
Subject: Re: C&C3 to have 3 factions?? New Gamespot feature up
Posted by [terminator 101](#) on Tue, 19 Dec 2006 20:21:02 GMT

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Maybe it is the Forgotten from Tiberian sun. In one of Nod missions, you get to fight against them. In that mission they use civilian units and buildings, as well as some Nod buildings and units. Westwood made it that way probably because they did not want to create new unit renders just for one mission.

Anyway, this is what I think, and of course, they will use different units and buildings than the ones they had in Tiberian Sun.
