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Subject: Re: A new mod in the community

Posted by [BogdanV](#) on Tue, 12 Jun 2007 19:25:47 GMT

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Well, I'm aiming at bringing RA2 towards C&C. And anyway, in RA2, Kane was nowhere. It was in RA1, but since on the Allied ending, Westwood decided to split the storyline and go to RA2, any trace of Nod was lost. Also, in TD, the fact that the Brotherhood of Nod always existed was considered a rumor. In the GDI campaign, EVA briefs you about this faction and it tells you that its only a terrorist organization with strong ties to Third World countries. And if we say that from RA1 comes TD, then we must consider the fact that Kane went back in time to change the tide of war and form the Brotherhood of Nod, so, before TD, there was only Kane. No Nod, no GDI, only Kane. So, the fact that Kane was put soviet leader is a fact that doesn't go into contradiction with anything except reality. Also, this mod involves Nod and GDI because, after the end of RA2, as in TD's briefings, from orders of the United Nations, GDI is formed and the Allies are put into second place. Practically what happens in my story is that most West European states adhere to the GDI while the US is still hesitant. Eventually, the Reds invade the US and start pounding the Americans big time. Also, since Kane wants to end the Soviet Union and build on its ashes the Brotherhood of Nod and not make the soviets too powerful, he forms a secret group of people trained under Kane's vision that were to become the 1st ever Blackhand brigades. These brigades were to make shure that the soviets are dealing great damage to the americans but not too much. Obviously, the reds didn't knew a thing. Eventually, Kane would stop all funding to the Romanov Son's soviet army and send a blackhand commando to eliminate the soviet renegade.

So, this mod will contain both GDI and Nod (represented by the Blackhand) as well as RA2 America. For exact information of the storyline, please check my mod's ModDB profile page (the link is in the 1st post).

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