
Subject: C&C3 to have 3 factions?? New Gamespot feature up

Posted by [C4miner](#) on Sun, 17 Dec 2006 19:43:49 GMT

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Yup, apparently EA is adding a third faction to C&C3. I don't think this is necessarily a bad thing. It would open up a whole new world of tactics and strategies.

They have a video up too.

http://www.gamespot.com/pc/strategy/commandconquer3/news.html?sid=6163297&tag=topslot;title;2&om_act=convert&click=topslot

Subject: Re: C&C3 to have 3 factions?? New Gamespot feature up

Posted by [cmatt42](#) on Sun, 17 Dec 2006 19:47:48 GMT

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You just found this out now? This 'news' has been out since like, the game was announced.

Subject: Re: C&C3 to have 3 factions?? New Gamespot feature up

Posted by [Canadacdn](#) on Sun, 17 Dec 2006 22:46:05 GMT

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I heard that the third faction's superweapon is a thing that lifts up buildings from your base and smashes them into things.

Subject: Re: C&C3 to have 3 factions?? New Gamespot feature up

Posted by [Crimson](#) on Sun, 17 Dec 2006 22:48:33 GMT

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I didn't get a chance to see or use the Alien faction's superweapon when I was at EALA, but even if I did, I couldn't tell you about it.

Subject: Re: C&C3 to have 3 factions?? New Gamespot feature up

Posted by [Dover](#) on Mon, 18 Dec 2006 00:09:41 GMT

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Alien faction?! So it IS the Scrin!

I was wondering if it would be them or the mutants, the latter of which would be completely lame. And since they didn't announce who it would be exactly, there was always a little bit of fear in the back of my mind that they would add something completely fucking stupid as the third faction, like the Civilians or a time-traveling Yuri or something.

Subject: Re: C&C3 to have 3 factions?? New Gamespot feature up

Posted by [Crimson](#) on Mon, 18 Dec 2006 00:50:31 GMT

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They are not called the Scrin. They might be the Scrin eventually.

Subject: Re: C&C3 to have 3 factions?? New Gamespot feature up

Posted by [cmatt42](#) on Mon, 18 Dec 2006 00:51:41 GMT

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Dover wrote on Sun, 17 December 2006 18:09Alien faction?! So it IS the Scrin!

Not exactly. EA and the characters call them "the visitors". What we know to be the Scrin could be completely different.

Subject: Re: C&C3 to have 3 factions?? New Gamespot feature up

Posted by [Aprime](#) on Mon, 18 Dec 2006 01:56:39 GMT

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Scrin signifies shrine.

Subject: Re: C&C3 to have 3 factions?? New Gamespot feature up

Posted by [nopol10](#) on Mon, 18 Dec 2006 02:11:31 GMT

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It shouldn't be the Scrin. They always crash into our atmosphere so how can an armada come here only to fall into the Earth and get their crafts salvaged?

Subject: Re: C&C3 to have 3 factions?? New Gamespot feature up

Posted by [Dover](#) on Mon, 18 Dec 2006 06:36:33 GMT

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Well, in any case it's not Yuri. I feared EA would make another blunder when they promised to "link all the timelines together".

Subject: Re: C&C3 to have 3 factions?? New Gamespot feature up

Posted by [cmatt42](#) on Mon, 18 Dec 2006 10:50:14 GMT

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Dover wrote on Mon, 18 December 2006 06:36Well, in any case it's not Yuri. I feared EA would make another blunder when they promised to "link all the timelines together".

What does Yuri have to do with the as-yet-to-be-concepted link between Red Alert and Tiberian

Dawn? Kane is the catalyst to that link, not Yuri.

Subject: Re: C&C3 to have 3 factions?? New Gamespot feature up
Posted by [reborn](#) on Mon, 18 Dec 2006 12:28:02 GMT

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I think that was his point...

Subject: Re: C&C3 to have 3 factions?? New Gamespot feature up
Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 19 Dec 2006 00:18:13 GMT

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I think it would've been far cooler if the Forgotten was the 3rd faction.

Subject: Re: C&C3 to have 3 factions?? New Gamespot feature up
Posted by [icedog90](#) on Tue, 19 Dec 2006 08:10:31 GMT

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I don't think it would make much sense in the gameplay along with the storyline if it was the Scrin.

Subject: Re: C&C3 to have 3 factions?? New Gamespot feature up
Posted by [Blazer](#) on Tue, 19 Dec 2006 11:21:56 GMT

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It's the aliens from Independence Day...they finally figured out how to build their ships without a "shoot here to destroy" spot, and they installed Norton Antivirus.

Subject: Re: C&C3 to have 3 factions?? New Gamespot feature up
Posted by [CarrierII](#) on Tue, 19 Dec 2006 11:49:07 GMT

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Only that Norton ate so much of their CPU that they couldn't do complicated attack plans...

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 Tibarian Sun.

Subject: Re: C&C3 to have 3 factions?? New Gamespot feature up
Posted by [Crimson](#) on Tue, 19 Dec 2006 21:27:52 GMT

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The "visitors" from C&C3 definitely have their own structures, infantry, and vehicle equivalents.

Subject: Re: C&C3 to have 3 factions?? New Gamespot feature up
Posted by [icedog90](#) on Tue, 19 Dec 2006 22:40:17 GMT

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Then I hope they're not the Scrin. It wouldn't make sense.

Subject: Re: C&C3 to have 3 factions?? New Gamespot feature up
Posted by [cmatt42](#) on Wed, 20 Dec 2006 00:24:53 GMT

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icedog90 wrote on Tue, 19 December 2006 17:40Then I hope they're not the Scrin. It wouldn't make sense.

Maybe, but we don't know the entire storyline of C&C 3 yet.

Subject: Re: C&C3 to have 3 factions?? New Gamespot feature up
Posted by [Kamuix](#) on Wed, 20 Dec 2006 00:30:48 GMT

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They'll surprise us, watch it turn out to be Soviet

Subject: Re: C&C3 to have 3 factions?? New Gamespot feature up
Posted by [nopol10](#) on Wed, 20 Dec 2006 01:12:18 GMT

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No. It'll be the Tiberium Mutated GLA Forces.

Subject: Re: C&C3 to have 3 factions?? New Gamespot feature up

Posted by [terminator 101](#) on Wed, 20 Dec 2006 02:56:48 GMT

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No, it will be Harkonnen, attempting to invade Earth.

Subject: Re: C&C3 to have 3 factions?? New Gamespot feature up

Posted by [danpaul88](#) on Wed, 20 Dec 2006 17:42:59 GMT

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Harkonnen? Are they the ones from Dune ?

Subject: Re: C&C3 to have 3 factions?? New Gamespot feature up

Posted by [Tiesto](#) on Fri, 22 Dec 2006 12:35:35 GMT

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Terminator 101 wrote on Wed, 20 December 2006 03:56No, it will be Harkonnen, attempting to invade Earth.

Ya.
