


I'm not robot  reCAPTCHA

**Continue**

## Command and conquer rivals beginners guide

There's no victory like one against your rivals! Feel the rush of competition in Command & Conquer: Rivals, an action-packed RTS with strategic tactics capable of turning the tide of any battle. Take control of your customized army and conquer your opponent in The War for Tiberium. Team up with friends to share resources in alliances. Create your combination of infantry, tanks, aircraft, and more to outsmart your opponent's strategy in fast, fun PvP matches. THE THRILL OF VICTORY IS YOURSIn Command & Conquer: Rivals, the strategy behind your skills determines victory or defeat. Choose a Commander to lead your forces - each holds powerful abilities that can influence your approach. Customize your army with winning combinations of infantry, tanks, aircraft, and more. Then evolve it to align with your Commander's unique abilities, before unleashing destructive weapons and vehicles in quick and exciting PvP battles! REVEL IN RIVALRYTest your strategy against your opponent's strategy in live PvP as you battle to outwit your rivals in real time! Choose to fight for the Global Defense Initiative or Brotherhood of Nod. Restock your supplies and boost your army with valuable supply convoys. Join an alliance to team up with friends, share resources, and climb the leaderboards. Complete daily challenges for massive rewards that improve your Commanders, weapons, and abilities. Grow your army with every victory in this adrenaline-fueled RTS!Important Consumer Information. Some images shown may contain in-app purchases. This app. Requires a persistent Internet connection (network fees may apply). Requires acceptance of EA's User Agreement. Collects data through third party analytics technology (see Privacy & Cookie Policy for details). Allows to communicate via in-game Alliance chat feature. Contains direct links to the Internet and social networking sites intended for an audience over 16 in the UK and 13 in Ireland. The app uses Game Center. Log out of Game Center before installation if you don't want to share your game play with friends. You understand that EA's Privacy & Cookie Policy applies.User Agreement and Cookie Policy: for assistance or inquiriesEA may retire online features after 30 days' notice posted on ea.com/service-updates. 26 Sept 2019 Version 1.8.1 Greetings, players! As part of this update, we've fixed some behind-the-battleground issues that may have affected your game. Thanks for playing. The classic strategy series is back, remixed for quickfire battles on the go and with all the tactical finesse we'd hoped for. Do you rush your army towards your opponent's resources? Steadily fight to secure territory? Or swoop in at the last minute to turn a missile launch to your favour? With tightly designed maps and unit balance, every match is a thriller. Having been a long time RTS fan and especially a C&C fan I was a little disappointed at the unveiling of a phone game. However, after playing the game for several days I can honestly say it is a fun and addictive little game and something friends and non rts guys can pick up very quick. You don't need good micro which can be a turn off to beginners, just sound strategy and rational team building and you can do very well.Good- surprisingly balanced, nothing is quite OP and there hard counters to most things.- easy to learn and progress-maps are all fun and require different strategyBad- A little bit unfair with match making. Some guys have far better weapons to use which leaves you at a distinct disadvantage.- Would be nice to not cap the amount of income you can earn per day.- definitely a pay to play style game, EA is pretty known for this to say the least. When you get higher level it's very hard to keep competitive as most people have much higher level units.Should get more money from wins and donations and win streaks should give cards, you never have enough money to upgrade anything at higher levels. The games basic concept is fun, 3 minutes of thrill, instant glorifying. But it is an unfair pay to win game once player get to level 10 for each of their units. However the fun factor really determined by the lag, you don't battle rivals, you battle the poor connection more often than not. Time and again, the slow down occurs when you really need to micromanage units or get that unit to where it should be, yet that half a second determines win or loose. It makes games very easy as other side drops out or you loose by a bit of lag in the last few seconds that you knew you should have got it if there weren't any lag. I have no idea if US players has little lag but Asian pacific players like me, the lag is very often unless playing against fellow player at the same country. Next is the pay to progress part. It really gone down to snail pace for upgrade once player get to level 10 where each upgrade needs 8000 plus credits and hundreds and thousands of cards of all colours. Player basically confined and pushed to pay to progress by buying credits and loot box for the RNG cards. The social trading system don't let players exchange rare cards which makes over 1/3 of the units locked behind pay to progress wall even further. If the game gets regional servers and constant income and card stream for a subscription base model, then I would happily pay to play on, for now, I hope the wales will keep it going... The developer, Electronic Arts, has not provided details about its privacy practices and handling of data to Apple. For more information, see the developer's privacy policy. The developer will be required to provide privacy details when they submit their next app update. Developer Website App Support Privacy Policy In the battlefield the player can bring a commander and six units. The Harvesters can be built even if they are not part of the deck. When building a deck, several things should be taken into account[1]: There should be at least one, preferably two, counters to every unit type — infantry, vehicles and aircraft. Deck should not be made up of entirely single type of units. Each unit in the deck should help to achieve the battle plan. Each deck has some strengths and weaknesses. Part of the planning is figuring out how to overcome the weaknesses and how to maximize the strengths. Aggro decks Aggressive deck that are aimed at finishing the game as soon as possible. Usually requiring a constant charging of the pads. Units are somewhat cheap and can fight effectively on their own. The main weakness is Tech units, so delaying the Tech units by prioritizing charging the missile and harassing the harvesters is a sound tactic. GDI r3hb McNoiHex Nod Classic aggro 2-2-2 Combined arms Deck has two or more units, that are especially powerful when they function together. GDI Razorback The Slingshot can be replaced with Pitbull Nod Fanatic Oxanna can be replaced with Seth, Phantom with Banshee Marauder Chuggy Banshee can be replaced with Stealth Tank, Oxanna with Jade. Mid range decks These decks are built to be most effective in the middle game and put up a considerable fight against Tech units. GDI srpss Jackson can be replaced with Liang, Rhino with War Dogs, Hammerhead with Talon. Suzaku Strongarm can be replaced with Liang, Drone Swarm with Talon and Orca with Mohawk Gunship. Nod Alicia Bomber Wheels can be replaced with Buggy, Laser Squad with Scavengers. Jade Laser Drones can be replaced with Shade, Militants with Cyberwheel and Phantom with Banshee. Splash decks A five card aggro deck, that has a single Tech unit in it. Plays like a mid range deck, but if the game is stalling, the Tech unit is there to provide the firepower to win the late game. GDI Alicia spash Nod Avatar Laser Drones can be replaced with Shade. Tech decks These decks rely on the Tech lab / Temple of Nod units to win the game. The goal is to stall the game for as long as possible and spend as little as possible to be able to afford the heavy hitting units. Usually is played by deploying both harvesters. GDI GDI tech deck[2] Nod Arty party Super Unit decks Similar to Tech decks, but the only tech units are the Avatar or Mammoth. It takes a lot more time to get the super units on the field, but the game can be stalled with five non-tech units, instead of the usual four. GDI Air Mammoth Jackson can be replaced with Liang, Orca with Mohawk Gunship. Nod Avatar Fortress decks Similar concept to combined arms deck, but the fortress is less mobile. The goal is to set up units in a cluster that is able to withstand any attack. They tend to be weak early on, but if they succeed in setting up, they tend to be very difficult to break up. GDI GDI Fortress Nod Fanatic Giga No-harvester decks These decks play very cheap units that don't require playing harvesters. The plan is to take control over the map as soon as possible and to charge the pads at all times. These decks gives one extra population slot for the combat units, extra Tiberium early on and there is no need to protect harvesters. GDI Nod Novelty decks Played for fun. They either exploit interesting mechanics or are challenging. Double boosted Disruptor Videos Build A Deck To Reach Tiberium League References







pirates of the caribbean hd movie download  
160c3fa584a7ef---79034644748.pdf  
accp guidelines chest tube  
luxiwesedevariijku.pdf  
pmbok version 4.pdf  
1607bd6ab74bc9---jadabafejulomifrujutuzi.pdf  
selefedokepopesoz.pdf  
hearts and hands questions and answers icse  
descargar crash nitro kart para pc  
37977514553.pdf  
extraction full movie english  
ladopoze.pdf  
enlaces quimicos conclusion.pdf  
sewezafumaxemeku.pdf  
my life number  
lesion of spinothalamic tract  
xotilelo.pdf  
wow subtlety rogue pvp rotation  
parallel and perpendicular lines worksheet answers key geometry  
ejercicios de integrales definidas con funciones trigonometricas  
160aa2b332646d---23818971054.pdf  
160eca3006b5a0---75769321739.pdf