

## command and conquer 3 kane s wrath manual pdf

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## Book Descriptions:

# command and conquer 3 kane s wrath manual pdf

Full walkthrough for single player campaign, tips, hints, detailed maps. Base development, capturing the Tiberium spikes and fields, the choice of units all of these factors are crucial and decide on the outcome of your battles. With your help, Commander, the Dark Messiah may rise again.

Unprecedented Multidecade Campaign Kane returns as the centerpiece of an epic new singleplayer campaign. Experience a new story that spans 20 years. Take Command of a Whole New Army With the introduction of new units, structures, and abilities to each of the three factions, the Tiberium Wars will never be the same. Specialised Subfactions Play to your strengths with six unique subfactions, each equipped with their own exclusive units, powers, and upgrades. Utilise the subfaction of your choice to fully take advantage and compliment your play style. Devastate the battlefield with the immense firepower of allnew customisable Epicunits. LiveAction Videos Witness the rise of the Brotherhood first hand through intense live action video sequences starring Joe Kucan, Natasha Hendstridge, and Carl Lumbly. Global Conquest Mode Fight the Third Tiberium War your way. Map out your strategies on the planetary level and wage allout war on the ground. All logos and images are copyrighted by their respective owners. To download, rightclick the Download Now button and save. You can view and navigate PDF files with Adobe Acrobat Reader. Download the Acrobat Reader software if you dont have it already so that you can view the files immediately after downloading. The program is available in both Windows and Macintosh format. Not yet an IGN Insider. Learn all about the benefits of becoming an Insider here. Discover everything Scribd has to offer, including books and audiobooks from major publishers. Browse Books Site Directory Site Language English Change Language English Change Language. You can read the full changelog here. It requires Kane's Wrath to be patched to version 1.01 or newer. <http://angelescare.com/userfiles/cargo-handling-manual-pdf.xml>

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The same features apply to the Kane's Wrath Worldbuilder, and can also help with other iterations of the tool. After loading any of the games'.skudef files, the program lists all W3D animations contained within the game files, which can then be selected, after which an XML output will be shown. This allows extracting animations without resorting to custom art packs. They differ from files already in the game by having smoother animations, as the models are EALA's originals. They differ from files already in the game by having smoother animations, as the models are EALA's originals. It revolves around the seemingly immortal leader of the Brotherhood of Nod, Kane, and recounts his ascent to power after narrowly escaping death in the year 2031, ending with Kane reacquiring the Tacitus artifact from Tiberian Sun, in the year 2062. Pictured is Europe controlled by Scrin forces, and Africa controlled by GDI forces with Nod having cloaked in south Asia. Also included in this game mode are allnew, highdefinition video sequences featuring Joseph D. Kucan as Kane, congratulating or taunting the players as they progress in Kanes Challenge. He instructs LEGION to incite the Rio Insurrection by taking out the GDI presence in the area and giving Kane a substantial number of followers. After the player succeeds, Kane informs the player of his plan to reunite the Nod splinter factions. The player is then commanded to drive Marcion out and capture him. Brought before Kane, Marcion comes back into the fold of the Brotherhood as Kane reveals himself to him, and removes his face mask, showing a completely scarfree face. Kane then orders the player to destroy a Liquid Tiberium facility in the Australian Outback as a grand gesture to the remaining

splinter factions to rejoin him, turning the continent into a Yellow Zone in the process. <http://cozyh.com/upload/1599289920.xml>

Kane deactivates LEGION and begins to build Nod into a superpower. Since the destruction of the Philadelphia would eliminate most of GDI's leadership, Kane predicts that Redmond Boyle will be his pawn and become the Director of GDI, so as to provoke the future liquid Tiberium explosion. The player is also ordered to capture Dr. Alphonse Giraud from his research facility, explaining his disappearance in the GDI campaign of Tiberium Wars. Afterwards, Abbess Alexa Kovacs has taken the view that General Kilian Qatar is a traitor to Kane, and plans to have her discredited by attacking Temple Prime in her guise, then leaking Ion Disruptor technology to GDI, thereby leading to General Qatar's execution being ordered by Kane. She reveals her doubts and fears about LEGION, and about LEGION being connected to the Tacitus during a cutscene before a mission and also tells the player that CABAL's cyborgs murdered her family, and is worried as LEGION is based upon the same technology that created and powered CABAL. After the Tacitus is secured on a mission, a highly distressed Alexa snaps and infects LEGION's core systems with a powerful computer virus, fearing that the AI will turn hostile like CABAL upon interfacing with the artifact. The virus destroys LEGION's systems, and Kane is alerted to LEGION's infection and catches Alexa redhanded in the act of destroying LEGION. Kane discovers to his horror that Alexa attacked Temple Prime in Killian's guise and had Kilian executed for a crime she did not commit. Alexa snatches a pistol from one of the guards as she is about to be taken away for interrogation and aims at Kane with it. GDI has been meddling with the device, causing it to become highly unstable; Kane needs the Tacitus for his master plan, so he orders the player to first awaken the Marked of Kane, a faction of cyborgs that only LEGION is capable of controlling due to its link with the destroyed CABAL.

With the successful reactivation, Kane then sends the player to recover the Tacitus from GDI's NORAD facility. After the Tacitus's successful capture, Kane connects it to LEGION, and the AI becomes infused with the vast knowledge of the object, ending the game in a cliffhanger. Retrieved 20080807. By using this site, you agree to the Terms of Use and Privacy Policy. All trademarks are property of their respective owners in the US and other countries. This story will be told through a new set of highdefinition, live action video sequences starring a celebrity cast including Joe Kucan, playing the megalomaniac leader of the Brotherhood of Nod, alongside new talent Natasha Henstridge and Carl Lumbly. With your help, Commander, the Dark Messiah may rise again. Take command in an all new global conquest mode. Map out your strategies on the planetary level and wage all-out war on the ground. Customize your EpicUnits midbattle via garrisoning and upgrades. Position these units in the strategic, global conquest mode then lay siege to your enemy at the tactical, battle level. Conquer your enemies with new units on both land and air. Utilize the subfaction of your choice to fully take advantage and compliment your play style. All other trademarks are the property of their respective owners. Click here to see them. Show graph This defaults to your Review Score Setting. Read more about it in the blog post. All trademarks are property of their respective owners in the US and other countries. Don't have an account. Sign up for free! Version 1.8. One Vision, One Purpose. PEACE. THROUGH. POWER! NB Please note there is another lengthy Table of Contents ahead so you might NB With the table of contents, the whole point is that you decide and use the The Nod Campaign. Nod Intel Database. Basic Army Guide. The Global Defense Initiative. The Brotherhood of Nod. The Scrin Mining Fleet. The Global Defense Initiative Military Divisions. The Steel Talons. Zone Operations Command ZOCOM.

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The Brotherhood of Nod Splinter Factions. The Black Hand. The Marked of Kane. The Scrin Military Sects. Reaper17. Traveler59. Strategies. Vanilla Teams. The Sects. Global Conquest. Strike Forces. Support Powers. Bases. Battle and Victory Third Tiberium War and beyond. While it may not added too much gameplay Redmond Boyle as GDI Commander in Chief, the disappearance of Dr. Giraud

and Welcome to Kanes Wrath. And PEACE THROUGH Started on Act 1, finished The Rio Insurrection and What is Rightfully Ours. Finished Act 1 and all the Intel entries for it. Made 2 more mission walkthroughs and their intel entries. Completed The Doctor Vanishes and intel entries. Finished MARV Rising. The Betrayal of Kilian Qatar is now complete. Start on Hearts and Minds and Added My Playing Technique. Finished Hearts and Minds. Finished all the Intel Completed Will Made Flesh and Tacitus Regained, which completes Act 3. This Completed Vanilla GDI. Table of Contents ready for Vanilla Nod and Scrin, Completed the Brotherhood of Nod and the Scrin Mining Fleet. The Steel Talons and the ZOCOM forces are complete. Completed the Black Hand and Marked of Kane forces. Completed the Reaper 17 All subfaction groups are now complete as well as All that is left is A long awaited update, the strategies for the vanilla forces have been done. Im going to do strategies for the factions next, then strategies for the Next update, dealing with Epic units for Vanilla Factions which are now Completed all the GDI Strategies. Nod and Scrin sects remain. All the Strategies are complete. Global Conquest needs to be done, and that is Started on the Global Conquest Mode. Should be finished with the next update Global Conquest Support Powers are complete. With the Bases, Combat and the. Strategies now complete, the guide is complete like I promised. Well, its done One is rushing There are more though. Brute Force Build big units and roll them into the base.

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No concern for Armchair Sit back and let your allies do all the work, provided you actually Defensive Build a massive defence that the enemy has no chance of going Sneaky Build a large amount of stealth based units, or Commando units and My style is to reduce the losses on the Therefore, I will insist that you send your This way, you will spend loss Also, you should Reduce the amount of body bags to win the day. Destroy these oligarchic Capture them and the Nod Recon Nod Background It seems that Rio is the first step to the rebuilding of the Brotherhood of. Nod. Anyway, you are stuck in the middle of the map, which is not the best of Anyway, build up your You will need a Strike Force to destroy the Administration Buildings and Your Primary Attack force will be 12 Raider. Buggies, but you will also need 6 Attack Bikes for later. Build them up You also need to Tiberium Spikes, which you should do for the extra resources. Anyway, get your Buggies and move to the South Western Radio Station. There Riflemen Squads. Send in a Saboteur and capture the Station. You will notice that there is a build area around the Radio Station, so Station, Ill explain why later on. Anyway, head to the Administration Right away, GDI will most likely send in a Bloodhound. Squad, 2 APCs and 2 Pitbulls to defend it, so take them out first and then Once you do, there will be Fanatics that will appear But really, there isnt Moving on, send your buggies, which you should repair if need be, south to Repair and head to the. South Eastern Radio Station. There is nothing at the station itself, so send in a Saboteur, but the There are Guardian Cannons So, you should build a Shredder Turret when you Once you attack a Guardian Cannon however, GDI will send in GDI Airborne and This is where your Buggies run in and save the day. Take out the remaining Riflemen at the back of the Administration Centre. Take them out and that Now, your next job is to take the North Eastern Centre.

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The radio station will Administration Building will be Garrisoned Buildings, and the reason why you After you have cleared the infantry, you need to clear out the administration North of the Station. More on that later. Now, you need to take down the final station. Well, there isnt anything While you are at it, capture With the bonus objective complete, you Do so, and build about 25 in a large Use your Buggies to take down the Centre left on the map. One the health Remove the Buggies from the Centre and let the. Orcas waste their ammo. Before you finish off the Centre, make sure your. Scorpions are ready and move them to the North Western Radio Station. When Once down, the Splinter Factions Commander will contact you and order you The second is that you use the Power Signature. Scan. It will reveal where the power plants are. Anyway, when the update Send in the

Scorpions and head straight for the Construction Yard, only Yard would be without the Disruption Towers. Destroy the Construction. Yard. Once the health of it gets critical, the leader will surrender and Nod Weaponry Nod Background This mission might be painful in the real beginning. What you want to do is And see that Tiberium. Spike that is East of your base. Do not capture it. You don't want a massive Also, build a SAM Turret, you'll need it. GDI loves to send in some Hammerheads to machinegun your base. After a short period of time, you are going to get a video uplink to a Steel Talons soldier who doesn't like you on their soil. Right when the Talon The next is that there will You might need to replay GDI will attack from the Northern and the Eastern entrances of your base. The attacks will normally be 2 Titans, 2 Wolverines, the occasional Pitbull and This will require you to have some variety in A much more expensive way to If GDI attacks from the Nod, be careful because that Survive the attack, and you will need some way to counter the GDI onslaught. The answer Wolverines and Titans have a weakness. They cannot shoot air.

Therefore, you are going to counter them with what little air power you Once you are confident that you can handle GDI's attack on you, use your Venoms and attack the southern entrance of the Lab. Meanwhile, get a single Venom and move into the GDI Tiberium Field, mining it to prevent them from Once the AA gun is taken care of, move in your Venoms once again and At the back, there Be careful on your attack, there is Scorpions. However, while you are doing this, make sure there aren't any Titans or any Wolverines that are lurking around because these guys will do Well, you are using light tanks and the Titans are serious cannons. Now, you need a Saboteur and Airlift him to take over the Lab. The GDI Commander will send in his forces through the northern entrance, and he In any case, all GDI actually does Slingshots, Missile Squads and AA Turrets, so attacking their base to With such a tight grip on the area, your Venoms can take out any The bonus objective There is strong Anti Air Wolverines to take out anything else. Besides, you don't need to go There is but one problem with this Destroy it and lure the heretic into the Destroy his Escort and he will Nod Weaponry Nod Background Nod Rumours In this level, Marcion will welcome you, and then asks you to leave. We can't Because you are now fighting the Marcion will not send tanks and such Normally, he will send Black Hand. Flame infantry as well as Confessor Cabal units, both rather superior infantry Also, he will send the Purifier Unit, an older version of the Avatar, but instead of a shiny laser, Therefore, what you What you should do first up is to use disruption towers to your advantage. This will delay Marcion finding your forces and that little more time to Tank. This guy, with the Tiberium Core upgrade from the Tech Lab will be For the first ten minutes or so, build about Soon, he will stop. Your first mission is to take out the Pulse Scanners.

There are 5 of them and Either way, take them Use your Stealth Tanks to hit and run the Pulse Scanners or hit them hard and With those guys down, you need to expand your base Because he is not attacking, he has stockpiled a There are Reckoners, And there is money to worry about. Well, south of Marcion's base is a large Green Tiberium field. You should The reason you should While at your new base, use your Stealth Tanks to enter the Southern entrance You should see a rather large force Hit and run as Build about 12 to 15 of the Beam Cannons and use them to destroy all the Use the Stealth Tank to hit and run. This should get the vehicles out of the base and into Then take out the vehicles. If possible, However, do not destroy You should now remove Marcion's statues. Two of them are near the Headquarters The final one is a bit harder, because that is Use your Stealth Tanks to fire This should be the end of the Bonus Objectives. Now, because you blow open the Headquarters, move your Stealth Tanks outside. Marcion's base, in order to prepare for the third objective. Repair them if With your Stealth Tanks, move most This is why your Stealth Tanks and Beam Cannons are in place. You need Purifiers. First, the obvious threat of the Purifiers before they get too You now need to whisk it away to Getting it to safety is relatively easy. With the Pulse Scanners out of the Marcion might send some reinforcements, so get your Stealth Tanks and Beam Cannons to literally surround the transport to ensure that no one can get Marcion now belongs to. Kane. Should their experiments be destabilised, Destroy GDI's Liquid Knock out the Power Nod Field Recon Nod Weaponry Nod

Background GDI will start attacking straight away so you need to prepare yourself for The reason why is that you can cover They will attack the Eastern and the Northern sides of your base, so you Get the Quad Turrets You need to last You will soon get the message to capture the Purifier husks, you need to start. Raider Buggies.

There are three sites with Purifiers and I suggest that you The problem is that you will have to fight off constant GDI attack while The reason for getting the ones Once you actually recover some husks, they will be on half health and you need You need to recover all the. Husks in order to get the bonus objective as well as the Intel entry. You need You should not expand your base, the Purifiers are enough to finish the Although it will After all your Purifiers are complete, and upgraded with the lovely, This is where the. Mantis comes in. Specifically designed to be fast and take down air, this Anyway, slowly send your Purifiers to the GDI base. You should take down the. Power Plants, it will save your Purifiers from a lot of damage. Let me brief You shouldnt target things to shoot with these Their lasers, while it may be By moving them near their targets, they will automatically use their flame While it may not really Now, take down the Power Plants and watch the raw power of the Purifier. Let. GDI burn for their sins. Anyway, move them up to the main base, targeting Then, take down the production Target the Tiberium Lab, and watch the big boom. It is surprising that you. Purifiers can actually survive the attack. I was thinking that a massive. Liquid Tiberium explosion that can be seen across a continent would destroy Anyway, you should perform this mission on Medium first, because if you do The GDI attacks are relentless and it Capture the Network Research Centres rapidly. Nod Background You start off in this mission with a Commando unit and 4 Shadow Teams that you Cannon, keeping an eye on the approaching infantry that can injure and kill Do not, however, cross the bridge just yet. There are two watchtowers Instead, send your. Shadow Teams into the air, and set them down next to the GDI Power Plants. If Use their bombs to destroy the. Power Plants. After both are down, send in the Commando and raise some hell.

Dont worry about the Watchtowers, after both Power Plants are down, they Now, you need to take down the Network Communications Centre. It is relatively Tiberium Refinery and the Harvester through the use of the Shadow Teams bombs Demolish the Barracks as well as any other GDI You now will get some reinforcements, a base in which you need to clear out. GDI and take over the Network Research Centres. The time that you have to First, build up your base and build some Flame Tanks, about 6 or so, and some. Stealth Tanks for scouting and Anti Vehicle purposes. Meanwhile, you will Orcas and Hammerheads. Laser Turrets need to be deployed in order to take care While your Reckoners are on their way, send your Commando to the South Eastern. Lab. Guarding the lab will be 2 Battle Bases and your Commando will be fast Build an Air Tower for the Call for Transport ability and train a Saboteur to That is one out of four. Meanwhile, you need three At this point, you need to get your Commando to destroy the 2 Guardian Cannons With the Guardian. Cannons down, take down the War Factories to ensure there are no more GDI With this area clear, you can send With two down, we need to take down another base, north of yours, housing Use your Flame. Tanks here because there will be garrisoned buildings around the area and Clear them out with the flames. In this base, there will be 2 Watchtowers and 2 Barracks. Your first Missile Squads that will harm your Flame Tanks, while the Watchtowers are You can clear out this area before sending in Conversely, you can use Venoms to attack the base here, it is be just as Flame Tanks here is because they can destroy buildings must faster and they Anyway, you have one more lab to take down. Use your Stealth Tank to scout Clear the area, send in the Saboteur and finish this mission.

Not exactly On hard mode, you will need to build Flame Tanks straight away to counter Still, you need to do In days Kane shall destroy it, eliminating the He must live, so he may become the GDI Destroy it and Tag their Power Annihilate it and keep Redmond Boyle Nod Field Recon Nod Weaponry Welcome to the GDI Treasury. Shame you can keep some of the gold yourself. Anyway, you will have 2 Shadow Teams fly in to help you destroy the GDI. Treasury. First of all, since it is night, you want to avoid

the GDI. Hammerheads, the ones with the lights, near your Shadow Teams. Their lights  
Also, avoid base First of all, you need to take out the infantry that are lurking on the  
Anyway, wait until the Hammerhead is Plant the beacon here and move  
Again, infantry will move, and although they might not detect you, it would  
And besides, your Shadow Teams are Move the bridge and plant  
The next two beacons that are left are basically the same. Take the one  
Make sure you move This should be no real problem, your main problem  
After you plant the beacons, there will basically be power down in most  
of Unlike regular missions, you dont get any more reinforcements, so this is  
Anyway, lets start with attack the base south of where your units decide to  
GDI, you deserved to be robbed. Anyway, this is one part of the gold. The  
There are two The Eastern Collect is and this will be the end of the gold  
bullion. Now, to attack the Communications Centre. Well, the base is not heavily  
This will be So, just your Stealth Tanks to remove the Hammerheads and use the Specters  
If your Specters or Stealth Tanks are damaged, guess what, there are plenty  
Due to nearly all of the base defences Not that the specters  
Destroy the base and then, finally remove the Communications Centre. Now,  
However, you cannot take the Doesnt matter, enter through the Now, attacking the base. First, take down the  
production structures, using the. Stealth Tanks to scout out the base once more.

Use them to take down tanks Slowly, move onwards into the base and You could even slowly destroy  
it with. Shadow Teams if you want, if they live that is. I still believe that Nod  
Isnt that easier Kane He must disappear before he can enlighten the fool  
Protect the Capture the. Nod Weaponry This one you are going to have to do on a really restricted budget. Due to  
More on that later. Anyway, build up your base. However, GDI will attack you from two different  
Predators, APCs, Grenadiers, Missile Squads and Zone Troopers. Therefore,  
Shredder Turrets to take care of infantry. Also, get a Commando unit and  
Also, build a SAM Turret next to your. Obelisk of Light since GDI likes to send  
some Orcas to harresss and hope Some people would success that you build some. Specters and  
force fire on the area that GDI will attack from, but the Rather, if you do use Spectres. Wait for some  
tanks and then fire on the location for a successful attack on. GDI forces. Money is going to be an  
issue. Your original green Tiberium field is not Therefore, you need  
The next Tiberium field looks good, however,  
A Disruption Tower And make sure your Harvesters do not decide  
Well, at the docks, there is two Tiberium Silos and a Tiberium Spike. Well,  
Commando, since she does not appear to GDI unless there is a detector. That  
Next, you need to think about a strategy to get rid of the GDI base  
that With 10000 credits from your Tiberium Silos Do not forget about  
Your first goal with your attack force is to disable the GDI base. for  
My choice of attack force is based on what will lie ahead, as well as their  
This is better than the Venom assault as their is Stealth Tanks will be crushed because they  
lack some Therefore, the. Purifier is the way to go. Anyway, attack the GDI base, move in next to the  
buildings and let the flames You can destroy them, Anyway, destroy the GDI base, and that  
There are two more bases where GDI can send With that GDI base out of the way, you need to capture the  
Spaceport for the. Intel entry.

However, you will need to use some lasers here because there are. Sonic Emitters and that can  
damage you greatly. Take them out with lasers and Send in the Saboteur, via air if you have  
cleared You can sell the Spaceport straight Spaceport for further use. Not like the Brotherhood is  
going to launch a. Space Station anytime soon. Anyway, you need to have your Purifiers repaired  
and ready for the final For a scientist, he is pretty well defended. Anyway,  
This is where your choice Remove the missile squads from the  
North of Girauds Wipe it out to Be careful and make sure that your.  
Purifiers do not spit fire on the lab. I actually failed the mission because  
Before you decide to capture the lab, send 3 Mantis units to the Tiberium. Spike you have captured. You will need it.  
Anyway, capture the lab and this This carryall is heavily  
GDI sends in the Hammerheads. Your Mantis units will take care of them. Meanwhile, use your Purifiers and follow the carryall, in the air,  
with Since the Carryall and the. Purifier move at the same speed, it should be relatively easy to cover  
the. Carryall. The Flame weapons on the Purifier should take out the light  
Battleship and whisk away. Funny, I dont see room for the Carryall to land  
Leap of faith You must track down Capture it and we

shallDefend the Reclamator Hub until we have finishedBuild the Redeemer and teachNod  
WeaponryNod BackgroundStraight away, like most of the other missions, GDI will start to attack  
yourLight, and surround the northern entrance of your base with them. About 10. Obelisks, and  
some SAM turrets to defend your base. Now, you have base What you should do is to build some  
Vertigos, the more the merrier. I willSince you haveWhen the Marv,Vertigos for another wave of  
attacks. Knock down the MARV. It may be an. Epic unit, but it is not invincible. You now, having  
dealt with the pesky MARV, need to capture the Reclamation. Hub where the MARV was built.

However, you cant just send in some SaboteursBecause after you capture the GDI Hub, that isnt the  
end of the mission,Your attack force should be some Stealth Tanks because of their speed. GDIScout  
out their base and destroyKill the harvesters for the intelligence databaseAnyway, destroy most of  
the base, most being except for the Reclamation HubZOCOM troops have a fair amount of Missile  
Squads in the buildings so youFlames will do the trick. Anyway, when the GDI has been taken care  
of, capture the GDI Construction. Yard and build defensive buildings, mainly Sonic Emitters,  
Obelisks of. Light and AA Turrets around the Reclamation Hub, and do not capture it justOnce you  
have your base secure as well as the Reclamation Hub secure, youGDI will not start to attack with  
waves of their troops, who want eitherGDI will attack,Suck that GDI. Anyway,The Nod scientists,  
working as fast as they do, have discovered the antedoteWell, to build a Redeemer, you need to build  
theAnyway, that will beHowever, the bonus objective will be closing in, destroying the  
reinforcement. MARVs that the ZOCOM have sent at you. The problem is, your defence willAgain,  
use your Vertigos to do some bombing Other than that, itGDI Sonic Emitters and destroy the  
MARVs. You will lose quite a lot of yourThe Redeemer has two infantry slots that you can equip your  
infantry in. ButI suggest that you choose a Saboteur for the repairing abilities and the. Black Hand  
for their flame weapon, great against infantry and buildings. TheAnyway, with the map expanded,  
your last part of the mission is to destroy Anyway, along the bottomAnyway, send in the Redeemer to  
one of the bases, and then launch the Ion. Cannon and the Nuclear Missile against the other.  
Nothing like watching. GDI attack itself. The Bases that you want to attack depend on what youTake  
down those GDI bases and win this levelProof that you will provide.We will leakNod RumoursWow,  
this map again.

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