

THE CUTTING EDGE: SOVIET UNITS

DESCRIPTION	COST	RANGE	ARMOR	PREREQUISITES	WEAPON
ATTACK DOG	200	N/A	None	KEN	Sharp Teeth
RIFLE INFANTRY	100	Short	None	BAR	AK-47 Rifle
GRENADIER	160	Short	None	BAR	Grenade
ROCKET SOLDIER*	300	Med.	None	BAR	Dragon Rocket
FLAME INFANTRY	300	Med.	None	BAR & TECH	Flame Thrower
ENGINEER	500	N/A	None	BAR	None
ORE TRUCK	1400	N/A	Heavy	WAR & REFN	None
HEAVY TANK	950	Med.	Heavy	WAR	Twin 105mm Cannons
AP MINE LAYER	800	N/A	Med.	WAR & SDPT	AP Mines
V2 ROCKET LAUNCHER	700	Long	Light	WAR & DOME	V2 Rocket
TANYA*	1200	Med.	None	BAR & TECH	Dual Colt .45s
MAMMOTH TANK	1700	Med.	Heavy	WAR & TECH	Twin 120mm & Missiles
MCV*	2500	N/A	Heavy	WAR & SDPT	None
LST	700	N/A	Med.	SPEN	None
SUBMARINE	950	Long	Med.	SPEN	Torpedo
YAK	800	Short	Light	AFLD	Twin Machine Gun
PARATROOPERS	N/A	N/A	None	AFLD	AK-47 Rifle
PARACHUTE BOMBS	N/A	N/A	N/A	AFLD	High-explosive Bombs
SPY PLANE	N/A	N/A	Light	AFLD	Camera
MIG	1200	Med.	Light	AFLD	Heat-seeking Missiles
HIND	1200	Short	Heavy	HELI	Vulcan Chain-gun
TRANSPORT HELICOPTER*	1200	N/A	Med.	HELI	None

BAR = Barracks, WAR = War Factory, DOME = Radar Dome, HELI = Helipad, SPEN = Sub Pen, AFLD = Airfield, SDPT = Service Depot, REFN = Refinery, TECH = Tech Center, KEN = Kennel

THE CUTTING EDGE: SOVIET STRUCTURES

STRUCTURE NAME	COST	POWER	ARMOR	PREREQUISITES	PURPOSE / USAGE
CONSTRUCTION YARD	2500	0	Heavy	-	Produces structures
POWER PLANT	300	+100	Light	Const. Yard	Provides power to base
ADVANCED POWER PLANT	500	+200	Light	Power Plant	Provides power to base
ORE REFINERY	2000	30	Light	Power Plant	Converts ore to credits
ORE SILO	150	10	Light	Ore Refinery	Holds 1500 units of ore
BARRACKS	300	20	Light	Power Plant	Trains infantry
KENNEL	200	10	Light	Barracks	Trains attack dogs
WAR FACTORY	2000	30	Light	Refinery	Builds units
SUB PEN	650	30	Light	Power Plant	Builds naval vessels
AIRFIELD	600	30	Heavy	Radar Dome	Builds airplanes
HELIPAD	1500	10	Light	Radar Dome	Helicopter landing area
SERVICE DEPOT	1200	30	Light	War Factory	Vehicle repair / reload
RADAR DOME	1000	40	Light	Refinery	Base radar
TECHNOLOGY CENTER	1500	100	Light	War & Radar	Advanced tech items
FLAME TOWER	600	20	Heavy	Barracks	Fire-based defense
TESLA COIL	1500	150	Light	War Factory	Lightning-based defense
SAM SITE	750	20	Heavy	Radar Dome	Anti-aircraft defense
IRON CURTAIN	2800	200	Light	Tech Center	Invulnerability
MISSILE SILO	2500	100	Heavy	Tech Center	Atomic missile
BARBED-WIRE FENCE	25	-	Light	Const. Yard	Base defense wall
CONCRETE WALL	100	-	Heavy	Const. Yard	Base defense wall

*Available in Multi-player missions only. May be available in certain single-player missions.

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THE CUTTING EDGE: ALLIED UNITS

DESCRIPTION	COST	RANGE	ARMOR	PREREQUISITES	WEAPON
RIFLE INFANTRY	100	Short	None	BAR	M-16 Rifle
MEDIC	800	N/A	None	BAR	Bandages
ROCKET SOLDIER	300	Med.	None	BAR	Dragon Rocket
SPY	500	N/A	None	BAR & DOME	Information
ENGINEER	500	N/A	None	BAR	None
THIEF*	500	N/A	None	BAR & TECH	Fast fingers
TANYA*	1200	Med.	None	BAR & TECH	Dual Colt .45s
AT MINE LAYER	800	N/A	Med.	WAR & SDPT	AT Mines
ORE TRUCK	1400	N/A	Heavy	WAR & REFN	None
RANGER	600	Short	Light	WAR	M-60 Machine Gun
LIGHT TANK	700	Med.	Med.	WAR	75mm Cannon
APC	800	Short	Heavy	WAR & TECH	M-60 Machine Gun
ARTILLERY	600	Long	Light	WAR	155mm Gun
MEDIUM TANK	800	Med.	Heavy	WAR	90mm Cannon
MOBILE GAP GENERATOR*	600	Med.	Light	WAR & TECH	Shroud Generator
MCV*	2500	N/A	Heavy	WAR & SDPT	None
LST	700	N/A	Med.	NYRD	None
GUNBOAT	500	Short	Light	NYRD	2-inch Deck Gun
DESTROYER	1000	Med.	Med.	NYRD	Stinger Missile Pod
CRUISER	2000	Extreme	Heavy	NYRD & TECH	8-inch Artillery Cannons
LONGBOW APACHE	1200	Short	Heavy	HELI	Hellfire Missiles
GPS SATELLITE	N/A	N/A	N/A	TECH	Satellite Imagery
SONAR PULSE	N/A	N/A	N/A	SPY INTO SUBPEN	Sonar Image
MRJ*	600	Long	Light	WAR & DOME	White-noise Generator

BAR = Barracks, WAR = War Factory, DOME = Radar Dome, HELI = Helipad, NYRD = Naval Yard, SDPT = Service Depot, REFN = Refinery, TECH = Tech Center

THE CUTTING EDGE: ALLIED STRUCTURES

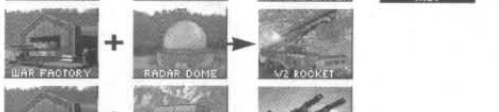
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ADVANCED POWER PLANT	500	+200	Light	Power Plant	Provides power to base
ORE REFINERY	2000	30	Light	Power Plant	Converts ore to credits
ORE SILO	150	10	Light	Ore Refinery	Holds 1500 units of ore
TENT BARRACKS	300	20	Light	Power Plant	Trains infantry
WAR FACTORY	2000	30	Light	Refinery	Builds units
NAVAL YARD	650	30	Light	Power Plant	Builds naval vessels
HELIPAD	1500	10	Light	Radar Dome	Helicopter landing area
PILLBOX	400	15	Med.	Barracks	Anti-infantry defense
CAMOUFLAGED PILLBOX	600	15	Heavy	Barracks	Anti-infantry defense
TURRET	600	40	Heavy	Barracks	Anti-armor defense
AA GUN	600	50	Heavy	Radar Dome	Anti-aircraft defense
SERVICE DEPOT	1200	30	Light	War Factory	Vehicle repair / reload
RADAR DOME	1000	40	Light	Refinery	Base radar
TECHNOLOGY CENTER	1500	200	Light	War & Radar	Advanced tech items
GAP GENERATOR*	500	60	Light	Tech Center	Re-shrouds area
CHRONOSPHERE	2800	200	Light	Tech Center	Chronoshift
MISSILE SILO	2500	100	Heavy	Tech Center	Atomic missile
FAKE STRUCTURES*	50	2	None	Orig. Structure	Deceives enemy
SANDBAGS	25	-	Light	Const. Yard	Base defense wall
CONCRETE WALL	100	-	Heavy	Const. Yard	Base defense wall

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SOVIET UNIT HIERARCHY



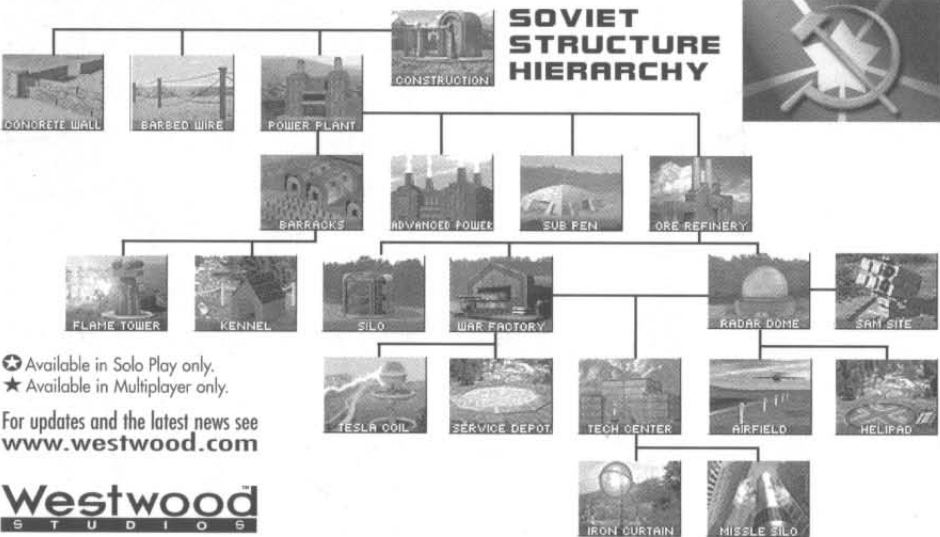
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CTRL + #, #, ALT + # Create & Select Teams
 CTRL + F9-F12, F9-F12 Bookmarks/Set Views
 F Unit Formations
 G Guard Mode
 CTRL + 'L' CLICK Force Fire
 ALT + 'L' CLICK Force Move
 X Scatter Unit(s)
 S Stop Unit(s)
 CTRL + ALT + 'L' CLICK Escort Unit
 HOME KEY Center On Selected Units
 H Go To Const. Yard
 E Select All Units On Screen
 N Go To Next Unit
MULTIPLAYER ONLY
 A Ally With Selected Unit
 F1-F8 Send Message

COUNTRY INFO. CHART

	SHOT POWER	SHOT RATE	SPEED	ARMOR	COST	PROD. TIME
ALLIED ENGLAND	Good	Good	Good	Excellent	Good	Good
ALLIED GERMANY	Excellent	Good	Good	Good	Good	Good
ALLIED FRANCE	Good	Excellent	Good	Good	Good	Good
SOVIET RUSSIA	Good	Good	Good	Good	Excellent	Good
SOVIET UKRAINE	Good	Good	Excellent	Good	Good	Good

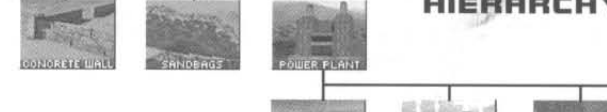
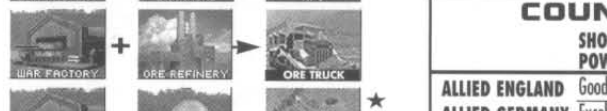
SOVIET STRUCTURE HIERARCHY



* Available in Solo Play only.
 * Available in Multiplayer only.
 For updates and the latest news see www.westwood.com



ALLIED UNIT HIERARCHY



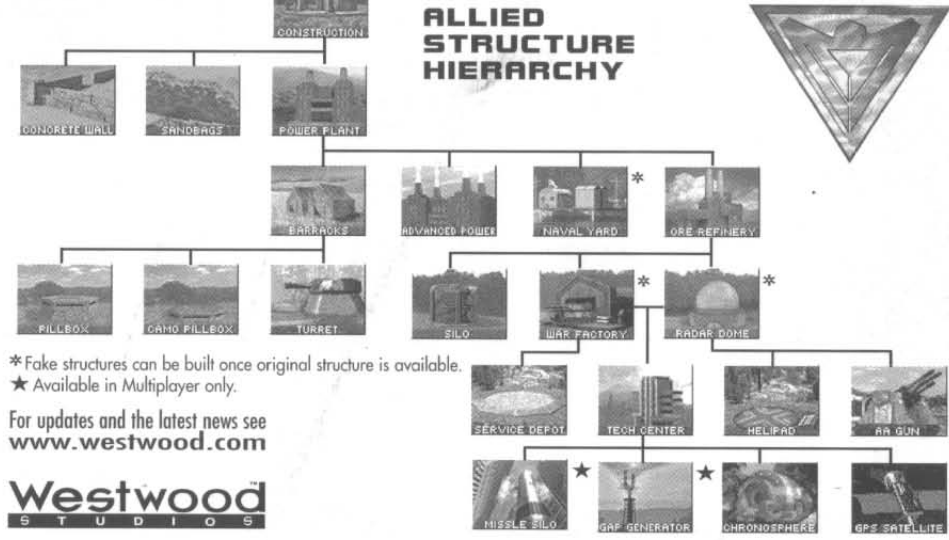
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COUNTRY INFO. CHART

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ALLIED GERMANY	Excellent	Good	Good	Good	Good	Good
ALLIED FRANCE	Good	Excellent	Good	Good	Good	Good
SOVIET RUSSIA	Good	Good	Good	Good	Excellent	Good
SOVIET UKRAINE	Good	Good	Excellent	Good	Good	Good

ALLIED STRUCTURE HIERARCHY



* Fake structures can be built once original structure is available.
 * Available in Multiplayer only.
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