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## Book Descriptions:

# command conquer 3 kane wrath manual

All trademarks are property of their respective owners in the US and other countries. If you believe your item has been removed by mistake, please contact Steam Support. Please see the instructions page for reasons why this item might not work within Command and Conquer 3 Kanes Wrath. GDI base and its buildings with structure names Nod base and its buildings with structure names Scrin base with structure names Its a simple task, and these simple tips will help you to prepare against incoming attacks. To make sure you arent going to get rushed, right after you drop your power plant, start building a turret, the very 1st structure in the defence construction tab. When the tower is done, drop it down and sell it, and you have yourself a rifle squad, now move it around the map and make sure your safe. If you want to have more than 1 scout on the map, train more rifle men from the barracks or drop down and sell more towers. You can also use light vehicles to scout the map. Economy Not much to it really, after you build your War Factory build atleast 2 harvester and thats it. To get a steady income you will need atleast 4 6 harvesters on one tiberium field. Just dont forget to expand, and make sure your harvesters are safe and not being attacked by enemy troops. Know information about the faction you are playing as. It is very important to know that so you can think of effective strategies to counter your opponents on the field. There are 9 playable factions. GDI, Steel Talons, Zocom. Nod, Black Hand, Marked of Kane. Nod factions are most commonly know for their effective infantry spam and light vehicle combinations. Scrin, Traveler 59, Reaper 17. Great to use if you want to annoy your opponent with effective air spam. Add some slingshots or missile squads for anti air. Put in some infantry Missile squads recommended for more damage. Upgrade the tanks with Dozer Blades and Lasers for better efficiency. Depends on which Nod faction you are going to use really. [http://www.annaleehuber.com/content\\_files/carl-lewis-mot25-owners-manual.xml](http://www.annaleehuber.com/content_files/carl-lewis-mot25-owners-manual.xml)

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Build Corrupters and order them to force attack the tanks. You can add some ground forces to the mix, for greater chaos. Good luck on the battlefield commander!!! Because I know what to do and followed everything that has to be done but unfortunately it does not connect to the server even I have CnC Online software. If you have just one Harv dropping off credits at a time, things build way too slowly, plus you get downtime when Harvs switch places. You NEED CRANES if you want to have the edge of efficiency in your base building efforts. I'd suggest building them. well. first. Use Zocom and its deadly. Make sure you get the armor too and you can win most battles with 10 to 20 of these units. You take out an entire base in a matter of minutes unless they have heavy antiair. All trademarks are property of their respective owners in the US and other countries. Some geospatial data on this website is provided by geonames.org. Full walkthrough for single player campaign, tips, hints, detailed maps. Base development, capturing the Tiberium spikes and fields, the choice of units all of these factors are crucial and decide on the outcome of your battles. With your help, Commander, the Dark Messiah may rise again. Unprecedented Multidecade Campaign Kane returns as the centerpiece of an epic new singleplayer campaign. Experience a new story that spans 20 years. Take Command of a Whole New Army With the introduction of new units, structures, and

abilities to each of the three factions, the Tiberium Wars will never be the same. Specialised Subfactions Play to your strengths with six unique subfactions, each equipped with their own exclusive units, powers, and upgrades. Utilise the subfaction of your choice to fully take advantage and compliment your play style. Devastate the battlefield with the immense firepower of allnew customisable

Epicunits.[https://extranet.crea-etudiants.com/doc\\_pub/carl-lewis-motp12-treadmill-manual.xml](https://extranet.crea-etudiants.com/doc_pub/carl-lewis-motp12-treadmill-manual.xml)

LiveAction Videos Witness the rise of the Brotherhood first hand through intense live action video sequences starring Joe Kucan, Natasha Hendstridge, and Carl Lumbly. Global Conquest Mode Fight the Third Tiberium War your way. Map out your strategies on the planetary level and wage allout war on the ground. All logos and images are copyrighted by their respective owners. Help us expand it, and you get a cookie. Help expand it This page is a stub. Help us expand it, and you get a cookie. Therefore the game takes place before the Third Tiberium War. Also in this game the Commanders get new toys like Redeemer Walkers to use it to step on stuff like Mammoth Tanks.Each of these subfactions features unique special units, upgrades and support powers, and are designed to cater to more specialized styles of realtime strategy gameplay. This game can be rather challenging as you have to complete the game on its hardest difficulty setting, this along with the fact that Kane's Challenge requires you to play 10 missions using each faction can lead to difficulty on some levels. Introduction Welcome to the Kane's Wrath Road Map. All of the campaign achievements can be gained in a single playthrough and all of the online achievements can be done with little effort, if boot camp is not skipped immediately then the Hotshot achievement is unattainable. Step 1 Campaign Playthrough Before you even place the disk in your console the first thing you should do is be sure not to miss the Hotshot achievement. You get this achievement via skipping the tutorial; it may only be a zero point achievement but its still worth achieving. Once you have skipped the tutorial you should then go play the tutorial to learn the basics and unlock an achievement. The campaign on the game is not too difficult however with the bonus objectives some missions can become unmanageable. To minimize on loss of time save often before any major attack so that if it fails you can reload and try another tactic.

There are 4 missable achievements during the campaign, these are Oh, The Hubris Marv Masher Thieves In The Temple Nod Loyalist To achieve these achievements ensure that you complete all the bonus objectives on the relevant missions, if any of the bonus objectives are missed this can lead to you having to replay the campaign to achieve these achievements. Step 2 Kane's Challenge Kane's challenge is a series of battles against each of the other factions. You fight one of each other faction which culminates into a final battle versus Scrin and Nod forces. There is no difficulty level on this game mode however it ill get increasingly more difficult as you progress. Each faction has it's own ladder which results in 90 battles having to be fought. You will learn how to use each faction to their full potential while playing this game mode. For strategies for each faction see the achievement guide. Step 3 Skirmish This mode the game is a simple 1 on 1 fight with another AI. You have to win as each of the 9 factions versus any opponent. Using what you learned in Kane's Challenge to defeat your opponents. The AI can be set to easy for these achievements. The achievement for defeating a brutal AI can be attained by following the method found in the achievement guide. Step 4 Online Achievements The first slew of online achievement are gained by simply playing a game as each faction whether you lose or not does not matter. The achievement guide has a method for quickly achieving these achievements. The second set of online achievements require that you play in certain game modes these are a 2v2 and 1v1 it does not matter if you lose as you only have to play in the game not win. The final achievement is for using a super weapon during an online game this achieved easily with a boosting buddy, both of you build a super weapon and use it on any part of the enemies base that does not contain their super weapon.

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Conclusion The bulk of your time will be spent playing the campaign and Kane's challenge. Although both are manageable aspects of the game, they can become a bit of a grind at times. The difficulty is not too bad however you may sometimes come against battles you cant win. These missions are extremely easy, since it is the begining of the game. The best strategy is to spam out Scorpions for the first two missions. After that, spam Stealth Tanks with their Rocket Upgrade. They can destroy ANYTHING. Once you get the Black Hand of Nod, build Purifiers and upgrade their flame throwers with the Secret Shrine. Take the Purifiers and just order them to pass by the enemy units and buildings and enjoy the show. Also, remember to set units to Aggressive Stance. Fist of the Prophet 75 Complete Act II of the Campaign Same general tactic for the first part of the game. This act has the bad luck of having two commando missions. Take it slow and steady, if anything, go to gamefaqs and read the strategy faq for the pc. On keys to the Kingdom use the stealth power on the APC and rush for the buildings with engineers inside. On All That Glitters, take it SLOW. Leave one Shadow Strike Force at the spawn and take another to move up on the left. Stay clear and no attack stance and plat the beacons. Plant ONE on the airfield and then destroy it with the Specter. After that, destroy the other two buildings. Lastly, for MARV Rising, spam Stealth Tanks with their rocket upgrade. Ascendancy 100 Complete Act III of the Campaign By far the shortest and hardest act of the game. The act only has 3 missions, however the last one is extremely hard, especially on hard. The first mission is quite simply. Build a War Factory, followed by Shredder on the top left side of the map, a emissary for the blue tiberium, AA turret next to Shredder, two refineries on the blue tiberium, two Obelisks one near Blue Tiberium Field other near AA Turret and spam Stealth Tanks with their upgrade.

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Liberate the troops for an achievement and destroy the Drone Platform. Build your Redeemer and rape the Scrin Epic Unit. The next mission is so easy thanks to a little glitch. Send your veteran units and kill GDI to take MCV. Use stealth power on MCV and take it to the objective. Done and Done. The last mission is a pain on hard. The key is to NOT capture the objective until you have a pretty large force. Capture one of the objectives when youre ready and attack GDI with your forces. Make sure you have a Redeemer with an engineer inside to keep it alive. Dont worry about the bonus objective, focus on the present objective. Good Job, Commander 10 Play in a quick match game as GDI 2 On the main menu of the game, go to options and Xbox Live options. Switch your favorite faction to GDI and go to Xbox Live. Press quick match, regardless of ranked or player. Just finish the match and youve got the achievement. A faster way is once you start, just sell your MCV. You will loose, but you will get the achievement. Old School 10 Play in a quick match game as the Steel Talons 1 On the main menu of the game, go to options and Xbox Live options. Switch your favorite faction to Steel Talons and go to Xbox Live. Sonic Suppressor 10 Play in a quick match game as ZOCOM On the main menu of the game, go to options and Xbox Live options. Switch your favorite faction to ZOCOM and go to Xbox Live. Kane will be Pleased 10 Play in a quick match game as Nod 4 On the main menu of the game, go to options and Xbox Live options. Switch your favorite faction to Nod and go to Xbox Live. Puttin Heretics to the Flame 10 Play in a quick match game as the Black Hand On the main menu of the game, go to options and Xbox Live options. Switch your favorite faction to Black Hand and go to Xbox Live. Cybernetic Conqueror 10 Play in a quick match game as the Marked of Kane On the main menu of the game, go to options and Xbox Live options. Switch your favorite faction to Marked of Kane and go to Xbox Live.

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Off World Oppressor 10 Play in a quick match game as the Scrin On the main menu of the game, go to options and Xbox Live options. Switch your favorite faction to Scrin and go to Xbox Live. Reaping Just Rewards 10 Play in a quick match game as Reaper17 On the main menu of the game, go to options and Xbox Live options. Switch your favorite faction to Reaper 17 and go to Xbox Live.

Finesse Fanatic 10 Play in a quick match game as Traveler59 On the main menu of the game, go to options and Xbox Live options. Switch your favorite faction to Traveler59 and go to Xbox Live.

Grangers Finest 10 Win a Skirmish game with GDI In the main menu go to single player followed by skirmish. Make sure you have 40,000 credits and play an AI on easy. The enemy will only create infantry, so mass out those Mammoths and just crush the infantry and destroy the base.

Alternatively, Predators do quite well. Remember to do the Rail Gun Research. Sharp Work 10 Win a Skirmish game with the Steel Talons In the main menu go to single player followed by skirmish. The enemy will only create infantry, so create Mammoth Tanks with Rail Gun upgrade. Seven or so will do and just set aggressive stance.

Zone Lockdown 10 Win a Skirmish game with ZOCOM In the main menu go to single player followed by skirmish. The enemy will only create infantry, so build Mammoths along with the MARV. Put two engineers in and a Zone Raider inside. The MARV itself can destroy the base.

For the Prophet! 10 Win a Skirmish game with Nod In the main menu go to single player followed by skirmish. The enemy will only create infantry, so mass out Stealth Tanks and Venoms, remember to upgrade them.

Scorched Earth 10 Win a Skirmish game with the Black Hand In the main menu go to single player followed by skirmish. The enemy will only create infantry, so spam out the Purifiers. Don't worry about the flame upgrade, just enjoy the barbecue.

Soulless Victory 10 Win a Skirmish game with the Marked of Kane In the main menu go to single player followed by skirmish. The enemy will only create infantry, so spam out the Stealth Tanks and Venoms. Remember to upgrade them.

From Beyond 10 Win a Skirmish game with the Scrin In the main menu go to single player followed by skirmish. The enemy will only create infantry, so spam out the Tripods and get their shields up.

Ritual Sacrifice 10 Win a Skirmish game with Reaper17 2 In the main menu go to single player followed by skirmish. The enemy will only create infantry, so build up some Reaper Tripods and crush the AI.

Mindcrusher 10 Win a Skirmish game with Traveler59 In the main menu go to single player followed by skirmish. The enemy will only create infantry, so spam out the tripods and send in the Overlords Wrath to destroy their base.

Off to a Good Start 15 Play in a 1v1 Custom match Go online and create or join a custom match, it can either be ranked or unranked. After that, just play the match. You can get the achievement even if you lose. If you really want the achievement, as soon as the game starts, sell the MCV. It will frustrate your opponent, but you'll get the achievement.

Team Player 15 Play in a 2v2 Custom Match 9 Same thing as Off to a good start. You just need to finish the match. Don't worry, you can lose or win.

Oh, the Humanity! 10 Use a Superweapon in a match While playing one of the custom matches, create a super weapon. Build a Tech Center and go build it. Wait several minutes for it to be ready and fire. It should take four minutes to get one up and another seven to fire it. A better strategy is to play a skirmish and destroy everything except for a power plant and use the super power on it.

Great Potential. 10 Complete Boot Camp After skipping the boot camp, head over to the Boot Camp. It will be VERY boring and quite unnecessary since you most probably already know the controls. Just follow the steps and finish it.

Oh, and don't worry, you don't need to do the bonus objective.

True Ascendancy 100 Complete all Campaign missions on Hard Difficulty Start off on easy to get the bonus objective achievements and get to know the maps, along with the general strategy to pass them. Keep in mind that the game gets harder each difficulty, so try to get plan out your strategy. Even though it takes 5 minutes to save, do so often before a major attack. It would save time from going to the main menu and starting over. Lastly, take advantage of your enemy. If you can capture a base, or expand to a point that something will happen, because of objectives, then do so. Mass out entire armies before completing objectives that require time, such as the last mission. Also remember to build defensive buildings. The game has a knack of not telling you when your base is under attack and you can find some buildings gone.

Power through Peace 30 Complete Kanes Challenge with GDI Kanes Challenge consists of 10 missions. In each mission, you'll fight a different sub faction that already has a base operational. You can either steam roll with Mammoths, or do a blitzkrieg type of strategy. Build



three refineries on a tiberium field and build an air field along with a barracks. Build ten Hammerheads with AP Bullet upgrades. Garrison the rocket troopers and move them to a corner and move up to the enemy. Take down their power plants, followed by the MCV and enjoy destroying the rest. This strategy will always work, but build some more Hammerheads against the Scrin factions. General Tips for Kanes Challenge 1. Its crucial to capture the Tiberium Spikes. For some odd reason, the AI will focus on capturing them than actually attacking you. So, capturing them will distract the AI for a while so you can set up your base. 2. On most maps, there will be a second tiberium field near your base. Build a surveyor and expand to it.

Again the AI will focus on that expansion base than your main base, so build up some defensive buildings. 3. Be careful with your engineers. The AI will target them first than threats. 4. Your first attack might not be a complete success, so build some reserves on stand by. 5. Although the AI barely attacks, build some anti infantry turrets, along with AA guns. The AI will rarely attack with vehicles. 6. Try to not take too long, or the AI will actually start to do something. When you attack them, make sure you destroy their main productive facilities. 7. Be careful with the aggressive stance. For some odd reason, your units cannot process threats, so theyll attack a power plant instead of enemy troops. 8. Have a balanced income and outcome. You dont always want to have 0 credits, rather you want to have some in reserve just in case you need to repair or rebuild. 9. Yes, you can repair Tiberium Spikes. 10. Some times the best strategy is to dig in and defend your expansion and use your super power to destroy their power plants and send in the big guns. 11. Lastly, the Epic unit can and in most cases destroy a base by themselves. Use them wisely. No School like the Old School 30 Complete Kanes Challenge with the Steel Talons Refer to Power Through Peace Achievement. The only great difference the Steel Talons have is the Titan, along with the Wolverine. Also, the Rail Gun Accelerator helps out a lot, but be warned the accelerator takes health fro myour units each time it fires, so upgrade their armor. Eco Warrior 30 Complete Kanes Challenge with ZOCOM ZOCOM will be the hardest of the three GDI Factions simply because they dont have Rail Guns, but they do have Sonic Grenades, which will rape anything on its path. Garrison the Hammerheads with Zone Raiders and move them to a corner and move up to the enemy.

Peace through Power 30 Complete Kanes Challenge with Nod Build a crane, three power plants, refinery, barrackstwo engineers, war factory, operations center, tech center. Purchase the Laser Capacitor upgrade and mass out Venoms. Move them to a corner and move up to their base. Take down the power plants and the rest of the base. Vanguard of the Prophet 30 Complete Kanes Challenge with the Black Hand Same strategy as for Nod, but instead of Stealth Tanks, build Purifiers. Upgrade their flame throwers with the secret shrine and set them to aggressive stance. Dont worry about attacking, just send them to walk to the enemy base and the flames will purify the enemy. The only problem this strategy has is its weakness to air attacks, so build several attack bikes with tiberium rocket upgrades. The Way of the Future 30 Complete Kanes Challenge with the Marked of Kane The exact same strategy as Nod. Scrin Overseer 30 Complete Kanes Challenge with the Scrin Build a crane, three power plants, refinery, barrackstwo engineers, war factory, operations center, tech center. Now, you can do two things. Either build a massive Tripod Army, with their shield upgrade, or amass an air armada. The AI doesnt seem to bother with Anti Air guns, or at least, a lot of them. Mass out Devastators with their shield upgrade and set them to aggressive. Heir to the Blood Cult 30 Complete Kanes Challenge with Reaper17 The same thing as with the Scrin strategy, but just build a massive army of Reaper Tripods with their upgrade. They can shatter a base quickly, but beware of enemy air craft, so take some anti air vehicles with you. Also, make sure to destroy the husks after your tripods die, or else the enemy will capture them and use them against you. Master of Manipulation 30 Complete Kanes Challenge with Traveler59 Same strategy as the Scrin. Oh. Youre Good. 30 Defeat a Brutal difficulty AI in a 1v1 skirmish match 4 Use the Black Hand for this one. Place 40,000 credits and place a small map, 1v1.

Choose to fight against ZOCOM, they are the weakest one out of all the factions for this achievement. They are slow to build up an army, and will only build ORCAS at the beginning. Build a crane, three power plants, refinery, barracks, war factory, secret shrine, outpost, and tech center. Mass out Purifiers and upgrade their flames. Set them to aggressive stance and walk into the enemy base. Also, build the Redeemer and place an Engineer and Black Hand. My first assault consisted of 2 Purifiers and I was able to knock them out, except for an air field. Their Hammer Heads they had around ten killed my second attack. Just build some Bikes and to distract. They only built Zone Raiders and that was it. Make sure that they are also set to TURTLE, it will save you a lot of time. OR This is the only buildings your going to need, 1 Power Plant, and 2 or 3 Hand of Nod. Dont worry about getting money because you have plenty of it and shouldnt run out. Ok first of all play on the map Backwater Brawl, and set the resources to 40000 and no crates. Then i just set myself up on the bottom right corner, picked the Black Hand, and made the AI Scrin on Brutal AI, on Guerilla. Ok when you start quickly build a power plant and 3 Hand of Nods, you might only need 2 but i made a 3rd just in case. Now start creating like 30 Confessor Cabal in one Hand of Nod and in the other Militant Rocket Squad. Ok once youve got atleast 2 squads of Cabal, send one group to the north and one to the west just to make sure the AI isnt at one of those and if there not then it only leads down to one spot. Now keep producing both rapidly and when you get a pretty huge size army of foot soilders, set them in aggressive mode and double click to the spot were the AI should be, and they should just plow over anything thats gets in there way. Secret Achievements Oh, the Hubris 15 Destroy Brother Marcions Statues 2 On the third mission you are task with capturing Marcion.

After youve built a large enough force, move in. Once you begin to attack his base, youll get a bonus objective about three statues in his base. Destroy them for the glory of Kane for the achievement. Heretics Bane 20 Capture Brother Marcion On the third mission, you are tasked with capturing Brother Marcion. After destroying his base and head quarters, he attempts to escape. Kill the escort and move the transport to your base. After the mission is completed, youll get the achievement. MARV Masher 15 Destroy all three GDI MARVs On the mission called MARV Rising or mission 8, youll get the chance to do this. Make sure you build A LOT of Stealth Tanks with their rocket upgrade. Also make sure to have some Obelisks set up on the top of your base and left of your base. The first one is DIRECTLY in front of your base. So, send out your army and destroy it. Note Your first three avatars have the flame turret, so walk next to the MARV. After holding the objective, retreat to your base and await for the MARVS to arrive. Yes, BOTH will head to your base. Youll get the bonus objective of destroying them. Hold back, and when your Obelisk first attacks, attack the MARV with everything you have. After that help the other turrets and destroy the last one. Fire in the Skies 20 Destroy the Philadelphia 2 Youll get this after completing the mission called The Doctor Vanishes. Just sit back and watch the cut scene. Thieves in the Temple 15 Steal all the Gold Bullion 3 This is an annoying one. Thats right, you need to get most of them. Go along the path to plant the beacons on the power plants and capture the crates. After the objective is done, the Hammer Heads will move away from patrolling, so go in and walk to the other side of the map to the crates near the tiberium spikes. Nod Loyalist 15 Rescue all Nod units from the Traveler 59 Cultists 4 One the mission called Hearts and Minds, you will be given a bonus objective to liberate four squads being mind controlled by Scrin troops.

Kill the Scrin troops controlling them, and return the troops to your base. Make sure you dont kill them, or youll fail. Make sure that the Scrin dont kill them either. For they are LEGION! 20 Raise the Marked of Kane On the mission Will Made Flesh, you will need to capture four nodes. Firstly, build up to forty Stealth Tanks with the Rocket Upgrade and the Redeemer. Also, make a Nuke. Put in an engineer and Black Hand on the Redeemer and destroy the nuke on the top part of the GDI Base. Destroy it, and send our stealth tanks at each location and capture the node. Wait four minutes and when the mission is over, you get the achievement. Make sure that NO node receives 50% damage. Hotshot 0 Skip Boot Camp 13 Quite simple, in the main menu press campaign and when

they ask, skip the boot camp. Afterwards, return to do the boot camp. Game Info Developer EA Los Angeles Publisher Electronic Arts Genre Strategy Release January 01, 2008 Backward compatible on Xbox One Yes Price Retail Only Collection 499 Wishlist 80 Screenshots Videos No videos available MyAchievements You need to log in or register to use MyAchievements. User Score is based on 135 user ratings. By continuing past this page, you agree to abide by the Terms of Service. And while the official festivities will kick off this weekend, PC owners can get some practice in today as the long-awaited patch for Kane's Wrath has also been released. They are gravely mistaken! Kane's Wrath game introduces six new subfactions formed from the three original factions, each with new and edited units and different play styles. The PC version introduced the Global Conquest mode, while the Xbox 360 version had the exclusive Kane's Challenge mode. Also included in this game mode are all-new, high-definition video sequences featuring Joseph D. Kucan as Kane, congratulating or taunting the players as they progress in Kane's Challenge. Contains 2 infantry garrison pods. Can harvest and refine Tiberium to extract credits from conflict zones.

Due to their focus on heavy armor, they possess several types of unique walkers, such as the Titan and Wolverine class walkers. Additionally, they use older Juggernaut models, the Behemoths, which possess infantry bunkers to give them protection from armor and rocket squads. Their vehicular focus is enforced with the possession of garrisonable Harvesters, repairable APCs, and armed engineers to allow armor dominance. However, this is at the cost of the sonic weaponry used by ZOCOM and several types of infantry, particularly those whose deployment requires an armory. They, unlike the Steel Talons, place much focus on Sonic Weaponry, possessing unique zone raiders, who are overall better than their zone trooper counterparts, Sonic munitions for the Orca Gunship, and the most advanced version of the Shatterer sonic tank. Additionally, their infantry can be given Tiberium field suits to protect them from volatile Red Zone conditions. However, due to the unstable conditions of the Red Zones, they are not allowed Railguns or Juggernaut artillery walkers. Formed of shock troop-type infantry, such as the Black Hand infantry, it is primarily an infantry faction, though possessing extensive flame weaponry. Overall, it is geared towards fast, anti-infantry assaults. In place of the traditional militant forces are more experienced Confessor Cabals, able to be armed with more powerful rifles and flamethrower-wielding leaders, and owing to their lack of stealth technology after the Firestorm Crisis, they replaced their stealth tanks with the Mantis, an effective anti-air vehicle which unfortunately cannot use stealth or attack ground units. However, their most powerful weapon is the Purifier walker, the predecessor of the Avatar, which did not yet have upgrade capabilities, but possessed a flamethrower and unique propaganda device, the subliminal projector. Units using it are incredibly deadly.

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