeping vehicles nearby to guard them provides an excellent opportunity to rank units up. Barracks, on the other hand, should be away from the front a bit, as they can't take much abuse.

Moving up the tech tree is important, but building unnecessarily is a waste too, so it's good to make sure you know your tech tree and know what you're trying to accomplish before committing your precious time and resources.

#### 4. Play to your strengths

While the three factions in C&C3 are reasonably well rounded, they each have their own strengths. GDI has devastating armored units and its bombers can be very powerful, but its Air Force is otherwise quite weak. Nod can produce units very quickly, and can flood the skies with its aircraft. The Scrin can develop powerful shields, and move in with their slow but deadly large units. Know what strategies are going to work for you in any situation.

## GDI Campaign

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### North Carolina Badlands



1. **Secure the GDI Outpost by destroying the Nod forces:** This is pretty straightforward. Just take your infantry east and let them do their thing. This whole first mission is more or less an extension of the tutorial, so take your time and get to know the interface if you're new to the series.

2. **Build a Barracks and 3 Rifleman Squads:** More learning the ropes. Your outpost here isn't going to become a battlefield, so don't worry too much about placement.

3. **Build a Power Plant:** Power down your buildings and start manufacturing a plant. When you've gotten it placed, power everything back up.

4. **Repair Command Post:** Just click the little wrench icon and repair the damaged building.

5. **Eliminate the Nod Outpost:** You might want to build another barracks now and start cranking out some infantry.

6. **Repair the Bridge:** Send some engineers to the building by the bridge and they'll fix it right up. Quick work! Send some infantry over the bridge, but keep your distance, and then send some engineers to take over the tower.

7. **Build an Airfield:** Find a spot to drop your Airfield and then start cranking out units. You'll need them on the other side of the ravine.

8. **Destroy the Nod Barracks, War Factory, and Construction Yard:** Seems like a daunting task, but before long you'll get the chance to wipe them out in one fell swoop.

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## The Pentagon



1. **Bring the Pentagon's defensive power system online:** Use your infantry to clear the way and then bring in the engineers and send one into each of the power plants.
2. **Capture the Pentagon with an Engineer:** Nice and easy, just send an engineer to the front entrance.
3. **Garrison each of the four Guard Towers with GDI Rifleman and hold off the Nod infantry wave:** Start with the two towers to the west of the Pentagon, and when the reinforcements arrive send them to the next pair of towers just to the north. Once you do this you'll have access to some APCs.
4. **Eliminate Nod Central HQ:** It'll take some work, but if you take down the buildings nearby that Nod is occupying it'll make things easier for you down the line. Load some Grenadiers into your APCs and use them to clear the buildings and destroy the Hand of Nod of the small base to the north.

Send in a few squads at a time and garrison the buildings by the base in the northwest. When you've thinned out the ground support, move in the rest of your troops with the APCs and take down the barracks. When the base is more or less defenseless, take down the remaining structures and victory is yours.

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## Langley AFB





1. **Eliminate the Nod Forces attacking the GDI base:** You'll start out with enough infantry to take care of business, but you might want to crank out a few more in the Barracks. Pump out a bunch of APCs, and an equal number of Missile Squads (or maybe a few Grenadier Squads for good measure) to ride in them.

If you want to go for the bonus objectives, you'll have to go out of your way. The first sniper teams can be found in occupied buildings just to the northwest of your base, but the rest are all the way in the southwest corner of the map. We recommend taking some of your APCs for the job. Along the way there you'll also pass the refinery.

2. **Reclaim the GDI Airfields to the North:** Send your missile-armed APCs to the north. Make sure to queue up a couple more to defend the base. You'll encounter a decent amount of resistance along the way to the Airfields, but once you get there, it won't be too bad.

3. **Destroy the Nod base to the northwest:** Don't even bother with infantry or APCs. Take your Orcas and go straight for the base. Focus your attack on their Power Plants. The guns pose little threat to your airborne units, but with the power plants gone, they become relatively defenseless. It's now safe to call in the APCs to help finish the job.

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### Hampton Roads



1. **Destroy the Nod Operations Center:** All you have to start out is a Commando. Seems like a daunting task, but this guy is a real badass. He can chew through infantry, and demolish buildings instantly. Try destroying that Nod building just to the north. Pretty spiffy, eh?

2. **Destroy the bombers harassing our Battleships:** Don't worry about the misleading objective title. You don't have to worry about the bombers, just the Air Tower. Make your way northwest toward the ships and you'll find the tower along the way. After you destroy it, reinforcements will arrive.

3. **Destroy the Nod production facilities:** If you want the bonus objective, ignore the reinforcements. Make your way southwest with your Commando. The Commando is no good against vehicles, so when necessary, use his jetpack to jump from danger. Make your way to the nod base as quickly as possible and you should be able to make short work of their key structures. Victory is yours.

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## The White House



1. **Destroy Nod air defenses:** Take two Missile Squads west, and two east and take out the center part of the turret installation. Stay away from the walls when you work your way over and you should be able to do it without taking damage.

2. **Use your Firehawk Airstrike power on the Nod's artillery outpost:** After the first objective is complete you can call in an air strike by clicking the icon on the left. Just target the forces inside the wall and watch the fun. Establish a base with a power plant, refinery, war factory and barracks where the Nod base was. While you're doing this, have your infantry garrison the nearby buildings to defend the perimeter.

Once you have your base up and running, queue up eight or so APCs and a couple Predators, along with Missile Squads to occupy the APCs. When you're ready begin the difficult task of taking down the towers.

4. **Destroy the Disruption Towers around the Nod base:** You'll have to handle this objective before worrying about the third one. Those towers themselves are not the real threat; They are cloaking a ton of opposition. Because of this, it's best not to split up, but just to go around to the side and work your way through, taking down the towers one at a time.

3. **Destroy the Surrounding Nod Base to reclaim the White House:** With the towers down, it's just a matter of cleaning house. Take the barracks out first, and if your force is thinning, work up some more APCs. Once you've thinned the herd, taking down the installation in front of the White House is nothing.

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## Casabad

1. **Secure the barracks by defeating the surrounding Nod forces:** Try to take on the two squads one at a time. Pretty simple any way you slice it. Start cranking out Missile Squads and a couple engineers. Send one of the engineers into the Tiberium Spike. There's another one just north of the outpost, and a third to the southwest. To take these and earn the bonus objective, make sure your engineers are escorted by enough squads to hold their own.

2. **Destroy the Weapons Research Lab:** Before you do this objective, knock out the Hand of Nod in the southeast. It's not too difficult, and it'll earn you the second bonus objective. Now take your Zone Troopers and Missile Squads north, and send reinforcements if need be (but make sure you have adequate defense back at the base). Just to the north of the Hand of Nod you wiped out is the lab you need to take down. There's some vehicular support surrounding it, so make sure you have plenty of missiles.





**3. Destroy the Nod War Factories:** All the way to the northeast, surrounded by a rocky ridge lies your final target. Take the time to round up a decent force. Try to get around eight APCs loaded with Missile Squads as Zone Troopers, and you'll plow through them without much trouble. Concentrate on the factories for the most part and you'll be looking at the victory screen in no time.

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### Alexandria



**1. Destroy the Nod loading dock Cranes:** Ok, you have a solid base here, but it needs a few things. First thing's first: Build a War Factory. Once that's done, crank out another Harvester and start setting up Gun Towers to protect the east side of the base. Set up some silos, and start cranking out APCs and Missile Squads.

While you're doing this start producing a Command Post, and once you have that placed, build a Tech Center. When this is done you'll be able to produce Mammoth Tanks, so start cranking them out. Queue up about five or six of them.

Take about 10 APCs and whatever Mammoths are ready north (also a surveyor, if you want the bonus objective). Take down the first crane at the docks, and the ship by it. Then work your way northeast to the next one. Mammoths absolutely chew through structures. As your queued Mammoths roll off the line, send them to rendezvous with the rest of your guys.

**2. Destroy all Nod Port Authority buildings:** When you have your tank army assembled in the north, move in on the Nod base. Focus on the structures and make your way east. These buildings will go down in seconds at the hands of your Mammoths, and the vehicles swarming them won't be able to stop them in time. Take down their HQ and their Port Authority building and the win is yours.

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## Cairo



1. **Destroy the Nuclear Silo:** The pressure is on. You have seven minutes on the clock to stop the launch of the nuke. Build a War Factory, Tech Center, and Armory, while fortifying the northern border with cannons. Move your Zone Troopers south, away from action to keep them safe. Deploy a harvester once the War Factory is up so you have the Tiberium you need, too.

Once your structures are build queue up a couple more squads of Zone Troopers, along with one or two Commandos. Take them due North and have them use their jet packs to jump over the wall at the westernmost point. Destroy the War Factory, and have the Zone Troopers work on the hubs powering the turrets as you work your way north. Keep you Commando(s) protected behind the Troopers. When the path is clear, move your Commando in to detonate the Silo, while the Troopers keep him covered.

2. **Destroy the Nod Compound HQ:** With the Silo destroyed you can turtle all you want and take your time with this mission. The bonus objectives involve destroying all the Nod structures, so if you want to slowly move Mammoths through the lines to clear the way, you can. If you're in a hurry, just take another squad of Zone Troopers and Commandos all the way north and then all the way east, and take down the HQ buildings in the far corner. This is definitely the easy part.

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## Croatia



1. **Secure the GDI base until reinforcements arrive:** The situation is pretty rough when you start off. You don't have



enough power to keep all the turrets powered up. You can either power down the Barracks and War Factory when you're not using them, or you can selectively power down the turrets that aren't needed at any given moment. Either way, those turrets are the key to your defense. Crank out the APCs, Missile Squads, and Predators, and keep repairing the turrets as necessary. Before too long, you'll have a communiqué that your reinforcements have run into trouble.

**4. Destroy the Southwest Nod Base:** Your life is going to be easier if you take care of the base in the southwest. This is where all the infantry are coming from. Get around eight or so Predators together, and take them toward the base. Take the Hand of Nod down first, and get the infantry as you go. It should fall in no time.

**2. Send aid to the reinforcement team ambushed in the city:** Now take your tanks, and a few APCs north to rendezvous with the support team. They're being held up by a turret and some garrisoned troops in nearby buildings. They won't pose much of a threat to you. Remember to keep an eye on your base throughout, and keep those Watch Towers healthy.

**3. Escort the MCV safely back to the GDI base and deploy the Construction Yard:** Since you've eliminated the nearby base, this shouldn't prove too difficult. Have the MCV take up the rear and your smaller units scout up ahead, taking out garrisoned structures along the way. When you get back to the base, deploy the unit securely within its walls.

**5. Destroy the northeast Nod base:** Now the main menace is that base to the northwest, which is the one sending all those ground vehicles your way. Take the time now to build up your base. Make another Power Plant, some silos, and some more gun towers if you lost any. You'll also want to establish an Airfield when you get the chance.

Leave a few units behind in case any vehicles slip by, but send most of your force to the northeast. Focus your fire on the War Factories, and the vehicles swarming around, since those are what threaten your base. If you take them down you'll have all the time and resources you need to send in reinforcements to finish them off.

**6. Destroy the southeast Nod base:** The last base is the smallest threat to your outpost, sending only occasional bombers to menace you briefly, but it's the most difficult to destroy. It's on a plateau, so the only way up there is to jetpack boost up, or to call for transports. Luckily, you have plenty of time and resources to prepare for this battle. Get as many Predators and APCs (with Missile Squads) ready as you can (we recommend at least 15). Call for V35 Ox transports. It'll cost you 500 per unit, so you might not have the scratch to do it right away.

When all of your units are airborne, have the V35s fly due east, and then drop them off in the Northern part of the plateau. Move in and make a bee-line for the Air Towers. This is a suicide mission unless you really have a lot of units, so stay focused on your targets. If you get wiped out and need to regroup and send in more units, do so. Eventually the base will fall.

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## Albania



**1. Clear the Nod border defenses:** Round up your troops and head north. Take out the northernmost branch of the turret, and then take out the control unit in the center, wiping out the infantry as they come. Then take down the remaining defenseless structures. You should have no trouble doing this without losing any units.

**3. Eliminate Nod Rocket bunkers:** Reinforcements will arrive as soon as you finish off the first objective. Load your

Grenadiers into two of the APCs and one of your Rifle Squads into the third. As you make your way west toward the bridge Nod will destroy it to thwart you. You'll have to take out the outpost to the west. Just take the APCs and Predators, and you should make short work of it. Let the Grenadiers focus on the structures, while the predators take on the ground resistance.

**2. Infiltrate the Nod Supply Depot:** Cross the bridge and work your way northeast staying along the road and hugging the mountainside. Keep the unprotected infantry and the APCs with the precious engineers toward the back.

**4. Capture Airfield Reinforcement Bay:** Work your way northeast staying along the road and hugging the mountainside. When you can head east off the path, put your predators in front and lead the charge. Take out the turret first, and then the infantry and Hand of Nod, while keeping your APCs protected. When the coast is clear, deploy one of your engineers near his destination and have him capture the building.

**5. Destroy Nod supply depot:** With the Reinforcement Bay captured, you'll be given access to eight Firehawks and a Mammoth Tank. Use the Firehawks to target the outpost just to the north. Have four of them bomb the War Factory and four of them bomb the Hand of Nod. With the forces weakened, escort an APC with one of your engineers to have it capture the bay in the outpost. You'll be rewarded with some more tanks.

The large fortified base in the center of the map is your main target. Use the Firehawks to take out the Obelisks in each corner of the walled off area. After that, have them bomb the Air Towers and the Hand of Nod in the outpost at the northwestern corner of the map. From here on, your ground support can move in. Use your Firehawks to speed things along, but start plowing down the buildings with your ground units, as well.

If you've managed to keep a spare engineer alive, this might be a good time to escort him to the northwest outpost and have him capture the building there for your last bonus objective. The lots of vehicles you have to take out will be marked on your map. Most of them have explosive barrels that will help you speed up this process. Before long you'll have the place cleared out.

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## Sarajevo



**1. Destroy Ion Disruption Field Generator 1:** First thing's first, unpack and get set up. Move your MCV near the Tiberium field just northeast of you. Unpack the MCV and build a Refinery right by the field. The enemies will mostly come from the north and northeast, so deploy your rig there to establish a line of defense.

Start building Power Plants, a War Factory, and Barracks. While you're doing that, fortify the northwest, north, and northeast perimeter with watchtowers and guardian towers, and place a couple AA batteries to the north. Next build a command post and a tech center. When they're placed, crank out a couple Mammoths. Also make sure you have an Airfield with Orcas at the ready.

When you feel your base is amply fortified, build up a caravan with a Rig, a Surveyor, an APC with an Engineer, a couple more with Zone Troopers, and some tanks to protect them. Take your caravan north, along the western edge of the map. When you pass the Mutant hovel, drop off the Engineer and have him capture it. Go north of this a bit and deploy the rig to defend the eastern perimeter, careful not to stray too close to the Obelisks of Light.



Deploy your Surveyor, and establish a Refinery, Power Plant, and some Guardian Cannons and Watchtowers. After that, crank out a War Factory and an Air Field. Have the Air Field load up with Orcas, and have the War Factory churn out Mammoths. Call for the Orcas from your southern base and have them team up with the ones from your northern outpost to take down the Obelisks of light. Have the Mammoths join in if you need a little help finishing them off.

By now your Tiberium field at your original base will be almost depleted. Send your Harvesters to the northern field when this happens so they don't wander off.

When you have a caravan of seven or eight Mammoths ready at the northern outpost, move in and start penetrating the fortress, and queue up more Mammoths for the next wave. Take down the air towers and other key structures, but leave those highlighted in green, if you want your secondary objectives. Destroy the first disruptor if you can make it that far. If not, send in the next wave and continue.

**2. Destroy Ion Disruption Field Generator 2:** The second generator is closer to the the southern entrance. Keep taking down War Factories, Hands of Nod, and Air Towers. Around this point you'll start to feel some relief as the Nod's forces become substantially crippled.

**3. Destroy Ion Disruption Field Generator 3:** The last generator is tough. It's well guarded in the innermost part of the temple. You'll need to keep sending Mammoths in until the vehicular resistance is weak enough that you'll be able to reach the inner section with enough force to overwhelm the Obelisks. You can't really bomb these because the anti-aircraft capabilities will destroy your Orcas in a second. Once the Obelisks fall, the last generator, all the way to the north, shouldn't be much work.

**4. Build an Ion Cannon Control Center:** Simple enough, just choose the Ion Cannon Control Center from your support structures tab and set it up. You'll get a little cut scene where you'll receive your next orders.



**5. Destroy Temple Prime with the Ion Cannon:** Just like it says, hit the Ion Cannon button, line up the temple in your sites and watch the fireworks. Wow! Who saw *that* coming?

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## Munich



1. **Protect the Civilian Transports:** This is a pretty straightforward escort mission. It's not easy, though. You'll have a couple Pitbulls and a lot of infantry. Keep them tightly grouped with the transports, and make sure everyone is on aggressive stance. There are no buildings to garrison, so just keep firing away.

Along the way you'll encounter some GDI support units that you won't be able to assume control of. Eventually you'll get some more infantry that can join your caravan. When you do, escort an engineer to capture the building to the north marked on your map for a bonus objective. Quickly get everyone back to the caravan again before it gets going. When you get to the power plant, send another engineer in. You're almost home free. When you get to the subway it'll really hit the fan, and you'll be greeted with a Victory screen as you watch the fireworks.

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## Stuttgart



2. **Rescue Engineers:** Just south of where you start off you'll find a squad of snipers, and to the west of there, you'll find the engineers you need.

1. **Capture the eastern Power Plant, reactivating the GDI base:** Work your way west and you'll meet up with a Missile Squad. Send the Commando in fist and have him detonate the tripod. If you can get an engineer in there in time, he can capture the husk. Garrison your armed units in the flat buildings nearby and they'll take out the rest of the units. When the coast is clear, head west, keeping everyone in aggressive stance, and guide your engineers into the power plants marked on your map in the north and west.



The bonus objectives are scattered throughout the map, and have different strategic advantages. In the far southwest corner there's a Power Plant you can capture to power up an Armory that can heal your infantry. East of that is a plant powering a lot of Guardian Cannons. This can a useful place to hole up and thin out whatever herds have been following you. North of this are some more squads to rescue, which could prove advantageous.

When you're ready, make your way east and send an engineer into the power plant. Start repairing the structures, and queuing up APCs for your infantry. Crank out 10 or so Predators after that and begin the march west. Bring your Commando, too, if he's alive and in good condition. When you arrive there's only one structure you need to take down, so send the Commando in to detonate it.

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## Cologne



- Scout the alien structure:** Another mission where you start out on foot. Keep everyone tightly packed together and on the offensive. Follow the road to the point in the northwest marked on your map. If you have a chance, have your commando detonate the Scrin Portal while you're there.
- Protect the engineers:** Make your way across the bridge and head south. Garrison buildings if you need to hole up for a while, but you shouldn't have too much trouble making it there.
- Capture the northeastern power plant:** Keep your engineers protected in the middle of the pack, and make your way north, careful to move around the Tiberium field. Drop an Engineer in the first plant you come across and the base will be yours once more.
- Destroy the alien Command Post:** Start repairing the Sonic Emitters, and build a War Factory, followed by a Tech Center. While these are building, escort an engineer over to the reinforcement bay to the west. You'll be rewarded with a couple Juggernauts, and you'll be able to build more from the War Factory. Start cranking out a fleet of Mammoths and Juggernauts.

When you're ready, begin your assault. The main structures to concern yourself are the portal (if you didn't take it out before) and the Command Post itself. As soon as the post falls, everything else where as well.

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## Berne

- Destroy the primary base Drone Platform:** Time is of the essence here. You need to build a massive force as quickly as possible. Start with a crane so you can build faster. Then build a Power Plant, and a War Factory, and get to churning out Predators. Then build a Tech Center and another War Factory, and begin building Mammoths right after producing a Harvester. Keep an eye on your power consumption and build plants as needed.

We recommend keeping your War Factories near the north and keeping your heavy hitter units right by them so they stay repaired. Leave a few behind, but when you have around six to eight mammoths to spare, take them north to

assault the Scrin's base there. Focus on the portals (there are two of them) and their Drone Platform, and you'll have eliminated much of their ground presence.



After this, the Scrin will launch a Mothership from the northeast. This is an extremely powerful, but very slow moving ship, and you cannot let it reach your base. Get as many Mammoths together as you can (remember to crank out more harvesters if you've lost any, too). Enough Mammoths should be able to take it down.

Regroup at the southern base and head east with a good eight or so Mammoths. Again, focus on the production facilities and the Drone Platform. With them down, your life will start to get easier. Send more units to the sites where the Drone Platforms were, along with Surveyors and raze anything that's left. Establish outposts with Refineries by the Tiberium deposits, and make some War Factories to start cranking out even more Mammoths. You should work up a fleet of dozens in no time.

Now it's time to converge on the base. Round up everyone and move in from both directions. They won't know what hit them.

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## Rome



Get established quickly. Round up your Zone Troopers to the north, where the first wave of attacks will come from. Build a Refinery, a Power Plant, and Command Post. While these are building establish watch towers around the vulnerable sides of your base. Now establish a Barracks and a War Factory.

Keep building Power Plants to keep up with need, and churn out a couple Harvesters to keep up with Cost. Build a Tech Center, two or three Air Fields, and Space Command Uplink. While you're doing this, pump out some Zone Troopers and have them jetpack over the chasm. Take down the Plasma Missile Batteries.

With the batteries gone, you can send Firehawks in to bomb the remaining structures. Clear everything to the ground



except the expansion point. When it's safe, have an Engineer call for a V35 to transport him over to the expansion point and capture it.

Now establish a War Factory, along with a Refinery to harvest the blue Tiberium. Start building as many Mammoth Tanks as you can at this new outpost, and fortify it with AA Batteries. Around now you'll receive a warning that the Rift Generator will activate in seven minutes. The Generator is just east a bit, down the hill, and it's guarded by anti-aircraft guns, and is relatively defenseless from the ground. As soon as you get a few Mammoths together, take it out.

Not long after this, your new outpost will come under aerial assault, so keep pumping out the Mammoths and AA Batteries. When the assault dies down, get a good 15 or so Mammoths together and make your way to those Phase Generators. While you're working your way through to the three generators, construct an Ion Cannon Control Center, and begin preparing your attack.

When the generators are down and the Ion Cannon is ready, then there's nothing to but to do it. Take down the tower.

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### Ground Zero



Time is of the essence here. You'll have seven minutes until the Rift Generator does its thing. You'll have a crane for a second structure queue, but if you need a third, build another crane. Pump out two refineries and place them in either corner, along with a Power Plant. Build a Barracks and two War Factories. Next build a couple more Power Plants, a Command Post, and a Tech Center.

While the Tech Center is building, start fortifying the perimeter with Watchtowers and AA Batteries, careful not to exceed your power usage. When you place the Tech Center, start churning out Mammoths right away, and research the Rail Gun upgrade. When the countdown reaches 2 minutes, round up the Mammoths you have (should be nine or ten), and one or two engineers in APCs and take them west. Try to clear the way for your APCs to drop off an engineer and take over the rift generator.

It's probably a good idea to establish a refinery and a War Factory by the Rift Generator, but your top priority should be guiding some Mammoths north from your primary base to take out the Disruption Towers. These are cloaking the Nod base, and if you take them down soon enough, the Mothership will head for Nod instead. Now mount your attack on Nod, gathering all the Mammoths you have and plow through.

Around now you should get a communication after which you'll be given access to the Liquid Tiberium bomb. If you've successfully managed to power up the Rift Generator or Ion Cannon, use them to finish off the Skrin and see the game's good ending. Use the Liquid Tiberium bomb to see the more sinister conclusion. Either way you've completed the GDI Campaign.

## Nod Campaign

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### Goddard Space Center



1. **Destroy the wall:** Send your Fanatics in and the wall will crumble.
2. **Capture the GDI Command Post. Do not destroy it!:** Just like the objective says, send your Saboteur in, and make the Command Post yours.
3. **Destroy the Secondary Power Plant:** Head northwest, and take out the barracks along the way. Have your Fanatics blow up plants, and the Watchtowers will go down.
4. **Destroy the primary Power Plants:** Now you can slip past the first set of Watchtowers to access the next Power Plants. There's also a War Factory along the way that we recommend taking out.
5. **Destroy the Ground Control for GDI's A-SAT system:** You'll now have a team of Shadows. Hit the glider button to send them airborne. Have them fly over the Reinforcement Bay in the east, and send a Saboteur in there if you can. Now have them fly over to the raised area where your target is and have them land in the space on the northeast side of the power plant. Click the Detonate button, and click on the plant, and it'll go down, eliminating the Watchtowers.

Now it's just a simple matter of swarming the A-SAT with everything you've got. Shouldn't take long.

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### Andrews AFB

2. **Eliminate the GDI Patrols and destroy the GDI Outpost:** Just west of where you start out, there's a pair of GDI Barracks and a Power Plant. Take the Barracks down first, followed by the plant. This will give Nod a point to establish their own operations. An MCV will roll in at the point on the map where you started.
3. **Disable the GDI defenses:** Once your base is established, scout the Tiberium Spike just a bit north. When the coast is clear, send in your Saboteur to capture it. Next, send a couple units up to scope out the defenses a bit further north. The area is amply fortified, and you'll receive your next objective to disable these defenses





Around now you should get some Shadows as well. Have them take flight over to the Power Plant marked on your map to the northwest. Have them land and detonate it, and their Watchtowers and Guardian Cannons will go down.

**4. Destroy the Control Tower:** Now it's time to start churning out Buggies and Rocket Squads. You'll need a lot of them. Get at least a dozen Buggies together. You'll pass another Tiberium Spike on your way north, and when the way is clear, send another Saboteur to capture it. When you get north, you'll see the tower you need to take out. Level the Barracks around the area, too.

**1. Destroy the Two Airfields at the rear of the air base:** The Airfields are well defended, so overwhelm them. With two Tiberium spikes you'll be raking it in, enough to keep churning out units. The Airfields will fall.

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## The White House



**1. Destroy the GDI Logistics Center:** Send a Saboteur east, and another west to capture the two Tiberium Spikes. Pump out some Rocket Squads, and Buggies and check out the action up ahead. The resistance is pretty light. Take out the Barracks and roam around taking out what ever infantry are left. Before your worry about the Logistics center, but after the coast is clear. Send two Saboteurs to either north corner to capture the silos. Now take down the tower.

**2. Destroy the GDI Forces guarding the White House:** Get a good sized armada of buggies and split them up, and send them all the way east and west, and then north. Go past the White House, and then approach the power plants on the side from the north. When the plants are down, your life will get easier. Keep at it and you'll topple GDI in no time.

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### Hampton Roads



1. **Destroy the GDI Aircraft Carrier:** The Nod Commando is a bit speedier than the GDI commando so use that to your advantage. She can't take as much punishment, though, so garrison buildings for shelter when you need it. There are some health pickups littered around, too. When you make your way the carrier, detonate it.

2. **Destroy the GDI Port Authority building:** You'll get a few Venoms and a lot of Fanatics at your disposal. Take your Commando south, rather than heading right for the Port Authority. The Sabotuer is due south of the Aircraft Carrier. Move east and garrison buildings as necessary and thin out the infantry. Take out the two Power Plants and the Barracks down there. When the threat starts to die down move in the rest of your units. Have the Venoms cover you and use your Fanatics to take out the vehicular threat, while your commando takes out more Power Plants. With the much of their power supply down, converge on the Port Authority and detonate it.

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### Washington DC

**Destroy the primary GDI base:** This is a pretty open ended mission compared to the last few. Plunk down a war Factory and then build a Shredder Turret and a couple Laser Turrets. Build an Operations Center and then start cranking out Flame Tanks. When you have a few to spare, send one or two of them north to clear any garrisoned buildings up there, and then send a Saboteur to capture the Subway Hub.

Start patrolling the streets with your Flame Tanks and knocking GDI units out of garrisoned buildings. Have your Rocket Squads trail behind and occupy as many of these buildings as possible. Set all garrisoned squads to aggressive stance. Slowly you'll take over more of the city and when the streets are safe, level the Tiberium Silos.





Eventually GDI will deploy Predators, which will make short work of your Flame Tanks. You'll have to overwhelm these with Rocket Squads. When you're ready to begin your final assault, bring everyone north and attack from the west. If you take down their barracks and War Factories first, you'll have all the time you need to see that they fall.

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### Amazon Desert



**2. Eliminate the GDI expansion base to the north:** First thing's first: Build a Harvester so you can fund your efforts. Next, begin repairing your base and place a couple Laser Turrets at the north entrance, along with a Shredder Turret. Churn out some Buggies and build an Air Tower and queue up a dozen or so Venoms. When they're ready, send them north, have them take out any AA force like Pitbulls and Missile Squads, and then take down the War Factory and the Barracks. Build a Tech Lab and research the laser upgrade while you're doing this. Save the Refinery for now.

Claim the new territory for your own. Build an Emissary and send it north. Establish an outpost, and build a Refinery. Fortify it with some turrets, and churn out some more Venoms. When you're good and ready, finish off the refinery, and the rest of the map will open up.

**3. Destroy the GDI Construction Yard, Command Post and Refinery:** Clear the area east of your main base, and then send a Saboteur over to capture the Reinforcement Bay. This will reward you with some Scorpions. You can also build a refinery to harvest the blue Tiberium (It'll take a little effort placement-wise, but it can be done). Now you'll have a really good income. Send some Venoms over to take out what watchtowers and such that you can, while amassing a really good invasion force. When you're ready converge and lay waste to them.



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## Atlantic Coast



**1. Destroy the GDI Artillery Emplacement:** There's no immediate threat, so work on building up a fleet, first. Build an extra Harvester, and some turrets to guard the entrance. Build an Extra Air Tower and load both towers up with bombers. Now churn out 10 Venoms from each and 20 Scorpion Tanks. This might take a while, but take all the time you need and get a ton of units together so you don't have to do it later. When you're ready, have your bombers take out the tower just north of you.

**2. Destroy the GDI Artillery Emplacement to the northeast:** Ok, now the map opens up. Start by taking your sizeable armada to level the central base. This will cripple GDI's ability to expand their force. With that done, clear out the forces in the city to the north, and take out the small outpost by the blue Tiberium field. When the coast is clear, send an Emissary and establish your own base with a refinery there.

By now you should have a really good flow of income to churn out as many units as you need. If you've taken out all the Power Plants you've come across so far, the defenses of the northeast emplacement should be down, so swoop in and take them out. Now head south. Keep an eye out for the Rig you need to wipe out for your bonus objective.

**3 Destroy the GDI Artillery Emplacement to the south:** When you get to the aircraft carrier, focus on it with your planes. Its defenses are weak so it should fall without too much trouble. With all your other objectives complete and GDI's presence limping, all that's left is to take out the southeast emplacement.

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## Slovenia





1. **Investigate the crash site:** Again you find yourself with just a Commando to start. Each time you clear the GDI forces from an area, you'll be granted some reinforcements. The explosive barrels are really the key to making short work of this sequence, and the health crates will make things easier as well. When you reach the transport to the west you'll be granted more reinforcements.

2. **Escort the device into the Nod encampment:** There's a base to the north. Have the transport hang behind and go north to clear the way. Be careful not to let any GDI units slip by, and have your fanatics take out the rig. Bring the transport inside the base's walls, and she's all yours.

3. **Protect the device until the Avatar Warmechs arrive:** Begin building. There's a crane to help speed things up. Start building turrets, while you produce an extra War Factory and a Power Plant. Churn out the Scorpions, and build three Obelisks of Light to guard the sides of your base. Don't worry about getting aggressive just yet. Eventually the reinforcements will arrive.

4. **Move the device to the evacuation point:** Don't start the march north just yet. First, take out the small base to the West. Fortify your eastern border, as some Juggernauts will roll in eventually, and they'll wreak havoc if you let your guard down

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### Sarajevo



1. **Escort the transport back to Temple Prime:** Your convoy isn't nearly strong enough to take on GDI, so steering clear of their presence is your best bet. Hug the western border of the map and make your way north. You'll eventually come to a skirmish between some Nod and GDI infantry. Have your Flame Tanks help out. Now trek east to reach the Temple Prime.

Once you reach the outer walls of the complex, set all of your units to aggressive stance, and try to keep the transport protected in the center. Most of the opposition will be infantry, so you shouldn't have to much trouble. When you reach the innermost walls, the driver will take over.

2. **Eliminate the GDI blockade by destroying all GDI forces:** Now you get to take the offensive, but first, fortify your base. It's taken a beating and the outer wall is almost destroyed. Build a Tech Lab and an Air Tower, and begin placing turrets and SAMs, using the bases walls to protect their hubs when you can. After the Tech Lab is established, place Obelisks of Light by the main entrances to the compound. Eventually the assault will cool off some, and then you can worry about building up an assault force.

Queue up a bunch of replacement units, and then take a modest fleet of Flame Tanks and Scorpions all the way west, and then south, to attack the soft belly of GDI's base, the northwest side. Also, it would be wise to make sure you have a lot of units safe at your base, as well. When you begin your assault, there's pretty much just a Guardian Cannon and an AA Battery to worry about, so start causing a ruckus. About halfway through some Nod Bombers will wipe the place out... along with your units!

3. **We've been betrayed! Destroy the forces of the traitors:** Now it's time for some Nod on Nod violence. Get a dozen or so Scorpions and Flame Tanks to assault the base to the West. Take down their production facilities first and then you can bide your time a bit more. Use the Scorpions against the vehicles, and the Flame Tanks against the structures.

You can attack either the southern or western base first. We had good luck with the western one, using bombers to take out the Obelisks, and then a fleet of flame tanks to take out the key structures. Once you level one base, the momentum will be more in your favor, and it will be easier for you to amass more units to take down the second one. Throughout this ordeal, make sure to fortify the area traversed by your Harvesters, to keep a steady flow of income.

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### Outback



1. **Capture Convoy:** You start with a small fleet, but they've all be ranked up so they're more powerful than they look, and they can regain lost energy. Send one Saboteur south to capture the Mutant Hovel, and one a bit east of that to hide out in one of the buildings for safety. Use your Venoms to cover them if need be. If and when you get the chance, have your remaining Saboteur head all the way south and then all the way west to capture GDI's outpost.

Now is a good time to attack that Tiberium spike in the northwest for your bonus objective, but come back when you're done. Your life will be easier if you capture the convoy closer to your destination, so wait for it to come to the eastern side of the map. Take down all the armed vehicles and the truck with the nuke is yours.

2. **Escort the convoys to the evacuation point:** No will establish an outpost in the southeast to protect the nukes. The remaining convoys will split up, but you should have little trouble intercepting the one that goes south. When you do this, all hell breaks loose. The Scrin show up and start causing trouble. Start cranking tanks out at your War Factory and bring everyone to the outpost.

When you get there, place your captured trucks behind the War Factory, and away from the front lines. If you have the resources, build extra SAM turrets, as most of the forces you'll face will be aerial. Just hold off for a few minutes (it's not really that hard) and some Carryalls will arrive to bail you out. This mission has ended sooner than usual.

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### Sydney City Walls

1. **Capture the GDI Lab:** You'll start off with a fairly complete base, but right off the bat you'll want to build another War Factory. Churn some Stealth Tanks out at the one factory, and when the second one is ready make Flame Tanks. Begin fortifying the north and western borders with SAM Turrets and Obelisks. Research the Liquid Tiberium upgrades for your plants, or just build more to make sure you don't run out of power. Also build an Air Tower, so you'll have access to Carryalls.

It's easiest to just get the second objective out of the way now. Queue up three Saboteurs at your Hand of Nod and then call for Carryalls to transport them. Fly them all north and drop one of them off at the GDI Lab and capture it. Fly the other two west from there and have them capture the Tiberium Spikes.





**2. Eliminate 3 alien targets for GDI:** When you've got 30 or so units ready, start heading west and taking on the Scrin forces. Worry about the portals first. You won't last long. Next, get a half dozen Avatars together, along with more Stealth Tanks, and attack the Scrin's tripods.

When you've got them on the ropes, and their production facilities down, fall back, and queue up some bombers. Send them North to take out GDI's Ion Control Center. Now go clean up the Scrin invasion and get on with it.

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### Downtown Sydney



**1. Help GDI Hold out against the aliens for ten minutes:** First your outfit needs a refinery and a few Harvesters. After that, take your forces west and then north to the front line of the battle. Despite the mission name, your main objective should be destroying the Scrin's facilities more than protecting GDI.

Go for the Portals first. Getting too far can be very difficult - the base is well defended - but do what you can while the clock counts down, while getting more units ready back at the base. Leave most of them there for now. After the ten minutes is up, you'll here from... Kane!

**2. Destroy GDI:** Deploy a nuke on the GDI Contruction Yard, and then move in on them from the South. Queue up Beam Cannons and Scorpions if need be. The slow moving Flame Tanks and Avatars are too susceptible to the Scrin's aerial attacks. Take down GDI's War Factories first and then worry about the Airfields. If this drags on for too long, you'll have access to another nuke to finish the job.

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### Ayer's Rock



1. **Capture Killian's southern base:** You'll have a lone Avatar and four defenseless Saboteurs at the start of this mission. Luckily the Avatar is ranked up so it can heal. Hug the southern border and keep away from a base. Move north along the western border. When stray enemies come your way, keep the Saboteurs back and be aggressive with your avatar. Inside the base you'll mostly face anti-infantry units, so clean house with the Avatar and then move your Saboteurs in to capture their targets. She's all yours now.

2. **Capture or destroy the Temple of Nod:** Build an Air Tower right away, and crank out some Stealth Tanks for their AA capabilities. As soon as the tower is built, queue up bombers. When two are ready have them take out one of the Air Towers to the north, and then take out the other as soon as you can. This is also a good time to send a Saboteur east to capture the Mutant Hovel if you want your bonus objective.

Build a Temple of Nod and start bombing the temple to the north. Your bombers should be able to avoid the SAM's missiles for the most part, but finishing the temple off will take several runs. Don't attack anything else. You'll soon inherit this base and you want it in good condition.

3. **Prevent GDI from using the Ion Cannon:** When you eliminate Killian's opposition, GDI will mount their offense. Deploy a nuke on the Ion Control Center. If it still stands, send bombers to finish it off.

4. **Eliminate the GDI Base:** Round your forces up and begin steamrolling the GDI base. Their War Factories are near the front. Take those out first (have your Vertigos help), or GDI will produce Juggernauts to overwhelm you. Once that's done, you can go back to your base and fortify your forces and wait for the nuke to be ready, if you like, or if you have the momentum going, keep bulldozing toward the back of the base. Try not to wipe yourself out though, especially once the War Factories are done for. The Nuke will finish the job if you protect your base.

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### Italian Red Zone

1. **Capture the Catalyst Launch Facility:** Start by building a War Factory, and cranking out some buggies, along with at least one Saboteur (a couple decoys wouldn't hurt, either, since you need to keep him alive. Move north over the bridge, and then east over the next bridge, keeping your Saboteur(s) protected in the center of the pack. While you're doing this build a Tech Lab so you can start producing Stealth Tanks. When your convoy arrives at the facility send a Saboteur to capture it and immediately begin repairing it. If you have other Saboteurs remaining send them south to capture the reinforcement bay.

2. **Repair the Catalyst Launch Facility to full health:** This mission is just a matter of time. If you have other Saboteurs remaining send them south to capture the reinforcement bay while you're waiting. This reinforcement bay will grant you a few tanks, but more importantly it'll give you some turf on which to build a SAM turret. Back at your southern base, build Stealth Tanks, and maybe establish a SAM. Soon enough the facility will be as good as new.





**3. Destroy three alien Gravity Stabilizers:** This new weapon is ridiculously cheap. It can be deployed in a moment and charges up in half a minute. Attack the alien base nearest to your outpost, the one in the southwest. Send in tanks to finish the job if you feel so compelled.

The Scrin aren't going to be very happy with you, so regroup back at your base and crank out as many stealth tanks as you see fit, along with some turrets. Keep using the Catalyst Missile for offense, and your ground units for defense.

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#### Italian Hills



**1. Retrieve the Mapkey from the alien Relay Node:** You start with next to nothing here, so build a refinery and a Power Plant or two to start. You'll a Hand of Nod and a War Factory, of course. Have a Saboteur capture that Tiberium Spike to supplement your income. Build an Ops Center, a Tech Center, and upgrade your Power Plants. Fortify the west side of your base with shredder and laser turrets, and place a SAM somewhere. Now you'll want to expand. This mission is going to take a lot.

Build an MCV and escort it west along the southern edge of the map until you reach another Tiberium field and unpack. Set up a refinery, a War Factory, and churn out some Stealth Tanks (about 20). Now take the Scorpions and Flame Tanks at your eastern base to attack the Scrin outpost by the blue Tiberium field just to the North, and have the Stealth Tanks at your western base attack the outpost to the north of them. Neither should put up too much of a fight, but **be careful to spare the extractors**.

You'll now have access to those lucrative blue Tiberium fields, and a foothold to continue your expansion. The field to the east will face some opposition from GDI Zone troopers that will need to be cleared out, as well, but when the coast is clear, escort Saboteurs to capture the extractors on either field. Fortify these with turrets or Obelisks, and build more War Factories.

There's one more extractor to capture near the center of the map. Pull some forces together to scout ahead and bring in

one more Saboteur. Again, use the new real estate to establish some more turrets and another War Factory. At this point your income is more than ample to build up a massive assault force, so do just that.

When you have a couple dozen units ready, you'll be able to plow down those Gravity Stabilizers in the northeast. If you've been cranking out units this whole time, you should have little trouble taking this fleet to the base in the center north. Level everything except the relay node, and the coast will be clear to bring a Saboteur to make it your and secure the precious Mapkey. I love it when a plan comes together.

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### Operation Stiletto



**Capture both GDI Construction Yards:** The base you start with is completely impotent. No Construction Yard, no War Factory. You'll have a ranked up Commando a few Shadow Squads, and some Saboteurs. Have the Commando guide your Saboteurs west. The GDI and Scrin forces will mostly be worried about each other, but if any infantry notice you, the Commando will make short work of them. You should have little trouble positioning a Saboteur by the first yard. Bring the second one a little southwest of there and then capture both yards at about the same time. GDI won't know what hit them

**Capture or destroy all GDI Barracks, War Factories, and Airfields:** Have the remaining Saboteurs capture the other GDI buildings in the area. Train a few more and come back if need be.

Now you get to build a crazy GDI/Nod mongrel base. Back at your home base, build a GDI Power Plant, since GDI facilities run on a different kind of current or something. Build two refineries, and then two War Factories, and bang out some Harvesters. Next, assuming you've already captured the Command Post, build a Tech Center. This will enable you to begin producing Mammoths.

Now, set your sites on the northwest base. With a good ten or so Mammoths, you should have no trouble taking it down, but it can be advantageous to have these fully stocked Airfields for your own, so if you want to take a dozen Saboteurs up there, enough of them should survive for you to claim the Airfields. If you have trouble, you can load the Saboteurs in APCs, but we didn't find it necessary. If enough Saboteurs make it, you can claim more structures. Have the Mammoths bulldoze anything you can't occupy.

**3. Capture both alien Drone Platforms:** The Scrin will be a tougher fight. By now you should have 15 to 20 Mammoth Tanks. Take them East. You want to neuter the base, but not destroy it. Destroy any enemy units, and turrets, but leave the Stabalizer, Reactors, and Drone Platforms standing. Bring Saboteurs packed in APCs over to capture any facilities they can. Now you'll be able to produce Scrin units and structures!

**4. Capture or Destroy all alien Gravity Stabalizers, Portals, and Warp Spheres:** Once you capture the first Drone Platform and Stabalizer, you can build a Refinery and increase your income even more. At this point steamrolling the northwestern base is easy, but we liked capturing the portals so we could play with Scrin units. Capturing the Warp Sphere will allow you to build a Tripod to complete you bonus objective, as well. Either way, it's up to you.



## Kane's Tower



1. **Defend the alien Phase Generators:** Start by building a Refinery to harvest from the field to the north, and some Harvesters. Build a Tech Lab and research the upgrades to your Power Plants. You'll want to fortify your base with Laser Turrets and Obelisks, especially the eastern side, which will soon come under heavy fire from GDI. You'll also want to be churning out units from your war Factory and sending them to defend the eastern line.

After your tech lab is up, build an Air Tower, and queue up four Vertigos. When they're ready, send them to the center of the map to take out GDI's Juggernauts and the Batteries surrounding them (Note: If you want the bonus objective involving capturing the Juggernauts, save them for last, and transport Saboteurs in with Carryalls). Research the laser upgrade at your Tech Lab and begin producing Venoms. Also build a Temple so you'll have access to a nuke.

From here, used your Venoms primarily to defend the Scrin as needed. When your Nuke becomes available use it to take out GDI Barracks and War Factories. Keep building Venoms and use your aerial superiority to help take down GDI facilities as well. At some point you should also be tasked with taking down the Ion Control Center. This should be little work for your Vertigos. The remainder of this mission is a rinse and repeat cycle of eliminating GDI units as the march toward the phase generators, and slowly weakening their base. If the Scrin's facilities get wiped out, assemble a group of Stealth Tanks and Flame Tanks and set up shop to defend the Generators. This mission will take a while, but it only gets easier as you proceed.

## Scrin Campaign

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### London



1. **Destroy 15 civilian buildings:** GDI isn't paying you much mind, so you need to get their attention. Tear through 15 buildings. It doesn't matter which. GDI will set up shop to teach you a lesson.

2. **Destroy the GDI presence:** Take down the barrier surrounding the nearby Tiberium field and establish your base there. Start by building an Extractor and a Reactor. Fortify your border with Buzzers and build a Warp Sphere. Churn out some vehicles, but don't go on the assault yet. Build a Nerve Center and a Gravity Stabilizer, and load it up with Storm Riders. As soon as they're ready, move in on the War Factory in the southeast.

Now you'll only have to deal with infantry, which should take a little pressure off. Clean out the remaining Watchtowers and vehicles with your aircraft. The Construction Yard in the northeast should be your next primary target. Don't bother attacking with less than a dozen units, or it will all go to waste. Bring your units down to the site of the southeastern GDI presence and then attack the northeastern base from its southeastern side. Take out the Power Plants first to bring down their defenses, and then take on the Construction Yard. Worry about the barracks only after the Construction Yard is down, because they'll be quickly rebuilt.

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### Munich



1. **Place the Mastermind's Manipulator device on the GDI Barracks and train an Engineer:** The Mastermind is an



interesting creature. He can use mind control to capture and command enemy troops. Start by capturing the Grenadier Squad that will show up to attack you. Now move east along the southern side of the map.

When you pass two garrisoned buildings, have your Mastermind hide behind a nearby building, and have your grenadiers clear the two buildings and the one just north of it. Now move your mastermind up just a little bit, but still stay hidden and capture a Predator. Use the predator to draw fire from your Mastermind, and take out the nearby cannons and Watchtowers. Keep capturing Predators until the local defenses have weakened and then head northeast along to road to scout your target.

It's protected by two Watchtowers, and is too much for your Mastermind to approach. Two Scrin tanks will appear on the map, stranded in the northwest. Use your Mastermind's teleport ability to move these guys in front of the barracks and take out the Watchtowers. Keep them out of the way of the nearby Sonic Emitter, and it should be no problem.

Now you can approach the Barracks with your Mastermind and capture it for yourself. You might lose him shortly thereafter, but the damage is done. Train an Engineer.

**2. Use the GDI Engineer to shut down the defense grid:** This is too easy. This guy won't be detected as hostile, so just march him west until you see your target.

**3. Destroy the GDI base:** You'll be given an ample assault force from the southwest, but it's not enough to roll through the front door. Round up everyone on the west side of the base and push in that way, focusing primarily on the key structures to complete the mission. If you're aggressive you should be able to push through to the other side before you're expended.

01	02	03	04	END
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### Croatia



**1. Destroy the defenses around the information facilities:** Start by building the an Extractor and a Reactor, followed by a Warp Sphere and a Nerve Center. When the Warp Sphere is built, build a couple more Harvesters. Once the Nerve Center is up, build a couple of Gravity Stabalizers, and immediately queue up some planes. Also fortify the perimeter with Photons.

These Stormriders are going to be the key to your success. Once you feel your base is reasonably secure, send your Stormriders to the GDI base in the northeast. Take down a couple Power Plants to bring down the AA defenses, and then clean house.

Now bring the fleet back for repairs before taking on the Nod base. The Nod base only has two SAM turrets to protect its skies, so take their hubs out first before knocking out the Power Plants to neutralize the remaining threat from turrets, and the production facilities to declaw them entirely. Even though they might be rendered useless, you'll still have to destroy the Obelisks, as well.

**2. Capture the two Nod information facilitaties:** There's not much left to do here. Train a couple Assimilators and escort them into the Nod ghost town. When both facilities are yours, the mission is over.

**Threshold 19**

1. **Defend the Tower:** You'll start this mission with two bases and a ton of resources, but not much of a fleet. Get to work building Tripods and Devastator Warships, while fortifying your border with Storm Columns. You'll also want to build a Warp Sphere or two and Storm Columns along the Eastern border. Keep churning out the big guns and eventually you'll get the word that the tower is ready. Also research the shield upgrade.
2. **Build a Signal Transmitter and summon a Mothership:** Assuming your Technology Assembler is still intact, just build the Transmitter and place it at your southern base. This will open the option to summon a Mothership on the left hand of the screen, so give it a click and try it out.
3. **Guide and protect the Mothership to the tower:** You should have a couple dozen heavy-hitter units, now, so round a good amount of them up and thin them out. They will rebuild, but try to get the airfields down at the very least. With GDI limping, take your fleet on the slow march to the tower. Don't leave your mothership behind. It'll take a while, but you'll get there. Congratulations, Foreman.