

# CNCNET Red Alert 2 / Yuri's Revenge FAQ

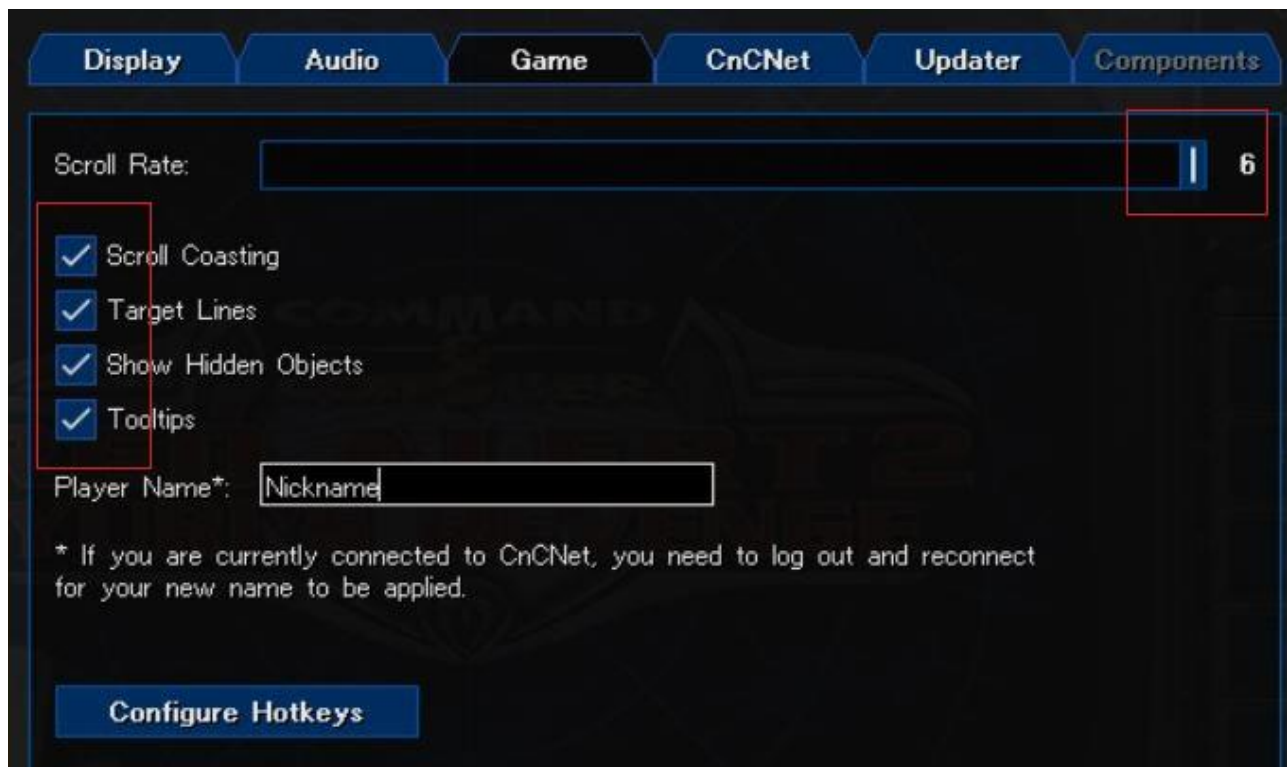
(Discord contact: “\_martin2005”)

[HOW TO PLAY RED ALERT 2 YURI'S REVENGE IN 2023! | Full In-Depth Tutorial \(youtube.com\)](#)

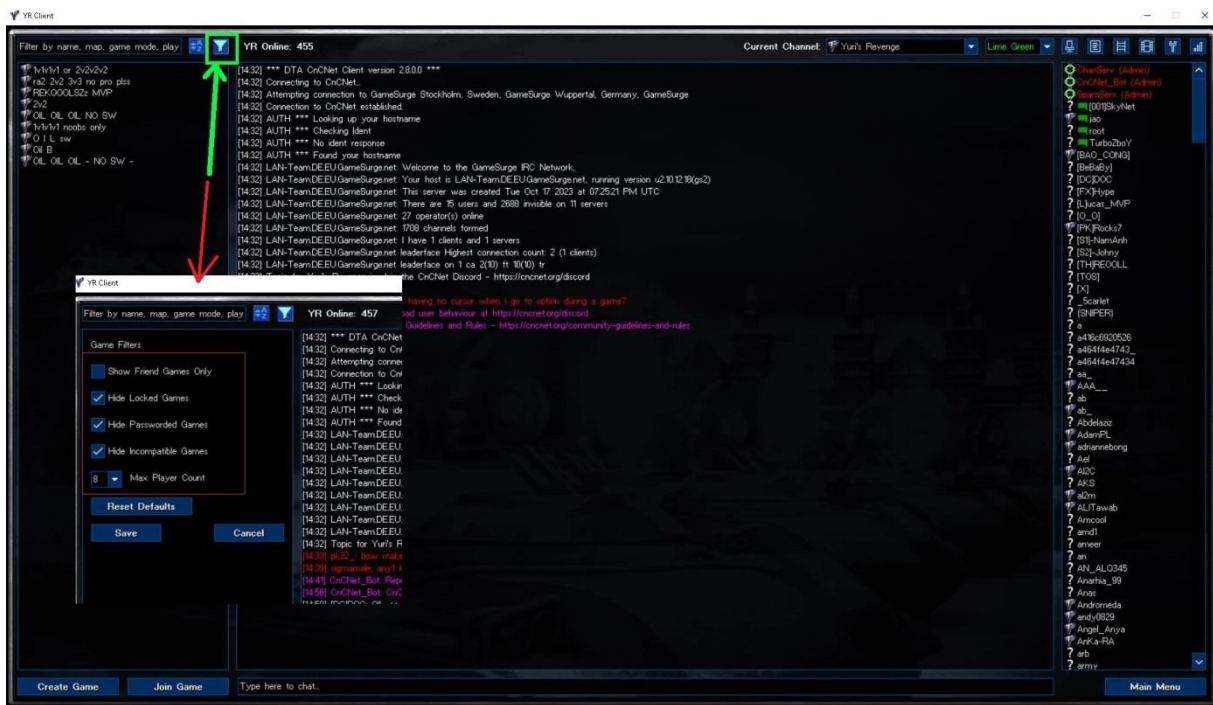
[C&C THE ULTIMATE COLLECTION NOW AVAILABLE ON STEAM! \(+ Updated CnCNet Campaign Tutorial!\) \(youtube.com\)](#)

## Recommended Client Settings:

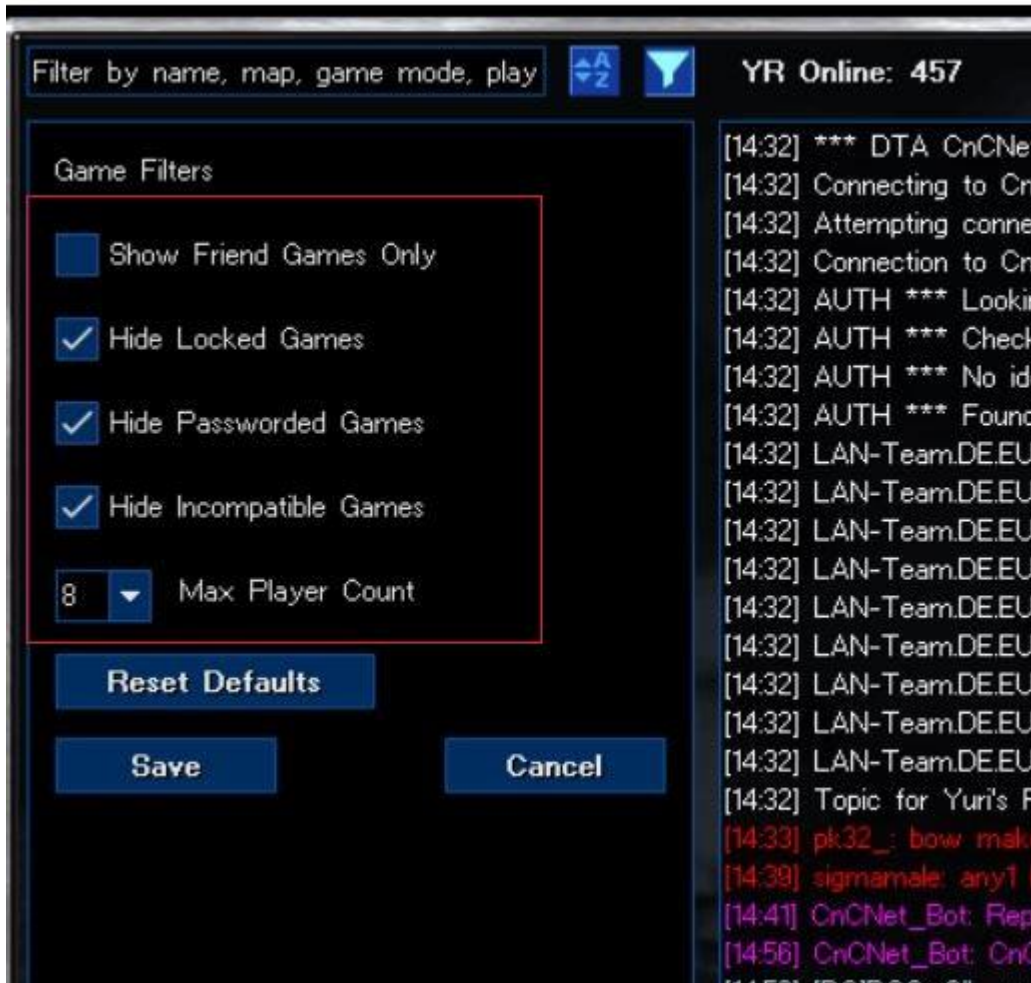




Here u can activate to show u only game that **really available** for you:



YR Client



Map List of the good, fair and competitive maps with [clickable Preview](#)

- |  |  |
|--|--|
| <ol style="list-style-type: none"><li>1. <a href="#">Across the frost</a></li><li>2. <a href="#">Arabian Oasis</a></li><li>3. <a href="#">Blood Feud</a></li><li>4. <a href="#">Caverns of Siberia</a></li><li>5. <a href="#">Coldest Peak</a></li><li>6. <a href="#">Copacabana</a></li><li>7. <a href="#">Country Swing LE</a></li><li>8. <a href="#">Darmok</a></li><li>9. <a href="#">Dawn of Peril LE</a></li><li>10. <a href="#">Desert Island LE</a></li><li>11. <a href="#">Distant Quasar</a></li><li>12. <a href="#">Divide and Conquer</a></li><li>13. <a href="#">Divide Freeze Over (Precap)</a></li><li>14. <a href="#">Dorado Descent</a></li><li>15. <a href="#">Downhill Rush</a></li><li>16. <a href="#">Dry Heat LE</a></li><li>17. <a href="#">Dune Patrol</a></li><li>18. <a href="#">Dusk Ravine (Precap)</a></li><li>19. <a href="#">Emerald Island</a></li><li>20. <a href="#">Equinox</a></li><li>21. <a href="#">Fjord</a></li><li>22. <a href="#">Glowing Waters LE</a></li><li>23. <a href="#">Golden State Freeway LE</a></li><li>24. <a href="#">Golden State Valley</a></li><li>25. <a href="#">Goldranium Fields</a></li><li>26. <a href="#">Heartland</a></li><li>27. <a href="#">Heck Freezes Over LE</a></li><li>28. <a href="#">Hidden Valley LE</a></li><li>29. <a href="#">Jungle of Vietnam</a></li><li>30. <a href="#">Jungle of Vietnam LE</a></li><li>31. <a href="#">Lake Island</a></li><li>32. <a href="#">Lakeside Plateau</a></li><li>33. <a href="#">Lucky Luke (Precap)</a></li><li>34. <a href="#">Malibu Cliffs LE</a></li><li>35. <a href="#">Montana DMZ LE (Precap)</a></li><li>36. <a href="#">Morningtide</a></li><li>37. <a href="#">Offensive Defense</a></li><li>38. <a href="#">Official Map A</a></li><li>39. <a href="#">Official Map B</a></li><li>40. <a href="#">Penumbra</a></li><li>41. <a href="#">Pioneer Peak (Precap)</a></li></ol> | <ol style="list-style-type: none"><li>42. <a href="#">Pirate Bay</a></li><li>43. <a href="#">Poltergeist (Precap)</a></li><li>44. <a href="#">Proving Grounds (PreCap)</a></li><li>45. <a href="#">Reconcile (Precap)</a></li><li>46. <a href="#">Red Valley</a></li><li>47. <a href="#">River Divide LE (PreCap)</a></li><li>48. <a href="#">River Rampage LE</a></li><li>49. <a href="#">Sedona Pass FFG</a></li><li>50. <a href="#">Sen River</a></li><li>51. <a href="#">Snow Drop</a></li><li>52. <a href="#">Snow Valley</a></li><li>53. <a href="#">Snow Valley YR LE</a></li><li>54. <a href="#">Speed Demon</a></li><li>55. <a href="#">Splendor</a></li><li>56. <a href="#">Split Level</a></li><li>57. <a href="#">Star Dusk (PreCap)</a></li><li>58. <a href="#">Stormy Weather LE</a></li><li>59. <a href="#">Stronghold</a></li><li>60. <a href="#">Tellar Prime</a></li><li>61. <a href="#">The Path More Traveled By LE</a></li><li>62. <a href="#">Thin Ice</a></li><li>63. <a href="#">Tiburon LE</a></li><li>64. <a href="#">Tiger Bay</a></li><li>65. <a href="#">Tikal</a></li><li>66. <a href="#">Tour of Egypt</a></li><li>67. <a href="#">Tour of Egypt Ra2</a></li><li>68. <a href="#">Tubac</a></li><li>69. <a href="#">YellowStone</a></li><li>70. <a href="#">Yin Yang LE (PreCap)</a></li></ol> <p><b>2 Player</b><br/><b>2-4 Player</b><br/><b>2-6 Player</b></p> <p>(Some of the map versions only available in YR Ladder or Ra2 Ladder Map pool)</p> |
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## Link List:

CNCNET Ladder, Official Discord Channel, Forum & Account Manager:

<https://ladder.cncnet.org/ladder/>

[https://cnc.fandom.com/wiki/Command %26 Conquer: Red Alert 2 - Yuri%27s Revenge](https://cnc.fandom.com/wiki/Command_%26_Conquer:_Red_Alert_2_-_Yuri%27s_Revenge)

<https://xwis.net/forums/index.php/forum/28-strategy-and-tactics/>

**Auto Clicker** (no cheat, fully supported by officials):

[https://sneer.de/software/ra2\\_blitz\\_autoclicker\\_portable.zip](https://sneer.de/software/ra2_blitz_autoclicker_portable.zip)

Auto Clicker **How To**:

<https://www.youtube.com/watch?v=tFjXLPGVe5o>

## Different Advanced Ra2 YR Series Games:

<https://www.youtube.com/channel/UCraqUdpamUYniPQHkqIqVhg>

**Live Streamer of Pro Players, Showmatches & Tournaments:**

<https://www.twitch.tv/doof88/videos?filter=all&sort=time> / <https://www.youtube.com/@Doof88>

<https://www.twitch.tv/lloyditfc96/videos?filter=all&sort=time>

<https://www.twitch.tv/fortuneschaos/videos?filter=all&sort=time>

[https://www.twitch.tv/mj\\_vst/videos?filter=all&sort=time](https://www.twitch.tv/mj_vst/videos?filter=all&sort=time)

<https://www.youtube.com/@KirovReporting/streams>

<https://www.youtube.com/@Iver/videos>

Advanced **Sov Standard Build** order using the example of the map Country Swing:

[https://www.youtube.com/watch?v=b3S\\_IBifoAg](https://www.youtube.com/watch?v=b3S_IBifoAg)

Advanced **Allied Standard Build** order using the example of the map Tiburon LE:

[https://www.youtube.com/watch?v=R5jSGohDX\\_Q](https://www.youtube.com/watch?v=R5jSGohDX_Q)

Advanced **Yuri Gameplay** in a Showmatch Series:

<https://www.twitch.tv/videos/2230068711?filter=all&sort=time>

Showmatch Series with **all factions by Pro Players**:

<https://www.twitch.tv/videos/1904048785>

**POV of one of best Sov Players in the World**

<https://www.youtube.com/watch?v=4E16qJA1fQ>

Example of Advanced Sov **Tankfight** (yellow op tank control)

<https://www.youtube.com/watch?v=NdshmhQR7WY>

## 3 Different Soviet Build Strategies vs all 3 Factions with replays using the example of Desert Island

### Sov Mirror:

- Usually the main army is the Rhino, who has bigger army (more rhinos, more fodder), better TC and splits
- First unit is a drone as additional scout, prevent possible flak or tank rushes and try to drone opponent miner
- dependent on the map heavy eco (watch enemy war), 3-6 miner from war

<https://www.youtube.com/watch?v=eoDJQuELRnE>

### Sov vs allied:

- Watch out for start cheese like engi/ivf or engi/seal (early airport + sound signal when seal is made) → safe ur war with a buncer
- An earlier push is recommended before allied has big tech army
- Since there is no enemy drone and the grizzly tank is inferior it's possible to expand very early by drive the mcv to additional gems
- Flak truck is necessary in the army vs Rocketeers, planes & as add. vs Seal/Tanya, Gis...
- Vs Gis and tech army (Mirage, Prismas) a Deso bomb (flak/5 desos) is a good tool
- Mid/late game some choppers can be usefull
- Safe critical structures with buncers & desos

[https://www.youtube.com/watch?v=g\\_ryYy3JUpE](https://www.youtube.com/watch?v=g_ryYy3JUpE)

### Sov vs Yuri:

- Watch out for early magnetron push vs miners (early psy radar), save ur miner if necessary and defend with early desolators.
- Try to avoid the yuri to get to heavy eco & expanding, especially a forward (2<sup>nd</sup>) mcv can be deadly
- Early desolator in flak to harass miner slaves can useful
- Early tech for IC-Drones/Rhinos
- Mass flak trucks in mid game + ic drones often is the key, only few number of rhinos

[https://www.youtube.com/watch?v=y\\_edd4UJSzM](https://www.youtube.com/watch?v=y_edd4UJSzM)

### Allied Seal Rush into quick tech vs Sov:

Good for start push and keep sov busy / avoid to spam rhinos till u teched

[https://www.youtube.com/watch?v=vLhKsdV\\_79k](https://www.youtube.com/watch?v=vLhKsdV_79k)

## Collected information and gameplay tips

**Basic Hotkeys** and the ideal way to combine and them to improve yourself

Q - Main Building tab (Flicks the Tab to the First One)

W - Defense tab (Flicks the Tab to the Second One)

E - Infantry tab (Flicks the Tab to the Third One)

R - Units (Tanks, etc) tab (Flicks the Tab to the Fourth One)

T - Select that/those certain units in your view (click it twice selects all of that/those certain units on the map)

S - Stop (Stops what that current unit was pre-ordered to do)

N - Next unit (Goes to next unit on the map)

X - Scatter (Scatters all units selected in an attempt to not be run over)

D - Deploy (Deploys all select unit if they have a secondary function/units inside)

CTRL + 1-9 - Create Team

1-9 - Select Team

P - Select all units with an "Attack" ability (excludes miners) on the screen (click twice for all units on map)

H - Home (Takes you to your base)

B - Beacon (Places a beacon)

alt + click one of your tanks - to put your tanks in a compact group

Spacebar - Go to last action announced or beacon placed.

CTRL + SHIFT - Attack Move

### **WAYS TO USE HOTKEYS:**

-A faster way to get your MCV deployed at the start of game is to do "N,D", N for "Next Unit" and D for "Deploy"

-A faster way to place building is to push the "Q" or "W" depending on what building you wish to place and click on the battlefield where you want it

-Make Teams of Units (1 team for Rocketeers, 1 for Fodder, etc) to select the group push the number you assigned to it (cntrl + number) adn to flick to the part of the map those units are on, push the "Team Number" twice

-Whenever you wish to view your base, just push "H"

-Whenever you hear "Unit Lost" or "Miner Under Attack" just push Space-Bar and your screen will flick to where that message came from

-Create a Map Bookmark of your opponent's base and push F1-F4 (depends which one you assigned it to) to instantly go to that location

-Use CTRL + SHIFT to move away and have units stop to attack anything in range, good for IFV's

### **Best way to scout out the battlefield**

The best way to scout a map is to build a certain number of dogs (which of course differs on map size

Example; 2 Dogs for a small map, 3 for a medium sized map, and 4 for a large map) and uncover as much shroud as possible, but preferably the opponents base so you can observe what they are doing and try to counter them.

Allies also have the option to scout with Rocketeers and Harriers/Black Eagles although you must scout early and with Attack Dogs.

If you desperately need to see what is underneath an Allied GAP Generator then there are a few things you can do, but generally you must sacrifice a unit (Rocketeer, Amphibious Transport, Flak Trak, IFV, Paradrops or even a Kirov Airship)

### **ANTISCOUTING YOUR BASE**

Of course if your opponent can see what you are building then he has the opportunity to counter it right? Well if you manage to kill all the enemies scouting units he may have a harder time countering your Build Orders. (Example; Deploying a few Gi's around your base should kill enemy dogs, or you can leave dogs around your base, or you can even get an early Rocketeer to do the job for you)

### **YURI SCOUTING**

One of Yuri's minor drawbacks is his lack of ability in scouting. Brutes, although invincible to dog attacks, are less agile and consequently much less efficient (and costly) for scouting. It's advisable to build only one for scouting due to the high cost and, if killed, you are left blind. Sometimes, it is a good idea to also send 1 or 2 initiates as a backup in case your brute dies. Furthermore, on small maps such as Dune Patrol and Blood Feud, it is also possible to send initiates instead, although slower than brutes, they cost less and 2-3 can kill walking dogs.

### **Basic Builds for both Allies, Soviets & Yuri**

Build Orders is what the majority of Ra2/YR is about, how good your build order is (and how you control the units of course) usually defines how good you are as a player.

Here is a very basic Build Order for all sides, on maps with Tech Oil Derricks and Gems you will need less Ore Miners because there are far richer resources on the map.



### **Allies:**

Power Plant

Barracks (Scout the map, attempt to catch any Oil Derricks nearby)

Ore Refinery

War Factory (Build 1 Ore Miner from it, then Grizzly Battle Tanks)

Ore Refinery

Ore Refinery (Sell the Ore Refinery furthest away from the Ore being mined)

Airforce Command Centre (Rocketeers and Harriers/Black Eagles to attack your enemy)

Ore Refinery

Power Plant

War Factory (To increase build speed)

Battle Lab (Any teched units you want)

Ore Purifier

### **Soviet:**

Tesla Reactor

Barracks (Scout the map, attempt to catch any Oil Derricks nearby)

Ore Refinery

War Factory (Build 1 Ore Miner from it, then Tanks)

Ore Refinery (sell after placement)

Ore Refinery

Radar (Train Desolators if needed)

Tesla Reactor

Ore Refinery

War Factory

Battle Lab (Any teched units you want)

Nuclear Reactor

## **Yuri:**

Bio Reactor

Barracks (Scout the map, attempt to catch any Oil Derricks nearby)

Slave Miner

War Factory (1 or 2 Gatling Tanks to further scout the terrain or for early offence, Slave Miner)

Slave Miner

Psychic Radar (Begin building Magnetrons)

Slave Miner

Battle Lab (Build Masterminds and Floating Discs, Yuri Prime and more Magnetrons)

Bio Reactor (Keep power divided evenly between the two power plants)

## **Rushes for all factions**

Rushing is obviously a faster way to end a matchup. Although some consider it 'cheap' and 'unskillful' there is some skill in knowing exactly how to rush and when to attack and how to attack, forcing them to make a crucial mistake. Rushing takes guts and a fair amount of skill in controlling the units you have

## **Rocky Rush:** - Allies against Allies

Depending on the resources on the map you can try with 3 barracks or on a rich resource map even 6 barracks, which means rocketeers will build super-fast

Power Plant

Barracks (Anti Scout Well)

Ore Refinery

Airforce Command Centre (Build lots of Rocketeers!)

Barracks

Barracks

Barracks

Sell MCV if you think it is needed

Attack

**Sell MCV Rush:** - Soviet against Allies

Tesla Reactor

Barracks (Scout the map)

Ore Refinery

War Factory (Rhino Tanks)

Ore Refinery (Sell this when placed)

Ore Refinery (Sell this when placed)

Sell your MCV

At this point build a few Attack Dogs to use as fodder

Attack

**Engi Sell MCV Rush:** Soviet against any side

Tesla Reactor

Barracks (Scout the map)

Ore Refinery

War Factory (1 Flak Trak, 1 Terror Drone <1 Engineer from Barracks>, 1 War Miner then Tanks)

Ore Refinery

Send The Flak Trak towards the enemy, make sure the Engineer and Terror Drone are inside, attempt to capture the enemy MCV or War Factory)

Ore Refinery

War Factory

Sell MCV, if you managed to capture an enemy building, sell it for the funds

Attack with all your forces

**Walking Engi:** Any situation

Power Plant

Barracks (Scout the map), Send an Engineer walking around the outside of the map and attempt to capture an enemy building, if you do, begin building sentry guns in their base.

Ore Refinery

War Factory (1 Miner, Tanks)

Ore Refinery

Ore Refinery (Sell)

War Factory

**All Air Rush:** Allies against Soviets

Power Plant

Barracks (Scout the map)

Ore Refinery

Airforce Command Centre (build planes and Rocketeers)

Ore Refinery

Sell MCV

Harass him with your planes and Rocketeers and attempt to win

**Double Drone Rush:** Soviets against Soviet

Tesla Reactor

Barracks (Scout the map)

Ore Refinery

War Factory (2 Terror Drones, 1 War Miner, Tanks)

Ore Refinery

Attempt to "Drone" the enemy War Miners while they are on a Ore Refinery as they wont have the ability to shoot the Terror Drone

Ore Refinery (Sell)

War Factory

Attack now with your army

**Gi IFV Rush:** Allies against Allies or Soviet

Power Plant

Barracks (Scout the map and attempt to antiscout well)

Ore Refinery

War Factory (Straight IFV's and promptly fill with Gi's)

Airforce Command Centre (1 or 2 Rocketeers to harrass the enemy with)

Sell MCV

**2 War Rush:** Soviet against any side

Tesla Reactor

Barracks (Scout the map)

Ore Refinery

War Factory (1 War Miner, then Rhino Tanks)

Ore Refinery

War Factory (To increase tank build speed)

Sell MCV

**Yuri Rush:** Yuri against Soviet or Allies (On high resource map only; Dry Heat, Offense Defence, Golden State FWY, etc)

Bio Reactor

Barracks (Scout the map)

Slave Miner

War Factory (2 Gattling Tanks, 2 Lasher Tanks)

Slave Miner

Psychic Radar (2 Magnetrons)

Battle Lab (2 Masterminds and Yuri Prime)

Grinder

Grind MCV for \$3000

**Initiate Rush:** Yuri against Yuri

Bio Reactor

Barracks (Scout the map then train lots of Initiates)

Slave Miner

Barracks

Barracks (Continue making Initiates)

Attack with your men army

## **In-depth detail about the Allied faction**

Allies

Introduction:

Undoubtedly the hardest side in the game to master, Allies are also the weakest side in Yuri's Revenge. Just like Yuri though, Allies must use their full arsenal to their highest potential to win a battle. While Allies are more effective against Yuri, especially in a long duration game, they still find it hard to penetrate Yuri's mind control fortress. Allies also however are inferior to Soviets early on in a matchup as well, with long-game chances swindling if Superweapons are enabled. This will be kept as brief as possible while still informing you all on how to use Allies, majorly against Soviet (most used side by top players) but will leak into the Yuri side of things as well.

### **Economy:**

Aswell as being the worst side in the game, Allies also have the worst economy.

They only rake in half as much as the Soviet counterpart whereas both of them are overshadowed by Yuri's economy. To try maximise your Allied economy as much as possible try to do the following:

1. Place your Ore Refineries as close as possible to the ore/gem patch.

2. Allied Miners have the ability to chrono to Ore Refineries anywhere on the map, but they also teleport to any refinery on the map, even if it is not the closest one.

To help prevent this as much as possible monitor your miners and manually return them to your base

3. When teleporting back to your base chrono miners, if in great numbers, will tend to queue up and waste time which will further weaken your already rather-poor economy.

The best way to prevent this is to keep roughly one ore refinery to every two miners you have (whereas with Soviets you tend to sell Refineries a lot more)

4. When fully teched Allies have the option of building an Ore Purifier, it is highly recommended that you purchase this as in the longrun it is highly beneficial for you,

allowing you to buy more tanks for your army.

5. Soviet enemies who have map control early on may attempt to 'split tanks' and pick off one (or more) of your miners, so to attempt to prevent this by staying alert and thinking fast to fight off the trouble-potential split.

### **Spies/Seals in IFV's**

Very underrated units, both can decide the game if used correctly. Iron Curtain is an Allied Killer and must be killed at all costs, otherwise your chances of winning decrease rapidly. Along with seals, spies have their uses as well, infiltrating an enemy battle lab, radar tower or war factory has wonderful results.

Here is the best way(s) to use these units to take out a Soviet enemy:

1. The main thing Allies have to do if they wish to seal/spy an enemy is to distract them so they can be successful. Bluffing an attack with your ground forces while dropping paratroopers in the back will keep

him busy so you can slip in the IFV toward the Iron Curtain (for Spy IFV attempt to get a War Factory or

Radar tower first). If you are granted the technology of Veteran (One stripe) tanks get a grizzly-heavy army

as Grizzly are now almost a mirror image of a Rhino Tank and are very powerful.

2. On an Air-based map (such as May Day or Lake Blitzen) Nighthawk choppers can be used to transport

Seals or Spies across the map safely. Remember that the chopper cannot be seen on enemy radar and

if you can distract him long enough you can slip the chopper into the back of his base.

## Air Units

Allies have an aggressive side to them consisting of Rocketeers and Harriers/Black Eagles.

Rocketeers are

fast and can go anywhere on the map and planes can fly alongside them to fight off any enemy Flak Trucks nearby.

The following is a list of things you can do with these units:

1. Try to keep Rocketeers active all game which will distract the enemy greatly, attack powerplants wherever possible

and have Harriers or Black Eagles nearby ready to shoot any Flak Trucks, when he is low power he will be building

slower than you and it will take him more time to get another Anti-Air unit ready.

2. Similar to above, target a War Factory with your group of Rocketeers (4 should be enough) and have planes following

ready to shoot the weakened building. If you kill the War Factory you should be able to establish a tank advantage

over your enemy.

3. As mentioned above a group of 4 Rocketeers should be enough to kill a building, now if you build more Rocketeers

you can begin to split them into two even groups and fly them around the map. This is going to confuse your enemy and

gives you an advantage over the battlefield as you are less likely to make mistakes if not under pressure.

4. If Korea you have the option of skipping the Battle Lab and making a second Airforce Command Centre.

If you can manage to get 5 Black Eagles no Iron Curtain should be able to survive long enough to harm you.

Other important buildings you can kill with 5 Black Eagles include, the War Factory, Ore Refinery, and Flak Cannons

(3 Black Eagle shots for a Battle Lab)



## Chronosphere

There are many ways to use a Chronosphere, but what ones are best?

1. If the enemy has a small army and you have units ready to chrono across the map, try to chrono your tanks onto

the enemies tanks as there's will die and yours will appear unharmed.

2. Another potential game-winning tactic is to chrono enemy units into the water, this works well against Yuri as you can

potentially chrono a lot of moneys worth of units into the water (4 Masterminds and a few Magnetrans perhaps) which is definitely

something you couldn't pass up!

3. Chronoing Prism Tanks into an enemy base is deadly as well, they can do extensive damage in no time, wiping out important structures

left right and centre.

## What tanks to build when?

Many players lose battles because they do not know what units to build when.

I hope to be able to explain to the best of my Allied ability what to do, and when:

1. Against Yuri players do not (i repeat do not mass grizzles), hold the fort with a few GGi IFV's and attempt to get 1 more Miner than the Yuri player (and then get your Battle Lab up quicker).

2. When teched as Allied against a Yuri player build a handful of Mirages tanks (up to ten) then begin making Prism

Tanks (or GGi iFV if Yuri is making Floating Discs)

3. Mass Prism (lots of them) will destroy every land unit Yuri has (except the Slave Miner, so watch out if Yuri brings

them to battle as 'Prism-Fodder')

4. Tanya in an IFV can be used (if Yuri is distracted by Paratroopers or something else) to drive around the back of the Yuri base and kill

any Slave Miners about (you must be quick!)

5. Against Soviet try to keep many Mirage Tanks about along with a Seal IFV or a Battle Fortress (with a Seal in it to eliminate Desolators)

and Rocketeers overhead as well trying to cause as much damage as possible.

## Robot Tanks

These units have almost no use. They require a building to power them (to stay alive as well) and are to vulnerable against Tanks.

Here are the only two decent uses for Robot Tanks i could think of:

1. Don't you just hate it when Soviets attempt to 'Fast tech' for an early Dreadnaught? Well 4-5 Robot Tanks can easily eliminate that threat.

2. On a Navel map Robot Tanks are good for harassing enemy buildings and provide a good distraction for other sneak attacks you wish to conduct.

## Economy Guide

Introduction:

Miners are units used to gather money in Red Alert 2. They are the main source of economy in the game and are shared by both factions, soviet and allied, with subtle differences.

The allied miner:

The allied miner is called the chrono miner. It gets its name for its ability to "chrono" or teleport.

The soviet miner:

The soviet miner is called the war miner. It gets its name for its small gun.

### **Differences between them:**

The main difference between the soviet and allied miners are their respective abilities, soviet having a gun, and allied being able to teleport. Another difference that is often more overlooked is the fact that the soviet miner carries twice as much ore as an allied miner. The soviet miner can hold up to \$1000 (gold ore) or \$2000 (gems) whereas the allied only carries \$500 and \$1000, respectively.

### **The basics:**

The first thing you do in any game with regard to miners is placing your initial refinery. Refinery placement is very key and one of the most important things to learn when starting to become a better player. More money = more units = more carnage! It seems obvious to say, but placing your refinery in optimal positions is very important. The optimization of these positions is dictated by: distance to ore, fortification, and high mobility. After mastering your refinery placement you must then master your miners! You will then need to know how to miner control and fend off drones.

### **Distance to ore:**

It is important to place your refinery right up next to the ore. Also, try to place your refineries so that they face the ore/gems, so the miners don't have to turn so much. In the long run, all those turns, especially U-turns add up. It is better to remove obstacles to better place your refinery. Obstacles include, but are not limited by, trees and ore itself! Yes, it is sometimes better to remove ore to better place a refinery! Also, as the game progresses you should place your refineries close to the ore re-generators so your miner miners the ore around the ore re-generator first before going to the exterior ore.

### **Fortification:**

At times it may be better to compromise optimal distance to ore for greater fortification. Also, refineries are often built at the beginning for an extra miner and are soon sold. If you know ahead of time your refinery will be sold you may decide to use your refinery to "stretch", or build closer to some desired location, instead.

### **High mobility:**

You do not want to place your refinery in such a way as to constrict miner flow OR tank flow. Placing refineries flush with a cliff wall is bad because this may cause your miners to go below the cliff before depositing ore and may force your miners to queue up. If you place your refinery in a position that constricts tank flow and you need to pass through a position to defend against oncoming tanks, this restriction may force your tanks to "line up" and make you lose a tank battle!

## **Gems:**

Ore is gold colored whereas gems are an array of blue, green, and red. Gems are worth twice as much as ore and take just as long to mine. Therefore, it is highly advantageous to go for gems, especially in the beginning of a match in order to jump start your economy. Many maps start off with both gems and ore nearby, it is well worthwhile to go for the gems in beginning. It is important to know which maps have gems nearby and where they are in each position. I'll leave an explanation of what maps and where those gems are to another person.

## **Miner control (Soviet):**

Miner control is the name given to the action of controlling miners manually. This means that instead of letting your miners freely roam around and pick up for you, you are the one controlling them. At first this sounds like an extremely daunting task. You are not controlling the miners every second, but instead you are guiding them and making sure they are not mining dumb. For soviets, miner control is very important and a key aspect of becoming a good player. Miners have "dots" underneath them indicating how full they are and with what type of ore. A gold color indicates gold ore and a blue color indicates gems. Each miner has 5 "dots". The miner in the picture at the beginning of this post is 4/5 full of gold ore. Knowing how to tell how full your miners are is the first step in mastering miner control. When soviet miners are full of gold ore they automatically head to the nearest refinery. Unfortunately for you, however, miners are very dumb and don't mine as optimal as they can. They often mine in long lines instead of mining the nearest ore, and before depositing ore to a refinery they pause, costing you important time and money! So, in order to achieve the greatest income of money per unit time one must utilize miner control! This is done by manually sending miners back to refineries and by dividing miners up between refineries. Sending miners back manually accomplishes two main things. First, your miner will no longer pause before depositing its ore because you are sending it straight to the refinery. Second, the miner automatically goes and mines the closest ore!

How great is that?! Also, making sure there is a good number of miners per refinery is important and is dependent on how much ore is available. If you have too many miners mining near only one refinery they will often queue up, this is bad. To combat this you need to split miners up between the ore fields you are mining at. An optimum number of miners per refinery (for soviet) is 4 to 6. Of course, if the ore field is nearly depleted you need only one, and if it is full, 4 to 6 would be best.

## **Drones vs. Miners (soviet):**

So, you are soviet and your miner gets droned, what do you do? Well, first it is important to learn from this mistake and next time try to stop the drone from getting into your miner in the first place. If you see your opponent getting a drone in the beginning of a match he is likely going to try to drone your miner which can easily cost you the game on a map like Defcon 6 (2-6). In order to kill drones and protect your miner you should always have a sentry gun ready, assuming you have the funds, and place it down if you think it will kill the drone. Do not place it down before you need to, however, as the player controlling the drone can easily circumvent it and drone your miner anyway. Your miner is most vulnerable when it is about to or is depositing ore because your miner's gun becomes useless. This is when you should expect to get your miner droned and you should be weary of the drone and be ready to kill on it quickly. Second, if your miner gets droned you need to immediately cancel any building you are building and get a depot to fix it unless the building queued is more than 80% complete. Fixing a miner that has been droned gets rid of the drone. It is important that during the period between building and deploying the depot your miner is not damaged at all as it will be nearly dead when you deploy the depot. Any extra damage will almost for sure make the miner die. It should be noted that

you only need to briefly fix your miner to get rid of the drone. Both allied and soviet miners slowly regenerate their health, so you need not fix it all the way. (Bearbeitet)

### **Drones vs. Miners (allied):**

As allied you need not worry much about drones. This is because if a drone enters your miner you need only chrono your miner to a refinery--the drone does not chrono with it and is left behind OR you can force fire at the miner once with a tank then chrono your miner and the drone will be dead.

### **Soviet miner control tips:**

Miner control is the most important at the beginning of every game, especially in the first 2 minutes. This is the period of time that most players are going to end up running out of money, maybe for only a couple seconds but those seconds are very critical if you are going to end up putting off a rush or executing one yourself! At the beginning of the game send your miner to the gems if there are any, and when you are about to place your war factory then your miner should be about full (5/5 dots). This is when you should send your miner back. After this you generally get your second refinery, which also costs \$2000 and takes the same amount of time to build as a war factory, so, as you can guess this is when you need to send your miner back again. This is also approaching the critical 2 minute time when you are the most likely to run out of money. During this time it is advantageous to foreshadow your insufficient funds and start sending miners back manually despite not being full, 2/5 or 3/5 is fine! As the game prolongs the advantages of manually sending your miners back is not as important, but if you are not busy doing other things then you should definitely be sending those miners back manually. As you get more and more ore fields under your control you need to split up your miners between refineries so they are mining efficiently.

### **Allied miner control tips:**

For allied your miners will be picking up less ore and returning quicker as a result. The consequence of this is the need for more refineries as compared to soviets. For soviets, I suggested 4-6 miners per ref at a maximum, but for allies you should not have more than 3 miners per refinery and an optimum amount would be 5 miners per 2 refs. This is because, as I said, your miners will be returning a lot more and since they teleport you do not want them to be teleporting to refineries far away, as they may do this automatically and have to travel all the way back, costing you money. The advantage of allied miners is that because they return ore at a faster rate (albeit in smaller amounts) your economy is generally a bit smoother than soviets. Instead of constantly sending miners back manually as allied the best things you can do are dividing up your miners among ore patches, having the correct number of refineries, and making sure your miners mine "smart" and not in long lines. The latter is easily achieved by initially sending your miners from refineries or war factories to the ore you wish for it to mine. This will cause the miners to mine a lot smarter than they would have on their own and is very simple to do. So, in conclusion the only thing you ultimately have to worry about is having the correct number of refineries for your ore miners.

### **Advanced Miner Control and Tactics:**

So, you thought that covered everything? Well, no! You're wrong! There is more to be learned and these are what I would call advanced miner control. Have you ever noticed how ore varies in how it looks? What do you do when there is no more ore on the map? And what the hell do you do with all those miners that don't have anything to do?

### **"Big" and "small" ore:**

Each cell of ore does not always have the same amount of money in it. Instead, ore that is lower concentrated or "small" appears more sparse and ore that is more concentrated or "big" appears more concentrated

Cells of ore that are "small" are mined quicker, but yield less money, and the miner must then travel to the next cell of ore. So, it goes without saying that mining "big" ore can give you a very marginal edge, but an edge nevertheless. At the beginning of a game the very outer edges of an ore field are generally "small" with the next interior cell being "big". Sending your miner initially to this "big" ore can provide you with all it takes to never hear "insufficient funds" ever again, combined with basic miner control too, of course!

### **No money left:**

This is when ore re-generators become key (See picture for small ore to see an ore re-generator). Ore re-generators regenerate ore, as their name might suggest, but do so slowly and only directly around the re-generator. Your miners will often stall when there is no money left as well, so it is important that you keep an eye on your miners and on your re-generators making sure that they are mining whenever they can. It takes only 1 miner to keep mining around a re-generator and even then it will occasionally mine all of the ore around it and stall. You need to keep checking on these miners and manually make them mine. Also, on maps where you can foreshadow your ore fields dwindling away you can manually send your miners to mine directly around the re-generator so that it keeps regenerating ore. This is important to do on maps like Country Swing (2-4) when you are in top position and have less ore.

### **Extra miners (soviet):**

If there is no money left and you have 8 miners and only 3 ore fields, then you have at least 5 idle miners. So, what is there to do with miners with no ore left on the map? Miners are actually arguably the best fodder in the game, soviet miners in particular since they have an extra gun. You can use these miners as fodder and can quickly hit z and waypoint them to kill your enemies fodder. Also, in small tank battles where miners are involved you can place your miner directly in front of your tank and in front of your enemy tank's fire to block damage to your tank. Of course, your miner still gets damaged, but your tank won't! Miners also are not damaged by radiation and do decent damage against infantry units. This makes them ideal candidates for killing desolators! Also, miners have a 1 cell greater firing range than rhinos. In games where a player has destroyed your mcv, radar, and naval yard, the only unit that may be able to attack a stretched naval yard will be your miners. So, a miner can easily change what you once thought a stalemate into your win!

### **Extra miners (allied):**

Although the allied miners do not have the gun capabilities of a soviet miner, they are still useful as fodder. If you have extra miners as allied you can still use these miners as fodder! Also, if you find yourself without any means of making units but still have a refinery and miners and are in a game with an ally, it would be beneficial to your ally to give him money. This is accomplished by having your miners mine as regular, but instead of allowing them to automatically teleport back your refinery you manually send them to your allies refinery. This can also be done with soviet miners.

### **Korean Eagle Double Shot Technique:**

- The execution rate of a “double shot” can be increased by 70% if you switch targets right before the eagle fires. The way I became fluent with this technique in the past is by playing against Easy Ai on a map, and practicing targeting the ground and switching the target right before the eagle shoots.

Note: this will take a while and while I was practicing this technique I didn't believe this was true at one point, you will start to notice it happening more and more.

### **Dog Battle Strategy:**

- When entering a dog battle, if you target the enemy dog one tile before your dog gets in range of target (maybe 9 tiles?) you will win dog battles 90% of the time.

Note: In December 2007 I was known for having extremely good “dog luck” this was one of the reasons.

### **Tank Control Techniques:**

- Numbering rhino tanks in groups of 5 and clicking tanks with each group in a tank battle is the peak of tank control.

Granted I've only been at a level to do this a few certain times, but for those of you who train micro this should be the achievement to strive for and was founded by the legendary player AcidTank in 2002.

- Using f1,f2,f3,f4 is not only good for awareness and moving around the map, but when partnered with numbering your barracks and warfactory, can easily put waypoints to key areas on the map.
  - o I typically number my first barracks as 0 and first warfactory as 9 at the beginning of the game.

### **Economy Techniques:**

- Well known, but way pointing your warfactory to ore while building a miner causes your miner to not stop for one second after being built.
- Outside of using “h” or f1-f4, you can number your ore refinery to consistently manage your economy and miners (double click the number you assigned to the refinery to instantly be brought to that area of the map)
- As allied, you can number your miners during the start of the game to reduce time spent on miner/eco control
  - o Side note: most players combine putting buildings on hold and having their miners “dump ore” when they have 3 slots filled in order to never hit zero and keep unit production going. (Bearbeitet)

### Putting things on hold:

Putting buildings on hold is a well-known technique for making sure you do not “ride zero” and keep your units pumping out. But there are other scenarios where putting things on hold can be useful.

- Putting a desolator on hold and building a barracks is a good combo to have an instant desolator in your base when needed.
- Putting a kirov on hold and engaging an opponent's warfactory gives you an instant kirov in your opponent's base
  - o If you sell the warfactory right as the kirov comes out, it stays on the ground until you decide to move it, letting you use an iron curtain on it

### Simple tips:

- One wall in front of a tesla coil or prism tower adds a lot of health to it
- As allied, deploying a gi behind your conyard can snipe your opponent's scouts if they are not paying close attention.

### Mind Games:

Sometimes in a game you may be at a disadvantage and you may have to “muddy the waters,” I will explain here.

- If you attack a building with a rocketeer or split, your enemy will hear “base under attack” and 9 times out of ten then will hit spacebar to see what is happening, at this exact moment you have a chance to pick off a tank or execute a sneaky strategy.

Rushes:

Sell mcv rushing is underrated these days and barely used, however it can be very effective when utilized correctly

- Knowing a few rushes can help greatly in a long series vs the same opponent who will not expect something like that and is accustomed to how you are playing, i.e. 1 out of every 12 games.
- Sell mcv rushes can be very powerful on certain maps, especially on maps where there is a battle for techs/map control and you win early