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

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 18 Mar 2007 03:51:41 GMT

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I agree with Chronojam.

It looks like a group that would re-emerge, and it does seem more militant-ish this way. Remember that Nod's mission is a worldwide Cause and Kane is a revolutionary figure... in the C&C world, you'd have neighbour fight against neighbour, brother against brother. Not every militant would have these giant robotic suits, all complete with gasmasks. It'd be more realistic for a person to just quickly get something on, wield his weapon and fight.

Obviously the elites would have their high-tech suits, since they'd be officials in the Nod army. Officers, recruiters, veterans etc.

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