

# PRIMA'S OFFICIAL STRATEGY GUIDE

## COMMAND & CONQUER YURI'S REVENGE™

RED ALERT 2 EXPANSION

ALL NEW UNITS AND  
STRUCTURES DETAILED



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## Chapter 4: Basic Strategies

### Money

*Command & Conquer: Yuri's Revenge* is a game of economics. The side that outproduces the other, wins. Added resources mean more money to build defenses and units, for repair, and for the creation of super weapons.

But you don't want to always be thinking about your economy. The ideal situation is to get your economy running to the point where there's a constant flow of money. This way, you can think about protecting your base and destroying the enemy instead of where to find additional funds. The following ideas can help.

### Increasing Production

The surest way to increase the amount of ore you bring in is to add miners and Refineries. One Chrono Miner or War Miner doesn't bring in enough ore, so increase your number of miners as soon as you can. You can build them as soon as you place a War Factory, which should be your initial goal in most missions.

A trio of miners brings in a decent amount of money at a relatively constant rate. As soon as you build and place a War Factory, build two miners to add to your income production. You may find that adding a fourth or fifth miner benefits you eventually, but for the initial stages, three miners is a good combination of income production and freeing up your War Factory for the creation of vehicles.

Adding a second Refinery isn't always necessary, but there are situations where it makes sense.

Bringing in a new Refinery is important when you can place one near a distant ore field. If, by taking a Tech structure or capturing an enemy building, you can drastically shorten the time it takes for your vehicles to travel between Refinery and ore, you can increase your income without the need to build more miners.



***The single Chrono Miner (on the right) won't bring in enough money to keep this base producing. You need more of them to maintain an adequate cash flow.***



***Yuri has multiple Slave Miners. It makes sense to have multiple miners yourself.***

**NOTE** *When you build and place a Refinery, you automatically get a new miner.*

Check on your miners periodically. Miners go to the closest location of ore until it's exhausted, then move on to the next closest spot. At times, you'll want them to mine in a different location, either because of enemy action or because you've found more valuable ore elsewhere. Also, a miner always goes to the last field it went to as long as ore remains. This means that your miners will ignore a previously depleted ore field even when it starts to produce again. Sending a miner to a nearby ore field that has started to produce ore again saves time, which means you'll get your money faster.

**NOTE** *Ore fields with a drill at the center continue to produce ore throughout the mission.*

Always mine gems first. The multicolored gems are worth twice as much as the standard gold-colored ore. Taking gems first gives you more funds at the start (making it easier to bring in additional miners) and prevents your enemy from taking it later on.

To really maximize your ore production, try these tips that save a second or two on each trip and add a few extra ore loads over the course of the mission. First, place each Refinery as close as possible to the nearest ore field. Saving a couple of seconds on the trip to the field and, in the case of War Miners, the trip back, means getting ore that much faster.



**If you take this Oil Derrick, you can place a Refinery next to it, making your trips between this ore field and the new Refinery quick and efficient.**



**Mine gems whenever you see them. They bring in twice as much money as normal ore.**

**TIP** *Because Ore Refineries have the dump-off spot for miners on the right side, save even more time by building your Refinery to the west of an ore field.*

Along the same lines, always mine the closest ore field first. This means quick turnaround time and more money coming in faster.

Another way to gain a lot of money at once is by finding a money crate. These appear in several missions. Details on collecting these money crates are noted in the walkthroughs in chapters 6 (Allied Missions) and 7 (Soviet Missions). For a quick burst of cash, nothing's better than a money crate.



You also gain money by capturing Oil derricks. Oil derricks give you a quick burst of cash (about \$1,000) and then provide a steady income. More information on capturing and using Oil derricks can be found in chapter 5 (Advanced Strategies).

## Denying Resources

The other side of the economic coin is that if you can prevent your enemy from bringing in cash, you can outproduce him. Destroying your enemy's ability to mine means he or she can't replace losses and has fewer resources to attack your base. There are several ways to go about this, but all revolve around the same basic concept.

The first way is to destroy enemy miners and Refineries at every opportunity. Of course, this is easier said than done. Allied Chrono Miners tend to chrono back to their base just as you're about to destroy them. War Miners and Slave Miners are both armed, which makes destroying them a risky proposition. Also, War Miners and Chrono Miners auto-repair themselves, as do Slave Miners in vehicle mode. Still, it's worth trying. Use powerful anti-vehicle units, pursuing War Miners when you can and simply waiting for Chrono Miners to return to the ore field.

The best solution is to attack in force and destroy the units before they can escape. Against Slave Miners, there's another trick. If you have a unit that can hit from long range (Snipers are excellent for this), target the Slaves instead. While this leaves the Slave Miner functioning, it prevents Yuri from generating any income.

Another way to deny resources to an enemy is to move protective units into an ore field. This devolves to the same thing—destruction of enemy miners. Place a few tanks in an ore field to attack enemy miners. It may even keep enemy miners out of the ore field in the first place, leaving it for your miners to exploit.



**Keep defensive units in an ore field to prevent enemy miners from taking it.**



**Money crates appear in several missions. Get them whenever possible. They increase your money significantly.**



**The Soviets and Yuri have an advantage in protecting their ore fields. Their War Miners and Slave Miners can attack enemy miners.**

### Base Creation

Building your base poorly can leave you vulnerable to attack and make it easier for your enemies to eliminate you. With a few pointers, you can create a base that maximizes your defenses and ability to move your units from place to place while maintaining a solid defense that is difficult for the enemy to crack.

Position any structure that produces ground units so those units can move through your base easily. You want to send both infantry and vehicles to either side of your base, so leave open space between your buildings. Ideally, leave a gap large enough to move a tank between all of your structures. This creates roads between your buildings, allowing your vehicles to move around quickly. When you are pressed for space, place two buildings next to each other, but only do this with smaller structures and never put more than two next to each other in any one place.

Place your producing structures (typically your Barracks and War Factory) near the front of your base, where the units they produce can be sent out into defensive positions or toward the enemy base immediately. Place other structures, such as power-producing facilities, your Construction Yard, super weapons, and so on, safely in the back ranks of your base, out of the line of fire.

Don't forget about base defenses. You need these everywhere, especially if your enemy is the Allied Army. Because the Allies have the Chronosphere and Chrono Legionnaires, they can drop units into the back of your base at a moment's notice. Having base defenses in the back and on your flanks prevents surprise attacks.



***In this base, the Barracks is placed where new units can reach the front lines quickly while the Industrial Plant and Tesla Reactors are safely in the back.***



***While this is an extreme example, there's plenty of room to move units between all the structures. You can make your base quite a bit tighter than this one.***



***This base has plenty of tanks, but no structures and not enough units guarding the back.***

## Base Destruction

There are about as many ways to dismantle an enemy base as there are to create one. Your tactics depend on the way that base was created, the number and power of base defenses, the access you have to the power source, and more. While there is no perfect way to destroy a base (just as there is no perfect base), some guidelines can assist you in wiping out an enemy base quickly and efficiently.

First, hit from range whenever possible. All of the armies (both in single player and multiplayer) have at least one unit that can strike from beyond the range of enemy base defenses. The Allies have the Prism Tank, the Soviets have both the V3 Launcher and deployed Siege Choppers, and Yuri has Magnetrons. Use these units to knock off base defenses at the front of an enemy base, making penetrating the actual base much easier. All of these units have weaknesses, though, and must be protected by other forces.

The destruction of base defenses is an important part of eliminating the enemy base. Make base defenses your first target. If you reduce the enemy's ability to damage your units, you increase your own units' ability to cause mayhem. Attack the most powerful defense first, then proceed to other nearby defenses that are striking at your attacking force.

A shortcut to knocking off a base is knocking out the base's power. This takes all but the most rudimentary base defenses offline. You'll shut down Allied Prism Towers, Soviet Tesla Coils, and Yuri Psychic Towers and Gattling Cannons if you can destroy enough of the base's power supply. With no defenses to contend with, you can destroy the more important structures in the base interior.



***These Prism Tanks can hit Yuri's Gattling Cannons while staying out of base defenses' range.***



***Mass your forces against base defenses to minimize the damage your forces take.***



***Destroying Bio Reactors shuts off the power to Yuri's Gattling Cannons.***



**TIP** *Taking power offline is even more important against Allied foes, because this shuts off the Allied Robot Tanks.*

Once you breach a base's outer defenses, head for the Construction Yard immediately. Until the Construction Yard is gone, the enemy's losses can be replaced. The computer-controlled Yuri you face in the single-player missions is particularly adept at replacing his lost structures, bringing more Bio Reactors online almost as quickly as you can destroy them. By knocking out the Construction Yard, you leave your enemy unable to replace any structure losses. This is nice in the case of a Bio Reactor, but potentially crippling in the case of a War Factory or Barracks.

Once the Construction Yard is down, eliminate any War Factories or Barracks. Against Allied enemies, also take out the Air Force Command to prevent the creation of Harriers or Black Eagles. Prioritize destroying super weapons to prevent the enemy from using them on you.

Beyond this, target structures that are expensive and/or hard to replace. Given the choice between a Grinder and a Battle Lab, destroy the Battle Lab. Not only does this prevent the creation of some of Yuri's best units, it also costs him about \$1,000 more than replacing a Grinder would cost. Force the enemy to spend money that doesn't directly produce new units, and you've won a large battle in terms of outproducing the enemy.



***With power shut down, these Robot Tanks head for Yuri's Construction Yard at the top of the screen.***



***Here are plenty of targets. The Psychic Tower is a good first choice, followed by the War Factory, the Genetic Mutator, and the Bio Reactors.***

## Unit Veterancy

From time to time a small yellow chevron appears next to one of your units. This indicates that the unit has been made a "Veteran" level unit. In general, Veteran units move and attack faster and often have additional armor and/or increased range. This turns weaker units into potential powerhouses and more powerful units into juggernauts.



Beyond the first level of veterancy, units can also become Elite, represented by three chevrons. Elite units gain even more upgrades of a generally similar nature to Veteran upgrades. Greatly increased range and power and a shortened time between shots are the main benefits of Elite status. If this weren't enough, Elite units auto-repair (or auto-heal in the case of infantry).

***TIP*** Units move from normal to Veteran by destroying three times their initial production cost. They move from Veteran to Elite by destroying another three times their creation cost.

Because of the benefits of Veteran and Elite status, it's worthwhile to get as many units promoted as possible. The difference between an Elite unit and a normal unit is significant. For instance, while a normal IFV has no chance against a Lasher Tank, an Elite IFV can destroy one easily. An Elite IFV can also destroy garrisoned buildings from beyond the range of the garrison and then quickly kill the expelled units.

***TIP*** Some units, such as Kirovs, gain a new weapon upon reaching Elite status as well.



***The Veteran and Elite units here are faster, do more damage, and fire farther than their non-veteran counterparts.***



***This Elite IFV can destroy the garrison without risking a single scratch.***

## Garrisons

Creating garrisons is a great way to add defense to an area, effectively protecting it from enemy ground units. The initial cost is high, but it costs less over time. Where a group of tanks would eventually be worn down by enemy action, a garrison can attack without risking the units themselves, destroying entire columns of enemy units efficiently.

A garrison is nothing more than one or more of your base infantry units placed inside a neutral structure. Once inside, the unit can fire at any ground unit that comes within range. Being inside a structure significantly increases the damage the unit does. The units inside are immune from damage until they leave the building or are forced out when the building is destroyed or badly damaged. The greater the number of units inside the garrison, the more damage the garrison can do.

**NOTE** Each neutral structure has a capacity. Extremely small structures can hold only a single unit while the largest can hold up to 10.

Whenever neutral structures are near your base, garrison them as soon as possible. This acts as an additional form of base defense, slaughtering anything that approaches. At worst, you'll damage and delay enemy units or force the enemy to attack via another path. At best, you'll completely shut down enemy access into that part of your base.

The largest garrison fully loaded with troops costs \$1,000 for the Soviets and \$2,000 for both the Allies and Yuri. This gets pricey if you garrison extensively. Select buildings that are on the main enemy attack route toward your base, gathering points for enemy troops, overlooking your base, next to captured Tech structures, or overlooking the enemy position.

To destroy a garrison you have several choices. The worst choice is to rush in with a group of units. You may destroy the garrison, but you'll lose a lot of units. A better choice is to hit from the air.

Garrisons have no defense against aerial attacks.

The best method is to attack from outside the range of the garrison, using Siege Choppers, V3 Launchers, Prism Tanks, or Magnetrons.

After the units are expelled from the building, your ground units will be in position to destroy the enemy infantry.



**Yuri tries to sneak a few Gattling Tanks past this garrison. They won't last long.**



**The units in the garrison on the left fire on one of Yuri's Slave Miners. While the structure takes damage, the units inside are safe.**



**V3 rockets destroy the building while Apocalypse Tanks move into position to attack the Initiates as they are expelled.**

***TIP*** Destroy a garrison from the southeast if possible, because expelled units always exit in this direction, putting them directly in your line of fire.

As long as damaged buildings are still standing, they can be repaired by Engineers. This can be a good way to create a garrison in a badly damaged city area. Also use Engineers to repair damaged garrisoned structures. In general, repair only those neutral structures that are near your base or that give you a particular advantage. If there is another neutral building that gives you the same advantage, choose it instead. You may as well save the price of the Engineer whenever you can.

***TIP*** Units in garrisons now receive Veteran and Elite levels. While you will not be alerted to the promotion until the unit leaves the building, they gain all of the benefits of that promotion while still garrisoned.



***The green-roofed structure is badly damaged but still standing. An Engineer can make it fit for a garrison.***





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