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Subject: Re: RA2 Mission

Posted by [sterps](#) on Fri, 03 Mar 2006 23:33:05 GMT

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The second last mission of the soviets is by far the hardest level, though the last one is hard when you are doing the game on brutal.

Anyway i have blown the whole base on the 2nd last level while on brutal difficulty.

First of all use your kirovs to go along the left, you need to use these to blow up purples nuclear powerplants, then followed by key buildings, like constructions yards, war factories etc. Then you need to go for each other teams nuclear power plants, and do the same.

With purple out of the way, the raids are less harsh. To defend i suggest A LOT of sentry guns, and mean alot. when you have enough build some teslas behind it.

Build dogs and terror drones, as the yuri clones cant control them, they will be mauled by the dogs and terror drones.

DONT build a nuke silo until you can hold off the continuous amount of kirovs sent.

When the raids start to subside you can build your finish raid, i usually do around 10 - 20 Apocolypse tanks (Mammoths). Then send em in.

The reason why this map is hard is because, in a sense the computer cheats. Like it has done in all previous c&c's, when the computer builds a unit, if it has multiple production buildings, one at each will be produced.

SO say the computer has 4 war factories, and it builds one rhino heavy tank. Instead of one being produced, one will come out each of the 4 war factories. Have a look you will probably seen orange team doing this on this level.