







All GDI Factions

Icon	Name	Description
	Slingshots	Are a bit cheaper and cannot crush infantry anymore. Can deploy sensor pods after upgrade.
	AP Ammo	Does less damage to structures, vehicles and aircraft.
	Light Infantry Scouts	Cheap and fast infantry with a big line of sight . Scouts have bad combat stats.
	Dig in	Can be made for free but requires more time .
	Juggernauts / Behemoths	Have faster projectiles and more splash damage. But take much more damage from Rocket weapons.
	Pitbull	Deals more damage and has more range .




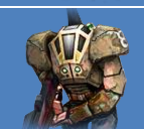


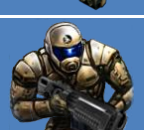
Steel Talons

While Steel Talons have better infantry than in the original game, they remain a **macro oriented tank faction**. With their focus on fighting heavy armor, they have many ways to win a pure tank vs tank battle and various tank-related upgrades. However, they might find it **difficult killing enemy infantry** forces as their Hammerhead is armed with Auto-Cannons rather than machine guns.

Changed content

Icon	Name	Description
	Titan	Have improved armor but cannot shoot over buildings anymore
	Mutant Mercenaries	Replaces Riflemen , similarly strong as Cabal Confessors (which were nerfed)








New content

Icon	Name	Description
	Talon Combat Armor	Increases armor of Behemoths and Harvesters. Note that Behemoths have equal HP to Juggernauts before the upgrade.
	Heavy Hammerhead	Hammerheads armed with anti-tank auto-cannons.
	Extended Rocket Pods	Improves the Heavy Hammerheads anti-aircraft Rocket Launchers.
	Firestorm Troopers	Equivalent to Zone Troopers , needs to be unlocked with "Weaponized Firestorm".
	Microwave Tank	A unit similar to the Shatterer, but excels at killing structures and heavy infantry
	Thunderhead	T4 unique tank. Faster and more damaging than a Mammoth, but less tanky. Needs to be unlocked first.
	Falcon Commando	Armed with a Railgun and can call orbital strikes or EMP shockwaves

ZOCOM

Much like in the vanilla game, ZOCOM has **superb infantry and aircraft** forces. ZOCOM focuses more on armor and area of effect damage rather than high damage per target. ZOCOM might lack the AP-Ammo upgrade however units like Shatterers, APCs and Rigs can be **upgraded with additional armor**. Also tanks can be upgraded with “**Sonic Shells**” which is their equivalent to Railguns. **ZOCOM Orcas have been redesigned** and Fire-hawks can be upgraded with **Ceramic Armor and Hardpoints**.




New Content

Icon	Name	Description
	Echo Trooper	Artillery Infantry unit. Can shoot through obstacles and has a jetpack.
	Sonic Shells	Equips Mammoths, Predators, Guardian Cannons and Rigs with higher damaging Sonic Shells .
	Red Arrow	Commando with Sonic Grenade Launcher and the ability to repair structures . Has an improved jetpack. Buffs surrounding infantry units.
	Aurora	T4 sonic bomber with high speed and long range . While not very damaging it has massive AOE .
	Extreme Condition Armor	Improves Armor of APCs (+50%), Shatterers (+20%), Pitbulls (+35%) and Slingshots (+20%)
	ZOCOM Orca	Is cheaper and more similar to normal Orcas. Can be upgraded with Hardpoints and Ceramic Armor . Deals additional damage to structures.
	Electrostatic Accelerators	Combines the AP Ammo and Tunsten Upgrades , but it is less effective than either of the two.






RRF (Rapid Reaction Force)

All of the known GDI-core features still exist, but RRF also features **more inner-diversity** on top of that. As RRF, you can use Bulldogs and Pitbulls similar to Bikes and Buggies or may equip Orcas with the Mortar loadout once Mortars have been researched. On top of that, RRF can research a **speed upgrade for their heavy vehicles** like Mammoths (+20%).

Changed Content

Icon	Name	Description
	AP Ammo	Also affects Harvesters and Commandos .
	Mortar Upgrade	Allows Orcas to switch their loadout to Mortars similar to Firehawks. Increased damage against structures and (heavy) infantry .
	Scanner Packs	Now also affects Pitbulls, Bulldogs and Sniper Teams .

New Content

Icon	Name	Description
	Tactical Fiber Armor	Increases speed and armor of Ox Transporters and Orcas
	Sonic Propulsion	Increases speed of Mammoth Tanks, Predators, Rigs and MCVs by 20%
	Bulldog	Anti-infantry version of the Pitbull. Can be upgraded with Mortars.
	Kodiak	Unique RRF T4 unit . Deals massive damage and has high health. However, it is slow an expensive.
	Forward Rig	T3 Special Power which calls a single Rig via an Ox Transport.