

COMMAND  
&  
CONQUER

RED ALERT

A PATH BEYOND



# TABLE OF CONTENTS

Red Alert: A Path Beyond – The Story .....	2
Factions .....	3
What is Red Alert: A Path Beyond? .....	4
Version 0.9935b Change Log.....	5
Units.....	6
Allied Infantry.....	8
Soviet Infantry.....	15
Allied Vehicles.....	20
<i>Ground</i> .....	20
<i>Aerial</i> .....	25
<i>Naval</i> .....	26
Soviet Vehicles .....	28
<i>Ground</i> .....	28
<i>Aerial</i> .....	33
<i>Naval</i> .....	34
Structures .....	36
Major Structures .....	37
Minor Structures .....	43
Credits .....	45



# RED ALERT: A PATH BEYOND – THE STORY

Trinity, New Mexico. 1946. History as we know it would be changed forever. World War II had come to a close in 1945, with the suicide of Adolf Hitler and the planned and systematic genocide of 6 million Jews in Europe, yet one man was especially troubled by the events: Albert Einstein, the famous scientist who had played a major role in the development of the Atomic Bomb during the Manhattan Project, and known for his immense knowledge in the area of quantum physics. Albeit the true intentions of such a brilliant mind may never be known for doing such, be they for preservation of human life by preventing the Holocaust and use of the Atomic Bomb, he devised a scheme to go back in time and “remove” Hitler before he could take power. Hitler’s National Socialist movement would never gain the momentum and military strength it had in Earth’s normal timeline of events. The plan was carried out in Einstein’s unknown Chronosphere laboratory in Trinity, New Mexico – the year after the horror of World War II was ended.

It was set into motion. Einstein would warp to Landsberg, Germany, in the year 1924. Hitler would have just been released from the Landsberg prison despite attempting a Nazi coup d’etat to dismantle and replace the German republic in 1923. Einstein merely had to make physical contact with Hitler, and the future dictator would be presumably thrown out of the time dimension itself. The Chronosphere was powered up, and activated. In a flash of blue and white light, the professor was gone.



Just as Hitler left the gates of Landsberg, he was immediately approached by a peculiar man who greeted him and offered a handshake. This man was Einstein, and he had successfully made physical contact with the madman. With a mere clasp of hands, a brief disruption of space and time itself occurred, and a completely new timeline was created – a timeline where a brutal dictator was phased out of history and never existed.

Einstein appeared back in the Trinity laboratory. Congratulated by his assistant, a troubled Einstein had begun to ponder the consequences of his actions, for without Nazi Germany to keep it in check, one power would soon threaten all of Europe and bring the continent to its knees – the Soviet Union, led by Premier Josef Stalin. Without the

massive manpower loss suffered by the Soviets during World War II, coupled with Stalin's extreme desire to conquer all of Europe according to his "birthright", a new conflict would occur, with the Allies, Great Britain, France, Germany, and the rest of Western Europe in a desperate defense of their homelands.

The Great World War II had begun . . .

## FACTIONS

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**ALLIES**



**SOVIETS**



**IDEOLOGY:** To resist Soviet aggression against any first and second world powers. Uphold ideals defined in World Association of Nations charter.

**CURRENT TITULAR LEADER:** General Gunter von Esling, Supreme Commander of Allied forces.

**BASE OF OPERATIONS:** Headquarters, Unified Operations, London; Northern Theatre, Oslo; Southern Theatre, Madrid.

**MILITARY STRENGTH:** Enlisted forces about 3.4 million. Non-regular forces, including guerrilla and resistance forces, about 1.7 million. Armament classified per DEFCON document 177.4, Allied Defense Regulations.

**ECONOMIC STRENGTH:** Satisfactory. Assets classified because of number of governments and currencies.

**IDEOLOGY:** It came to Stalin in a series of dreams. The birthright of the Soviet Empire is nothing less than conquering and dominating the entire globe. And the birthright of Josef Stalin is nothing less than conquering the spirit and dominating the actions of every Soviet citizen.

**CURRENT HEAD OF STATE:** Josef Stalin.

**BASE OF OPERATIONS:** Entire EuroAsian peninsula. Command posts identified in Moscow, Kiev, Stalingrad, Khartoum, Karachi, Da Nang.

**MILITARY STRENGTH:** Enlisted forces exceed 14 million. Non-regular forces including police and NKVD, about 7 million.

**ECONOMIC STRENGTH:** Considerable operating assets believed to be in excess of 486.2 billion Swiss Francs.

# WHAT IS RED ALERT: A PATH BEYOND?

Red Alert: A Path Beyond is a total conversion modification of Electronic Arts' and Westwood Studios' first-person shooter, Command and Conquer: Renegade. Designed for online play, it is led by a team of skilled programmers, 3D modelers, and 3D artists. Whereas Renegade itself was set in Westwood's Tiberian Dawn storyline, Red Alert: A Path Beyond immerses the player in the Red Alert Universe, including elements from the expansion packs (Aftermath and Counterstrike) of this classic RTS.

Players have the ability to commandeer such vehicles as Tesla Tanks, Longbow helicopters, Rangers, and even Destroyers and Submarines, or can experience the thrill of infiltrating an enemy base with a Spy or Thief. Innovative gameplay elements, such as the ability to harvest for ones team to gain credits and naval warfare, keep the action fast-paced and addictive.



## VERSION 0.9935B CHANGE LOG

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Version 0.9935b of Red Alert: A Path Beyond has undergone significant changes from its previous incarnation over a year ago. Summarized here is the list of changes that have been made from the last publicly available version of Red Alert: A Path Beyond (then referred to as Renegade Alert), version 0.9932b:

- All infantry armor and health values altered to balance armor and health; the total value of infantry hitpoints has stayed the same for most infantry, except for the following:
  - Allied Rocket Soldier health changed from 100 health/50 armor to 45 health/45 armor
  - Soviet Flamethrower Infantry health changed from 100 health/50 armor to 40 health/40 armor
- Allied Ranger and APC mounted M60 machine gun rate of fire, range, damage altered to match man-portable version of the same weapon
- Capture the Flag temporarily removed to fix major issue/exploit
- Soviet Flamethrower Infantry's weapon now has greater splash damage, but projectile travels slower
- Allied Rocket Soldier's secondary fire (anti-air missile) speed increased, turning radius decreased
- Allied APC armor increased to 250/250 from 200/200
- Soviet Hind cannon is less effective against medium and heavily-armored vehicles (ex. Medium Tanks)
- Soviet Tesla Tank damage increased to 200, armor to 175/175 (from 110/110)
- Reload times on main battle tanks retooled; Light Tanks fire much faster, Mammoth Tanks fire somewhat slower
- Soviet Chinook helicopter armor decreased to 150/150 (from 250/250)
- Soviet MAD Tank armor increased to 400/400 (from 300/300)
- Soviet Tesla Coil rate of fire halved
- Tanya's C4 now takes 35 seconds to explode (instead of 25)
- Increased accuracy and improved target prioritization for base defenses
- Soviet Missile Sub speed decreased slightly
- Naval Transport armor increased to 200/200 (from 150/150)
- Fixed bugs: crash upon use of MAD Tanks, Demo Trucks, C4, 'Jesus Ranger' fixed

# GAMEPLAY

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Red Alert: A Path Beyond currently has one gameplay mode, with several more to come in future patches. As in all team-based games, teamwork is the key to victory, and utilizing it will make the difference between a win and loss. There are several aspects and terms to each gameplay mode that will be discussed before moving on:

**Death:** When one's infantry unit is killed in combat, respawning immediately occurs at the player's base, or at a random location on the map, depending on the gameplay mode.

**Most Valuable Player (MVP):** The player with the highest score when the game is finished is declared MVP. During the following game, "MVP" will appear under the most valuable player's screen name - a sign of skill.

**Time Limit:** Every gameplay mode has a recommended time limit of 30 minutes to regulate a uniform game length and prevent possible stalemates. In the case of the game timer reaching zero, the team with the highest score will be deemed the winner.

**Other Server Settings:** It is recommended that the starting number of Credits is set to 0, Friendly Fire set to off, and setting the Radar to show both allied and enemy units. These are the settings used in regulation play, and they help maintain balance.

**Scoring:** Red Alert: A Path Beyond awards points to players for destroying enemy units and damaging enemy buildings. Damaging enemy units does not award points (but does award a small credit stipend).





## RED ALERT

The objective of Red Alert (RA) mode is to destroy the enemy base while simultaneously preventing the enemy team from doing the same to one's own. By coordinating and strategizing with teammates, offense and defense can be planned and carried out; a balance between both is often necessary to win.

Depending on the map being played on, a base will consist of different structures. In addition, the technology level may vary from map to map; some will have many different types of units available for purchase (high tech level), whereas others will limit the types of units that can be purchased (low tech level).

A team that loses a structure is put at a disadvantage, as a destroyed building can never be used or rebuilt for the duration of that game. The game ends when each of the major structures of one's team is destroyed or when the game timer reaches zero. If the latter occurs, the team with the highest score is declared the winner.

**RA Mode Maps:** RA\_APathBeyond (Aircraft enabled), RA\_Bunkers, RA\_CamosCrossing (Infantry only), RA\_CanyonRiver, RA\_Fissure (Infantry only), RA\_ForestOfIllusion (Infantry only), RA\_KeepOffTheGrass, RA\_Metro, RA\_NorthByNorthwest, RA\_RidgeWar (Aircraft enabled), RA\_River\_Raid, RA\_ShallowGrave (Naval enabled), RA\_TheWoodsToday (A-Bombs available), RA\_Volcano (Aircraft enabled)





# UNITS

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All combat in Red Alert: A Path Beyond is performed with various units. There are two types of units – infantry and vehicles. The Allies and Soviets have their own unique infantry units and vehicles available for use in-game.

**Infantry:** Infantry are the soldiers that one controls during play. They vary in their usefulness, and carry different weapons. When a game is joined, the player starts out as an infantry unit (Rifle Soldier), and gameplay ensues from that point. Different infantry units can be purchased as credits permit, and vehicles can be purchased, as well.

**Vehicles:** Purchased at the War Factory, Helipad, and Submarine Pen/Naval Yard, vehicles can be entered or exited by infantry units via the Action Key (default = E). They are often a more efficient way of doing battle and destroying one's enemies. When a vehicle is destroyed and an infantry unit is still commandeering it, the soldier escapes, ready to do battle. Any infantry unit can commandeer any empty vehicle.



**COST:** The cost of purchasing a unit can vary from cheap to very expensive, although certain infantry units are free (Rifle Soldiers and Technicians). After a unit is purchased, its cost is deducted from the player's credits. Without sufficient credits, a unit may not be purchased under any circumstances. Credits are awarded for damaging enemy units and structures or by certain building functions (see Structures, page 36).



**ARMOR:** Signified by this icon, armor absorbs enemy fire until it is depleted, protecting unit health.



**HEALTH:** When armor has been depleted, a unit's health is at risk. When health reaches zero, the unit is lost, be it vehicle or infantry. If a player infantryman is killed, he or she respawns in his or her own base after a few seconds.

## **ALLIED INFANTRY**

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The Allies pride themselves on their highly-trained infantry force. Bolstered by support units such as Medics, they are able to fight longer and under harsher conditions than the Soviets. Other specialists, such as the Mechanic, Thief, and Spy, yield immeasurable tactical advantages, while combat units, such as the Rocket Soldier, are able to quickly reduce powerful Soviet tanks into scrap metal.

### **RIFLE SOLDIER**



Rifle Soldiers are the basic draftees into the Allied army. Armed with the M-16 Assault rifle, Rifle Soldiers are effective against enemy infantry and even buildings when in groups. Their rifle does little damage to heavily-armored units, but firing on them continuously can make a difference. The rifle has two modes of fire: full auto, and three-round bursts.



### **TECHNICIAN**



Technicians are crucial to the functionality of Allied bases. They are the only unit capable of maintaining a constant repair rate on a building, which makes them invaluable. However, they lack combat training, and have only been issued a weak pistol in case they happen to get attacked. Technicians, unlike Engineers, do not carry C4, so they cannot harm buildings like the Engineer can. Technicians are able to disarm signal flares and timed C4.



## **ALLIED INFANTRY . . . CONTINUED**

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### **ENGINEER**

 **500**

 **40**

 **40**

Engineers serve as emergency repair units for Allied bases, and have been trained rigorously in construction and destruction techniques. All Engineers carry a one-time-use "golden wrench," which can repair buildings instantly, and also carry a timed C4 charge for building demolition purposes, though it is weaker than that used by Tanya. The most effective way to use C4 is to plant it on an enemy building's Master Control Terminal; it will detonate in 25 seconds upon placement. Planting it on heavily-armored vehicles does almost nothing to them, because of the way C4 implodes rather than explodes. Engineers cannot repair infantry or vehicles, but they can instantly disarm signal flares and timed C4.



### **OFFICER**

 **200**

 **75**

 **75**

Officers are Rifle Soldiers who have proven themselves in combat time and time again, and have been recognized by Allied commanders for their considerable combat prowess. Trained in the use of heavy machine guns, their battle-hardened physiques allow them to live longer than a basic draftee. Their M-60 is an effective weapon against infantry and light vehicles.






## **ALLIED INFANTRY . . . CONTINUED**

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### **ROCKET SOLDIER**

 **300**

 **45**

 **45**

A cheap but effective anti-tank weapon, Rocket Soldiers are trained in the use of the Stinger missile launcher and are capable of using it to punch holes in any Soviet vehicle. The Stinger missile features an advanced tracking system to aid Rocket Soldiers in its use: simply aim at an enemy tank, and fire the weapon. The rocket does the rest. The Stinger missile also has a secondary mode of fire which fires a lighter payload. This may seem counter-productive, but the lighter weight allows the rocket to travel much faster and make much sharper turns, making it ideal for shooting down enemy aircraft.



### **SNIPER**

 **500**

 **60**

 **60**

Snipers are excellent marksmen, equipped with a sniper rifle, which allows them to pick off enemy infantry from a distance. One sniper round through the skull will kill an enemy infantry instantly. It takes three to four body shots to kill someone, however, so accuracy is important. Snipers are not very good at dealing with infantry at close range, so they need to find a good place to hide.



## **ALLIED INFANTRY . . . CONTINUED**

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### **THIEF**

 **500**

 **40**

 **40**

In order to give the Allies every advantage necessary, Allied commanders have resorted to hiring professional thieves to steal credits from the Soviets. If a Thief enters a Soviet Ore Refinery's first floor, he and the rest of his team will be awarded 500 credits roughly every 20 seconds the Thief manages to stay on the first level, plus a bonus 500 credits for making it there at all. No credits are actually taken from any of the Soviets' coffers, keeping the Soviets ignorant to the Thief's presence. Thieves are only armed with a pistol, so they have to be clever in avoiding enemy units and base defenses in order to be successful.



### **SPY**

 **500**

 **40**

 **40**

Spies wear the uniforms of enemy infantry in order to disguise themselves. To add to the illusion, Spies are given a mock-up of the weapon that an infantry wearing that particular uniform would use. (Three different Soviet uniforms are available: Rifle Soldier, Shock Trooper, and Flamethrower.) This allows them to completely fool the automated Tesla Coils and Flame Towers that protect a Soviet base, allowing them to report crucial information regarding unit movement to their allies. Sharp Soviet soldiers can pick out a Spy if they look directly at him or wander close, however, and the Spy is only armed with a pistol. Therefore, it is in the Spy's best interests to remain hidden at all times.



## **ALLIED INFANTRY . . . CONTINUED**

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### **MEDIC**

 **500**

 **60**

 **60**

---

Trained in the field of medicine, Medics are responsible for keeping Allied soldiers alive and well. A Medic's first aid kit contains all the necessary equipment to heal soldiers' battle wounds. Medics are capable of healing soldiers on the verge of death back to full battle capability in only a moment's time. Medics lack any real armament, however, so they should stay behind an Allied infantry group if they want to remain alive themselves. As the well-being of other soldiers is the Medic's priority, one never sees a Medic healing himself on the field of battle.



### **MECHANIC**

 **950**

 **45**

 **45**

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Allied Mechanics are skilled at repairing vehicles on the fly. They can instantly repair a significant portion of a vehicle's health, making them great vehicle support units. Mechanics at times may be just the edge the Allies need to turn a tank battle in their favor. Smart Mechanics always make sure they are not directly exposed to enemy fire, hiding behind the tank they are repairing.





# ALLIED INFANTRY . . . CONTINUED

## TANYA

 1200

 90

 90

The Allies' most skilled operative, Tanya is truly in a class of her own. Her vast amount of experience and training allow her to produce an exceptional rate of fire with pistols, enabling her to mow down infantry faster than any other soldier can. She also is well-armored, and carries a timed C4 charge capable of demolishing a building via MCT placement in 25 seconds. Her presence strikes fear and loathing into the hearts of Soviet infantry. However, her ability with pistols does not help her combat tanks, and her C4 is useless against their heavy armor, so she needs to take special care to avoid them at all costs.



## **SOVIET INFANTRY**

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Though forced to fight due to conscription, the Soviet Army is nevertheless a force to be reckoned with. Grenadiers and Flamethrower Infantry rival Tanya in their effectiveness in taking down enemy soldiers, while Shock Troopers and Volkov have been known to decimate Allied tank divisions.

### **RIFLE SOLDIER**



0



50



50

Conscripted into the army, the Soviet Rifle Soldier has undergone only basic training. Issued AK-47 Assault Rifles to combat the Allied forces, the Soviet high command considers these humble servants of Russia expendable, and so they have little in the way of armor. However, they fight just as well as their Allied counterparts, and their AK-47 is capable of damaging any target, although armored targets are very resistant to their fire. The AK-47 also has a single-shot mode.



### **TECHNICIAN**



0



25



25

Russia's best and brightest were often conscripted into the Soviet Army to serve as Technicians instead of basic grunts. Their ability to repair buildings at a constant rate makes them highly useful, but unfortunately they have not gone through basic combat training and because of this have not received any weapon other than a pistol to defend themselves with. Technicians do not carry C4.



## SOVIET INFANTRY . . . CONTINUED

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### ENGINEER

 500

 40

 40

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Technicians that have proven themselves in the Soviet Army have been promoted to Engineers, which are capable of repairing buildings instantly with their one-time-use "golden wrench" ability. They have also been issued a small block of timed C4 for building demolition (although this block is much weaker than the one issued to Tanya). timed C4 does very little damage to heavily armored vehicles due to the way that it implodes rather than explodes, and it detonates in 25 seconds upon placement. Engineers cannot repair infantry or vehicles, but they can instantly disarm signal flares and timed C4.



### OFFICER

 200

 75

 75

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Heroes of the Red Army are well-rewarded. Those that have risen through the ranks are issued a heavy machine gun and much better armor. Officers, having lived through several battles, also are in much better shape than basic conscripts, able to live longer than their subordinates. The PKM issued to Officers is essentially an improved Assault Rifle, effective against infantry and light vehicles.





## SOVIET INFANTRY . . . CONTINUED

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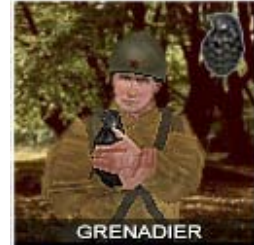
### **GRENADIER**

 **160**

 **60**

 **60**

Grenadiers are conscripts just like Rifle Soldiers, except that they have been issued a large quantity of grenades to lob at enemy soldiers. Extremely effective against infantry, Grenadiers also do decent damage to light vehicles. Grenadiers need to be careful about throwing grenades in close quarters, however, as they have a large blast radius. There have also been reports Grenadiers exploding after falling in combat, injuring nearby friend and foe alike, surely due to faulty grenades.



### **FLAMETHROWER**

 **300**

 **40**

 **40**

In order to deal with the Allied infantry threat, the Soviets have developed a special type of flamethrower that shoots fireballs that explode on impact with a surface. After numerous field tests, this weapon has proven to be very effective against infantry and even light vehicles. However, if the Flamethrower Infantry is too close to his target, he very well may kill himself, as well. In addition, upon falling in combat, the Flamethrower apparatus often explodes, damaging both friendly and enemy soldiers nearby.



## SOVIET INFANTRY . . . CONTINUED

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### SNIPER

 500

 60

 60

Soviet snipers have proved themselves to be phenomenally good at aiming a rifle, and have been issued a sniper rifle. Snipers are good at picking off enemy infantry units from long distances. If the Sniper scores a headshot, the target will die instantly. Otherwise, it takes three or more shots to kill infantry with it, so Snipers have to be accurate to be effective. Snipers also always find a good place to hide to avoid being overrun by enemy infantry or vehicles.



### SHOCK TROOPER

 950

 65

 65

Soviet engineers have had huge success spawning from the work of Nikola Tesla, this being the most impressive. Each Shock Trooper has been trained in the use of the Shock Rifle, a light-weight weapon that fires bolts of electricity at enemies. The Shock Rifle quickly destroys armored targets, and is also effective against infantry and even buildings. The main weakness of the Shock Trooper, however, comes from the battery backpack that they must wear. This battery pack is very heavy and slows down the Shock Trooper significantly. However, it is a small price to pay for such great power.



# SOVIET INFANTRY . . . CONTINUED

**VOLKOV**

 **1200**

 **125**

 **125**

After much work on a cybernetic operative to counter Tanya of the Allies, Volkov was born. Volkov sports the best protection any infantry has on the battlefield, and is even able to fully regenerate his health. Volkov's has a hand-cannon implanted into his right arm, which destroys armored targets rather quickly. Unfortunately, Volkov is still a prototype, and he cannot take extreme punishment. His hand-cannon is highly inefficient against infantry, so large numbers of them may be able to overpower him. A standard-issue pistol has been provided to Volkov to improve his ability to combat infantry.



## **ALLIED VEHICLES**

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The Allies, in designing their ground combat vehicles, sacrificed power and heavy armor for speed; skilled Allied tank divisions, backed by the awesome destructive power of Artillery, have been known to rout Soviet tank battalions due to their advantages in speed and rate of fire. The Naval superiority of the Allies is unquestionable, but they are limited in Air Power; however, the Soviets have a powerful adversary in the Allied Longbow helicopter.

## **GROUND UNITS**

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### **RANGER**

 **600**

 **150**

 **150**

The Ranger is the Allied quick assault vehicle. Nothing else on the ground can match its sheer speed, which is its greatest advantage. Rangers are excellent at destroying infantry, lightly-armored Soviet vehicles, and weak buildings. However, the Ranger itself lacks armor, and its mounted machine gun does little damage to heavy vehicles, so Ranger drivers must often run away from their foes to avoid certain destruction – especially against Soviet units that are utilizing Tesla technology. Thankfully, the Ranger is well-suited to doing so.







## GROUND UNITS . . . CONTINUED

### LIGHT TANK



700



300



300

The Light Tank is the most nimble and maneuverable of all main battle tanks, which gives it a distinct advantage over its Soviet rivals. It will always arrive first to a location, and its speed allows it to pepper enemy tanks with its 75 mm tank cannon while the enemy tank drivers constantly miss. Light Tanks are also fast enough to run over enemy infantry efficiently. However, its cannon is much less damaging than any Soviet tank cannon, and its armor is not quite up to snuff when compared to a Soviet tank. This means that Light Tank pilots have to make full use of their speed and maneuverability. Those pilots that do so become one of the most effective forces on the battlefield.



### MEDIUM TANK



800



400



400

The Medium Tank is a staple of the Allied forces: it is well-armored, moderately fast, and packs a decent punch. In groups, it is devastating against vehicles and buildings. While it is certainly the most well-balanced tank, it lacks the firepower of the Heavy Tank (although the Medium Tank is considerably faster), and doesn't stand up to the Mammoth Tank, which enjoys superior armor and vastly superior firepower. However, it has trouble with infantry, so it is often supported by Rangers or APCs.





## GROUND UNITS . . . CONTINUED

### ARTILLERY



600



100



100

The Artillery is the long range attack unit of the Allies, capable of lobbing 155 mm explosive shells long distances from its howitzer cannon. The Artillery does massive damage to vehicles, structures, and infantry alike, and it is the only Allied ground unit capable of outranging the Soviet Tesla Coil. This makes it an excellent weapon for taking down the Soviet base defenses to make way for an Allied attack. The Artillery shells follow an arched trajectory, so some practice will be needed to aim one properly. However, this is more of an advantage than a hindrance, as the Artillery can thus hit targets that are not directly in its line of sight. However, the chassis of the Artillery was only designed to move its massive cannon – no extra armor could be added. This makes the Artillery extremely easy to destroy with even the most basic weapon, so support units are often necessary.



### APC



800



250



250

The APC, or Armored Personnel Carrier, is a vehicle that can transport up to five soldiers to a location on the battlefield. It can take a fair amount of punishment, and has a machine gun for dispatching infantry in order to keep its occupants safe. However, it wasn't designed to take on heavy vehicles, so they will need to be avoided.





## GROUND UNITS . . . CONTINUED

### AT MINE LAYER



800



100



100

The AT (Anti-Tank) Mine Layer is the only means available by which anti-tank mines can be placed. These mines do incredible damage to all vehicles, destroying anything weaker than a Medium Tank in one blast. When planted liberally, anti-tank mines can grind the Soviet war machine, which relies primarily on its heavy vehicles, to a screeching halt. The Mine Layer itself is fast, but lacks armor, so it needs to plant mines before enemy armor columns arrive. Each Mine Layer holds five mines, and when depleted, they can be refilled at the Service Depot.



### DEMOLITION TRUCK



2400



0



110

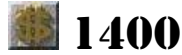
Demolition Trucks are modified Supply Trucks armed with a tactical nuclear warhead, which detonates on command of the driver, doing immense damage to structures and infantry nearby. The explosion can destroy a Power Plant, Advanced Power Plant, or Ore Silo in one hit. Other buildings require more Demolition Trucks to destroy. The Demolition Truck itself is fast, but is incredibly poorly-armored; for example, two clips from a Rifle Soldier's weapon can destroy it, causing its nuclear payload to explode immediately, harming even nearby friendly units. (Player detonations do not harm friendly units.) Thus, a fair amount of stealth must be used for this vehicle to be remotely effective.





# GROUND UNITS . . . CONTINUED

## ORE TRUCK



While most Refineries come with an automated Ore Truck, player-controlled Ore Trucks are capable of collecting additional Ore to refine into credits for their team. To use an Ore Truck, drive it to an Ore or Gem field and wait there until a dollar-sign symbol appears (\$). Then, return to the Ore Refinery and drive onto the concrete pad, and the Ore Truck will deposit money into your team's coffers. Loads of Ore are worth 700 credits, and loads of Gems, while usually harder to find and further away, are worth 1400 credits. Fields containing both Ore and Gems are worth 1050 credits per load.







## AIR UNITS

### LONGBOW



1200



225



225

The Allied Longbow helicopter is one of the best anti-armor tools the Allies have available to them. It is fast, and sports six Hellfire missiles which each do respectable damage to tanks and buildings. Lighter Soviet vehicles, such as V-2 Rocket Launchers, stand no chance against the Longbow. Heavier vehicles will have a significant portion of their armor removed after a Longbow attack. In numbers, Longbows can quickly decimate any armored unit. After depleting its six missiles, the Longbow must return to an Allied Helipad to replenish its supply. However, the Longbow quickly falls against the missiles of a Mammoth Tank or SAM Site if the Longbow flies too close to either of them. Longbows are unable to overrun infantry.





## NAVAL UNITS

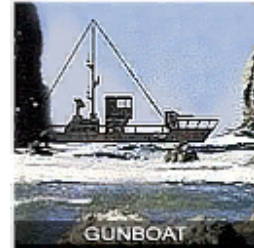
### GUNBOAT

 500

 200

 200

The Allied Gunboat is a fast, cheap naval unit built for dealing with Soviet Submarines. It sports a two-inch cannon capable of firing both anti-tank rounds at ground targets/structures and depth charges at naval targets. The Gunboat's ability to attack ground targets, such as structures and tanks, is limited, however, by its relatively short range. Still, it is the fastest armed vessel on the sea, giving it a distinct advantage against the slower Submarines of the Soviet navy. However, it is poorly-armored, so being caught unaware quickly spells doom for the Gunboat driver.



### DESTROYER

 1000

 400

 400

The mighty Destroyer is the pride of the Allied Navy, armed with powerful long-range missiles that do good damage to vehicles and structures alike, and a depth charge launcher for quickly dispatching enemy Submarines. However, the Destroyer's main weakness is its large size and slow speed, making it easy to flank with large numbers of Soviet Submarines. Thus, it is a good idea for Destroyers to be supported by Gunboats to ensure that a situation like that can be combated if it occurs.





# NAVAL UNITS . . . CONTINUED

## NAVAL TRANSPORT



700



200



200

The Naval Transport is a fast and heavily-armored vessel capable of ferrying five infantry over water. It has no armament, but it can escape from bad situations quickly without taking grievous damage, which makes it a useful vehicle. It is only safe to exit a Naval Transport when it is near a beach.



## **SOVIET VEHICLES**

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In designing their ground vehicles, power was clearly a top priority for the Soviets, as well as Armor, with the exception of the V-2 Rocket Launcher and Tesla Tank. As a result, Soviet ground vehicles are relatively slow compared to their nimble Allied counterparts. However, Soviet vehicles tend to pack a much bigger punch than their Allied counterparts. The Soviets also diverted much of their R&D to air power, such as the powerful Hind. However, Naval superiority was tightly gripped by the Allies, so the Soviets primarily developed countermeasures to the fleets of Gunboats and Destroyers – Submarines.

## **GROUND UNITS**

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### **HEAVY TANK**

 **950**

 **400**

 **400**

The primary combat tank for the Soviet forces, the Heavy Tank boasts thick armor and twin 105 mm cannons. Although relatively slow compared to the Allied armored divisions, this unit is able hold its own in a tank battle, although Allied infantry units, especially Rocket Soldiers, have been known to decimate Heavy Tanks due to their inability to combat infantry effectively, especially at longer ranges. Still, the Heavy Tank is able to take on an Allied Medium Tank or Light Tank one-on-one and almost always emerge the victor. In groups, Heavy Tanks are truly devastating to Allied armor.





## GROUND UNITS . . . CONTINUED

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### V-2 ROCKET

 700

 150

 150

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The V-2 Rocket Launcher is feared for its incredibly powerful missile that does staggering damage to structures, infantry, and even vehicles when a direct hit is made. Although it also boasts an enormous missile blast damage radius, its effectiveness is hindered by its weak armor and long reload time, so these vulnerable units rarely dare to be spotted on the battlefield without support.



### TESLA TANK

 1500

 175

 175

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Soviet scientists hoped to implement the incredible power of the Tesla Coil base defense into a mobile, armored form, and succeeded, with their development of the Tesla Tank. Despite having uncommonly weak armor for a Soviet vehicle (weaker even than that of V-2 Rocket Launchers), this newly perfected addition to the Soviet war machine is able to do severe and instant damage with its bolt of electricity. However, like V-2 Rocket Launchers, their weak armor renders them best suited as support units, rather than main battle tanks. Battlefield testing has shown them to be effective anti-aircraft units.



## GROUND UNITS . . . CONTINUED

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### MAMMOTH TANK

 1700

 600

 600

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Able to adequately combat any threat, be it an Allied Longbow, a Medium Tank, or a squad of infantry, the Mammoth Tank is always the pride of any Soviet Armored Division. With twin 120 mm cannons to handle enemy tanks, as well as side-mounted Mammoth Tusk missile launchers that are able to track enemy aircraft and annihilate infantry in seconds, the Mammoth Tank is able to both take and dish out massive damage before being destroyed, but it is very slow in reaching its destination.



### M.A.D. TANK

 2400

 400

 400

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The M.A.D. (Mutually Assured Destruction) Tank is a leviathan of similar size to the Mammoth Tank. Without any conventional weapons to defend itself, the M.A.D. Tank instead relies on support units to get it to its destination safely, where it can then deploy itself to create a shockwave capable of doing staggering damage to the enemy. Studies and battlefield observation have shown that the shockwave tends to do approximately 44% damage to any enemy vehicle or structure in its destructive radius, while leaving infantry completely unscathed. When deployed, the M.A.D. Tank's driver is ejected from the vehicle, and the deployment is announced to all players, while its piston charges up to create the deafening shockwave in a matter of seconds. It is at this time that the M.A.D. Tank is especially vulnerable.



## **GROUND UNITS . . . CONTINUED**

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### **ORE TRUCK**

 **1400**

 **600**

 **600**

While most Refineries come with an automated Ore Truck, player-controlled Ore Trucks are capable of collecting additional Ore to refine into credits for their team. To use an Ore Truck, drive it to an Ore or Gem field and wait there until a dollar-sign symbol appears (\$). Then, return to the Ore Refinery and drive onto the concrete pad, and the Ore Truck will deposit money into your team's coffers. Loads of Ore are worth 700 credits, and loads of Gems, while usually harder to find and further away, are worth 1400 credits. Fields containing both Ore and Gems are worth 1050 credits per load.



### **AP MINE LAYER**

 **800**

 **100**

 **100**

The AP (Anti-Personnel) Mine Layer is the only means available by which anti-personnel mines, which have been reported to kill nearly any soldier in one blast, can be placed. Although excellent for defense against Allied infiltrators hoping to gain access to vital Soviet structures, anti-personnel mines tend to explode under the weight of vehicles, doing negligible damage to them in the process. The Mine Layer itself is fast, but lacks armor, so it needs to plant mines quickly and avoid being spotted by the enemy. Each Mine Layer holds five mines, and when depleted, they can be refilled at the Service Depot.



## GROUND UNITS . . . CONTINUED

**DEMOLITION TRUCK**  **2400**

 **0**

 **110**

Demolition Trucks are modified Supply Trucks armed with a tactical nuclear warhead, which detonates on command of the driver, doing immense damage to structures and infantry nearby. The explosion can destroy a Power Plant, Advanced Power Plant, or Ore Silo in one hit. Other buildings require more Demolition Trucks to destroy. The Demolition Truck itself is fast, but is incredibly poorly-armored; for example, two clips from a Rifle Soldier's weapon can destroy it, causing its nuclear payload to explode immediately, harming even nearby friendly units. (Player detonations do not harm friendly units unless Friendly Fire has been activated.) Thus, a fair amount of stealth and tactics must be used for this vehicle to be remotely effective.





## AIR UNITS

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### **HIND**

 **1200**

 **225**

 **225**

The nimble Hind attack helicopter, the Soviet counter to the Allied Longbow, sports a nose-mounted Vulcan cannon capable of quickly annihilating ranks of Allied infantry found on the battlefield. However, the Hind is also very effective against structures and lightly-armored vehicles. Hind pilots must nevertheless be wary of Allied AA Guns and Rocket Soldiers, known to take down even the most skilled of airmen. After depleting its ammunition, the Hind must return to a Soviet Helipad to replenish its supply. Hinds are unable to overrun infantry.



### **CHINOOK**

 **1200**

 **150**

 **150**

The Soviet Chinook is unarmed, but is well-armed for a flying unit and is capable of transporting up to five soldiers anywhere on the battlefield. When a Chinook is loaded with Shock Troopers or Volkovs, its potential for destruction skyrockets, as five of either of those infantry are capable of doing massive damage in a short amount of time. However, the Chinook cannot stand up to prolonged fire, so Chinook pilots are advised not to hover near Allied AA Guns. Chinooks are unable to overrun infantry.



## NAVAL UNITS

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### SUBMARINE

 950

 250

 250

Capable of only combating naval targets with its dual torpedo launchers fitted at its nose and only when it is surfaced, the Submarine is regardless a threat to Allied ships and Naval Yards. Although able to submerge itself deep into the waters to avoid being detected, the Submarine is still extremely vulnerable to damage from Allied depth charges, launched from their Destroyers and Gunboats, and it must be surfaced in order to launch its torpedoes. However, the Submarine's ability to submerge and attack at the best moment is a tremendous advantage when carefully utilized.



### MISSILE SUB

 1650

 150

 150

Developed in an effort to give the Soviet Navy the ability to combat Allied ground forces as opposed to merely naval targets with the standard Submarine, the Missile Submarine was developed. An expensive investment, it sports twin missile launchers capable of doing heavy damage to structures and ground units alike. However, its armor is weaker than that of a normal Submarine, making it susceptible to patrols of Allied Gunboats and Destroyers which frequent contested waters, and it must be surfaced in order to launch its missiles. As a result, Missile Submarines are often spotted among 'wolfpacks' of Submarines for protection, as the Missile Submarine is ineffective against naval units.



# ★ NAVAL UNITS . . . CONTINUED

## NAVAL TRANSPORT

 700

 200

 200

The Naval Transport is a fast and heavily-armored vessel capable of ferrying five infantry over water. It has no armament, but it can escape from bad situations quickly without taking grievous damage, which makes it a useful vehicle. It is only safe to exit a Naval Transport when it is near a beach.



# STRUCTURES

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Structures provide a team with the capability to carry out war in an efficient manner. For example, the War Factory allows for vehicle construction, and the Barracks allows for powerful advanced infantry classes to be purchased.

All structures take damage when fired upon, until they have been depleted of hit points, in which case they have been destroyed. Virtually any weapon is capable of damaging structures, though one will not experience much success in base destruction with a mere pistol. Some structures provide automated base defense; others are production facilities or utilities.

## OVERVIEW

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**Master Control Terminal (MCT):** This is the weak point of a structure; however, not every building has one, such as the Ore Silo and Tesla Coil. Laying C4 charges on a Master Control Terminal is an excellent way to destroy a structure quickly. It takes at least 1 C4 charge to destroy a building in this method from Tanya. Engineer C4 charges are weaker and only take a building down to 50% health. As a counter, damaged structures can be repaired by Technicians and Engineers. Although buildings can be repaired from the outside, repairing a building at the Master Control Terminal is a faster and more efficient way to do so.

**Major Structure:** These structures are of utmost importance to a base's functionality and a team's ability to carry out war, and if they are all destroyed, the game is finished and the team that has no structures remaining loses.

**Minor Structure:** Destruction of a minor structure will never cause the game to end. They are primarily for base defense, active or passive. They include Sandbag walls, Pillboxes, Turrets, and Flame Towers.



## MAJOR STRUCTURES

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### POWER PLANT



The Power Plant is responsible for providing power to the entire base. If destroyed, the costs for purchasing vehicles and Advanced Character Classes increases by 100%, and certain base defenses are powered down and will no longer function – the Tesla Coil, AA Guns, and SAM Sites.



### ADV. POWER PLANT



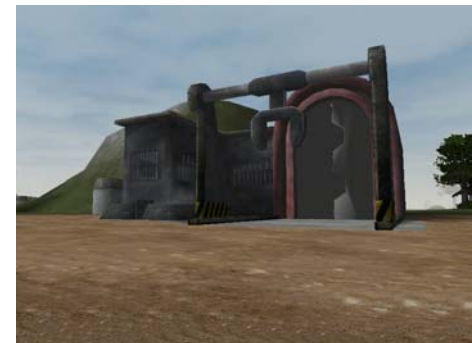
The Advanced Power Plant was developed in response to the need for greater power supply by bases with power-dependant structures. If destroyed, the costs for purchasing vehicles and Advanced Character Classes increases by 100%, and certain base defenses are powered down and will no longer function – the Tesla Coil, AA Guns, and SAM Sites.



### CONSTRUCTION YARD



The Construction Yard is the heart of a base, as it automatically repairs damaged structures without the need of Technicians or Engineers. It is heavily armored, and relatively difficult to destroy. Keep in mind that while this benefit is useful, the Construction Yard does not repair a building as quickly as an Engineer can.



## MAJOR STRUCTURES . . . CONTINUED

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### BARRACKS



Advanced Character Classes are purchased at the Barracks. If destroyed, these classes become unavailable and the team is limited to Rifle Soldiers and Technicians. The Allied Barracks and its rugged tent design was required due to the constantly shifting nature of the Allied Army. Spies, Mechanics, Thieves, Officers, Engineers, Rocket Soldiers, Snipers, Medics, and Special Forces unit Tanya are trained here. The Soviet Barracks, on the other hand, was designed with a more permanent and lasting architecture in mind, and it allows for the purchase of Shock Troopers, Flamethrower Infantry, Officers, Grenadiers, Engineers, Snipers, and the cybernetic prototype soldier, Volkov.



### WAR FACTORY



Vehicles of war are produced at the War Factory. Rangers, Light Tanks, Medium Tanks, Artillery, APCs and all other Allied ground vehicles are produced at the Allied War Factory. If the War Factory is destroyed, these ground vehicles become unavailable. The Soviet War Factory constructs all manner of Soviet ground vehicles – Heavy Tanks, V-2 Rocket Launchers, Tesla Tanks, Mammoth Tanks, and MAD Tanks, for example. If the AI-controlled Ore Truck is destroyed, one is provided here, free of charge, as long as the Refinery and War Factory are intact.



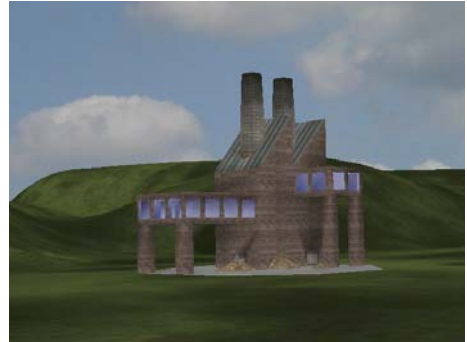
## MAJOR STRUCTURES . . . CONTINUED

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### ORE REFINERY



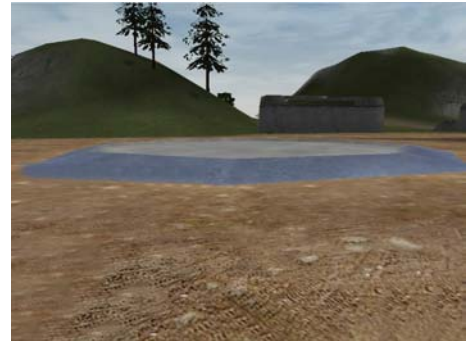
The Ore Refinery converts harvested Ore or Gems into credits, which can, in turn, be used to purchase vehicles or Character Classes. One Ore Truck is automatically controlled by the AI at all times, and returns periodically to deposit Ore, gaining credits for the team. Players may harvest as well, however. If the Ore Refinery is destroyed, the Ore Truck is also destroyed.



### SERVICE DEPOT



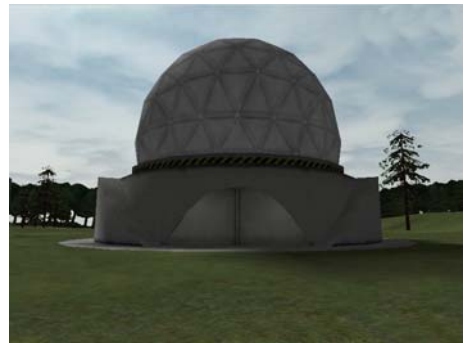
When a vehicle is damaged, parking it over the Service Depot will repair it in a matter of moments. This is the only method by which Soviet vehicles can be repaired, whereas the Allies can utilize Mechanics to repair vehicles, as well as the Service Depot. Mine Layers must rearm through use of the Service Depot.



### RADAR DOME



Radar, which is located at the bottom left portion of the HUD, is active only whilst the Radar Dome is intact. If destroyed, the radar is deactivated, hampering the ability of the team to cope with base infiltrators and unseen threats. Maps without a Radar Dome provide always-active radar.



## MAJOR STRUCTURES . . . CONTINUED

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### HELIPAD



The Helipad is required for the purchase of helicopter units and for their rearmament when their ammunition is depleted. Upon its destruction, air units will no longer be available for purchase by the respective team.

Longbows are available at the Allied Helipad; Hinds and Chinooks are available at the Soviet Helipad. When Longbows and Hinds run out of ammunition, they must land on the Helipad to reload. Located around the helipad are modified Purchase Terminals (PT). Each PT will display a picture of the air unit it corresponds to. By pressing the Action Key (default is 'E') at a specific PT, its corresponding air unit will then be constructed and ready for use.



### NAVAL YARD



The Naval Yard is where the Allied Navy is constructed: Gunboats, Destroyers, and Naval Transports. It houses modified Purchase Terminals. Each PT will display a picture of the naval unit it corresponds to. By pressing the Action Key (default is 'E') at a specific PT, its corresponding naval unit will then be constructed and ready for use. If the Naval Yard happens to be destroyed, naval units will no longer be able to be purchased by the Allies.





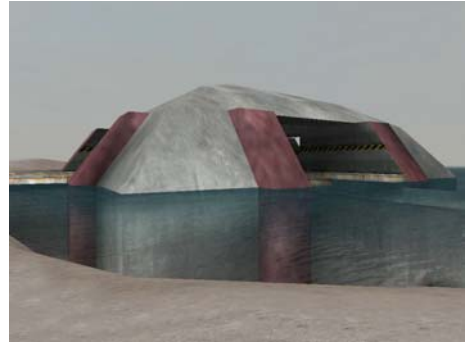
## MAJOR STRUCTURES . . . CONTINUED

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### SUBMARINE PEN



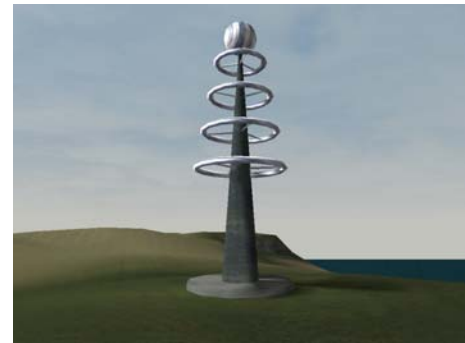
The Submarine Pen is where the Soviet Navy is constructed: Submarines, Missile Submarines, and Naval Transports. It houses modified Purchase Terminals. Each PT will display a picture of the naval unit it corresponds to. By pressing the Action Key (default is 'E') at a specific PT, its corresponding naval unit will then be constructed and be ready for use.



### TESLA COIL



The Tesla Coil, although lightly armored, fires incredibly powerful bolts of electricity that cut through ground vehicles and infantry like a hot knife through butter. However, its functionality is dependent on sufficient base power being maintained; if the Soviet Power Plant or Advanced Power Plant is destroyed, it will be rendered useless. In addition, the Tesla Coil is defenseless against airborne targets.



**Range:** 110 meters

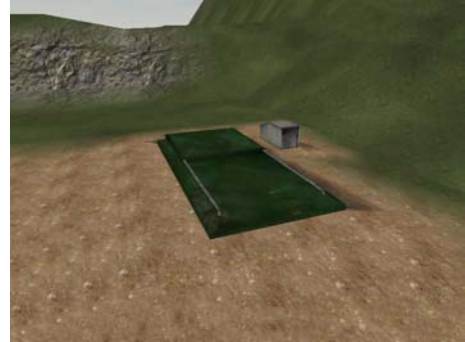
## MAJOR STRUCTURES . . . CONTINUED

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### MISSILE SILO



The Missile Silo spawns an Atom Bomb signal flare every five minutes, which can be retrieved from a modified PT within the structure. When placed correctly, it can destroy multiple structures in a matter of seconds. It can, however, be disarmed (thus canceling the A-bomb launch) with an Engineer or Technician. A flare appears as a red (Soviet flare) or blue (Allied flare) star on the radar.



### ORE SILO



Ore Silos were developed to hold excess Ore from harvesting for later processing and refinement. They provide two credits per second, and are by no means heavily-armored. Lacking a Master Control Terminal, they must be destroyed from the outside. On certain maps, the Ore Silo will yield 4 credits per second.



## MINOR STRUCTURES

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### PILLBOX



The Pillbox is a lightly-armored bunker armed with a heavy machine gun designed to mow down Soviet infantry columns. It is rather weak against heavily armored vehicles, however, and sports only a moderate range of fire. However, infantry will die extremely quickly if they come under Pillbox fire.

**Range:** 100 meters



### TURRET



The Allied Turret, protected by a thick shell of concrete, is able to tear through enemy vehicles quickly and efficiently at a moderate range. However, it often experiences difficulty hitting a moving target. When the Turret shell explodes, it creates a small radius of splash damage.

**Range:** 150 meters



## MINOR STRUCTURES . . . CONTINUED

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### FLAME TOWER



In dire need of a cheap automated base defense that could run without base power, the Flame Tower was developed. It is moderately effective against armor, the Flame Tower's main strength is its effectiveness against Allied infantry divisions. It fires a somewhat slow-moving fireball, so it is often easy for infantry to dodge at first, but the ensuing explosion of the fireball on contact with the ground often does the trick.

**Range:** 100 meters



### ANTI-AIRCRAFT GUN



The automated anti-aircraft defense of the Allies is the Anti-Aircraft (AA) Gun. Although lacking the extreme range of its Soviet counterpart, the SAM Site, the accurate rounds of the AA Gun are more powerful shot-for-shot than the missiles of the SAM Site. It is completely defenseless against ground targets, however.

**Range:** 100 meters





## MINOR STRUCTURES . . . CONTINUED

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### SAM SITE



The SAM (Surface-to-Air Missile) Site is a Soviet counter to the threat of the Allied Longbow, and it is able to fire tracking missiles at long range to handle airborne threats. Like the Allied AA Gun, however, it is completely defenseless against ground targets.

**Range:** 150 meters



### CONCRETE WALLS



The strongest passive base defense available, Concrete Walls cannot be destroyed by light weaponry. Often surrounding a base, they force the enemy to enter it at specific areas, creating choke-points that make defense simple. Of course, destroying them can open up new possibilities.



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