

Command and Conquer

Tiberian Nights

(#) - Amphibious

(^ ^) - Can permanently fly (though landable)

(||) - Jetpack (short single jump)

(°°) - Cloakable

¹ - Build Limit 1

(=) Mine protected

Armor Types: N = none (infantry), W = wood, L = light, M = medium, H = heavy, C = concrete, S Special.

100 = Hitpoints. + = Self-healing.

Infantry

<i>GDI</i>	<i>Cost</i>	<i>Weapon</i>	<i>TechLevel</i>	<i>Prerequisite</i>	<i>Armor/Strength</i>
Rifle Soldier	100	M16	1		N 50
Grenade Soldier	160	Grenade	2		N 50
Dog	200	Claws, Teeth, Sensors	3		N 10
Engineer	500	-	3		N 25
Mortar Trooper*	250	Mortar	8	TechCenter	N 50
Medic	300	Medicine	4		N 50
Rocket Soldier	300	Bazooka	6		N 50
Aero Pack (^ ^)	500	Steyr-Aug	7	Radar	N 75
Sniper	500	Sniper Rifle	9	Radar	N 50
Commando (#) ¹	1000	MP5, EMP, C4	10	Headquarters	N 100
President	-	?	-1	-	

Nod

Rifle Soldier	100	G36	1		N 50
Rocket Soldier	300	Bazooka	2		N 45
Dog	200	Claws, Teeth Sensors	3		N 10
Engineer	500	-	3		N 25
Flame Thrower	200	Flamethrower	4	Radar	N 25
Chem Trooper**	300	Tiberian Gas	8	Tech Center	N 50
Terrorist	200	Suicide Bomb	6	Radar	N 25
Kane's Guard (#)	600	Laser Gun	9	Tech Centre	N 75
Black Hand (°°) ¹	1000	Tiberian Rifle, C4	10	Temple of Nod	N 100
Kane	-	?	-1	-	

Soviets

Rifle Soldier	100	AK47	1		N 50
Tank Hunter	200	Panzerfaust RPG-7	2		N 45
Dog	200	Claws, Teeth, Sensors	3		N 10
Engineer	500	-	3		N 25
SpetsNaz***	250	AK47, Panzerfaust	8	Tech Center	N 60
Tesla Trooper	500	Tesla Bolts	4	Radar	N 75
Crazy Ivan	500	Bombs	7	Radar	N 50
Mechanic	900	Screwdriver	6	Soviet War Factory	N 50
Spy (°°)	500	Sabotage	6	Radar	N 25
Einzelkämpfer (#) ¹	1000	RPK, TankBuster, C4	10	Nuclear Bunker	N 100
Stalin	-	?	-1	-	

* Upgrades Grenade Thrower **Upgrades Flame Thrower *** Upgrades Tank Hunter

Special

Stealth Ivan (°°)	800	Ivan Bombs	-1	Spy into Nod Tech Center	N 60
EMP Guard	600	Steyr-Aug, EMP	-1	Spy into GDI Tech Center	N 60
Tesla Engineer	600	Tesla Gun	-1	Spy into Soviet Tech Center	N 60

Other/unused

Civilian	-	-	-1		N 20
Technician	-	Pistol	-1		N 20
Militia	100	Pumpgun	-1	Militia HQ	N 50
Gatling Trooper	300	Gatling	-1	Militia HQ	N 75
Hijacker	600	Driving License	-1	Militia HQ	N 50
Saboteur (°°)	-	C4	-1	?	N 50
Seal (#)	1000	Steyr-Aug, C4	-1	Neutral Tech Center	N 75
XO-Powersuite ()	1500	Railgun, EMP	-1	Neutral Tech Center	S 400+
Bear	-	Big Mouth	-1	-	N 150
Shark	-	Bigger Mouth	-1	-	N 150
Cow	-	Beef madness	-1	-	N 30

Tiberian Creatures

Visceroid	-	Tiberian Gas			L 200+
Fiend	-	Tiberian Crystals			N 125+
Floater	-	Electro Shocks + EMP			M 300+
Squid	-	Tentacles			L 500+
Crab (#)	-	Claws			H 100+
Reaper (^)	-	Tiberian Crystals			N 100+
Graboid	-	Jaws, Subterranean Move			H 400 +
FaceHugger	-	Transforms victims into viscroids			S 25
Xenomorph	-	Tiberian acid			S 500
Crater Monster	-	Tentacles			S 1000+
Large Fungus	-	Explodes when close			N 10

Vehicles

All

Harvester	1400	-	4	Refinery	H 500 +
MCV	5000	-	10	Tech Center	H 500 +

GDI

HummVee	400	Browning M2	4		L 150
M113 APC	700	Browning M2	5	Barracks	H 200
Rocket APC*	800	Rockets	8	Tech Centre	H 200
Chaingun Tank	700	Vulcan	5		H 200
Medium Tank M1A2	800	120mm	5		H 400
Reinforced Harvester**^(=)	1500	Vulcan	8	Tech Centre	H 600+
HoverCraft (#)	800	HoverMissiles	6	Radar	L 200
Tank Destroyer	900	Ultra AP Gun	7		M 250
EMP Tank (=)	700	EM Pulse Gun	9	Tech Center	L 200
Mobile Sensor Array	750	Sensors, Radar Disruption	6	Radar	L 250
Mine Layer	700	Mines (Damage/Emp)	6	Repair Bay	H 150
SSM	800	Honest John Missiles	8	Radar	L 125
Mammoth Tank	1500	2x120mm, Rockets	10	Tech Center	H 600+

Nod

Nod Buggy	350	Browning M2	4		L 100
Nod Bike	450	Bazooka	5		L 75
Casspir APC (=)	700	Browning M2	5	Hand of Nod	H 185
Light Tank	700	90mm	5		H 300

Heavy Tank	1000	2x105mm	8	Repair Bay	H 400
Flame Tank	800	Flame Thrower	7	Radar	M 300
Chemical Tank***	1000	Tiberian Gas	8	Tech Center	M 300
Howitzer	450	155mm Ballistic	6		L 75
MRLS "Stahlhagel"	800	Guided Missiles	6	Radar	L 125
Scorpion Laser Tank	1500	Laser Gun	10	Tech Center	L 150
Stealth Tank (°°)	1250	Rockets	9	Tech Center	L 200
Stealth APC (°°)	1250	-	9	Hand of Nod, Tech Center	H 200
Limped Mine (°°)?	500?	Camera, Self-Destruct	8	Tech Center?	L 50

Soviets

Soviet Ranger	375	Browning M2	4		L 125
Transport Truck	500	-	5	Army Tents	L 125
Rocket Tank	600	AG-Rockets	5		H 200
Flak Tank	700	Flak-Gun	6	Radar	M 150
Battle Tank T90	1000	105mm, MG	7	Radar	H 400
Artillery Tank	900	155mm Turret	7		H 300
FROG Rocket Launcher	800	FROG Rocket (V2)	6	Radar	L 150
Chemical FROG****	1200	Chemical FROG	9	Tech Center	L 150
Suicide Truck	1000	Chemical Bomb	8	Tech Center	L 150
Propaganda Truck	1000?	Firepower and speed of nearby units enhanced	9	Tech Center	L 300
Tesla Tank	1200	Tesla Gun	9	Tech Center	M 200
Fortress Mother Russia(°)	2000	(5x open topped)	10	Tech Center	H 800+
SS-20 ICBM ¹ (°)	3000	Super Weapon	10	Nuclear Bunker	L 400

*Upgrades M113-APC

**Upgrades GDI Harvester

***Upgrades Flame Tank

****Upgrades V2 Launcher

Other/unused

Civilian Cars	-	-	-1		L 50
Truck	-	(Drops Crate)	-1		L 100
Militia Trike	300	Bazooka, MG	-1	Militia Garage	L 75
Technical	400	(Open Topped)	-1	Militia Garage	L 125
Amphibious Vehicle	600	(Passengers)	-1	Militia Garage	L 150
Amphibious Tank	700	Browning M2	-1		H 200
Gatling Tank	600	Gatling	-1		L 175
Train	-	(Passengers)	-1		H 200
Dicke Berta	-	Huge Train Artillery	-1		H 600

Navy

GDI

Gunboat	500	105mm, ASW	5		L 200
SAM Frigate	600	AA Missile	6	Radar	M 300
Destroyer	1000	Mid-Range Missile, ASW	7	Radar	H 450
Aircraft Carrier ¹	2000	Air Assault	10	Headquarter	H 1200+
Transport	800	-	5		H 400

Nod

Patrol	500	Missiles, ASW	5		L 150
Suicide Jetski	400	Suicide Bomb	6		L 75
Stealth Boat (°°)	1500	Ship Railgun, Mines	9	Tech Center	M 400
Wave of Kane ¹	2000	Long-Range Missiles, SAM	10	Temple of Nod	H 1200+
Transport	800	-	5		H 400

Soviets

Coast Guard	500	Chain Gun, ASW	5		L 175
Hydra Flak Boat	600	Flak Gun	6		M 200
Submarine (°°)	900	Torpedoes	7	Radar	M 200
Cruiser ¹	2000	380 mm Artillery	10	Nuclear Bunker	H 1200+
Transport	800	-	5		H 400

Other

Jetski	400	(Open Topped)	-1	Marina	L 75
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Aircraft

GDI

Orca	1200	Orca Rockets	6	Hpad	M 200
-Orca EMP Upgrade		EMP effect on Rockets	9	Tech Center	
Rafale Interceptor	1000	AA Missiles	7	Airfield	M 125
A10 Bomber	1500	Napalm Bombs	8	Airfield , Tech Center	H 300
Chinook	1000	-	6	Hpad, GDI Barracks	L 100

Nod

Tiger	1000	Rockets	6	Hpad	H 150
Kamikaze Jet	500	Suicide Bomb	7	Airfield	L 50
F19 Attack Plane	1250	F19 Rockets	8	Airfield	L 150
-F19 Stealth Upgrade		Cloaking Device	9	Tech Center	
Helitrans	1000	-	6	Hpad, Hand of Nod	L 100

Soviets

Hind Transport	1200	Vulcan	6	Hpad	H 250
Mig Attack Plane	1200	Maverick Rockets	8	Airfield	L 125
-Mig Rocket Boost		Speed + Armor surplus	9	Tech Center	
Kirov Airship (^^)	2000	Bombs	9	Airfield, Tech Center	H 400+
Chemical Bomber	2500	Chemical Bombs	10	Airfield, Nuclear Bunker	H 300

Other

CarryAll	1500	-	?	Air Command	M 150
Militia Prop Plane	600	Vulcan	-1	?	L 75
Reaper Drone	500	AG Rockets	?	?	L 25

Buildings

All	Cost	Weapon	TechLevel	Function	Prerequisite	Armor/Strength
ConYards	5000	-	-	Construction	MCV	C 1000
Power Plants	300	-	1	Power	ConYard	W 400
Refineries	2000	-	2	Tiberium Processing	Power	W 1000
Silo	150	-	2	Tiberium storage	Refinery	W 200
Radars	1000	-	3	Radar, Sensor Station	Refinery, Barracks/HoN	M 800
Helipad	300	-	6	Helicopters	Radar	W 400
Airfield	500	-	8	Airplanes	Radar	H 1000
Tech Centers	1500	-	8	Advanced Tech	Radar, Weapons	W 500
Shipyards (#)	600	-	5	Ships	Refinery	C 800
Concrete Walls	50		5	Defence	Factory	
<i>GDI + Nod</i>						
Repair Bay	1000		6	Vehicle Repair	Weapons Factory	W 600

GDI

Barracks	300	-	1	Infantry	Power	W 400
GDI Vehicle Factory	2000	-	4	Vehicles	Refinery	H 1000
GDI Headquarters (HQ)	1000	-	9	Plug-In Station	Tech Center	C 1000
-HQ Missile Guide	700	-	9	Range/Dmg bonus on missiles	HQ	
-HQ Ion Cannon Upgr.	3000	-	10	Ion Cannon Satellite	HQ	

-HQ Armor Upgrade	500		10	CY/Weap/HQ strength increased	HQ	(+500 HP)
Power Plant Upgrade	200	-	8	Extra Power	Power, Radar	
GPS Station	1000	-	9	Reveal map	Tech Center	W 500
Guard Tower	500	Vulcan	4		Barracks	W 400
Rocket Tower	800	Guided Rockets	7		Weapons	M 400
Artillery Tower	1200	200mm Gun	8		Radar	H 500
SAM site	750	SAM	6		Radar	H 400
Sandbags	25	-	1		Barracks	
<i>Nod</i>						
Hand of Nod	300	-	1	Infantry	Power	W 400
Nod Weapons Factory	2000	-	4	Vehicles	Refinery	H 1000
Brotherhood Bank	1500	-	9	Bonus on income	Tech Center	W 600
Temple of Nod	1500	-	9	Cloak of Silence	Tech Center	C 800
Missile Silo	3000	-	10	Chemical Missile	Temple of Nod	C 1000
Advanced Power Plant	500	-	8	Power	Radars	W 700
Flame Turret	400	Flame Thrower	4		Barracks	W 400
Gun Turret	600	Turret Gun	5		Weapons	H 400
Obelisk of Light	2000	Laser	8		Tech Center	M 500
FlaRak Site	700	SAM	6		Radar	H 400
Fence	25	-	1		Hand of Nod	
<i>Soviets</i>						
Soviet Army Tents	300	-	1	Infantry	Power	W 300
Soviet War Factory	2000	-	4	Vehicles	Refinery	H 1000
Steel Smelter	1500	-	9	Cheaper vehicles	Tech Center	W 600
Iron Curtain	1500	-	9	Iron Curtain effect	Tech Center	W 500
Nuclear Bunker	1000	-	10	Headquarter	Tech Center	C 1500
Deployed SS-20 ICBM ¹	3000	-	10	Nuke Missile	(Deployed Vehicle)	W 500
Nuclear Power Plant ¹	1500	-	9	Enough power	Tech Center	C 800
Gatling Tower	600	Gatling	4		Barracks	M 400
AA-Gun	600	Flak	6		Radar	H 400
Concrete Bunker	600	-	5	Garrison for 5 Soldiers	Barracks	H 500
Tesla Coil	1500	Electro Bolt	8		Tech Center	H 400
Torpedo Station(#)	500	Torpedoes	6	Naval Defence	Soviet Wharf	H 400
Wire	25	-	1		Soviet Barracks	
<i>Other/unused</i>						
Hospital		-	-	Heals Infantry		W 400
Oil Derrick		-	-	Regular Income		W 400
Armory		-	-	Training for Infantry		H 500
Radar Array		-	-	Radar, Sensors		L 400
Armed Outpost	1000	Vulcan, Rockets	-	Defense and construction possibility		H 500
Neutral Repair Bay	1000	-	-	Repairs vehicles		L 500
Technology Center		-	-	XO-Powersuite available		L 400
Marina	400	-	-	Jetski available		W 600
Militia Headquarters	300	-	-	Militia Infantry available		L 400
Militia Garage	600	-	-	Militia Vehicles available		L 500
Rocket Launch Pad	1000	-	-	Vergeltungswaffe super weapon		L 400
Air Command	1000	-	-	CarryAll		L 600
Civilian Airstrip	500	-	-	Paratroopers		L 600
Tiberian Lab	1500	-	-	Tiberian Missile		L 500
Bunker	600	-	-	Garrison for 5 Soldiers		H 400
Camouflaged Bunker	800	-	-	Garrison for 5 Soldiers		H 400
EMP Array	1500	-	-	Enables EMP superweapon		M 600
EMP Tower	500	EMP Gun	-			H 400
Totem Turret	600	AG Rockets	-	Erects from underground to fire		H 250/H1000

Pillbox	400	Vulcan	-	Defense	L 300
Camouflaged Pillbox	500	Vulcan	-	Defense	W 300
Mobile Refinery	2000	Vulcan	-	Harvester/Refinery hybrid	M 800+
Dam		-	-	Extra Power	C 3000
Headquarters	-	-	-		W 400
Bio Lab	-	-	-		W 400
Arco	-	-	-		W 200
Church	-	-	-		W 200
Civilian Structures	-	-	-		various
Oil Barrels	50	-	-	Huge Explosion	N 10
Naval Mine (°°,#)	100?	Explosion, EMP			N 10
Land Mine (°°)	100?	Explosion, EMP			N 10
Obelisk of Darkness	1500	AA Laser	-		H 600
Cloak Generator	1500	-	-	Cloak Field	W 400
Pyramid of Nod	-	-	-	Nod Commando Units	H 2000
Kremlin	-	-	-	Soviet Commando Units	L 1500
Pentagon	-	-	-	GDI Commando Units	M 1500

Super Weapons	<i>TechLevel</i>	<i>Prereq</i>	<i>Effect</i>	<i>Recharge (min)</i>
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GDI

Airstrike	7	Airfield	Napalm Cluster Airstrike	8
GPS	9	GPS Uplink	Reveals Map	?
Ion Cannon	10	Ion Cannon	Low-Orbital Ion Cannon	15

Nod

Spy Plane	7	Airfield	Reveals Spot & Discovers stealth units	4
Cloak of Silence	9	Temple	Cloaks all units in target region for 3 min	10
Chemical Strike	10	Missile Silo	Chemical Missile	20

Soviets

Paratroopers	7	Airfield	5 Veteran Rifle Soldiers	6
Iron Curtain Effect	9	Iron Curtain	Invulnerables all vehicles in target region for 3 min	10
Nuclear Strike	10	SS-20 ICBM	Nuclear Missile	25

Other

EMP Strike	-1	EMP Array	Local EMP Effect for 3 min	
Tiberian Missile	-1	TRC	Spreads a batch of tiberium on the battlefield	
Vergeltungswaffe	-1	Launch Pad	Huge ballistic missile	
Iron Curtain Breaker	-1	?	Disables Iron curtain effect	

+ penetrates iron curtain

Weapons	<i>Damage, Burst</i>	<i>ROF</i>	<i>Projectile</i>	<i>Warhead</i>	<i>Range</i>	<i>AG</i>	<i>AA</i>	<i>ASW</i>
Pistol	3	10	Invisible	HollowPoint	2	y	n	n
M16 / G36 / AK47	15	20	Invisible	SA	3	y	n	y
Browning M2	15	20	Invisible	SA	4	y	n	y
Steyr-Aug	20	15	Invisible	SA	3	y	n	y
RPK	30	15	Invisible	SA	3.5	y	n	y
Vulcan	40	40	Invisible	SA		y	n	y
Gatling	3	3	InvisibleAll	SA		y	y	y
ShotGun	30	40		ShotgunWH		y	n	n
MP5	50	15	Invisible	HollowPoint		y	n	y
Double-Pistol	50 2x	5	Invisible	HollowPoint		y	n	n
Sniper Rifle	100	60	Invisible	HollowPoint		y	n	n
Tiberian Rifle	50	15	Invisible	Tiberian		y	n	y
Bazooka	35	50	HeatSeeker	AP		y	y	y
Panzerfaust	35	50		AP		y	n	y
BikeMissile	35	35	HeatSeeker	AP		y	y	y
HoverMissile	35 2x	35	HeatSeeker2	AP/HE		y	y	y
F16Missile	50 2x	50	HeatSeeker2	AP/HE		y	y	y
Maverick	50	3	HeatSeeker2	AP		y	y	y

OrcaMissile	50	2x	60	AG Missile	AP	y	n	y
STNKMissile	50	2x	60	HeatSeeker	AP	y	y	y
MRLSMissile	70	2x	70	HeatSeeker2	HE	y	y	y
MammothTusk	70	2x	70	HeatSeeker2	HE	y	y	y
Tower/DestrMissile	90	2x	60	HeatSeeker2	HE	y	y	y
LongRangeMissile	150	2x	80	Scud	HE	y		y
HonestJohn	150	2x	150	Scud	Fire	y	n	y
FROG	600		400	V2 Rocket	HE	y	n	y
Chemical FROG	600		400	V2 Rocket	Gas	y	n	y
Nike	50		60	Stinger	AP	n	y	n
RedEye2	50	2x	40	Stinger	AP	n	y	n
AAMissile	40	2x	60	Stinger	AP	n	y	n
75mm	25		50	Cannon	AP			
90mm	30		55	Cannon	AP			
105mm	35		55	Cannon	AP			
105mm2x	35	2x	75	Cannon	AP			
120mm	40		55	Cannon	AP			
120mm2x	40	2x	80	Cannon	AP			
TurretGun	40		40	Cannon	AP			
155mm	150		65	Ballistic	HE			
200mm	200		70	Ballistic	HE			
380mm	250	2x	150	Ballistic	HE			
800mm	400	2x	200	Ballistic	HE			
TankBuster	50		25	Invisible	Ultra AP			
Ultra AP Gun	80		50	Invisible	Ultra AP			
Grenade	50		60	Grenade	HE			
Mortar	60		50	Grenade	HE			
FlameThrower (Inf)	70		50	Flames	Fire			
FlameThrower (Tank)	125	2x	50	Flames	Fire			
Chem Spray (Inf)	90		50	GasCloud	Gas			
Chem Spray (Tank)	140	2x	50	GasCloud	Gas			
Napalm Bombs	100		3	Bomblets	Fire			
Airstrike Bombs	300		4	Bomblets	HE			
Kirov Bombs	250		20	Bomb	HE			
Mine Explosion	400		-	Invisible	HE/EMP			
Terrorist Suicide	200		-	Invisible	HE			
Truck Suicide	600		-	Invisible	HE			
Airplane Suicide	500		-		HE			
Fiend Crystals	30	3x	10	Crystal	Tiberian			
Floater Tentacles	?		?	Invisible	FloaterWH			
Squid Tentacles	?		?	Invisible	SquidWH			
MindControl	-		-	Invisible	Neural	y	n	y
Psychedelic Gas	-		-	Gas	Psychedelic	y	n	n
Flak Gun	30		20	Flak	Flak WH 1	n	y	n
Flak Gun Ground	30		20	Cannon2	Flak WH 2	y	n	y
Torpedoes	90		60	Torpedo	AP	n	n	y
ASW	80		60	Grenade2	AP	n	n	y
Railgun	75		50		Railgun	y	n	y
Ship Railgun	100		100		Railgun	y	n	y
Small Laser	30		25		Super1			
Big Laser	400		125		Super1			
AA Laser	100		50		Super1	n	y	n
Small Tesla	40		60		Super2			
Tank Tesla	100		100		Super2			
Coil Tesla	100	3x	125		Super2			
EMP Gun	(5 seconds) +		45		EMP WH	y	n	y
EMP Tank	(10 seconds) +		95		EMP WH	y	n	y

Special abilities:

Dogs: Discover Spies, Subterranean and Stealth units.

Sensor array: Discovers Subterranean and Stealth units and submarines

Spy abilities

Radar:	map reshroud for radar owner house, reveal movements
War Factories:	veteran tanks, reveal construction
Barracks:	veteran soldiers, reveal construction
Airstrips, Helipad:	veteran aircraft, reveal construction
Shipyards:	veteran ships, reveal construction
ConYard:	reveal construction
Power:	power down 1 minute
Silo, Refinery:	50% money theft
Temple, Iron Curtain, GPS, EMP, Launch Pad:	Super weapon 1 shot available
Nuke Bunker, Nuke Silo, IonCannon:	Reset super weapon
Tech Centres:	hidden unit available
Base Defense:	turned off until fixed by engineer