

HOMELAND ALLIANCE CHINA STRATEGIES



Map numbers reference numbers on text.

1 Build your base. China does not start with radar, and the first thing you need to do is get that radar up ASAP. You've got to keep everything moving and amass a large army very quickly, for China's strength is in its numbers. The best way to go about this is to select your Command Center, build a second dozer, and then immediately queue up the radar.

2 You must own the city. Build a Barracks in the middle of the city and pump out Tank Hunters immediately, garrisoning them in the buildings surrounding the supply docks. Protect your real estate and keep the enemy at bay, for he who can not make war cannot wage war. Allow yourself the luxury to gather resources from the center of the map and at the same time cause your enemy to fall behind economically.

3 Defend your base. China's true strength lies in its ability to build the later, stronger units such as the Overlord tank. Protect yourself with a small force in order to buy yourself more time. A handful of Tank Hunters backed by a few Gattling Tanks should be able to keep your interests safe. Be sure to surround your buildings with Mines, which can easily fend off any infantry rushes. As the clock ticks by, your tech tree will flourish and the enemy's will wither.

4 Roll over the enemies' base. The strength of the Red Army lies in the slow moving and heavily armed Overlord tank. Anything that gets in the way of an Overlord becomes road kill. A squad of four or five Overlords is your enemy's worst nightmare. Before you go in to finish off an opponent, be sure to upgrade your Overlord with one of the three possible upgrades:

- Gattling Cannon: For infantry and air.
- Speaker Tower: Heal your units while preparing for the attack.
- Battle Bunker: Take something big and mean...then add infantry.

Firestorm! The Chinese MiG is a powerful air unit that fires two napalm missiles at any ground or air unit. Keep them in the air at all times, ready to respond to an enemy threat. How do I create a Firestorm you ask? The answer is easy – use your squad of four MiG's to fire at the same location at the same time, unloading their payload. The Firestorm will create a large area of destruction on any target that you designate, and the flaming napalm left behind should BBQ any enemy reinforcements on the way.

COMMAND & CONQUER GENERALS

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Game Experience May Change During Online Play

KEYBOARD COMMANDS

ACTION	KEY
SELECTION COMMANDS	
Select a unit	Left-click
Add a unit to selection	SHIFT + left-click
Select all on-screen units of a type	E or double left-click
Select previous/next unit	LEFT/RIGHT arrow keys
Select previous/next dozer/worker	UP/DOWN arrow keys
Select all combat units	Q
Select all units on the map that match current selection	Double-tap E
Define selected units as a group	CTRL + number key
Select numbered group	Number key
View (not select) numbered group	ALT + number key
Select and jump to numbered group	Double-tap number key
Jump to last radar event	SPACEBAR
Jump to Command Center	H
Rapid scroll	Hold down right mouse button, move mouse
UNIT MODES	
Force-fire mode	Hold down CTRL and left-click location
Attack-move mode	Tap A and left-click location
Instruct selected units to guard	Tap G and left-click location
Stop selected units	S
Scatter selected units	X
Set waypoints for units	ALT + left-click for each waypoint
Set Unit Formations	Position, then select units, press CTRL + F
SCREENS AND POP-UPS	
Toggle Diplomacy/Communicator screen in multiplayer and skirmish games	TAB
Toggle Mission Objectives in single player	
Toggle Command Bar	F9
Options screen	ESC
Capture screenshot	F12
CAMERAS	
Set bookmark for camera	CTRL + F1 – F8
Jump to camera bookmark	F1 – F8
Rotate camera	Numeric keypad 4 rotate left, 6 rotate right
Zoom camera	Numeric keypad 8 zoom in, 2 zoom out
Reset camera to DEFAULT position	Numeric keypad 5
MULTIPLAYER	
Chat with everyone	ENTER
Chat with allies	BACKSPACE
Place beacon	CTRL + B
Selected unit's cheer	CTRL + C

GOLDEN OASIS USA STRATEGIES



1 Build your base. Your strength lies in your ability to micromanage two dozers at the same time. A winning general is able to build up the tech tree while building a formidable army. Hot keys and control groups are a crucial time saver when you are working with your two dozers. *Hint: R is the hot key for your power plant and U is for the Supply Center. These are the key elements to generating a strong economy.*



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2 The enemy base. Quickly build a strong strike force composed of Humvees, which you can garrison with Rangers, Missile Defenders, or Pathfinders. Remember that infantry are able to fire from inside of the vehicle, greatly increasing firepower with lightning-fast speed. The tow missile upgrade is an invaluable asset with this strategy but make sure to upgrade on the run and keep those troops rolling out while the upgrade completes.



3 The strongest defense is a good offense. Crusaders, Humvees, and Missile Defenders give you the flexibility to respond to problems when and where they arise. Be sure to cover your points of entry to keep the enemy from infiltrating your base.



4 Get ready for urban warfare. If it is infantry vs. infantry, the US has the upper hand. The Ranger unit has a Flash Bang upgrade that will clear out large groups of infantry quickly and without remorse. Or you can put Rangers in a Chinook and combat drop them into an enemy garrisoned building to clear it out. But don't forget about the Pathfinder, a stealth unit that can kill any enemy infantry unit in one hit.

Aim high Air Force! The USA's Air Force is the strongest on the field but not without weaknesses. Be sure to scan the enemy base to look for any holes in the defensive line. The Stealth Fighter is a unit that can take out enemy base defenses and get out without a scratch. For heavy duty jobs you can take out almost any enemy building with two Aurora Bombers.



1 Build your base. The greatest asset of the GLA force is their fierce independence and stand-alone capability. GLA buildings don't need any outside power source and every building has a GLA hole which will rebuild the structure if destroyed and its hole is not. Even if the infidels are lucky enough to tear down one building, they had better finish the job. Otherwise your warriors will use the tunnels underneath to quickly rebuild your base.



2 Protect your supply lines at all costs. GLA Workers are fragile units and act as speed bumps when enemy vehicles come into play. Garrison buildings around the supply docks with RPG troopers and bring in a few Rocket Buggies to secure your position. *Hint: As the game progresses, be sure to build up the tech tree and construct a Black Market. The constant flow of funds and upgrades held within are a crucial asset to your force.*



3 Put a strangle hold on the enemy. On the Alpine Assault map, there are only four routes for your opponent to get from their base and into your home. You must control all of these! The two most likely routes for him to attack are along the left and right sides of the city. Garrison these structures with RPG troopers and line the streets with Demo Traps, a cheap and deadly explosive device that is almost undetectable by any enemy vehicle.

ALPINE ASSAULT GLA STRATEGIES



4 The GLA recipe. Allow your opponent to take over your base early in the game and let them think they have wiped you off the map. Meanwhile, in a secret locale, you are building up your forces for a stealth attack! When the time comes to rock and roll, try using an army of Rocket Buggies and upgraded Maurader tanks with a pinch of Rebel Ambush.

Who needs state of the art? The GLA is the most resourceful faction in *Command & Conquer Generals*. Take advantage of it. As you destroy the enemy, the GLA is the only faction that can upgrade units such as the Maurader tanks, Technical Trucks, and Quad Cannons from the salvaged parts left behind by destroyed enemy vehicles. Put Terrorists into the civilian vehicles at the edges of the city to quickly convert them into bombs-on-delivery. When a car isn't available, the Bomb Trucks can be cloaked to look like your enemy's vehicles, with one explosive surprise!

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