

ACTION**KEY****SELECTION COMMANDS**

Select a unit	Left-click
Add a unit to selection	SHIFT + left-click
Select previous/next unit	ALT + LEFT/RIGHT arrow keys
Select previous/next dozer/worker	ALT + UP/DOWN arrow keys
Select all on-screen units of a type	E or double left-click
Select all units on the map that match current selection	Double-tap E
Select all of your combat units on the screen	Q
Select all of your combat units on the map	Double-tap Q
Select all of your air combat units on the screen	W
Select all of your air combat units on the map	Double-tap W
Define selected units as a group	CTRL + number key
Select numbered group	Number key
View (not select) numbered group	OPTION + 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
Scroll the screen	Arrow keys

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
Jump to hero unit	CTRL + H
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	DELETE
Place beacon	CTRL + B
Selected unit's cheer	CTRL + C

EXPANSION PACK

COMMAND + CONQUER

GENERALS

ZERO: HOUR



SECURITY COUNCIL SUB-COMMITTEE (RESOLUTION 1521) ON GLOBAL LIBERATION ARMY

Report to Security Council: Situational Report (SIT REP) on GLA
Activities

Distribution: Classified

Location: Aral, Kazakhstan

Although China succeeded in driving the GLA from its western border, it failed to corral the organization, which has spread across Central Asia into Kazakhstan. The GLA's series of victories has rallied sympathizers, allies, and soldiers among the rebel militias of Central Asia that have ideological or political grievances against China and the USA. As predicted by this sub-committee, the failure to stop the GLA in Asia has made it a force in Central Asia and, with its capture of the Baikonur Cosmodrome facility, a ballistic threat to Europe.

The USA has mobilized forces to root out the GLA from Baikonur. While American Generals have called the upcoming action at the Cosmodrome a "mop-up operation," accumulated intelligence suggests that the USA is making a force commitment that has not been seen since the Iraq War a decade ago.

Information emerging from the Baikonur region is sketchy and unreliable at this time. The GLA may be garrisoned among an arsenal of ballistic weapons at the facility. The garrisoned forces will not hesitate to deploy such weapons, particularly if there is no option for escape. The USA must act quickly and decisively to avoid devastating environmental effects similar to those resulting from the Sudan Crisis earlier this century.

In Iran, Egypt, and Syria, informants are reporting that a new, more virulent form of anthrax has become available on the black market. Codenamed Anthrax Gamma, this strain purportedly doubles the lethality of previous forms of the bacterial agent. While little has been confirmed, a great deal of GLA cell phone chatter and intercepted email seems to be swirling around an individual nicknamed "Dr. Thrax."

A research immunologist by training, Dr. Thrax has been selling biological agents to the GLA for some time. He is believed to travel with a phalanx of GLA Elite Guards, and his profile in the organization continues to rise. His whereabouts are unknown.

Overhead reconnaissance has tracked numerous GLA units and personnel melting into mountainous terrain north and west of the Baikonur facility. Part of the GLA has escaped to regroup, and the remaining forces at Baikonur are refusing to negotiate. If Dr. Thrax has finished development of Anthrax Gamma, the revitalized GLA poses an even greater threat to the nations of Europe.

The sub-committee recommends that the Security Council attempt to gain resolution on the situation at Baikonur and to penetrate the GLA leadership through any available channels.

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



INTRODUCTION

Zero Hour has arrived. *Command & Conquer™ Generals Zero Hour Expansion Pack** launches new units, armies, and campaigns onto the battlefield of the top-selling RTS game. Although the GLA has been thwarted in its initial campaign, it returns to wage war with a battery of new weapons, tactics, and goals against the civilized world of the not-so-distant future. Lead your army of GLA, USA, or Chinese forces through a series of even more challenging missions. Surprise the enemy with new units, structures, and super weapons to gain the upper hand. In the all-new Generals Challenge, you can do battle against any or all of nine specialized armies, each led by a shrewd General, expert in a type of tactics. Or, you can assume the role of one of these Generals in online play, which includes many new multiplayer maps and other enhancements to make the *Command & Conquer™* (C&C) experience better and faster than ever before.

*Requires *Command & Conquer™ Generals* to play.

FEATURES

- **Fifteen new missions in three campaigns.** All new maps are integrated into three compelling storylines, each of which reshapes the world.
- **New multiplayer maps.** Test your online *Command & Conquer* skills in new scenarios for two to four players.
- **Generals Challenge.** Match your personal strategies against nine AI Generals with unique personalities, tactics, and taunts.
- **The latest weapons in next-generation warfare.** USA, China, and the Global Liberation Army bring improved arsenals to the battlefield.
- **New missions taken from tomorrow's headlines.** Destroy the USA fleet in the Mediterranean, root out a splinter cell in Cairo, infiltrate a toxin facility, and send in special operatives to capture weapons of mass destruction.
- **More tools to conquer the globe.** Energy systems and super weapons rely on microwave, laser, and satellite technology.
- **The unparalleled Generals engine.** More visual enhancements to the game engine deliver an even better game.

NEW CONTROLS

Command & Conquer Generals Zero Hour Expansion Pack puts new controls at your fingertips to improve your speed in combat situations.

NEW MOUSE COMMANDS

ACTION	MOUSE
Selected units attack move to destination and then guard the area (optional)	Select units and double-click destination

- **Special note on Particle Cannons:** To make the beam deployed from the Particle Cannon move faster across the terrain, double-click the mouse button.
- **Retaliation:** Toggle this option OFF to disable your units from retaliating against attacking enemies automatically.

NEW TRACKPAD CONTROLS

ACTION	TRACKPAD ACTION
Camera zooms in/out	Pinch with two fingers
Camera rotates	Rotate with two fingers

ALTERNATE MOUSE CONTROLS (OPTIONAL)

You can configure a double-click of the left mouse button to make your selected units attack-move to a targeted location. When you double-click a location, your selected units move towards that location, attacking enemy units along the way, and guard the location when they arrive.

- ★ To use the double-click attack-move control, click the checkbox next to Double Click Attack Move in the Options screen. Then, click ACCEPT.

You can change to alternate mouse controls, too.

- ★ To change the mouse controls to use the right button as the Action button, click the checkbox next to Alternate Mouse Setup in the Options screen. Then, click ACCEPT.

FUNCTION	MOUSE ACTION
Move cursor	Move pointer
Select unit or structure	Click left button
Select all units and structures in an area	Click and drag with left mouse button
Select all units or structures of the same type.	Double-click left button
Action button: select unit, move unit to selected area, or attack unit in the selected area	Click right button
Selected units attack move to destination and then guard the area (optional)	Select units and double right-click destination

NEW HOTKEYS

ACTION	HOTKEY
Scroll the screen	Arrow keys
Select all of your units on the screen	Q (once)
Select all of your units on the map	Q (twice)
Select all of your air combat units on the screen	W (once)
Select all of your air combat units on the map	W (twice)

- ★ To toggle fast forward playback of replays, press **F**.
- ★ To build a GLA Worker at the Command Center, press **K**.



PLAYING *COMMAND & CONQUER* *GENERALS ZERO HOUR*

New for *Command & Conquer Generals Zero Hour*, Generals Challenge presents a unique set of armies with specialized tactics and weapons for you to best in single-player combat.

★ To begin a Generals Challenge game, click SOLO PLAY in the Main menu. Then, click CHALLENGE. For more information, ► *Generals Challenge* on p. 17.

Three new campaigns offer challenging scenarios and environments in which to combat the USA, China, and GLA armies.

○ For more information, ► *Playing the New Campaigns* on p. 5.

New multiplayer maps are available through the original *Command & Conquer Generals* interface.

★ To play one of the new multiplayer maps, click SELECT MAP in the Multiplayer Game Options screen. For more information, ► *Create a Game* in your *Command & Conquer Generals* manual.

New units, structures, and upgrades have been added to the standard armies for each side.

○ For more information on new elements for the USA side, ► *New USA Elements* on p. 9.

○ For more information on new elements for the China side, ► *New China Elements* on p. 12.

○ For more information on new elements for the GLA side, ► *New GLA Elements* on p. 14.

PLAYING THE NEW CAMPAIGNS

Command & Conquer Generals Zero Hour Expansion Pack includes three new campaigns, one each for the USA, GLA, and China. While you can play the campaigns in any order, it is recommended that you play them in this order: USA, GLA, and China.

To begin a new campaign:

1. Click SOLO PLAY in the Main menu.
2. Click the side to play.
3. Select a level of difficulty to play. The campaign introductory movie begins.

USA CAMPAIGN OVERVIEW

The USA has driven the GLA into remote territories in Western Asia but has not been able to claim a decisive victory. While friends and family clamor for the return of soldiers to their homeland, USA Generals are intent on finishing the job. Scattered intelligence suggests that the GLA has acquired chemical and biological weapons of mass destruction, but the information is not reliable. Of greater certainty is the new leadership of the GLA, which, experts believe, will lead the terrorist organization on a fresh wave of attacks against the American military. The USA must act quickly and decisively before the initiative and the will to fight have been lost.

GLA CAMPAIGN OVERVIEW

USA Generals have been stymied by the GLA's continued efforts to harass and strike targets of opportunity. Analysts estimate that the GLA is recruiting two new divisions and is stockpiling resources, possibly including new weapons of mass destruction. With each successful terror strike, the GLA gains new admirers, more press, and momentum to deliver a finishing blow to its enemies.

CHINA CAMPAIGN OVERVIEW

The USA side has suffered greatly at the expense of the GLA, and Chinese Generals are aware of it. While China experienced significant losses in driving the GLA from their western territories, the border is now secure. As the GLA has left pockmarks on USA military might, China has so far stayed out of the recent hostilities. However, any further sign of American weakness may become an opportunity to roll the tanks of the Chinese Generals.



GAINING RANKS

In *Command & Conquer Generals*, you gain ranks for destroying enemy structures and units. Earning new ranks also rewards you with Generals Points, which can be spent on new Generals Powers.

- **Graduate to Ranks 2-4:** One Generals Point for each rank.
- **Graduate to Rank 5:** Three Generals Points.

You can earn up to seven Generals Points on most missions.





BATTLEHONORS

Earn victory on the battlefield to gain *Command & Conquer Generals* Battlehonors in Skirmish and Multiplayer conquests.

note: To earn a victory in Skirmish or Multiplayer match play, you must destroy all enemy units and buildings. Defenses and Demo Traps are not considered buildings.









- Battlehonors for Solo Play can be viewed in the Skirmish Game Setup screen.

CAMPAIGN HONORS

ICON	HONOR	DESCRIPTION
	China Campaign Honor	Defeat the China campaign. Achieve victory on the highest difficulty level to earn the Gold medal.
	USA Campaign Honor	Defeat the USA campaign. Achieve victory on the highest difficulty level to earn the Gold medal.
	GLA Campaign Honor	Defeat the GLA campaign. Achieve victory on the highest difficulty level to earn the Gold medal.
	Challenge Campaign Honor	Complete the Generals Challenge to earn this honor. Achieve victory on the highest difficulty level to earn the Gold medal. For more information, ► <i>Generals Challenge</i> on p. 17.









SKIRMISH HONORS

The following Skirmish honors are awarded based on your total statistics, which are accumulated in each game.

ICON	HONOR	DESCRIPTION
	Endurance Honor	Conquer every Skirmish map to earn this honor. ○ The lowest difficulty setting that you set for any map determines the medal that you earn for Endurance.
	Streak Honor	Sustain a winning streak of three, 10, 25, 100, 500, or 1000 victories in a row to earn Streak Honors. ○ Losing, quitting, or surrendering a match breaks your current streak.
	Blitz Honor	Win a match in less than five or 10 minutes.
	Domination Honor	Earn recognition for winning 100, 500, 1000, or 10,000 games over your <i>Command & Conquer Generals</i> career.
	Ultimate Honor	Conquer every Skirmish map against the maximum number of enemies on Hard difficulty level to earn the Ultimate Honor.
	Air Wing Honor	Build 20 or more aircraft against a computer-controlled opponent.
	Battletank Honor	Build 50 or more tanks against a computer-controlled opponent.
	Apocalypse Honor	Build the Particle Cannon, Nuclear Missile, and SCUD Storm superweapons to earn this honor.

MULTIPLAYER HONORS

note: To earn Multiplayer honors, you must tabulate statistics for each game. Multiplayer statistics are tabulated separately from Skirmish statistics. For more information, > *Changes to Creating an Online Game* on p. 34.




ICON	HONOR	DESCRIPTION
	Fair Play Honor	To earn a Fair Play Honor, you must have won, lost, surrendered, or exited using normal game channels at a 90% rate for at least 10 total games.
	Streak Honor	Sustain a winning streak in online games of three, 10, 25, 100, 500, or 1000 victories in a row to earn a Streak Honor. ○ Losing, quitting, or surrendering a match breaks your current streak.
	Domination Honor	Earn recognition for winning 100, 500, 1000, or 10,000 games over your online career.
	Air Wing Honor	Build 20 or more aircraft against a human opponent.
	Battletank Honor	Build 50 or more tanks against a human opponent.
	Apocalypse Honor	Build the Particle Cannon, Nuclear Missile, and SCUD Storm superweapons against human players to earn this honor.
	Blitz Honor	Win a match in less than five or 10 minutes against a human opponent.
	Global General Honor	Win at least one online game playing as each General to win this honor.

NEW USA ELEMENTS


note: For all sides including USA, most units slow down when they are damaged. Some, however, do not.

- **Special note on drones:** When USA units upgrade with airborne drones, the drones cause enemy anti-air units to target them first. Drone-equipped vehicles can be used as the vanguard for an air attack. This note does not apply to the ground-based Sentry Drone.

NEW USA UNITS

ICON	NAME	DESCRIPTION
	Sentry Drone	This stealthed vehicle provides a forward-looking eye that doesn't need much coordination or supervision. When the drone is upgraded, a nose-mounted 20mm machine gun is automatically deployed against infantry and small vehicles.
	Microwave Tank	The Microwave Tank can disable the electronics in structures via microwave frequencies. Defensively, a microwave field harms infantry.
	Avenger	A mobile platform, the Avenger can paint airborne and ground targets with its Point Defense Laser. When targets are painted, other units in the vicinity can fire faster and with better success at them. The Avenger can also down enemy aircraft.

NEW USA STRUCTURES



ICON	NAME	DESCRIPTION
	Fire Base	Packing a 155mm cannon, this small firing base can deliver a tremendous amount of ordnance a long way. If inbound hostiles manage to avoid the barrage, they may be weak enough to be dispatched by the four infantrymen that can be garrisoned inside.



NEW USA UPGRADES

ICON	NAME	DESCRIPTION
	Countermeasures	To protect its considerable investment in airborne weapons systems, the USA has developed effective countermeasures to heat- and radar-seeking projectiles. All USA aircraft can upgrade to Countermeasures. Available at Airfield.
	Hellfire Drone	This upgrade can equip most USA units with a drone that fires Hellfire missiles.
	Chemical Suits	In the face of likely Toxin attacks, USA infantry and other personnel should be equipped with the Chemical Suits upgrade. While a Chemical Suit is not impervious to Toxins, it can withstand them until the wearer can clear the area. It is effective against radiological and microwave attacks as well. Available at Strategy Center.
	Supply Lines	A modern army can be stopped in its tracks if supply lines are hindered or cut. Adding the Supply Lines upgrade increases the productivity of Chinooks, which keeps the units rolling forward. Available at Strategy Center.
	Bunker Busters	Six feet of re-enforced concrete buried twenty feet below ground cannot withstand a well-placed Bunker Buster. When it detonates, the explosive upgrade kills garrisoned infantry or forces them to exit the building or Tunnel Network. Available at the Airfield.
	MOAB	An upgrade for a Fuel Air Bomb, the Massive Ordnance Air Burst is a big bomb designed for low-altitude detonation. The nine tons of explosive on-board can topple tanks several hundred yards from ground zero. Available from Strategy Center once Fuel Bomb General Power is selected.
	Sentry Drone Gun	This upgrade gives the Sentry Drone a machine gun.




NEW USA GENERALS POWERS

ICON	NAME	DESCRIPTION
	Leaflet Drop	The sharpest blow strikes an enemy's will to fight. A Leaflet Drop in an enemy's camp saps morale and reduces the will of his units to resist. Affected units become temporarily immobile.
	Spectre Gunship	The Spectre Gunship can lay waste to anything that has the misfortune of being in its sights. This slow-flying platform flies in a tight circle, dispensing 50-caliber shells from the multiple machine guns mounted down its sides. It is equipped with a manual override for targeting during flight.

NEW CHINA ELEMENTS

- **Special note on the Black Napalm upgrade:** When clearance is first given from the Command Center to drop napalm, a Chinese MiG is not required to return to base before reloading and dropping a second time.





NEW CHINA UNITS

ICON	NAME	DESCRIPTION
	Listening Outpost	China has developed advanced surveillance technologies that can be deployed in low-cost units for the front line. The Listening Outpost can detect the movements of units across a wide radius, including stealthed units, and is fortified with Tank Hunter units.
	Helix	This large helicopter can transport infantry and some vehicles across any terrain. A flexible platform, the Helix can be upgraded with the Propaganda Tower, Gatling Gun, or Bunker. Napalm Bombs can also be added for additional firepower.
	ECM Tank	This vehicle-based suite of electronic countermeasures protects advancing Chinese columns. A multi-frequency jammer effectively disrupts guided missile and rocket attacks, which can cause them to miss their targets. Its directed beam can also disable the electronics of vehicle units.



NEW CHINA STRUCTURES

ICON	NAME	DESCRIPTION
	Internet Center	Stronger than the sum of its parts, the Internet Center can hold up to eight Hackers, who perform better when working together. The Internet Center can be upgraded with Satellite Hack 1 and Satellite Hack 2.

NEW CHINA UPGRADES

ICON	NAME	DESCRIPTION
	Neutron Mines	Neutron Mines are lethal weapons against personnel that may be attempting to commandeer a protected structure. Neutron Mines can also take out the drivers of vehicles. Driverless vehicles become neutral and can be commandeered.
	Satellite Hack 1	Upgraded at the Internet Center, the Satellite Hack 1 reveals all territory around each Command Center on the map.
	Satellite Hack 2	From the Internet Center, the Satellite Hack 2 can periodically expose all opposing satellite frequencies, revealing all that the enemy can see for a short period of time.
	Neutron Shells	Long rumored to be in the Chinese arsenal, the Neutron Shell destroys enemy personnel, leaving structures and units untouched. Neutron Shells are launched from the Nuke Cannon.




NEW CHINA GENERALS POWERS

ICON	NAME	DESCRIPTION
	Carpet Bomb	A high altitude aerial bombardment can rattle the cage of the enemy and wipe out columns well before they arrive. The Carpet Bomber can release volleys on enemy installations.
	Frenzy	This Generals Power drives friendly units into a frenzy. Firepower and armor of these units are temporarily increased, which in a single moment can turn the tide of the battle.


NEW GLA ELEMENTS

- **Special note on the Angry Mob:** Angry Mobs cannot be garrisoned, transported, or moved through the Tunnel Networks. GPS Scramble does not work on them.
- **Special note on GLA power:** If the GLA captures an enemy Nuclear Reactor or Cold Fission Reactor, the GLA can build structures at a faster rate.


NEW GLA UNITS

ICON	NAME	DESCRIPTION
	Saboteur	This infantry unit receives special training in stealth and sabotage. Capable of climbing cliffs, the Saboteur can infiltrate enemy bases, sneak into buildings, and power them down. If a Saboteur enters an enemy Command Center, all General's Powers are reset.
	Combat Cycle	Manned by infantry personnel, the Combat Cycle is a low-cost, highly mobile fighting unit. Excellent for reconnaissance operations, the Combat Cycle acquires the abilities of any GLA infantry unit that drives it.
	Battle Bus	A re-enforced civilian bus, the Battle Bus can carry infantry units to the front line. Transported units can fire weapons from the windows of the Battle Bus. When immobilized, the Battle Bus becomes bunkered cover for the remaining troops.



NEW GLA STRUCTURES

ICON	NAME	DESCRIPTION
	Fake Structures	Effective diversionary instruments, Fake Structures can force the enemy to change tactics or waste resources. However, Fake Structures can be upgraded to real structures, changing the battlefield circumstances once again.

NEW GLA UPGRADES

ICON	NAME	DESCRIPTION
	Worker Shoes	When given shoes, GLA workers can move quicker, which increases their productivity. Available at the Black Market.
	Camo Netting	Applying Camo Netting to Stinger Sites and Tunnel Networks wraps them in camouflage protection.
	Fortified Structure	The Fortified Structure upgrades the external armor of GLA structures. Available at Palace.
	Booby Trap	The Booby Trap upgrade allows Rebel units to place invisible explosive charges on any structures or buildings. Enemy combatants that attempt to commandeer them detonate the charges. Available at Barracks.







NEW GLA GENERALS POWERS

ICON	NAME	DESCRIPTION
	GPS Scrambler	GPS Scrambler accesses the Global Positioning System frequencies and scrambles satellite transmissions across a wide area. When deployed, GPS Scrambler hides units under a camouflage cloak.
	Sneak Attack	Using the Sneak Attack, the GLA can place a tunnel exit anywhere on the map, allowing personnel to strike an enemy's base from within the base itself. Attacking units should be positioned in a previously built Sneak Attack or Network tunnel before deployment.

TECH BUILDINGS

Located in tactically key locations on the battlefield, tech buildings can be captured for your side to provide productive functions for your army. In longer games, the capture of tech buildings can be critical to victory or defeat.

note: To capture tech buildings, you must acquire the Capture upgrade from your barracks. For more information, please see the documentation that came with your original *Command & Conquer Generals* game.

ICON	NAME	DESCRIPTION
	Tech Oil Derrick	When captured, an Oil Derrick delivers \$1000 to your funds and a steady stream of revenue thereafter.
	Tech Refinery	A Refinery reduces the cost of production of all of your units.
	Tech Hospital	A Hospital constantly heals all of your infantry on the battlefield.
	Tech Repair Bay	A Repair Bay constantly heals all of your vehicles on the battlefield.
	Tech Artillery Platform	The Artillery Platform fires at your ground-based enemies within range.
	Tech Reinforcement Pad	At a Reinforcement Pad, air drops regularly delivers one of your assault vehicle types. Usually, it is a tank.

GENERALS CHALLENGE

In Generals Challenge, you command a General's army featuring specialized units, structures, and upgrades. Each army has faster or cheaper access to the weapons and structures needed to achieve victory using its unique set of tactics. Each General's strategies require you to find individualized counter-strategies to exploit weaknesses.

- Some elements of the standard USA, China, or GLA armies are unavailable for some Generals armies. However, some armies have units that are unavailable elsewhere in the game.
- All Generals Challenge armies can be used in Skirmish and Online play.

STARTING GENERALS CHALLENGE

To begin a Generals Challenge game:

1. In the Main menu, click SOLO PLAY.
2. In the Solo Play menu, click CHALLENGE.
3. Select a difficulty level.
 - Superior Battlehonors are awarded for success on higher difficulty levels. For more information, ► *Battlehonors* on p. 6.
4. In the Choose Your General screen, you select the General to use.
 - ★ To select a General, click a target icon on the screen. Review the General's biography at the bottom of the screen.
5. To begin a game with the selected General, click PLAY GAME. The first map and competing armies are loaded.

GENERAL MALCOLM "ACE" GRANGER





The son of an Iowa crop duster, General Malcolm Granger's flying career began when he borrowed his father's biplane to go to the state fair in Kansas City. As a lieutenant in the First Iraq War, Granger earned his first notices for knocking out four SAM sites in a single afternoon. As he moved up the Air Force ranks, Granger earned a reputation for advancing the role of fighting aircraft in the US military. Even-tempered yet uncompromising, Granger has developed novel techniques in fuel management and resource deployment during air superiority operations. Those techniques have been used with success in Iraq, Afghanistan, and other theaters. His squadrons are known for precision execution and a strong will to complete the mission.



BACKGROUND

- **Side:** USA
- **Rank:** 4-Star General
- **Branch:** US Air Force
- **Class Number:** 08291102-HBGB
- **Stationed:** Fort Belmont, Houston, Texas, USA
- **Tactical Overview:** Air Force

ARMY UNITS

ICON	NAME	DESCRIPTION
	King Raptor	The first generation of Raptors proved to be thin-skinned fighters. Engine modifications have allowed the King Raptor to carry a sturdier fuselage and better ammunition.
	Combat Chinook	In the previous campaigns against the GLA, Chinooks did not fare well. Lacking defenses, the Chinook often was lost behind enemy lines, requiring rescue operations to recover any survivors. The Combat Chinook has side portals to allow passengers to target threats on the ground. Requires the Supply Center and War Factory to build.

ARMY UPGRADES

ICON	NAME	DESCRIPTION
	Stealth Comanche	Comanche helicopters can be upgraded with stealth capabilities.
	Carpet Bomber	This calls in a B3 aircraft to carpet bomb the targeted area. The Carpet Bomber requires that you first build a Strategy Center, from which the Carpet Bomber is deployed.

ARMY MODIFICATIONS

- All aircraft receive laser point defense systems.
- Aircraft are cheaper to produce.
- Stealth Fighter is available at start.
- Crusader Tank is unavailable.
- Paladin Tank is unavailable.
- When a Supply Center and a War Factory are created, Combat Chinooks can be built in addition to the regular Chinooks.

GENERAL ALEXIS ALEXANDER




A logistics staffer during the Second Korean War, Alexander attracted the notice of her superiors with her ability to acquire just about anything. Alexander parlayed that ability into a scholarship and a long and distinguished career in the Marines. To protect supply lines during the first GLA Conflict, Alexander developed a tiered scheme of defenses that did not allow a single strike on any of her supply columns. While hardly efficient in her use of resources, General Alexander makes defense and resource acquisition priorities in the early phases of conflict. The General's army takes to the offensive only when she has superior offensive firepower that cannot be touched by counterattack.


BACKGROUND

- **Side:** USA
- **Rank:** 4-Star General
- **Branch:** Marines Corps
- **Class Number:** 07121969-HB
- **Stationed:** Fort Freeman, Belfast, Maine, USA
- **Tactical Overview:** Superweapons
- **Availability:** Skirmish, Generals Challenge, Online


ARMY STRUCTURES

<i>ICON</i>	<i>NAME</i>	<i>DESCRIPTION</i>
	EMP Patriot System	The EMP Patriot System can dispense a barrage of missiles that can deliver an electro-magnetic pulse (EMP) shockwave on structures, units, and personnel.

ARMY UNITS

<i>ICON</i>	<i>NAME</i>	<i>DESCRIPTION</i>
	Aurora Alpha Bomber	The newest model of Aurora Bomber is equipped with Fuel Air Bombs. The Aurora Alpha's fuel explosives detonate in the air over a target, spreading fire across a considerable area. Capable of supersonic speeds, the FAB Aurora can outdistance enemy AA fire.

ARMY UPGRADES

<i>ICON</i>	<i>NAME</i>	<i>DESCRIPTION</i>
	Advanced Control Rods	Improvements in the design of control rods have resulted in greater efficiency and power output than conventional resources.

ARMY MODIFICATIONS

- Particle Cannons cost much less to produce.
- All Vehicles cost more to produce.
- Paladin Tank is unavailable.
- Crusader Tank is unavailable.

GENERAL "PINPOINT" TOWNES




An early champion of laser technology in the USA Armed Forces, "Pinpoint" Townes developed comprehensive offensive and defensive strategies around laser-based weapons. Townes received an appointment to the U.S. Army War College in 2008 to teach his theories. However, Townes found academic life too slow and returned to a battlefield command in 2010. Relying on inexpensive, powerful laser technology throughout his forces and his unique knowledge of its strengths and weaknesses, General Townes has consistently received superior marks during war games and live-fire actions. This four-star general continues to push the technology envelope in harnessing energy and improving power efficiency, and the Army is counting heavily on him.


BACKGROUND

- **Side:** USA
- **Rank:** 4-Star General
- **Branch:** US Army
- **Class Number:** 00010204-0IKE0
- **Stationed:** Fort Union, Redwood Shores, California, USA
- **Tactical Overview:** Lasers
- **Availability:** Skirmish, Generals Challenge, Online

ARMY STRUCTURES

ICON	NAME	DESCRIPTION
	Laser Defense Turret	The Laser Defense Turret cuts down the opposition with an intensive burst of light and heat energy. These powerful defensive batteries are effective against ground and air targets.

ARMY UNITS

ICON	NAME	DESCRIPTION
	Laser Tank	Instead of firing a shell, this tank packs a more damaging laser. The Laser Tank requires considerable energy resources; base power levels must be maintained, or Laser Tanks become inactive.

ARMY MODIFICATIONS

- Avengers cost less to produce.
- Tomahawk missile is unavailable.
- Crusader Tank is unavailable.
- Paladin Tank is unavailable.



GENERAL "ANVIL" SHIN FAI




On the battlefield, China's greatest resource is the millions of individuals in uniform, and General Shin has staked a career on them. Known to his troopers as The Anvil, General Shin can mobilize four divisions in twenty-four hours thanks to a streamlined and sometimes brutal command structure. Discipline is very strong with General Shin, and officers and infantry who can maintain it are rewarded. The General has developed advanced field training programs for the Red Guard and elite operatives. Military analysts credit the speed and professionalism of General Shin's peacekeeping units with preventing the Taiwan Conflict of 2009 from becoming a global war. His divisions feature several weapons and transport systems unique in the People's Liberation Army.




BACKGROUND

- **Side:** China
- **Rank:** General, Class AAA
- **Branch:** People's Liberation Army
- **Combat Number:** 2030-200403-1
- **Stationed:** Camp Snake, Beijing, China
- **Tactical Overview:** Infantry
- **Availability:** Skirmish, Generals Challenge, Online




ARMY STRUCTURES

ICON	NAME	DESCRIPTION
	Fortified Bunker	A Fortified Bunker can protect up to ten infantry from a direct bomb hit. Additionally, it is mined to prevent ground-based assaults.

ARMY UNITS

ICON	NAME	DESCRIPTION
	Assault Troop Transport	This self-contained troop carrier allows the forward deployment of infantrymen. On-board medical staff can heal troopers in the vicinity.
	Mini-Gunner	A Red Guard armed with a Gatling gun, the Mini-Gunner has significant advantage over infantry equipped with more conventional weapons and can attack both airborne and ground targets.
	Attack Outpost	An improvement on the Listening Outpost, this unit is equipped with four Tank Hunter units inside and can hold up to a total of 10 infantry units.

ARMY GENERALS POWERS

ICON	NAME	DESCRIPTION
	Infantry Paradrop 1	Deployed from the Command Center, Infantry Paradrop 1 delivers paratroopers to any accessible location on the map.
	Infantry Paradrop 2	Infantry Paradrop 2 drops more paratroopers than Infantry Paradrop 1.
	Infantry Paradrop 3	Infantry Paradrop 3 drops more paratroopers than Infantry Paradrop 2.

ARMY MODIFICATIONS

- All infantry start at Veteran level.
- Nationalism upgrade is available at start.
- Horde Bonus is increased.
- Battlemaster Tank is unavailable.
- Overlord Tank is unavailable.

GENERAL TSING SHI TAO




General Tsing gets what he wants, at any cost. Impatient to a fault, General Tsing relies heavily on nuclear technology on the battlefield. Unfortunately, there have been several terrible accidents. While General Tsing was the responsible officer during the Mudanjiang Disaster of 2007, his considerable talents saved his career. General Tsing believes such trials and errors are part of the development process. His divisions are beginning to see the results of his convictions, as a prototype of an Advanced Nuclear Reactor has produced better results. Programs to develop tactical nukes and to promote stability in radioactive isotopes are producing better safety records, which will be well-received by his troops.

BACKGROUND

- **Side:** China
- **Rank:** General, Class AAA
- **Branch:** People's Liberation Army
- **Combat Number:** 0000-000000-1
- **Stationed:** Base Ox, Chengdu, China
- **Tactical Overview:** Nuclear energy
- **Availability:** Skirmish, Generals Challenge, Online


ARMY STRUCTURES

ICON	NAME	DESCRIPTION
	Advanced Nuclear Reactor	Technological innovations in energy collection have produced a superior Nuclear Power Plant, which generates more output.

ARMY UPGRADES

ICON	NAME	DESCRIPTION
	Isotope Stability	Stress tests in the field have revealed that the nuclear-powered tanks from China are vulnerable and dangerously combustible. The Isotope Stability upgrade delivers cleaner nuclear fuel to tank units.
	Tactical Nuke MiG	Purchased at the Nuclear Missile Silo, this upgrade places tactical nuclear missiles under the MiG's wings.

ARMY GENERALS POWERS

ICON	NAME	DESCRIPTION
	Nuke Bomber	This modified Carpet Bomber delivers a number of tactical nuclear warheads on target. Residual radiation can be hazardous to troopers in the area.

ARMY MODIFICATIONS

- All tanks start with Uranium Shells and Speed upgrades.
- Power Plants generate more power.
- Nuke Cannon is available at start.

GENERAL TA HUN KWAI




General Ta Hun Kwai is convinced that the People's Liberation Army will see its greatest military successes in this century through the view holes of its tank divisions. A disciple of Soviet tank tactics of the Cold War, General Ta has produced technical papers on various modifications to them. He has initiated development of techniques to reduce the costs of tank production and has sponsored the Emperor program, whose first tanks rolled off the assembly line in 2013. Considered part of the old guard in the PLA hierarchy, General Ta nevertheless continues to roll up victory after victory in battle.




BACKGROUND

- **Side:** China
- **Rank:** General, Class AAA
- **Branch:** People's Liberation Army
- **Combat Number:** 9999-322436-5
- **Stationed:** Base Rat, Jinan, China
- **Tactical Overview:** Tanks
- **Availability:** Skirmish, Generals Challenge, Online

ARMY UNITS

ICON	NAME	DESCRIPTION
	Emperor Overlord	The latest generation of Overlord Tank comes equipped with turret-mounted Propaganda Towers. Emperor Overlord tanks can be upgraded with Gattling Cannons for stronger force projection.

ARMY GENERALS POWERS

ICON	NAME	DESCRIPTION
	Tank Drop Level 1	This Level 3 Generals Power can drop one Battlemaster Tank anywhere on the map.
	Tank Drop Level 2	This Generals Power can drop two Battlemaster Tanks anywhere on the map.
	Tank Drop Level 3	This Generals Power can drop four Battlemaster Tanks anywhere on the map.

ARMY MODIFICATIONS

- All tanks start at Veteran level.
- Tanks cost less to produce. Construction time is unchanged.
- Aircraft cost more to build.
- Nuke Cannon is unavailable.
- Inferno Cannon is unavailable.

DR. THRAX



Little is known about the GLA associate codenamed, “Dr. Thrax.” While background intelligence indicates that he received training as an immunologist in Jordan, he left academics in 1995 and disappeared into a GLA-controlled ghetto in Cairo. For the past twenty years, he has produced chemical and biological weapons for terrorist organizations across the globe, including the GLA. Recent eavesdropping on cell phone traffic indicates that Dr. Thrax has become more involved in day-to-day operations of the GLA. He has scattered labs across Asia and the Middle East, where low-cost WMDs are produced and distributed to local terrorist cells. A cautious and scientific personality, Dr. Thrax never sleeps in the same bed two nights in a row and undergoes frequent cosmetic surgery to alter his appearance.

BACKGROUND

- **Side:** GLA-allied
- **Rank:** Unknown
- **Cell:** Unknown
- **ID Number:** Unknown
- **Hometown:** Unknown
- **Tactical Overview:** Biological and chemical weapons
- **Availability:** Skirmish, Generals Challenge, Online

ARMY STRUCTURES

ICON	NAME	DESCRIPTION
	Toxin Network	This type of tunnel entrance is protected by a toxin-based weapon.

ARMY UNITS

ICON	NAME	DESCRIPTION
	Toxin Rebel	Armed with a backpack full of toxin, the Toxin Rebel can dispense lethal chemical or biological weaponry on enemy units, even if they're garrisoned in a fortified building.
	Toxin Terrorist	The Toxin Terrorist is the same as the standard GLA Terrorist, but unlike the Terrorist he explodes in a cloud of toxin.

ARMY UPGRADES

ICON	NAME	DESCRIPTION
	Anthrax Gamma	A third-generation biological agent, this upgrade has proven to be even more lethal than Anthrax Beta in field tests.

ARMY MODIFICATIONS

- All tanks start with Toxin Shells.
- All Toxins begin as Anthrax Beta.
- Some missiles are Toxin Tipped.
- Camouflaged units or capabilities are unavailable, except for Jarmen Kell.

GENERAL RODALL "DEMO" JUHZIZ




This bombmaker of Middle Eastern ancestry is responsible for some of the most devastating terrorist attacks of the twenty-first century. General Juhziz and his organization have been tied to both the attack on the US Embassy in Cairo and the sinking of the *USS Nelsen* in 2012. Such bold strikes have drawn more supporters to his side, including bombers from many nations willing to sacrifice their lives for the causes of the GLA. General Juhziz lost the use of a hand in a bombmaking accident and rarely speaks to anyone outside of his own organization.


BACKGROUND

- **Side:** GLA
- **Rank:** Unknown
- **Cell:** Scorpion
- **ID Number:** Unknown
- **Homeland:** Unknown
- **Tactical Overview:** Explosives
- **Availability:** Skirmish, Generals Challenge, Online

ARMY STRUCTURES

ICON	NAME	DESCRIPTION
	Advanced Demo Trap	Advanced Demo Traps are cheaper to produce, faster to assemble, and more destructive than their predecessors.

ARMY UPGRADES

ICON	NAME	DESCRIPTION
	Suicide	When upgraded at the Palace, any units or structures that come equipped with units (Stinger Sites, Tunnel Networks, etc.) can self-detonate on command.

ARMY MODIFICATIONS

- Bomb Trucks cost less to produce.
- All Terrorists do more damage.
- Booby Trap upgrade is available at start.
- Combat Cycles are ridden by a Terrorist at start.
- Stealth units or capabilities are unavailable, except for Jarmen Kell.
- Toxin upgrades are unavailable. Scud Storm, Scud Launcher, and Bomb Truck are packed with explosives.

PRINCE KASSAD



Prince Kassad has cut a dashing figure across Middle Eastern politics and a violent one in the underworld. This charismatic tribal leader has organized spies and assassins across North Africa to do his bidding. Prince Kassad has been paid millions for assassinations, hijackings, and beatings in the street. For a three-year stretch beginning in 2008, it is believed that no terrorist action was taken on the shores of the Mediterranean Sea without his involvement or blessing. A clever administrator of a serpentine organization, he has never been directly tied to any criminal activity, yet bad things continue to happen to individuals and forces that stand in his way.

BACKGROUND

- **Side:** GLA
- **Rank:** Unknown
- **Cell:** Cobra
- **ID Number:** Unknown
- **Homeland:** Tripoli, Libya
- **Tactical Overview:** Camouflage
- **Availability:** Skirmish, Generals Challenge, Online

ARMY MODIFICATIONS

- All structures can upgrade with Camo Netting.
- After you purchase Camo Netting at the Supply Stash, workers are camouflaged when collecting supplies.
- Camouflage upgrade is available to Rebels at start.
- Base Defenses start with Camo Netting.
- Hijacker is available at start.
- GPS Scrambler is available at Level 3, instead of Level 5.
- GPS Scrambler recharges faster.
- Prince Kassad does not have the use of Tanks or the Scud Launcher.



LOCAL PLAY

Command & Conquer Generals lets you match wits and armies across Local Area Network. Or you can play 1-on-1 against a friend over the Internet when signed into Game Center.

- To begin a Game Center Multiplayer game, select Multiplayer from the Main Menu. Then, select Game Center. The Game Center invite window appears.
- To begin a Local Network Multiplayer game, by selecting Multiplayer from the Main Menu. Then, select Local. The Local Setup screen appears.

LOCAL SETUP SCREEN

In the Local Setup screen, you can search for, join or create Multiplayer local games in head-to-head or cooperative battles.

- To create a game, click CREATE GAME. The Game Options Screen appears. For more information, Game Options Screen below.
- To join a local game, click on the name of the game from the Games pane.
- To chat with other players in your current game, use the Chat window at the bottom of the screen.
- To return to the Main Menu, click MAIN MENU.

ONLINE TACTICS

In online games, things happen very fast, and games can be overwhelming if you aren't prepared. The number of strategies in online play is large, and their effectiveness is varied. The following section covers some basic strategies for online play for each side.

MONEY MATTERS MOST

Unless your online game begins with a high starting balance of funds, your first task is to develop a supply chain to gather resources and process them, as well as providing some protection for those units.

- **China:** Build a Supply Center as soon as possible, but limit the number of Supply Trucks to two. Building more wastes resources, unless you have to cover a long distance between your Supply Center and the nearest depot.
- **GLA:** The Supply Stash can process resources a little faster than the other factions' gatherers, so use that to your advantage. Build six or more workers to keep the supply lines full. Be sure to protect your workers with armored units; GLA workers can be run over. Some opponents may use this dishonorable tactic early in games.
- **USA:** Although expensive, the Chinook is the fastest and most efficient gatherer of resources. These fast helicopters have to provide more funds to build and maintain the expensive units and structures of the USA. Keep two Chinooks in the air at all times.

SECONDARY MONEY MAKERS

Particularly in resource-scarce maps, the secondary money makers for each side can weigh heavily in the balance of the game. Develop them during the early stages of the game to influence the latter parts. For any side, try to get to the neutral resources such as the oil derricks before the opposition can.

- **China:** A few hackers in an Internet Center can provide plenty of funds.
- **GLA:** The Black Market is an excellent secondary source of income. With 20 dollars coming in every few seconds, a handful of these structures can expand your coffers quickly.
- **USA:** Later in the game, the USA can rapidly acquire additional funds by building a few Supply Drop Zones. Although these structures consume your power, they pay the bills when the drop arrives. Nothing can stop a Supply Plane on a delivery, including enemy fire.

THE BASE LINE DEFENSE

Before you build the offensive firepower to overwhelm the enemy, you must protect the perimeter of your fledgling base. A punishing attack in the early stages against your base can all but eliminate your side from the game.

- On defense, you have to prioritize. From which direction is the attack likely to come? What units are likely to be employed? Although you never want to leave any entrance completely unprotected, it is very difficult to protect two entrances well, let alone three. Choose early and wisely. Against most players, protect yourself against a frontal attack. A solid defensive scheme involves building a line of staggered units and structures with differing effectiveness against enemy units. You certainly want longer-ranged weapons to soften inbound targets before they breach the perimeter. Anti-air is important, too.
- In some map configurations, enemy units are funneled through narrow entrances to your base, around which a semi-circle of defensive units can decimate them.

- Where possible, defend from elevated ground with projectile-type units. The range of your units is improved from a raised position.

Build a line of alternating units of these types for each side:

- **China:** Surround a manned Bunker with Tank Hunters and a few Gattling Cannons.
- **GLA:** Alternate GLA Stinger Sites with a couple of Tunnel Networks populated with RPG Troopers.
- **USA:** Alternate four Patriot Missiles and four Firebases. Add Missile Defenders to the Firebase as funds permit.

Do not expend all of your build time and planning on defenses, as a good player can take them out early in the game. You must prepare to attack.

THE ATTACK

As on your defensive line, it is a good idea to balance your primary attacking units with other units that defend the attackers' weaknesses. Your investment in the attack must be protected.

To the degree that you can, try to gather information about the defenses arrayed in front of you before you tumble face-first into them. Gathering such information may require advanced technology or probing attacks beforehand.

PROBING AND RECONNAISSANCE

An ideal probing attack covers as much of the enemy's territory as possible, so speed is very important. While your primary goal is to find out more about his base defenses and structures, you should also try to rattle his cage a bit. If you can do some damage on your probing attack, you can see how your opposition's defenses are likely to respond to a larger attack. You may even force him to redeploy his resources to the attacked area, opening the door for an attack from another direction.

For each side, consider the following basic probing and reconnaissance attack groups:

- **China:** Send a pair of Gattling Tanks, which are fairly speedy. If you have airpower, the presence of a single MiG in the enemy camp can force him to rethink the composition and structure of his defenses.
- **GLA:** Use Technicals or Combat Cycles to move quickly through the enemy's camp. Since Combat Cycles acquire the capabilities of the infantry that ride them, you can turn the Combat Cycle into a more powerful weapon. Five Combat Cycles ridden by Terrorists into your opponent's Command Center certainly changes his point of view.
- **USA:** A Humvee packed with Missile Defenders and protected by a spy drone can be a very effective reconnaissance platform. When the technology is developed, the Sentry Drone may be more cost-effective.

STRIKES

Sometimes, the goal of the attack is to strike a specific target and to retreat safely. While speed is important on such attacks, you do want to assemble enough firepower to finish the job when the defenses have been penetrated. Although the primary goal is to take out a unit or structure, returning your strike forces to your base speeds the process of developing the next attack.

For each side, there are many ways to assemble a successful strike attack. So much depends on the target, map location, and surrounding defenses; experience will be your guide.

FULL-FORCE ATTACK

When it's time to end the fight, you should build an attack force of sufficient size to overwhelm the enemy's defenses and to destroy all enemy units and structures. Often in a final battle, there is a deciding moment in which your army or the defending one gains the upper hand. If you find yourself unable to push through the perimeter of the enemy's defenses, it is better to pull back to fight another day.

- Do not commit all of your funds or resources to the attack, unless the situation is desperate. A fully committed army is dangerously exposed to counter-attack. After you have built your strike force and begun to deploy it, begin building replacements for the units likely to be lost in the battle.

When building your attack force, it's important to protect the weaknesses of your primary attackers with units that can do so. A balanced composition in your attack is key. For an attack, consider the following deployments for each side:

- **China:** Start with four Overlord Tanks, with two of them upgraded with Propaganda Towers and two with Gattling Cannons. Add two independent Gattling Cannons to re-enforce the Overlord Tanks when under attack. Keep two Nuke Cannons behind the main force, as they are very effective against structures. If you are relying on infantry, use an Attack Outpost loaded with Mini-Gunners.
- **GLA:** Build 10 Scorpion Tanks with the Rocket upgrade. For anti-air coverage, add four Quad Cannons. Behind the main force, a pair of SCUD Launchers provides support.
- **USA:** The prime attackers for the USA are the Paladin Tanks. Build five or six of them. Behind the tanks, bring two or three Tomahawk Missile units for long-range attacks. Add a few Humvees with Missile Defenders in them. Behind the main force, bring along two Avengers for anti-air protection.

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