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

Posted by [Crusader](#) on Sat, 17 Mar 2007 22:09:17 GMT

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

Posted by [Canadacdn](#) on Sat, 17 Mar 2007 22:15:32 GMT

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You've got a point, but I kinda of like the new approach they took with the Nod infantry.

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

Posted by [Nukelt15](#) on Sat, 17 Mar 2007 22:22:52 GMT

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The whole militia thing would have worked better if there were a precedent for it- however, there isn't. IMHO, it does fit better with the nature and structure of the Brotherhood, but this is taking the universe backwards in one way while advancing in other ways. It doesn't work as presented.

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

Posted by [Spoony](#) on Sat, 17 Mar 2007 23:27:35 GMT

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Nod Soldiers in Renegade look like midgets, or is it just me?

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

Posted by [Jellybe4n](#) on Sat, 17 Mar 2007 23:45:00 GMT

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No dude, you don't look like a mdiget.

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

Posted by [Spoony](#) on Sat, 17 Mar 2007 23:53:50 GMT

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Touché.

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

Posted by [JeepRubi](#) on Sat, 17 Mar 2007 23:56:46 GMT

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They do, cause they are. For some reason they made them shorter than any other character in the game.

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

Posted by [Blazer](#) on Sat, 17 Mar 2007 23:57:28 GMT

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"I think the Venom is the most visually original thing we came up with."

To me the Venom looks almost exactly like the VTOL "Hunter Killer" vehicles in "The Terminator" universe...hardly original

<http://www.goingfaster.com/term2029/vtoltech.html>

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

Posted by [m1a1_abrams](#) on Sun, 18 Mar 2007 00:03:09 GMT

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In C&C 3, you might say there are two distinct types of Nod infantry. The Militant, the Militant Rocket Soldier and the Fanatic are the from the Nod sponsored, civilian army... like the Iraqi insurgents, as you say.

But then you have the Black Hand and the Shadow Team, who are the professional Nod soldiers. Elite guards and commandos. These infantry are much more like the Renegade/TS Nod infantry, in the way that they look. So that trained elite, high technology look is not absent from the game.

Also, have you noticed that the Confessor, who leads the Militant squads, is in the traditional Nod style. He's wearing black body armour with a full helmet. It's not hard to imagine that in the C&C 3 universe, there may be whole squads of "Confessor" lookalikes... we just don't see them. In C&C 3, the bulk of Nod's manpower comes from their brainwashing of the general populace into fighting for their cause, that's all. Just because EA has chosen to go with this side of Nod to represent their most basic infantry, it doesn't mean that Nod has abandoned the idea of professional, trained soldiers. I'm also sure that this kind of civilian militia, aligned to Nod, existed in the previous games too... if only in the fiction and not in the actual games, (until now.)

http://www.cnc-i.net/files/media/tiberium_wars/concept_art/65443322.jpg

Btw, here's some concept art showing what appear to be traditional Nod rifle soldiers, being led by

a Confessor. I think it figures that these guys still "exist", even if they're not in the game. That's not gonna be enough for people who want all the Nod soldiers to look like that ingame, but I think the whole story is explained rather well. IMO, the story of this game is the most well thought out since the original C&C. When you read the interviews and dev blogs, you can tell they went quite far into the backgrounds and ideologies of the factions. Whether or not you like the changes from TS, all the big changes are explained in detail, in terms of how they fit into the storyline.

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

Posted by [Crusader](#) on Sun, 18 Mar 2007 01:55:23 GMT

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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 03:27:08 GMT

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You have to remember a couple things. Firstly, it seems that in C&C3, both teams are lacking some of the things they achieved in tiberian sun. The reason for that is probably because the Second Tiberian War, GDI and Nod blew all their money on all these high-tech mechs, under-ground units, Cyborgs, MMK2, etc.

After that war, and after rebuilding environments etc, the factions probably got poorer, whic is why the suits for basic infantry are less complicated than before. Westwood planned the same idea for Renegade 2 (which was set in between RA2 and Tiberian Dawn) where both factions were low on funds because of war.

Secondly, EA has said numerous times that they want to stick to the original C&C when making C&C3. In Tiberian Dawn, Nod was more of a guerilla army - that's at least the feeling you get when playing the Nod campaign. Unlike TS and Renegade, where Nod becomes a fully developed army.

But yeah, you'd think that after Kane's dead and Nod's heavily weakened after the Second War, that they'd revert back to their old guerilla ways (to conserve money).

That's how I see things.

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.

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

Posted by [IronWarrior](#) on Sun, 18 Mar 2007 03:40:10 GMT

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Yeah, they do look shit.

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-merge, 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.

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

Posted by [Viking](#) on Sun, 18 Mar 2007 04:02:12 GMT

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IronBalls wrote on Sat, 17 March 2007 16:09

I know EA is trying it's level-best

That is EA's absolute best, they buy out companies with good games. Make a crap game, make a few bucks. Than they are done.

C&C3 is total shit. The only reason I might buy it is to sell it on E-Bay to dumb people who want it and did not get a copy.

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

Posted by [cmatt42](#) on Sun, 18 Mar 2007 18:24:45 GMT

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Chronojam wrote on Sat, 17 March 2007 21:31

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."

Remember, that was just to please the Germans.

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

Posted by [Jerad2142](#) on Sun, 18 Mar 2007 18:49:43 GMT

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You know for how much nod revolves around tiberium, they probably should have more weapons dealing with it. And terrorists are stupid, who wants to waste money on a one time attack soldier which will make you look like you can't keep any of your own units alive.
