

Command & Conquer Tiberian Sun: A Player's Guide v3.1

By Mole40k

Contents

1. Introduction

- The aim of the game
- Rules
- ‘To mod or not to mod’
- Getting a game

2. Unit description – a player’s guide

- GDI
- Nod
- Shared units

3. The secret to good game-play

- ‘Attack and Defence – striking the balance’
- ‘Money management’

4. The Basics – Scouting

5. The Basics – Attack

- Choosing the right building – econ, tech or power
- Long game tactics

6. The Basics – Defence

- Knowing your strengths and weaknesses
- EMP
- SAMs and SAM placement
- Engineers
- Prioritising targets
- Building management
- Selling
- Defending against engineer rushes

7. The ten fundamentals to becoming a better player

8. Examples class

9. Advanced Tactics – Reaching the next level

- GDI
- Nod
- Shared

10. Frequently asked questions

11. Appendix

- Set up
- Hotkeys
- Glitches considered cheating

12. Credits, acknowledgements and links

1. Introduction

New to TS and wondering where to start? Been playing for a few years but looking to improve? This guide should have something for you. Designed primarily with new and/or improving players in mind, this guide was written as a means to help improve the general standard of play on the TS servers and keep players motivated to keep on improving, and more importantly still, keep on playing.

For the more seasoned players out there this guide also contains a collection of more advanced strategies used by the top players. Little-used strategies such as sub-ducking, hijacker bombing and the like are included towards the back of this guide, along with tutorials on 1-shot disruptor technique and other such strategies.

Ok, so that’s the introduction out of the way. Where to start?

Like all good guides, we shall start at the very beginning. Ask yourself this question: what exactly *is* the point of the game? Though the answer to this question seems remarkably obvious to anyone with any experience playing computer games, the actual point of the game will become more important as we discuss issues such as attack and defence later on in this guide. For now though let me state this one point clearly and let it sink in with you all. *The aim of the game is to kill your enemies.* It’s as simple as that. Don’t kill your enemy and quite simply, you don’t win. For some players this point doesn’t always seem obvious, and over the years there have been many players who think they can just sit in a game and make a pretty base while making no attempt what-so-ever to attack his or her opponent and actually try and win the game. This point is so important it needs to be made again for clarity’s sake.

- **The aim of the game is to kill your opponents**

Right.... hopefully that’s sunk in. Now we need to move on to the next important point that needs to be discussed before we even think about actually loading the game up and playing. Rules. There aren’t many, but they must be followed at all times. These rules are as follows:

1. *No cheating of any kind is allowed.* Cheating includes using map reveal trainers, exploiting the build anywhere glitch, making non-standard game units and also knowingly causing reconnection or disconnect errors for personal gain or for the annoyance of others. This list isn’t exhaustive, but to be honest it’s all common sense. Don’t cheat. No one will respect you if you do. If you’re going to cheat on TS servers, we don’t want you playing our game. A full and hopefully comprehensive list of glitches can be found in the appendix.
2. *No rally scout.* This is an xwis specific rule that has come into effect since xwis took over the running of TS servers but basically this means you can’t use the alt (or ‘rally’) function off a pad or a war factory to send a unit you have built into the shroud. A long time ago this method of scouting was prevalent in the TS/FS community but has recently been decided to be classed as cheating. Don’t do it and people won’t get annoyed with you. Simple as.

- **These are the only rules.**

To clarify, for the modders amongst you out there this means the following things:

1. Engineer rush *is* allowed. Even by GDI.
2. Harvesters can be used for whatever purposes a player chooses. They are units and they have been paid for by the controlling player. Though harvester bombing is often considered a cheap tactic, it *is* allowed.

Basically, as long as you’re not cheating, anything goes.

‘To mod or not to mod’

The age old question. Many players when they first start playing TS will find they mostly play modified maps as they seem new and exciting. The problem is of course, they are very limiting in terms of strategy and don’t necessarily help you improve as a player. Over the years many players have found that their experience playing mod maps hasn’t improved them enough as a player to compete against the better players and they eventually decide to convert to Westwood (official) maps. As a piece of advice to new players; mod maps are perfectly fine, but treat them for what they are – an expansion to the game. Play them as much as you want but please do remember that the best way to improve is to play Westwood maps with players that challenge you as opposed to maps where you might have a hidden advantage or where there is infinite money/power etc. Modding is not wrong; it is just limiting in terms of game-play and is generally frowned upon by the elite players in the community.

As an aside here it is important to point out that linking back to the cheating issues raised earlier, modified maps are technically a legitimate way of cheating. If you join a game with a modified map set the game tells you that the host has selected a modified map that may well have new units and unfair advantages given to one team. Because you accept playing a game on a modified map you do in essence agree that the host may have an unfair advantage over you. If you find yourself losing on a mod map because your opponent has an unfair advantage I’m sorry to say this but it’s your own fault. The best way to avoid being cheated against in tournament games, clanners and the like is to either host the map yourself, knowing it doesn’t contain cheats, or to play your opponent on a Westwood (WW) map.

[V3.1 update: at the time of writing, mod maps currently do not count on the tournament ladder. For the latest updates, news and views, please visit the community forums and keep an eye on the lobby information page that appears when you first enter the TS server.]

Getting a game

Right, so you know the rules, you know the point of the game and you finally get yourself into a game online. It’s not unusual for new players to get kicked from games so you must be patient until you gain yourself a reputation and other players know you are good or perhaps you join a good clan that people recognise. The fact is of course that most (and I say most, for in some instances this clearly isn’t the case) players want a good game against good players. As a new player starting out, this can

be frustrating, but bear with it and you will eventually get good enough to play with the better players.

You might also like to bear in mind that if you have spent the past few years playing primarily modified maps, you are not likely to get allowed into games of say Forrest Fires. Having a known modder clan is not likely to help you get into such games, and neither is having a newb looking login. A good way to get known in the WW community is to host games on popular WW maps and learn from there. You must remember that though you might think you are the world’s best ‘battle day’ player, the truth is probably very far from being the world’s most complete player, and as a WW player you still have much to learn. Hopefully, some of the skills needed to take that step up will be explained later on and you can take this guide as instruction on how to improve further.

2. Unit description: a player’s guide

What follows is a brief overview of each unit in the game with a veteran player’s version of the description. We start first with GDI.

GDI

Light Infantry

Prerequisite: Barracks

Range: Short

Primary Weapon: Minigun

Secondary Weapon: N/A

Speed: Medium



Description – The mainstay of both Nod and GDI forces, light infantry are the generic infantry unit in the game used mainly for scouting and anti-scout purposes. Infantry can also be used in a ‘man rush’ to attack your opponent early in the game with the intention of slowing them. Note that if you leave your rush too late you will find your opponent teched and your men bombed or burned to a crispy napalm-fuelled death.

Disc Thrower

Prerequisite: Barracks

Range: Short

Primary Weapon: Disc grenades

Secondary Weapon: N/A

Speed: Slow



Description – An extremely capable unit in the right hands, the GDI disc throwers give GDI a notable early advantage in the early stages of the game. Using the ctrl button to force fire disc-men can double their already superior range and can give you a number of tactical opportunities for bouncing their discs over cliffs or into blue tib fields. Beware though when engaged in an infantry battle try not to group the disc-men closely together and keep them away from the direct line of fire if at all possible as they are often inclined to explode when killed, damaging nearby infantry units or if you’re really unlucky, taking out a whole chain of disc men.

Engineer

Prerequisite: Barracks

Range: N/A

Primary Weapon: N/A

Secondary Weapon: N/A

Speed: Slow



Description – Slow and unarmed, the engineer is possibly one of the most useful and important units in the game. Useful both in attack and defence engineers can often be a game winning unit if used effectively to save important buildings when under attack, or more unconventionally, when used to steal buildings in an APC-engineer rush. Never underestimate the humble engineer.

Medic

Prerequisite: Barracks

Range: N/A

Primary Weapon: N/A

Secondary Weapon: N/A

Speed: Slow



Description – Rarely used except in conjunction with a ghost-stalker, medics are solely responsible for healing infantry units in your GDI army. Medics can also be used together with a man-rush to heal units as you go, though this is rarely done in the modern game with players instead preferring to spend the money on extra men giving them less to think about in the control-frenzy that is an infantry battle.

Jump Jet Infantry

Prerequisite: Barracks, Radar

Range: Short

Primary Weapon: Rifle

Secondary Weapon: N/A

Speed: Medium



Description – An extremely useful scouting unit, Jump Jet infantry (or ‘JJs’) are good for scouting over difficult or impassable terrain such as cliffs. JJs also enable you to scout your opponent from what may be to them an unexpected direction. Remember above all else though that in order for your ally to see what you have scouted with your jump jets, you need to land them. As well as scouting jump jets can also be used in a nuisance role when attacking an enemy base as they force your opponent into spending money on either an MLRS or a SAM. JJs are extremely important in games on big maps.

Ghost Stalker

Prerequisite: Barracks, Tech Centre

Range: Short/Medium (Rail Gun)

Primary Weapon: Rail Gun

Secondary Weapon: C4

Speed: Medium



Description – With the ability to shoot through multiple enemies at once while also being armed with invaluable C4 explosives, the Ghost Stalker (GS) is a powerful unit when used correctly. A GS can be used both in an offensive or defensive role, and when combined with medics as a bodyguard can be very effective at slowing your opponent. Its ability to take out a building with a single round of C4 makes it very useful if you can avoid your opponent’s base defences. Remember though that in a one-on-one battle, a cyborg commando can kill a GS in a single shot. Avoid cyborg commandos at all costs.

Wolverine

Prerequisite: War Factory

Range: Short

Primary Weapon: Chain Gun

Secondary Weapon: N/A

Speed: Fast



Description – Wolverines (and attack buggies come to that) often receive a lot of criticism within the TS community mainly because in their supposed role as an anti-infantry weapon they are fairly useless. They are however quite useful as a scouting unit on large maps due to their high speed and light armour that allows them to just about get past infantry guards surrounding an enemy base. Note however that you need a war factory in order to produce wolverines so by the time you have a wolverine you may very well have scouted your opponent already. In such cases these fairly interesting, quirky units are fairly redundant.

Amphibious APC

Prerequisite: War Factory

Range: N/A

Primary Weapon: N/A

Secondary Weapon: N/A

Speed: Fast



Description – A multi-purpose unit, the GDI APC can be used to launch attacks, defend against infantry attacks (squashing men) and scout over water with its amphibious ability. The GDI APC is a very useful unit that gives a player many tactical possibilities in-game. Do not underestimate it.

Titan

Prerequisite: War Factory

Range: Medium

Primary Weapon: 90mm cannon

Secondary Weapon: N/A

Speed: Medium



Description – Are titans the best unit in the game? Possibly. Not only is the humble titan fairly cheap and a very effective defensive unit against pretty much anything, it can also be put to good use in attack with its ability to ‘Q move’ (move and shoot); something which its Nod counterpart the tick-tank cannot do. From an opposing player’s point of view it is important to note that as with all vehicles the titan is vulnerable to EMP.

Hover MLRS

Prerequisite: War Factory, Radar

Range: Medium

Primary Weapon: Rockets

Secondary Weapon: N/A

Speed: Medium



Description – Like the Amphibious APC, the hover MLRS is capable of crossing both land and sea. Because of its hover capability, the unit is unaffected by most terrain types, making it an ideal unit for scouting enemy territory and/or launching surprise attacks over rivers. You should remember when planning such attacks that the MLRS has weak armour so try not to expose it to your opponent’s defensive units if at all possible. Note also the MLRS ability to shoot at both land and air targets making it a useful unit for defending against jump jet infantry.

Mobile Sensor Array

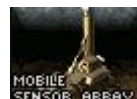
Prerequisite: War Factory, Radar

Range: N/A

Primary Weapon: N/A

Secondary Weapon: N/A

Speed: Medium



Description – A non-fighting unit that cannot be done without when fighting against Nod opponents, the MSA allows a player to detect stealth and subterranean units within its radius of operation once deployed. As well as being used in a stationary defensive role, the MSA can also be used aggressively against a stealthed opponent, driving it near to an opponent’s base and deploying so as to be able to either mark a base or coordinate an attack later on in the long game.

Disruptor

Prerequisite: War Factory, Tech Centre

Range: N/A

Primary Weapon: Disruption beam

Secondary Weapon: N/A

Speed: Medium



Description – An extremely powerful unit that can – if used correctly – destroy a refinery or war factory in one shot, the disruptor is one of the mainstays of the GDI attack. When mastered correctly a single disruptor can often devastate a lesser opponent’s base. (See later notes for 1-shot advice).

Mammoth MK .II

Prerequisite: War Factory, Tech Centre

Range: N/A

Primary Weapon: Rail Gun

Secondary Weapon: SAM missiles

Speed: Slow



Description – Useful both in attack and defence the Mammoth MK II (MK) is armed with similar rail guns to that used by the Ghost Stalker. As such the MK is capable of shooting through multiple units at a time, though needs to be used in conjunction with a carryall in order to be at its most effective given its slow movement speed.

Mobile EMP (Firestorm Unit)

Prerequisite: War Factory, EMP Cannon

Range: Short

Primary Weapon: EMP pulse

Secondary Weapon: N/A

Speed: Medium



Description – An interesting – if little used – unit in short games, this unit is more effective in the long game as primarily a defensive unit though some players have been known to use mobile EMP vehicles as the first unit of an attack in a carryall rush to try and disrupt enemy base defences. Note the fact mobile EMPs do not drain your power reserves and so provide a useful back up defence should your power go down.

Juggernaut (Firestorm Unit)

Prerequisite: War Factory, Radar

Range: Long

Primary Weapon: Light artillery shells

Secondary Weapon: N/A

Speed: Medium



Description – A very useful unit in the TS Firestorm upgrade, the Juggernaut is the GDI answer to Nod artillery. Firing multiple shots from its three barrels the sound of a Juggernaut firing is unmistakable. Useful against infantry primarily due to the more spread out pattern of fire over the Nod artillery, the Juggernaut can also be used effectively as an offensive unit when used in conjunction with carryalls landing outside an opponent’s base out of range of an opponent’s defences.

Orca Fighter

Prerequisite: Helipad

Range: N/A

Primary Weapon: Rockets

Secondary Weapon: N/A

Speed: Medium



Description – Good when used in large units against buildings or vehicles, Orca Fighters are often used more as a last resort attack when a player has an un-teched pad, though some players use them in normal gameplay as a shock tactic. Orca fighters should not be used against non-cyborg infantry.

Orca Bomber

Prerequisite: Helipad, Tech Centre

Range: N/A

Primary Weapon: Bombs

Secondary Weapon: N/A

Speed: Slow



Description – Very powerful unit good for both attack and defence the Orca Bomber is particularly useful at killing massed infantry/titan rushes and also when used as a harassing unit taking out enemy pads and defences. When grouped together in large numbers as shown in the above picture Orca Bombers can ‘power bomb’ main enemy structures such as MCVs, war factories and refineries.

Carryall

Prerequisite: Helipad, Service Depot

Range: N/A

Primary Weapon: N/A

Secondary Weapon: N/A

Speed: Fast



Description – Possibly the most useful unit in the game for the sheer tactical flexibility it gives a player, the carryall makes the GDI army tick. Be it disruptor drops, MK control, moving harvesters to new tib patches or working an MCV EMP drop, the GDI carryall is a unit that should figure in every battle plan. A very useful unit.

Nod

Light Infantry

Prerequisite: Hand of Nod
Range: Short
Primary Weapon: Minigun
Secondary Weapon: N/A
Speed: Medium



Description – As with the equivalent GDI unit, light infantry are the generic infantry unit in the game used mainly for scouting and anti-scout purposes. Infantry can also be used in a ‘man rush’ to attack your opponent early in the game with the intention of slowing them. Control of light infantry is particularly important to a Nod player as GDI have the advantage in infantry battles with their superior disc throwers.

Rocket Infantry

Prerequisite: Hand of Nod
Range: Short
Primary Weapon: Bazooka
Secondary Weapon: N/A
Speed: Slow



Description – A very important unit in defending against titans, disruptors and MKs, Nod rocket infantry need to be controlled very carefully in order to keep them away from light infantry (which tear through rocket men ridiculously easily) and other anti-infantry units. Note also the use of rocket infantry in defending against aerial units such as JJs. Because they are expensive try not to buy too many unless you need to and certainly don’t buy them straight away at the start of the game.

Cyborg

Prerequisite: Hand of Nod
Range: Short
Primary Weapon: Machine gun
Secondary Weapon: N/A
Speed: Slow



Description – The unit of choice for players new to the game, cyborgs are in fact quite rubbish except in certain circumstances where in they can be used in an early scouting role. Cyborgs are both slower and more expensive than other infantry units and even their ability to regenerate in tib fields is no compensation for what is essentially, a redundant unit. You are better off spending your money elsewhere on say, the equivalent number of light infantry.

Engineer

Prerequisite: Hand of Nod

Range: N/A

Primary Weapon: N/A

Secondary Weapon: N/A

Speed: Slow



Description – Slow and unarmed, the engineer is even more important to Nod than it is to GDI. Useful both in attack and defence engineers can often be a game winning unit if used effectively to save important buildings when under attack, and equally importantly to steal buildings in a subterranean APC-engineer rush. Please note, engineer rushes are perfectly acceptable as a method of attack and considering the cost needed to invest in the 3+ engineers needed to take a main building plus the cost of the APC to transport them in, engineer rushes are a more than legitimate form of attack. Indeed, for a Nod player, they are a *necessary* form of attack.

Mutant Hijacker

Prerequisite: Hand of Nod, Temple of Nod

Range: N/A

Primary Weapon: N/A

Secondary Weapon: N/A

Speed: Medium



Description – Hijackers are a useful but expensive unit that can only be built (like the cyborg commando) with a Temple of Nod. Hijackers are mainly a defensive unit for taking out disruptors (or if you’re really lucky, a MK) and are also a legitimate way of MCV swapping with an allied player if you lose your MCV. As an offensive unit, Hijackers can be used to steal enemy harvesters or un-deployed MCVs. The problem is of course, they are easily dispatched by infantry units and you can only build one at a time. If your economy can afford a Hijacker, get one. If you can’t afford one you’d be better off spending your money on a more effective, less expensive unit.

Cyborg Commando

Prerequisite: Hand of Nod, Temple of Nod

Range: N/A

Primary Weapon: Plasma Cannon

Secondary Weapon: N/A

Speed: Slow



Description – The most powerful infantry unit in the game the cyborg commando (CC) gives the Nod player a very capable unit of dealing with infantry, vehicles and

buildings alike. Vulnerable to concentrated fire, you should be sure to control your CC carefully and return to base to heal and repair the attached sub if necessary.

Attack Buggy

Prerequisite: War Factory

Range: Short

Primary Weapon: Chain Gun

Secondary Weapon: N/A

Speed: Fast



Description – Nod’s answer to the Wolverine, the humble attack buggy holds a similar affection with much of the TS community to the much maligned Wolverine. These units are only really useful in a scouting role.

Attack Cycle

Prerequisite: War Factory

Range: Short

Primary Weapon: Missile Launcher

Secondary Weapon: N/A

Speed: Fast



Description – Faster than an Attack Buggy and less well armoured, the attack cycle can be used in either a scouting role or in a shock assault role. Be warned however only the very brave should attempt to use attack cycles in an offensive role as they are so lightly armoured a few titans or some infantry with some engineers in defence will soon tear a group of attack cycles to shreds. As an additional note, some Nod players like to use attack cycles as a defensive units as they are extremely fast and can react to a disruptor drop quite quickly. Using bikes in this way is a matter of personal choice.

Tick Tank

Prerequisite: War Factory

Range: Medium

Primary Weapon: Cannon

Secondary Weapon: N/A

Speed: Medium



Description – Nod’s answer to the titan the ability to burrow into the ground really doesn’t make up adequately for the titan’s ability to ‘Q move’. Tick tanks are an average level, mainly defensive unit.

Artillery

Prerequisite: War Factory, Radar

Range: Long

Primary Weapon: Artillery shell

Secondary Weapon: N/A

Speed: Medium



Description – New players love to use artillery as defensive units but often forget their uses as an offensive unit also. Nod artillery are actually less powerful in the Firestorm expansion pack, but still deliver an effective attack especially when massed in numbers. A word of caution though – beware of stray artillery shots blowing up your blue tib fields. An unscrupulous opponent will try and draw your artillery fire to blow up your money supply if you are not careful. Good against infantry attacks and titans when they are at long range try to keep your artillery far away from close range confrontations – artillery are after all, a long range unit and cannot function against close range targets.

Mobile Repair Vehicle

Prerequisite: War Factory

Range: N/A

Primary Weapon: N/A

Secondary Weapon: N/A

Speed: Medium



Description – A very useful unit in multiplayer games. In contrast with the GDI service depot, the mobile repair vehicle doesn’t cost you any money to repair things once the vehicle itself has been purchased. As such you should think of your allies and try and include a repair vehicle in your plans to repair allied Disruptors, Carryalls and MKs if at all possible. Placing this unit in guard mode will enable it to automatically repair any vehicles in its immediate vicinity.

Stealth Tank

Prerequisite: War Factory, Tech Centre

Range: Medium

Primary Weapon: Dragon Missile

Secondary Weapon: N/A

Speed: Slow-Medium



Description – Expensive, time consuming to build and fairly ineffective, the Stealth Tank is nearly never used in the modern game.

Subterranean APC

Prerequisite: War Factory, Tech Centre

Range: N/A

Primary Weapon: N/A

Secondary Weapon: N/A

Speed: Medium



Description – Nod’s most useful unit the subterranean APC is useful for engineer rushes and transporting cyborg commandos round the battlefield. Low armour and fairly slow compared to say a GDI carryall, the sub is nonetheless an important weapon in the Nod arsenal. Be warned that there is a slight delay to duck underground and so you should take this into account when trying to control your sub closely.

Devil's Tongue

Prerequisite: War Factory, Tech Centre

Range: Short

Primary Weapon: Fireball Launcher

Secondary Weapon: N/A

Speed: Medium



Description – Weak armour renders the flamer unusually vulnerable to massed infantry/disc throwers though if you can get your flamer shot in quickly then the devil’s tongue can be quite good at dispatching a massed group of infantry. A good unit for scouting and defending against engineer rushes, flamers are a tad too expensive and slightly too under equipped to be truly effective as a short game attack unit.

Cyborg Reaper (Firestorm Unit)

Prerequisite: War Factory, Tech Centre

Range: Medium

Primary Weapon: Multi Missile

Secondary Weapon: Web

Speed: Medium



Description – A good unit that helps redress the Nod/GDI balance in the Firestorm expansion pack, the Nod reaper has a good regeneration rate in tib fields and an anti-infantry net that makes it very good against infantry rushes and at stopping both engineer rushes and ghost stalkers. Unfortunately the multi-missile weapon system is inaccurate and so only one or two reapers should ever be used in defensive duties as they can often do more harm than good to your base. A group of five or more reapers can be a very effective attack unit.

Mobile Stealth Generator (Firestorm Unit)

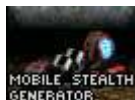
Prerequisite: War Factory, Stealth Generator

Range: N/A

Primary Weapon: N/A

Secondary Weapon: N/A

Speed: Medium



Description – Quite expensive and at the very top of the tech tree, mobile stealth generators can be useful in that they don’t drain your power reserves but on the downside have a fairly small radius of effect.

Harpy

Prerequisite: Helipad

Range: N/A

Primary Weapon: Chain Gun

Secondary Weapon: N/A

Speed: Slow



Description – Good at picking out disc throwers in an infantry rush and for cross-scouting across shroud, Harpies are a more anti-infantry focused fighter than the GDI Orca.

Banshee

Prerequisite: Helipad, Tech Centre

Range: N/A

Primary Weapon: Plasma Gun

Secondary Weapon: N/A

Speed: Fast



Description – Fast and extremely precise, the Banshee is the plane of choice for attacking main buildings. Four Banshees in three runs can take out any main building and ten can take out a main building in a single run. Banshees are also good in an anti-disruptor role though lack the explosive, indiscriminate bombs of a GDI bomber for taking out massed groups of infantry or titans.

Shared Units

Harvester

Prerequisite: War Factory

Range: N/A

Primary Weapon: N/A

Secondary Weapon: N/A

Speed: Slow



Description – Critical to the financial success of both sides, harvesters need to be closely controlled in order to be truly effective. Always make sure harvesters are collecting the closest tib to your base and have not gone ‘wandering off’ as they are sometimes want to do.

Mobile Construction Vehicle

Prerequisite: War Factory, Tech Centre

Range: N/A

Primary Weapon: N/A

Secondary Weapon: N/A

Speed: Slow



Description – Included for completeness’ sake, having a spare MCV is often vital in long games and it is a good idea to pay attention to the areas your opponent has scouted in and around your base so you can keep your spare well out of sight.

Limpet Drone (Firestorm Unit)

Prerequisite: War Factory, Radar

Range: N/A

Primary Weapon: N/A

Secondary Weapon: N/A

Speed: Medium



Description – Fairly redundant as a unit in online play, the limpet drone is rarely used if ever, by players online as there are other more effective methods of scouting a base. Use limpet drones to scout only as a last resort.

Mobile War Factory/Fist of Nod (Firestorm Unit)

Prerequisite: War Factory, Tech Centre

Range: N/A

Primary Weapon: N/A

Secondary Weapon: N/A

Speed: Medium



Description – In long game situations it is often useful to have a spare war factory in the form of a mobile war factory/fist of Nod. Can be used to good effect as an aggressive unit, deploying near enemy bases and building mass tanks/artillery to put pressure upon an opponent. Be warned however that buildings cannot be built off of a deployed mobile war factory so such forward bases are often very exposed.

3. The secret to good game-play

So now we’ve got the ground work out of the way, let’s get down to the important stuff – how to play. Many players over the years have evolved their own distinctive styles of play that have worked to varying degrees of success. The most important thing is to develop a style that works for you. This must however work within the context of the map you are playing and the situation you find yourself in. The very best players can adapt their style to any given situation.

‘Attack and Defence – striking the balance’

Earlier in this guide I made light of the fact the aim of the game is to kill your opponent. I’ve seen way too many players sit and go over-defensive knowing they are up against a superior player or team and thus lose themselves the game. I cannot state strongly enough that the point is **to kill your opponent**. This involves attacking. Bunkering only ever has one result and this is losing. Think about it logically. If you’re not attacking your opponent then the only way you are ever going to win the game is if they get bored and leave or if you get really lucky and they have a power cut. The attacking player will always win.

- **Bunkering equals losing.**

Having said this, having lots of defence isn’t always a bad thing if it’s there for a reason and if it’s keeping you alive. As long as it’s doing a job and isn’t too excessive then it is perfectly fine. Generally you should make defence as a reaction to your opponent and not just because you think you need it. If you have your enemy well scouted and can see what they’re doing then you can see what they will attack you with and react accordingly. If you have more defence than is necessary to stop your opponents attacks then you are wasting credits that could have been spent on offensive units. In many cases you will find that offensive units are often also very useful in defence. The GDI Mammoth MK II for example is extremely good as an offensive unit that can be used in a dual role of attack and defence. Cyborg commandos are similarly useful. Don’t waste any of your units. Only buy units and buildings you need. Anything else is a waste of building time and money. Waste such as this is just handing the advantage to your opponent.

‘Money Management’

A common mistake made by new players or modders is to have too few refineries and/or harvesters. You should never really have less than 2 harvesters to a refinery (ref). If you find you have more than one harvester queuing behind a refinery at any one time then you should think about buying another ref as the quicker you get your money in, the faster you can build and the faster you can attack. Additionally, this also mean you’re better able to react to your opponent’s attacks as you have a better flow of money. Money management is one of the core skills of the game and you should always be thinking about what you are doing, tib-wise. If there is blue tib only a little further away from your base than green then you should set your harvesters collecting the blue over the green. Ask yourself as well – ‘What am I going to do when my tib runs out?’ Think about expanding before you run out of money otherwise you will find yourself stuck. Many a player has floundered on Forrest Fires because they haven’t thought to expand. Expanding at the right time can win or lose you a game.

4. The Basics – Scouting

Scouting is possibly the most important thing you can do on TS. Not scouting properly will almost certainly lose you the game and at worst will certainly mean you don’t win the game. Remember – if you can’t see you’re enemy then you can’t attack effectively and you certainly can’t react to whatever your opponent is doing. (NB: Technically, you can still attack, but unless you *really* know what you’re doing, advanced tactics such as crossing a base without first scouting it are extremely risky, and are not advised for the novice or inexperienced player. To be honest, it’s a risk even for the pros.)

So, what’s the best way to scout?

Well obviously the first thing you should do after you’ve deployed, made a power plant and then made a barracks, (remembering to *always* make your barracks before your first ref), is to make some men. Light infantry are cheap and good for early scouting. Scout as much of your base and surrounding area as possible in the early game so you don’t get any nasty surprises and to help you later in the game when you come to expand. Knowing the map here helps too as you will know where to send men to scout most effectively, but even if you don’t know the map, scouting to all four corners is probably advisable at the very least.

- **Remember: See-Observe-React**

After you’ve scouted your base and its surrounds, preferably at the same time you should also be scouting out your enemy. If your opponent is any good he or she will try and kill your scouts. This is to be expected and should not deter you from trying to scout as much of the area around your opponent’s base as possible even if you can’t actually see the base itself as everything you scout now will help you and your allies later on.

But what if infantry aren’t enough?

Nod cyborgs can be quite good, but are slow and expensive and easily stopped if your opponent expects them. These should not be considered your first choice for scouting your opponent except in special circumstances. If you are GDI then the obvious next choice is jumpjet infantry. These are very good at scouting but please, please, please remember to land your jumpjets as your allies can only see what you scout with them when they have landed. If SAMs stop you getting too close to a base the best tactic here is to try and land away from the base and then walk in on foot remembering if you click too far away the jumpjet will try and take off again.

The main remaining methods of scouting left to you fall under the broad categories of APCs, planes and fast vehicles. If rivers or such like block your infantry, filling a GDI APC with men and sending it over the river is good as it can be deployed on the other side to release its cargo and then used as a scout itself. The Nod subterranean APC can also be used in a similar way though the fact it comes higher up the tech tree means you will be slower in scouting with this method.

Planes are another good method for scouting and the main way these can be used is to send a plane across shroud between two points you have already scouted. This is good if you have scouted either side of your opponent as you can now cross scout them with a plane. Remember planes cannot fly into shroud so be sure that you have scouted both sides of the area you want to scout. If your opponent has SAMs then scouting the remaining base with the same plane will be hard but you should have revealed enough to see what you need or at least see a spot you can bring a sub up in/land a disruptor in etc.

As a final suggestion may I now add fast vehicles as a method of scouting. Using attack bikes is down to personal choice, but in this author’s opinion, bikes lack enough armour to get past a few infantry guarding a base entrance to be of any use. This leaves wolverines and attack buggies as your main alternative methods of scouting. If you make a war factory early and make one of these units you can often surprise your opponent with your method of scouting as fast vehicles often come in for a lot of (often very justified) criticism amongst the TS community. They do though have their uses, and if you’re fast enough can provide a unique solution to the scouting problem. Do not forget the lowly wolverine in your battle plans!

5. The Basics – Attack

The basics of attack and defence are central to becoming a good TS player and it’s the players who have mastered these two arts along with some other key skills that will be mentioned later that are at the very top of the game. Let’s start with attack.

As has already been mentioned, the objective of the game is to kill your opponent. But how can this be done? Essentially, your opponent is rendered effectively dead once you have destroyed all unit producing buildings with the addition of any MCVs your opponent may have. By destroying all of your opponent’s refineries you can force your opponent into selling buildings in order to get his or her money supply going again.

But what building do I take first?

Assuming you already know the core basics of the game and have a unit/units capable of taking out a building and you have scouted sufficiently the answer to this question is very much situation dependant. It’s only really with experience that you can decide for sure what building will cause your opponent the most damage but there are however a few things you should consider:

1. Is your opponent teched? If not then you might like to consider taking the MCV first depending on your opponent’s economy.
2. If your opponent *is* teched then you should take the war factory first as this means they can’t make things like disruptors to attack you with and also means they have to rebuild not only a war factory but also a tech centre.

These aren’t the only things you should bear in mind though. If for instance you are under constant pressure from titans then taking out the war factory or a refinery is much preferable to taking the MCV just to relieve yourself of some pressure for a short period of time so you can recover and prepare for the next wave. Taking refs is often a safe bet if your opponent’s MCV and war factory are well defended. If your opponent has 1 reffed then you can pretty much take any of the three (MCV, war or ref). Remember also the benefit of taking out pads (to stop the construction of bombers, carryalls or banshees if Nod) and barracks (especially if your opponent has sold their temple of Nod). Anything that slows your opponent is a good thing, but think carefully before committing your attack.

- **Think to yourself – ‘Which attack will do the most damage?’**

In long games an additional area you can consider attacking is power. If your opponent has stealth/firestorm/mass SAMs/EMP, taking out power can seriously damage their defensive capabilities and enable you to then move in to take main buildings such as MCVs and war factories. Because by this stage both you and your opponent will be well defended another common tactic is to take out harvesters. This can be effective for a number of different reasons. Firstly, and most obviously, it means your opponent has less harvesters which means less money. Secondly, it means you are able to draw defensive units out of your opponent’s base opening up opportunities for launching separate attacks to weaker areas or just forcing your

opponent to buy more defensive units and thus spend less on attacking you with. As an aside, you can probably think of it as having less harvester bombs to deal with if you do finally come out on top.

6. The Basics – Defence

Equally as important as attack is defence. Obviously if you go all-out attack on your opponent you are going to be weaker in defence, and as such you should be adequately equipped to defend with however much or little you have. Over the years many bases packed with SAMs and RPGs have been overcome by a few well placed disruptors and equally a few sneaky disruptors have been overcome with as little as a few light infantry and a laser or two.

- **It’s not how much defence you have, it’s how you use it.**

EMP

It’s at this point that we must seriously consider the uses of the EMP cannon. Discussed in greater detail in the advanced tactics section the EMP is very useful against just about any ground attack that isn’t infantry. It’s especially good against titan rushes or that unexpected multiple disruptor attack. The downsides are of course that it uses up a lot of power, it’s slow to charge, it’s slow to fire and can easily be bombed to pieces. Placing an EMP cannon where your opponent can’t see it or where they can’t attack it is a very useful option; as is making a spare that’s hidden out of the way just in case your first gets destroyed. Obviously you have to weigh up the benefits of having EMP defence over the drawbacks on power and your money management. It’s also useful to have a rough idea of the radius of the EMP cannon’s effects. If you know your enemy is coming say with a titan rush, always try and move your units out of the cannon’s radius if possible when firing so you have as many of your own units available to destroy titans and/or defend the follow up attack. It is common practice amongst the better GDI players to combine titan rushes with disruptor drops and so lure you into using your EMP and committing defensive units. Do not be fooled.

SAMs and SAM placement

SAMs are useful, don’t get me wrong, but too many SAMs can be a massive hindrance for similar reasons to an EMP cannon in terms of power drain but also because many players will try and use SAMs to their advantage and force their dying planes to crash into a wounded building. If you see a player trying to do this to you the solution is to turn off your SAMs (using the power function) and repair the buildings in question. When the planes go to leave turn on your SAMs as quickly as possible and you should take out the suicide planes before they return to your opponent’s base for refuelling.

This issue aside, a few SAMs are always useful. If an enemy MK lands in your base it will invariably try to take out the SAMs first as with no SAMs the controlling player is free to lift his or her MK around your base at will. Placing SAMs so as to cover yourself and/or your allies from jumpjet infantry scout is extremely important on the larger maps as scouting is one of the most important things that makes a good player stand out from an average player, and can win or lose you the game. If your team are all open to the enemy then that means they are open to attack. Clearly, you want to

avoid being attacked if at all possible. Killing scouts is very important, and SAMs can help do this where jumpjets are concerned.

When considering SAM placement bunching SAMs together is never really a good idea as it means their field of fire is very limited. Remember you can be attacked from *all sides* and if your opponent sees yours SAMs concentrated in one particular area then they will just fly around your SAMs and render them useless. If your SAMs are useless then there was no point in buying them in the first place. See earlier notes on wastage.

Engineers

An often forgotten and much maligned unit (by newer players at least), the humble engineer can often win you the game by making that one vital save on a building under attack or by stealing your enemy’s one important structure. Though quite expensive, they are extremely useful and if you see your enemy has more than three banshees you should always have at least one in your base at any one time, and often a couple is a good idea. If resources are limited then you need to consider which of your buildings is most important to guard with the one or two engineers at your disposal. If you are teched it may seem preferably to save your war factory over your MCV as it means you can still attack. Obviously this is all very situation dependant, but the same sort of thinking that goes into attack needs to go into defence.

- **Again think to yourself – ‘Which building is most important?’**

A good trick when up against say ten banshees (enough to kill a main building in one run) is to have your MCV with one bar of health removed so that you can send your engineer into it just at the right moment to save the building. Of course you will need a few spare engineers to save the building on the second and third run, but with a bit of practise and some good timing, engineers can save you from even the direst of circumstances. Note that an attacking player will always try and target your engineers so keep them well away from attacking MKs, CCs and the like.

Prioritising targets

Prioritising what to defend becomes more important when you have a more spread out base or when you get attacked from multiple directions possibly by multiple players. In cases such as these you need to know what is the most important thing to defend and concentrate on that, leaving the other buildings to die, selling if possible. If you have an EMP cannon you might consider emping one prong of the enemy attack and using your own units on the enemy that are still functional. Remember that if you EMP a disruptor it will keep on firing to the end of its cycle so if it was placed to 1 shot kill a ref you will still need to be quick to send an engineer in or sell the building before it dies. With more experience, prioritising defence should soon become second nature.

Building management

It’s surprising how little this is done or thought about by some players, but if you are under attack, STOP BUILDING. If you then lose your refs you should still have some money left but equally it means you can build say that vital engineer, that vital laser or even if you’re really good, build a silo or something similar to glitch a carryall landing. As soon as you know you’re going to come under attack you should stop building unless you have nearly finished a crucial building. If you are $\frac{3}{4}$ through building a tech centre this is possibly one of the few exceptions to the rule, especially if your MCV is the building under attack. In this situation, place the tech as quickly as possible and sell if need be.

Selling

Selling can be quite a skill when under attack. Selling at the right moment means you get some money back from the building and so make the best of a bad situation. Selling too early though means your opponent can attack another building (with say engineers) and so hands them an advantage. Selling too late of course happens all too often, and sometimes can’t be helped, though if you’re lucky you might get some of the money for the building. Don’t sell unless you have to, but if you do, try and time it right so that your opponent wastes their attack.

Defending against engineer rushes

Newer players will often find the prospect of defending against engineer rushes quite daunting as it’s common practise amongst a section of the modder community to use the ‘no engs’ rule. With some practise however, it’s actually a lot easier than it looks if you are prepared for the attack or at the very worst you force your opponent into taking a less important building by moving the few defences you have to defend your more important buildings. Remember here the importance of prioritising your defence. Both Nod and GDI have good units for defending engineer rushes though on occasion an early GDI APC-engineer rush can knock out even the most veteran of players so you should not feel too disheartened if at first you fail in your attempts. Though the temptation here is to bunker up on the defences this is never the right option as it is tantamount to handing the game to your opponent (see earlier notes). Defending against engineers can be divided into two categories: – if you see the rush coming, and if you don’t. We deal with the latter first.

If you are playing a Nod opponent then you should **expect** an engineer rush so it is a good idea to gather infantry round your most important buildings. Some GDI players like to have a bomber or two on a waypoint guard system, though such things are a matter of personal preference. Obviously an MSA is crucial against Nod and in general, having good observation skills are always important to seeing what your opponent is sending at you. Lasers can be quite good at defending against engineers though you must take into account their drain on power reserves. A few well placed flamers are also an option for the Nod player as if you place flamers at corners of buildings like your MCV your flamer has the ability to cover two sides of your building and is generally quite good for putting off any would-be attack. GDI of course have the advantage of having disc throwers that are great for taking out lightly armoured engineers and a few of these scattered in with your light infantry greatly

enhance your chances of beating an engineer rush. Obviously, if you see a sub suddenly pop up in your base you should always be sure to control your defences into attacking the engineers and **not** the sub/APC.

If you see the attack coming (i.e. you have an MSA, you are warned by your ally or if you see the GDI APC) then your options are wider than just having a generally good defensive layout to your base. If you have good control you can for instance fly a bomber after the sub while carrying on with your attack plans and try to bomb the engineers before they enter your building. The same can be done with infantry, though a sub will likely try and draw your men away from your key buildings. Try not to be drawn into following a sub needlessly as you may be exposing yourself to a secondary attack. GDI also have the option of squashing engineers with titans but in this instance you have to have an element of luck in hoping your opponent brings up his/her sub near your titans or is slow to move their engineers. Cyborg commandos are very good at stopping engineer rushes, though often you will find your CC employed in other more offensive actions at the time though if you see a sub coming be sure to keep the CC in the base for the time being, at least until the threat has passed.

7. The ten fundamentals to becoming a better player

1. Scout.

This cannot be overstated. The main problem modders have with stepping over to WW maps is with scouting. The more you can see, the more you can react to. You can’t attack your opponent if you can’t see them, and if you try you’ll often end up failing. In large multiplayer games scouting is key. Don’t scout and you won’t win. Get scouted and you will be attacked. It’s as simple as that.

2. Observe.

It’s all well and good scouting, but if you don’t actually *see* what it is you’ve uncovered and react to what you see then you’re going to struggle. You shouldn’t ever have a quiet moment in a game of TS when your buildings are building and all your units have orders as you should be checking the map for incoming attacks and watching out both for yourself and for your allies. If you see something – react to it. See-Observe-React

3. Money management.

If you don’t have any money then you can’t attack or defend effectively. If you manage your money well then you’re on the road to success. Watch out for harvesters going for tib that they shouldn’t be and make sure you have enough refs and harvs to supply your proposed style of play.

4. Speed.

As your building is in the process of being built, think about where you’re going to place it and think about what you need to build next. At the split second it is completed click to place it instantly and click to build the next building straight away. Any time gained by being faster than your opponent means you can attack that little bit faster. Speed is a basic prerequisite for being a good player.

5. Have a plan.

Whether you choose to plan and act out a specific build order or prefer to take a more reactive approach to play you should always have a plan as to where your build order is going to take you and how you plan to attack. Clicking build 50 artillery to sit in your base is not considered a plan.

6. Know your enemy.

On a simplistic level, this means knowing whether your opponent is Nod or GDI and reacting to this with appropriate defence. Here, you should clearly know to make a sensor and men against Nod or disruptor defence against GDI. On a more complex level this means scouting your enemy, observing your enemy and knowing what your enemy is doing. If you know your enemy is going to 1 ref you then get defence as quickly as possible. If you know your enemy is going to mass planes then take out sources of money, take out pads etc.

7. Know your allies.

As above, it’s often a good idea to know whether your ally is Nod or GDI for the simple fact you can choose a strategy that supports them. Communication is key, but so is observation. Again, scout your enemy, observe your enemy and react to what

your enemy does. If they are attacking your ally then you should consider either helping your ally (if they need it) or counter attacking against a now under-defended opponent. You should always look to ally as quickly as possible so that you can both see what each other scout. As always, this all links back to the key concepts of See-Observe-React.

8. Know the map.

An absurdly simple concept but one that some players simply don’t follow. The best example is if you are top-middle or top-left on Forrest Fires then you must get the top middle bridge as soon as you can produce men. If you do not then not only will your allies get seriously annoyed (to put it politely) but your team will also get scouted. This is the cardinal sin on Forrest Fires as one example. On a more advanced level, on whatever map you are playing you should know where to expand to and areas where it is important to control in the long game.

9. Expand.

Expanding is central to playing (and winning) the long game. If you can’t expand then you will lose. There’s no way of getting around it – expanding is a skill you must learn and a skill you must master.

10. Teamwork.

Communication, communication, communication. Warn your allies if they are about to come under attack. Support your allies if they need it. Watch your opponents and see what they are doing. Strike where your enemy is weakest and work closely with your allies. With successful teamwork, two ‘lesser’ players can beat two ‘better’ players easily. No teamwork and you are essentially fighting as individuals. A team can be greater than the sum of its parts.

8. Examples Class

Here follows a series of example screens of Nod and GDI bases built to differing standards. Included with each are points as to mistakes, things to improve on and general hints and tips.

Example 1 – A poor Nod base

In this example the player has bad money management, has made no clear attempt at putting together an attack and has failed to react to multiple enemies in his base. The player has been playing over 10 minutes by this stage and by any standards, is doing pretty poorly.



1. **Refinery placement.** Refinery placed a long way away from the tib field. Note that this means the harvester has to travel a long way in order to deposit its tib and give you money. Badly placed refs can ruin a player’s economy and ultimately lose them a game. Note also, the fact there is only one harvester. You need *at least* two harvesters per refinery.
2. **Cyborgs.** Cyborgs are expensive and pretty rubbish. It is always a sign of a new player when they start building cyborgs. Don’t do it. (See earlier notes on Nod units).
3. **Player not reacting to danger in base.** Here the base is clearly under attack from a group of hover MLRS but the few units the player does have haven’t been moved to attack them. See also point 7 where previously built artillery have been destroyed by the same group of MLRS.
4. **Scouting.** Though some attempt has been made at scouting, a lot is still left to be uncovered. In long games this could mean an opponent makes a hidden

base. In the shorter term this means you are incapable of seeing what your opponent is doing or see where you will launch your next attack.

5. **Building tech centre while under attack.** This is forgivable but given the fact neither the war factory or MCV is directly threatened yet by the MLRS group and money is extremely lacking, cancelling the tech centre to free up some money for some infantry or perhaps a laser or two could save you having to rebuild later on. Note also, point 6.
6. **Harassing Jump Jet Infantry.** The controlling player has failed to react to the harassing JJs and has no anti-air units at his disposal and is therefore losing money in order to repair his MCV.
7. **Destroyed artillery.** Placing artillery where they can be attacked at close range is a bad idea as they cannot themselves fire back. Here the controlling player has made artillery in the hope that they will be adequate defence. The hover MLRS have easily dispatched them. Note also the fact the artillery have been placed at the front of the base. Your opponent will rarely attack the front of your base.

Example 2 – a better Nod base

In this screenshot the controlling player has far better money management than the previous example though still has not scouted adequately enough. Even if you can see somewhere you are able to attack as in this picture (bottom middle’s base is exposed), it is good practise to reveal as much of the map as possible to get the all round ‘big picture’. Note this base was built *faster* than the base in example 1.



1. **Refinery placement and money management.** Note how the refs are placed as close to the tib fields as possible and the harvesters are harvesting the closest tib to the base. This is called harvester control and is a skill that should be worked on in order to maximise your economy. Note also the minimum standard of two harvesters to a ref has been applied.
2. **Anti-scout SAM.** Because in this example the player’s base is in the corner, JJs can only approach from a few directions. Here a SAM has been placed to cover JJ approaches from the north and the east (SAM out of shot to the right of the hand of Nod).
3. **Sold tech centre.** Not needing a tech centre once it has been brought, it is common practise to sell the tech centre as it has no other function other than to drain vital power reserves. Once you have a pad and a war the tech centre should always be sold.
4. **Deployed MSA.** There are Nod opponents in the game, therefore an MSA is vital.
5. **Engineer near MCV and war factory.** Exactly as it says, the engineer is in a good position to cover both the MCV and war factory. Make sure when you are attacked that you move your engineers away from disruptor beams so they don’t die before they can save your building.

- 6. Engineer rush ready to go in sub.** Only three engineers are needed to take a main building but here the controlling player has four ready. Note they are grouped for ease of control using the alt 1-9 function to create units.

Example 3 – a poor GDI base

In this example the controlling player shows many of the signs of being a former mod map player committing many of the cardinal sins of bad defence placement.



1. **Defence units all at front of base.** There are a number of mistakes under this heading. The first and most important mistake here is leaving the rest of the base vulnerable. What the controlling player fails to realise is that attacks don't just come from the front and just because he is not scouted this does not mean his opponent will not attack – it just makes it more difficult. Also, by placing all his defence units at the front he is revealing to his opponent the scale of the units at his/her disposal and revealing perhaps the fact he will be lacking in offensive units. A third point here that needs to be made is that the controlling player is using wolverines as a combat unit. This is also a mistake.
2. **Pavement.** It is never a good idea to assume that just because you have pavement you will be safe from an underground attack. Just the opposite. Note that pavement can in fact help an opponent as pavement makes all ground vehicles move faster so an opponent will be able to Q-move his disruptor that little bit faster now you've given him some pavement to land on. Infantry and bombers are a GDI player's best defence against engineer rushes.
3. **Bad SAM and RPG placement.** The RPGs are quite frankly not required at this point and the SAMs are all placed at the front. As with the first point this assumes the enemy will always attack from the front and leaves the sides of the base obscenely easy to fly a couple of carryalls in through. A sad waste of resources.

4. **Three barracks.** Please note this is *not* Red Alert. Making more barracks will not help you. Why there are three barracks I don’t know but it is certainly something this author has seen done more than once.
5. **Low Power.** The controlling player has extremely poor power management – another sign of a former mod map player. Good power management is crucial to success and having low power will both slow your building speed and slowly damage your buildings.
6. **Tech Centre.** Why is it there? Sell it.
7. **Isolated, undefended war factory.** Due to the mistakes outlined particularly in points 1 and 3, the war factory here is way too isolated due in part to a spread out base structure and also due to the controlling player’s bad defence placement. What’s the point in spending all that money on defence if your opponent is just going to go past it?
8. **Too much money.** If you have 4k free at this stage in the game you are clearly doing something wrong. All your money should be allocated as soon as you get it otherwise you must ask yourself ‘what was the point in harvesting it?’

Example 4 – a better GDI base

A better base than the above example with just a single titan and an RPG alone this base is better defended than example 3 with all its titans, wolverines and RPGs.



1. **Disruptors loaded and ready to go.** Attacking is the key to winning. If you don't attack you might as well not play. Sorry to sound harsh, but it's true.
2. **Better defence placement.** Place defences where they have the best arc of fire so they can be effective in as many directions as possible. If you can, make defences with overlapping arcs of fire. Note here also the fact that by buying a component tower the SAM radar tech for GDI has been kept even though the radar here has been sold.
3. **Good money management.** See how the refs are close to the tib and the harvesters obey the 'two to a ref minimum' rule. See also how the harvester in the top right of the screen could be controlled to harvest tib closer to the refs. This is an area for improvement.
4. **Well laid out base.** Buildings aren't too close though are close enough to be easily defendable. Different players will have different preferences on base layouts but this shows a tighter, more effective layout than that in example 3.
5. **Power management.** In this example the controlling player is not at low power, though is quite near to the mark for going low power. Though this is perfectly acceptable in this given game situation, if the controlling player wanted to make an EMP cannon for example it is advisable to have more power than is necessary so that you don't risk power downs when your opponent starts to try and take out your power plants.

9. Advanced Tactics – Reaching the next level

So, you’ve read first section of the guide, you’ve played some games and you think you’ve got what it takes to reach the next level but don’t know what to do. Experience here is the key. Gain respect and play WW maps as much as possible to improve your all round game. The next step is to play better players that challenge you and if possible watch some of the top players play and see what they do in certain situations etc. Playing with better players will make *you* a better player. Essentially the skills that differentiate a veteran modder from a veteran WW player are scouting, observation, expanding, money management and small scale attack/defence. What follows is a collection of the most requested advanced tactics that separate the better players from the rest.

GDI

1-shot disruptor on ref/war

Fairly straight forward and easy to pick up once you know what to do, 1-shotting a ref or war factory with a disruptor involves landing next to the proposed building and force firing (ctrl button) across the building as shown in the diagram. If you do this correctly this should work 100% of the time on refs and war factories unless the disruptor gets killed or the building is miraculously saved by an engineer.

Note also that if done correctly even an EMP cannon cannot stop this from working if the disruptor gets its shot away before the EMP blast lands as even though the disruptor will be EMPed, it will continue with its current shot. See an in game example of 1-shotting below.



In this second example screenshot, the disruptor has been landed in the only spot it can land to 1-shot an MCV. If the MCV is at full health then this will leave it with 1 bar of health left, but if is lacking in more than one bar, this should work. Note here the engineer in the diagram has a chance of saving the MCV if the controlling player is very quick, though this will not save the MCV from the disruptor’s second and third shots.



Power bombing and additional notes on bombers



A difficult tactic to put into words or even pictures, power bombing can best be described as the grouping of bombers so that they take a building in one pass with explosive effect. Power bombing done at its best makes the building un-saveable by engineers. A good way to group your bombers appropriately is to run at line-astern parallel to the building being attacked then when at right angles to the building, turn towards it so your bombers are grouped closely for maximum effect. The

drawback of power bombing in this way of course is that it can often force units to appear on top of each other and if one such grouped bomber is damaged by a SAM the damage applies to the other bombers under it to similar effect. In the example screenshot the attacking player is about to take the ref in one pass with the required 5 bombers. To power bomb you need 5+ bombers and to get the explosive effect it is recommended you use more bombers than is necessary to normally take the building in order to make the building un-saveable by engineers.

You should always be aware when using bombers of their area of effect and the fact that they bomb in a straight line. When using bombers defensively you should control them to approach a column of units from the front of their direction of travel so as to maximise the amount of units caught under the bombs. Attacking a column from the side is a waste of your bomber’s potential and could well result in the survival of more units to attack your base.

As an additional side note, 3 bombers flying line astern can take out a ref in two runs as shown in the second example screenshot.



Q moving

Probably the most important skill to master for the GDI player, Q moving and the use of the Q button is critical to the effective use of titans and disruptors especially. Essentially you need to target your units as normal and then holding the Q button order the direction you want your unit to move in while it is still attacking the said building/unit. Be sure to work on your timing as some players have been known to Q move disruptors too fast and so fail to get their shot away quickly enough. Disruptors require a slightly longer pause in order to wait for them to start firing before Q moving can work, but if done properly means you can avoid defensive units and give you the time needed to kill the building and pick up the disruptor again or alternatively target a second building. With titans you are able to increase their effectiveness by Q moving over infantry while targeting vehicles/buildings with their cannons which makes them doubly useful. This can be additionally useful if you are

able to coordinate your Q move attack with squashing engineers that may well save the building you are attacking.

Component towers and placement theory

The first point that needs to be made here is that if you are planning on selling your radar you should always make at least one component tower so as to keep the SAM tech once the radar is sold. You do not necessarily have to fill the tower with a weapon but you should place it all the same in a place where it can be used effectively in defence. This should normally be in a spot you would plan to place an RPG in unless of course you need to place a SAM quickly in a position to stop an incoming JJ. Placing these empty component towers around your base means you can respond to attacks as they come without having to waste valuable resources and time on building the defences before you need them.

In terms of specific placement, RPGs should have an arc of fire that will cover as much of your base as possible and overlap with other similar defences. You should also think about how you are placing the towers themselves as well as things like power plants, barracks, radar etc as with a little thought you can cover many of the 1-shot diss spots to limit an attacking GDI player’s options and increase your defensive integrity. Against Nod you don’t need to worry about covering 1-shot spots, though the same sort of overlapping principle applies to component tower placement.



In this first example, you can see that all three component towers cover each other and clever placement of the war factory around the dip in the terrain means that an attacking disruptor is very limited in spots it can land in to try and 1-shot it. The barracks, power plant and tower placement also add to the defensive integrity of this base.

In the second example we see the pink player reacting to the disruptor by placing an RPG in the previously empty component tower so that it can attack the disruptor with the titan. Use of an engineer here can save the building. The placement of the war factory itself is clever in that it makes the war as defensible as possible with good placement of the barracks and power to limit the spots where a disruptor can land. Though clearly this does not prevent a longer range disruptor attack, it does mean the pink player is less likely to die to a 1-shot and so in a sense the pink player has brought himself more time to defend. Note also in the screenshot the placement of the second component tower within the RPGs range of fire in the right hand side of the MCV 1-shot spot.



3 titan defence against 1-shot disruptor attack

Seriously advanced, it is actually possible to stop a disruptor 1-shotting a ref or war factory with just 3 titans. In order to work the building needs to be at 100% full health, as if successful the building will be left with just 1 bar of health. In order to do this you need to be quick and have good mouse control and it takes a degree of practise just to know how to do it so it’s not worth taking the risk with this tactic unless you are supremely confident or the situation is dire.

In order to kill the disruptor you need to see it coming and force fire (ctrl button) the titans on the carryall while it is still in the air. As soon as the carryall lands the titans will shoot it and the loaded disruptor causing the disruptor extra damage over that it would normally receive. You then need to change your force fire priority to the disruptor and if successful you should save the building just in time remembering to repair it as soon as the diss dies. This tactic actually works better in slower games as in play testing if the game is super fast it’s very hard to target the carryall while it’s in the air and mis-clicking can often lead to the titans moving away. This tactic is for experts only.

Nod

1-shot missile tutorial

Quite a difficult skill unless you know how, 1-shotting an MCV with a multi missile is the hardest of the main buildings to kill with a missile and can actually be done in a number of ways but the most successful is as follows. Firstly, place the missile cursor over the MCV as shown in the screenshot with the gold MCV. Now wait until one of the four pointers of the cursor are facing towards your missile silo (making sure to estimate where the cursor will be when you let up off the mouse button). Third you shoot.



Another way of taking an MCV 1-shot is as shown with the orange MCV, though this method seems approximately only 70% successful and works better if your opponent has low power or at least a bar of health off the MCV. Method 2 is a little easier to line up and there is no timing element involved but is obviously less successful so it is advised you work on the first method or at the very least, support your missile shot with accompanying banshees and/or CC.

Notes on banshees

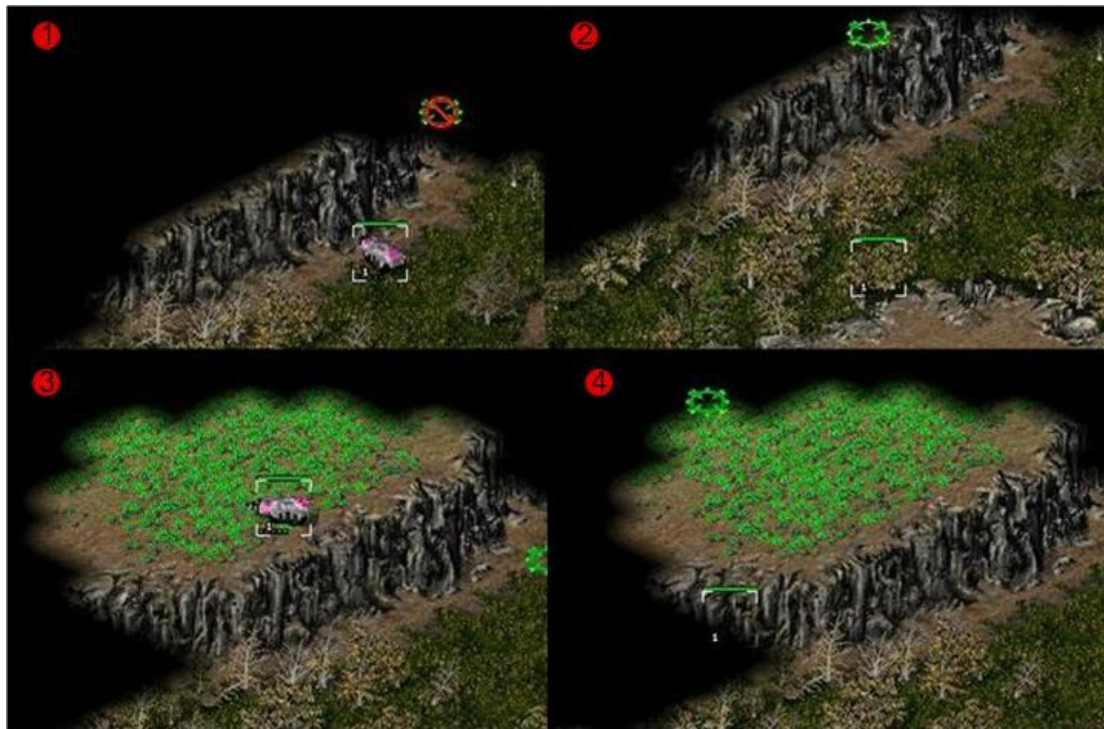
You can kill a ref with just 3 banshees taking three runs or you can kill a war or MCV with 4 banshees in three runs. To kill a main building in just a single run, you therefore need 10 bans (9 for a ref). Obviously if your opponent has engineers then taking all three runs to kill a building will mean your opponent can save his/her building. In such a case you can either choose to force your opponent into wasting engineers, you can attack ready built disruptors and the like, or you can choose to attack a different opponent. Remember though that if you choose to send out your 4 bans that you should look out for any imminent incoming attacks *first* just in case you would be better off using your banshees in defence. Banshees are good against disruptors, MKs, ghost stalkers, CCs etc so do not forget to use them if you are under attack!

Notes on engineer rushes

It only takes 3 engineers to take out a main building such as an MCV but some players prefer to send 4 just in case or in the case of a combined engineer and CC attack, use the 4th engineer to repair the stolen building. Some prefer to fill their sub with 3 engineers plus 2 light infantry to distract their opponent’s defensive units and/or to scout additional areas of their opponent’s base. All this of course is a matter of personal preference – whatever works for you. Though it may seem obvious to many players, it is always a good idea to group your engineers and your sub (using ctrl+number function) to get your engineers into a building as quickly as possible. Grouping units in this way is common practise by all of the better players.

Sub ducking

Very few people actually do this and it’s quite an important tactic to bear in mind when planning to attack a well defended or un-scouted opponent. Sub ducking involves controlling your sub so that it only pops up for a fraction of a second before going back underground and advancing into the shroud little by little. This tactic can be quite good for surprising an opponent by attacking from an unexpected direction such as up past a cliff, but is made less effective if your opponent is aware of the sub.



1. Sub at edge of cliff/shroud
2. Send sub to the very edge of the shroud where you can see the green cursor indicates movement is allowed.
3. As soon as the sub starts heading up to surface either click a good distance away (to force the sub back down), or click somewhere well away on the radar. Because of the cliff in this example the controlling player can just click back down to the bottom of the cliff.
4. As the sub ducks back down click to move into the very edge of the shroud and repeat as necessary.

Sub crossing and the S button

Similar to crossing a base with a plane, you can cross a base with a sub and use the S button to bring the sub up at your desired location. Obviously a lot of guesswork is involved in getting it to come up in the right place but if you know the map well (FF for example) with some practise you can get quite good at timing the sub coming up. You should however be prepared to quickly duck down again should you come up away from your opponent’s base and be targeted by base defences. In this situation you can use the sub ducking method described above to scout further into the base, or if your sub is badly damaged, should consider taking it back to your base for repairs.

Obviously this is down to the player’s discretion and is very much situation dependant. In the following example screenshot the controlling player has scouted the top left and bottom left corners of the map (as well as a bit in-between though this is not necessary for the purpose of this example) and has brought the sub up to the TL position and sent it to BL. Good timing and judgement by the controlling player means the sub has come up right behind the undefended war factory. This won’t always happen so be prepared to duck back down again.



Hijacker bombing

An interesting if expensive tactic, hijacker bombing works on maps with blue tib and involves the attacking player stealing an opponent’s harvesters and using them to destroy enemy buildings and hurt an opponent’s economy. If done well (and if the hijacker survives the blast and the attacks of any defensive units) a chain of successive harvester bombs can be made and the hijacker will more than pay for itself credits-wise.



When picking a harvester to steal it is often a good idea to take one which is nearly full and ready to return to the ref as this means there is less chance the harvester will die before it can fill up and attack your opponent. Harvesters waiting behind refs are the best ones to steal though they will often be closest to base defences so you must weigh up your options carefully.

The example screenshot shows harvester bombing in action – in this case taking out two refs with just one bomb and then stealing a second harvester. Not a bad return for the cost.

1. Use sub to sneak hijacker into opponent’s base and steal harvester
2. Place harvester where it will do maximum damage
3. When harvester explodes be quick to control the hijacker away from defences to capture a new harvester.

Shared

Important buttons and Q scouting

Four of the most important buttons used in-game are Q, S, X and G. Q is used for Q-scouting and Q-moving, S is for stop, X is for scatter and G is for guard. If you don’t use any of these buttons in the course of a game you should be asking yourself ‘why not?’ Simply using these buttons to good effect will increase your ability by a few percent at the very least. S, G and X shall be considered in more depth in the next topic so for now we shall concentrate on the Q button. Some players will say the Q button is possibly the most important button in the game. Some will argue this is not the case. Either way, it’s quite important and especially important for GDI players as mentioned in earlier notes.

As far as Q scouting goes, it is fairly straight forward. Basically, instead of clicking normally to send a unit somewhere on the map, hold Q and then click on the area and your unit should hopefully scout out far more of the map on their journey to that destination than they would otherwise. Quite a good tip if your normal infantry control and observation are not so good or if you prefer to put your focus into your build order and your anti-scout defences.

Infantry control/man rush techniques

Infantry battles can be quite important on open maps such as terrace and in certain spots on forest fires. It’s a good idea to get used to using the S and G buttons and remembering that X is scatter when your opponent tries to squash your men with harvesters, titans and the like. The key to these early game battles is to make sure all your men are firing and not running to shoot a target out of range and so exposing themselves to enemy fire. In order to improve your general infantry control there are a number of points you should bear in mind that will help you improve.

- Remember up hill is better than down hill in an infantry battle.
- Don’t allow yourself to get bottlenecked.
- Grouping of separate parts of your man rush can be useful, especially if you are trying to control disc men.
- Disc men can force fire their discs, causing them to bounce off the ground and so increase their range.
- Try to keep your disc men at the back of your infantry group out of harms way. If you see 1 disc man in red then move him out of the pack so as to try and avoid him killing other disc men.
- Keep your infantry tightly packed so as the ones at the back are shooting as well as the ones at the front. Spread out infantry will often die to a more concentrated, organised opponent.
- When fighting against disc men try and split your infantry to target the disc men as disc men can easily be the difference between success and failure in an infantry battle. If used properly they can be worth 3-4 light infantry.
- It doesn’t take 35 infantry to kill 1, so don’t manually target with the entire group.

EMP

Quite a skill in itself, the EMP cannon is an extremely powerful tool in the right hands and can even be used offensively to EMP drop an opponent and knock out his/her base defences before you send in an attack.

The main trick when dealing with EMP and using it effectively is to take into account the delay in firing. This takes a bit of practise admittedly and in no way can be described properly with words alone. Against slower moving targets such as titans this is fairly straight forward as the only thing you need to take into account really is the radius of the blast and trying to cover as many of the attacking titans as possible. Against laden carryalls however this can be a bit trickier as you must also judge where your opponent is going to land and if he lands his units at opposite sides of your base, which unit you will EMP and which you will attack with your defensive units. In order to effectively EMP a disruptor before the attacking player has time to shoot with it you need to fire as the unit is landing. This can be very dangerous if the attacking player suddenly decides to fly his carryall to a different part of your base so you should be very careful. Even the best players can sometimes be fooled.

As has been suggested, there is often an inherent risk in shooting an EMP cannon because of this inbuilt delay in the cannon firing as it can sometimes mean that you will misjudge your shot and end up just EMPing yourself and not your opponent. You should always be aware that an EMP blast will not effect planes that are in the air so you can save your planes from an EMP blast by simply lifting them into the air, but note also that your opponent has the ability to do this also and so if you are the attacking player in this instance, keep your carryalls in the air away from any incoming EMP blast if you are unsure if your opponent’s cannon is charged or not. Be aware also that if you EMP a sub you will very often not EMP the units enclosed within so if it has a CC in it, beware.

If your opponent is aware of your EMP cannon capabilities it is often an idea to have a second cannon just in case the first is taken out in prelude to an attack. If your opponent is *not* aware of your EMP capabilities it’s a good idea not to let them know, so keep it hidden in a place you know they haven’t scouted so that they are drawn into attacking what they think is an exposed base only to find their expensive units get EMPed. Remember – think smart.

Glitching (the fair way)



Shown here is the three stage guide to glitching a plane the fair way. In this example the defending player has seen the carryall approaching and in this case has built a SAM ready to place where the MK is about to land. In (1) you can see the player about to place the SAM in the shadow cast by the MK as it is about to land. In (2) the MK is forced back up into the air and the attacking player has to land it next to the placed SAM in (3). In this example the MK has not died as it has been landed quickly and has not been sent too far into the gold base. Had the same scenario occurred near say the radar then it is likely the MK would have died after being forced back up into the air. Please note that you do not have to use a SAM specifically to glitch in this way and some players prefer to use wall sections or tib silos where the tib silo has the advantage of being larger and so capable of glitching multiple units if they are landing together. This is of course down to personal preference and the state of your economy at the time – the SAM option obviously being the most expensive though there is the advantage that the placed SAM can get out that additional extra shot that might well make the difference in whether you take down the carryall or not. Infantry can also be used in a similar way to glitch planes fairly.

Defending against marauding units – (CC, MK and MK & disruptor combination)

Marauding units such as a MK or a CC are often used to disrupt defences and pave the way for additional attacks though clearly they are both very powerful offensive units in their own right that can equally be used in a general attacking role. Defending against these units can be very difficult if the attacking player is experienced and has good control but there are some simple steps you can follow to increase your chances of survival. The first thing you should remember when under attack from either these units is that without their transports, they are much less effective than they are with them and their transports should always be your targeting priority. In the case of the MK, as soon as you start coming under attack you really need to get a SAM. Don't

place this SAM away from your main base – place the first one near the centre. Why? Because the MK will try and draw you out and pick off your defences. If you place the SAM near the centre it means the MK’s flight path is limited and you can maintain better defensive integrity in your base should a secondary attack be launched. If you have a mixture of defensive units a good strategy when attacking a landed MK is to get your anti-air units (MLRS/rocket men etc) to attack the carryall while you get other units such as infantry/titans etc to attack the MK. This has the advantage that if the attacking player tries to lift the MK then the anti-air units will continue to target it as it takes off. Once the carryall is dispatched you can then focus your entire attentions upon taking out the MK. Placing base defences to distract the MK away from attacking your main buildings and defensive units is also a good idea. RPGs, lasers and such like might well die to the MK, but the health of your main buildings saved may very well prove crucial if your opponent has additional attacks lined up.

A similar sort of approach works for subs with CCs in, though making SAMs obviously won’t work in this case. In this situation lasers work well, though bombers are probably the best unit for dispatching subs and causing collateral damage to the nearby CC as well at the same time. An MSA is crucial for defending against subs and an attacking player will try and take out your MSA if at all possible so that they gain the advantage of surprise. It is therefore a good idea not to leave your MSA too exposed on the edge of your base where it is easy prey for a CC. Additionally, you should be weary to watch out for units shooting the sub while it is underground and accidentally shooting your buildings in the process. If this happens you need to stop your units firing.

The main danger you can be drawn into with either of these units – but the MK especially – is having your defensive units drawn away from your main buildings while another unit such as a disruptor attacks you on the other side of your base. In these situations **ALWAYS** kill the disruptor first. Disruptors kill buildings faster than MKs so you have more time to save a building against a MK than you do against a disruptor.

In the screenshot below you can see a classic example of this case in point with the MK having distracted all of the defensive units away from the refs and then landed a disruptor to take out the gold player’s economy. In this case the gold player should have noticed the disruptor and left the MK alone for the time being, should probably make a laser next to the disruptor, should sell the radar for additional men and should probably think about selling the ref that is about to die to a 1-shot. Note also the banshee sitting on the pad doing nothing. It should be used against the disruptor immediately. Oh, and the gold player seems to be lacking in SAMs. This is just perfect for the attacking player to take control of the situation and destroy the gold base.



Top tips for combating marauding units-

- Take out the transports.
- Keep an eye out for the secondary follow up attack. Do not be lured out of your base.
- Keep engineers well away from MKs and CCs. This means moving them away if you have to. An attacking player will always try and take out your engineers as they are extremely useful, rather expensive and die exceptionally easily.
- Know your opponents – have an MSA if you are against Nod and/or have the necessary SAMs if you are against GDI. If a MK or disruptor is flying about your base get a SAM as your first priority along with engineers (if required) and additional defences.
- Don’t waste your EMP cannon on the MK if there are disruptors coming. Depending on where in your base the MK is you are better off using the EMP on the disruptors which can cut through your base a lot quicker than the MK can.

Notes on wastage and overkill

In closely contested games every single credit counts and if there is a building you know you can safely take out with 5 bombers, do not waste 7 or 8 on it. This principle applies to any kind of attack and in the picture to the right you can see that more bombers than are necessary have been used on the ref. Being as there as no SAMs threatening to take out any of the bombers the ‘spare’ bombers could



have been put to better use taking out pads, power, barracks or defensive units. Being aware of your money management in the middle and later stages of the game is very

important in getting ahead of your opponent in terms of economy and those additional buildings you could have taken may well come back to haunt you later on in the game. Do not overkill a building if you can help it and certainly don’t waste attacks against over defended buildings when there are other, less well defended buildings available to attack.

10. Frequently asked questions

What button is it to chat in game?

F8 talks to all players. F1-7 talks to specific players in game

What button is it to ally in game?

Click on a unit and press a

What is a ‘B.O’?

B.O stands for build order – it is the order in which you build your buildings and is often associated with describing how you are going to play the game. For example ‘I am going to do a 1-ref diss B.O’

What is harvester control?

Harvester control is the process where by you make sure your harvesters are always collecting the closest tib to your base. With practise this should become fairly second nature to you though it’s always a good idea to keep an eye out for stray harvesters and they are well known for having a mind of their own!



How do I know when it’s the right time to expand?

You should be watching your harvesters and your tib supplies whenever you have a spare moment in the game. As your tib patch starts to dwindle think about expanding your base using silos and power plants so you can build refineries as close to the next tib patch as possible. Send harvesters to start using this patch *before* you totally run out of tib as they are slow to move and you should have a ref built by the time they have harvested their first load from the new patch. This is very important for the later stages of the game. Do not have multiple harvesters on an empty patch.

What is marking and how do I do it?

Marking is the process of using waypoint markers to ‘mark’ a Nod player’s buildings as soon as he is scouted. You do this simply by placing waypoints on top of all his main buildings. That way if they stealth you still know where all their key buildings are and can force fire things like bombers onto the spot where the main building is known to be regardless of whether you can see it or not.

What is tm’s job?

Asked in relation to games of Forrest Fires as a way of routing out newbs, tm (top middle) is always tasked with alting men to the top middle bridge as soon as possible to destroy it and stop the left side team from scouting the right. TM is one of the most important spots on FF and if done badly can lose the right side the game. If you intend on learning FF you need to learn the different jobs that the spots have and you should never, ever decide to bunker unless you are bottom middle/bottom right.

How do tl and lm ally?

Another FF question, tl (top left) and lm (left middle) ally by tl putting a man close to the cliff that marks the edge of lm’s base. From here lm can scout out that spot and ally with tl without having to send infantry round the long way to ally. Lm should always remember to scout out the edge of his tib field at the very start of the game so as to ally with tl.

11. Appendix

Set up

Most players like to try and maximise their screen resolution when playing TS so as they can see more of the game area and select from a wider range of buildings in the build options menu without the need for scrolling. Typically players will describe their resolution in terms of how many ‘boxes’ can be seen in the building menu to the side. For this guide the maximum default resolution the game allows has been used, and so you can see 7 boxes. Though this is the maximum default resolution the game allows for there is actually a way of improving the resolution further.

To change your resolution you need to access westwood>sun>sun.txt and find screen height and screen width. Now it is just a matter of filling in the appropriate resolution and saving the file. The various resolutions to number of boxes on screen are shown below.

Resolution	Number of boxes
800 / 600	7
1024 / 768	11
1152 / 864	13
1280 / 1024	17
1600 / 1200	21

Hotkey List

Here follows a list of hotkeys that can be found and altered through the game’s option menu.

Options (ESC)

Opens the options menu.

Guard (G)

Instructs your units to guard their position and attack any enemy units who approach.

Guard Object (CTRL + ALT + Left mouse click)

This instructs the selected units to guard the clicked unit. This works great for defending your Harvesters, simply tell a few units to guard the Harvester and they will follow it around and defend it from any threats.

Scatter Units (X)

Scatters all selected units. Good for evading enemy fire and from being run over.

Stop Units (S)

Tells your units to stop their current action. If you select aircraft in the air and press S they return to base immediately. This is great for getting them out of the enemy base in a hurry away from SAMs.

Follow Unit (F)

This makes the screen follow a selected unit. This is useful for monitoring Orca Bomber attacks without having to worry about manually scrolling the screen.

Force Fire (CTRL + Left mouse click)

Forces the selected units/structures to fire upon the selected location. Good for attacking cloaked units/structures.

Force Move (ALT + Left mouse click)

Forces the selected units to move to the selected location or get as close to it as possible.

Set Rally Point (CTRL + ALT + Left mouse click)

Instructs the selected production structure (Barracks or War Factory) to send the units it produces to the selected rally point.

Move to Radar/EVA Event (V)

Centers screen around last in-game event. For example, when you hear the ‘Harvesters are under attack’ warning, hit V and it will center the screen around the Harvester which is being attacked.

Waypoint Mode (W)

Activates waypoint mode.

Loop Waypoints (SHIFT + Left mouse click)

Allows you to select a waypoint path and make it continuously loop. To create the loop SHIFT + Left mouse click on the first waypoint in the path. This is useful for setting up patrols around your base – simply set the waypoints put them into loop mode and then set the desired units on the path.

Waypoint Guard Patrol (CTRL + ALT + Left mouse click)

When you have created a path for your units to follow if you want them to engage any enemy units they encounter, select the group of units and CTRL + ALT + Left mouse click them on the selected path. The units will follow the path and destroy any enemy units they encounter to their destination and then return to the path.

Delete Waypoint (Delete)

This command deletes selected waypoints in your path.

Set Tactical Map Locations (CTRL + F9-F12)

This will place a bookmark on the current screen location. Useful for book-marking

important locations on the map like your opponent’s base.

Center Tactical Map on Base (H)

This command centers your view around your Construction Yard. This is good for quickly returning to your base to select produced units and placing down ready structures.

Sidebar Up (Page Up)

Scrolls both the units and structures sidebar up one full page.

Sidebar Down (Page Down)

Scrolls both the units and structures sidebar down one full page.

Toggle Power Mode (P)

Activates the power mode which allows you to turn power off and on to selected structures.

Screen Capture (CTRL + C)

Takes a screenshot of your view and places the file in your Tiberian Sun directory.

Next Unit (N)

Selects the next unit on the map.

Previous Unit (B)

Selects the previous unit on the map.

Select All (E)

Selects all your units within your view.

Create Team (CTRL + 0-9)

Creates a team of the currently selected units. This makes selecting specific squads of units easier.

Select a Team (0-9)

Selects one of the previous teams which you have created. Useful for setting up flanking attacks and keeping control of your units.

Center on Team (ALT + 0-9)

Selects and centers the view on the chosen team.

Add unit to Team (SHIFT + Left mouse click)

Adds a new unit to the selected team.

Toggle Alliance (A)

This command creates an alliance between you and the player you wish to be allied with. Simply select one of their units and hit the A key to set up an alliance. To break an alliance simply repeat this procedure. The other player you are forming an alliance with must also form an alliance with you for it to be complete.

Toggle Radar Map (TAB)

By hitting the TAB key it toggles the view between the minimap and multiplayer scores.

NOTE: Some hotkeys are not set on first installing TS. Page User for instance, is not set; neither is sell. These two hotkeys especially are useful to have assigned. This writer uses W for sell, and / for page user

Glitches considered cheating

Being as many players out there like to try and push the rules to the very limits what follows is a list of TS in-game glitches that are considered cheating and should in no circumstances be used for personal gain. If certain glitches such as the FS or EMP glitch occur in game accidentally you should attempt to correct the glitch immediately. Note also that obviously there are other forms of cheating that involve trainers/additional software but the following are listed so there can be no confusion amongst newer players who may or may not be aware of the long established laws of the TS community. Please note – CHEATING OF ANY KIND IS NOT ALLOWED.

1. Build anywhere glitch:
I’m not going to tell you how to do it but with this glitch certain players have found a way to build anywhere by glitching the build menu. Clearly this is a very serious form of glitching,
2. Emp glitch:
This glitch is basically where if you power your EMP cannon down as it is about to die you can rebuild an EMP cannon and it will be fully charged, thus eliminating the need to recharge your EMP. Don’t do it.
3. FS (infinite firewall) glitch:
Similar in a way to the EMP glitch, the FS glitch allows an unscrupulous player to gain infinite firewall without actually having a FS generator. This can often happen accidentally as it is caused by your firewall being activated while the FS generator dies. If it happens accidentally, you should fix the mistake right away and make a new FS gen and/or sell FS track.
4. Carryall/plane landing glitch:
A difficult if not impossible glitch to actually prove, this glitch mainly applies to carryall attacks where in a defending player clicks under the spot where the carryall is about to land and so causes the carryall to take off again and often die to SAM fire in the process. This glitch is very common in the modern game and in multiplayer games can often occur accidentally if say one or more allied players are sending defensive units to come and help defend. You should try your best not to glitch your opponent’s carryalls, though everyone has probably done it by accident some time in their playing careers. Note though that legitimate ways of causing carryalls to ‘glitch’ are either placing a building (tib silo is a good one) under the spot where the plane is about to land or having mass infantry move under where the carryall is flying as obviously a plane cannot land on a unit.

5. Service depot glitch:

Very rarely seen (if ever), this glitch allows a player to blow up a MK or other such expensive unit that is repairing on an opponent’s service depot by merely alting a plane over a service depot until the MK (or whatever unit is repairing) walks off the depot and about 90% of the time it will blow up. Note that this glitch can sometimes accidentally happen to the controlling player when a MK say is repairing and is then told to walk around the service depot though this is extremely rare and this author has never seen it happen.

12. Credits, acknowledgements and links

This guide and all its content is copyright M.J.Ryder (Mole40k) 2007-2010.

Many thanks to everyone who has given their support and suggestions to this project. Thanks especially to Sunblind for help and suggestions, to Blackbelt (aka Frzflame) for help in taking screenshots and to Frzstorm for providing many of the pictures for the unit descriptions section. Thanks also to everyone who has made suggestions and offered opinion on this guide.

Thanks for chrismlawrence for providing the hotkey list for V3.1

If you have any suggestions or queries you can find me on www.strike-team.net or on CNC:EVO, the new TS community project found at www.cncevo.info/forum

Alternatively, you can email me at mole40k@hotmail.com

My personal website is www.mjryder.net

Right, that’s it for now. This guide was created with the intention of helping players improve in the TS community and hopefully therefore keep the game alive and buzzing with activity. If you have gained even the smallest snippet of information to help you improve from this guide then in my opinion, that’s a job well done. If there’s something extra that you feel should be included in future versions, please don’t hesitate to let me know. All that’s left to be said is good luck, have fun and play fair.

Mole40k