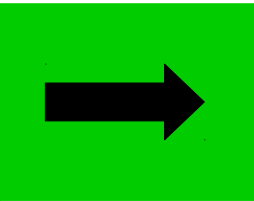
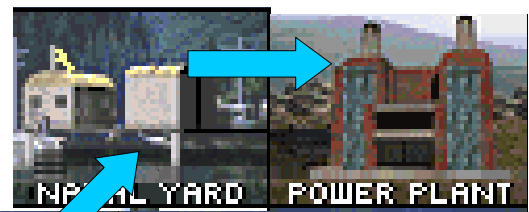


Insert here if  
you start with  
navy



Move your  
MCV to near  
strategic  
position, then  
deploy  
(equidistance  
between 2  
field or other)

Wall the MCV

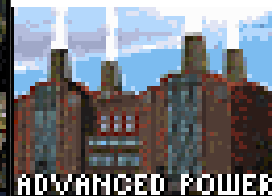
No oil derrick :  
Build two bunker one built  
And one ready to be built

Oil derrick  
10 rifflmen, 1 ingenier, 5  
rifflemen

Closiest to the  
mineral field



Build the pp  
and wf to be  
able to deploy  
your 3rd  
raffinery  
closiest to the  
new mineral  
field



1 ranger to  
scoot  
3 harvesters

Down the  
power if  
needed  
(more than 1  
bunker built)  
max 3  
deployed

Build hind to  
have contantly  
3 hind

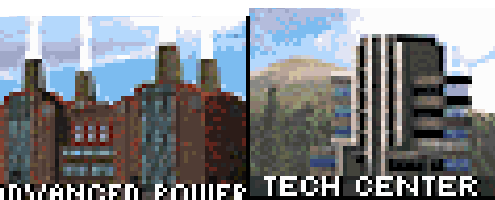
- Build 2 AA  
- Build one  
more app if  
you want to  
be safer



TIP be careful about dogs !  
TIP you can use bunker without  
rifflement or turret if it's close to your  
base

TIP order to your harvesters to collect  
the nearest of your raf, because the  
come back where was their last collect

TIP If you support base attack, then  
sold it next



- Build arties to have constantly 5-7 arties  
- If no ennemy come, built sd to make two  
mcv. Then you we'll have  $\pm$  10 arties  
TIP : split your arties under protection of  
your AA

→ Then, chose between



- build mcv and defence for base attack :  
TIP place your mcv from a safe distance, and go  
forward with app (or barracks)  
TIP prepare already AA or turret in your  
production queue

**SW**

- go for more power  
plant for sw, and bunker  
and aa to defend  
against drop (tanya,  
kamikaze aircraft...)