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Subject: Re: Why did EA turn loyal Nod soldiers into stupid terrorists?

Posted by [Chronojam](#) on Sun, 18 Mar 2007 03:31:27 GMT

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It's more like in TD and TS in any event, where Nod used whomever would go with them, supporting civil unrest, etc. etc.

In Renegade we saw a switch from this "common man revolutionary" look into "all our guys have gas masks dog tags and we no longer bother with cloaks and camo." C&C3 is a lot more like the original RTS C&C games in terms of its Nod design. I think the C&C3 design not only meshes better with the original Nod basic soldier design but also more with the whole feel and style of Nod as a political and militant group that has again, re-emerged from hiding after being forced to go underground for a while.

I love hearing the Obelisk hum happily and then twang something to death. I don't want to hear swishy-whoosh-swoosh-fizzle zap, like in Renegade.

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