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Subject: « Rise of the Aliens! »

Posted by [Infinint](#) on Fri, 04 Jul 2003 01:19:05 GMT

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um thats the same mod my team is making heres the story line :

This is the story line for the upcoming mod.

Every one knows in the being of tiberum on this planet was brought by a meteor that was sent by the ancient alien race, the Skern. They are mentioned in every C&C game even in red alert there is one mission where you see a crashed flying saucer. But in tiberan sun they are actually fighting over a crashed skern ship in one mission. Now the alien race did not want to hurt any one but when we killed Kane before he launched his Tiberum missile it spelled doom for mankind.

What dose Kane have to do with this you ask, well remember that fateful day when GDI destroyed Kane's temple of nod while he was inside. Well as we all know Kane got out but where was he for the past 3 years, he tells you in one of his speeches to his followers that he has seen

skirn space ship and was shown there intensions and was asked to build a missile that would convert the would to a tiberum environment. But Kane was never able to launch his missile and soon the aliens started to invade and man kind alike was told they where going to die. Now if you

entire world joined together in an effort the save humanity and fight against the Skern. But the Skern where a peaceful race which offered to let both of them live happily on the planet at the same time. But this is where the chaos theory comes in. Humanity is fearing the worst so it thinks all is lost and never tries to talk with them just greets with tanks and guns.

So this is where the mod starts right in the begging of the new war the Untied world (which is a new form of GDI) VS Alain race. Both sides have difficulties and advantages. GDI now has even wider range of weapons and technology and has 4 times as many people as the aliens but are week against TB and are easily injured. The Skern on the other hand much stronger and has heavy layered exoskeleton and armor that no C4 charge can penetrate which forces GDI to create new weapons out of their arsenal. Also Skern where not prepared for war and only has a few weapons but can easily start building them but at heavy price due to them not being able to use TB for what human use it for.

Both sides have their ups and downs but only you will decide who wins earth over.

maybe our teams could work together to make an even better mod?

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