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Subject: Kane's Wrath question...

Posted by [Starbuzz](#) on Mon, 01 Sep 2008 17:17:10 GMT

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I heard that the crappy backyard Nod militants have been REPLACED by full-suited Nod soldiers like from Tiberian Sun!

IS THIS TRUE?

Please, if you have Kane's Wrath please answer. In C&C3: Tiberium Wars, Nod had crap basic infantry like the stupid militant.

Now I read in some blog that in KW, the basic Nod soldier is a nice fully-suited soldier similar to that from the Nod TS soldier. Please confirm thank you!!!!

C&C3: TW Nod crap militant gay alley punk gay:

KW: Yay! Damn like it should be

Please is this true much thanks!!!

If this is true, I am buying KW.

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Subject: Re: URGENT Kane's Wrath question PLEASE

Posted by [R315r4z0r](#) on Mon, 01 Sep 2008 17:27:41 GMT

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They are exactly the same, they just look differently. They look like this:  
pawkyfox wrote on Mon, 01 September 2008 13:17

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Subject: Re: URGENT Kane's Wrath question PLEASE

Posted by [Starbuzz](#) on Mon, 01 Sep 2008 18:23:43 GMT

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That's awesome. It's a good graphical update I think.

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Subject: Re: URGENT Kane's Wrath question PLEASE  
Posted by [bisen11](#) on Tue, 02 Sep 2008 03:03:15 GMT  
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I think it was only the icon that changed. I think pretty much everything else about them was like it was in C&C 3.

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Subject: Re: URGENT Kane's Wrath question PLEASE  
Posted by [Starbuzz](#) on Tue, 02 Sep 2008 03:44:53 GMT  
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bisen11 wrote on Mon, 01 September 2008 22:03 I think it was only the icon that changed. I think pretty much everything else about them was like it was in C&C 3.

Yeah, when C&C3 came out, I specifically was looking forward to using revised modern versions of the Nod TS soldier. You can only imagine my disappointment when I learned there was going to be militants and back alley punks.

In fact, for almost couple months, I was turned off from buying C&C3. I guess they changed it now as I ain't the only one that complained. I don't know the real details as to why they changed though. am guessing the players complained and had our way.

Great news overall for me a long time fan of Nod...a small graphical update goes a long way for me I believe.

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Subject: Re: URGENT Kane's Wrath question PLEASE  
Posted by [R315r4z0r](#) on Tue, 02 Sep 2008 04:13:22 GMT  
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Actually, this is the only change I can think of that has no reason or backup story. They are like that throughout the entire game and no reference is given to them at all...

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Subject: Re: URGENT Kane's Wrath question PLEASE  
Posted by [sadukar09](#) on Tue, 02 Sep 2008 10:45:57 GMT  
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Do they look like that as in game units?

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Subject: Re: URGENT Kane's Wrath question PLEASE  
Posted by [Crimson](#) on Tue, 02 Sep 2008 11:01:24 GMT  
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This is as close as I can get to them.

### File Attachments

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1) [militants.PNG](#), downloaded 357 times



Subject: Re: URGENT Kane's Wrath question PLEASE  
Posted by [Starbuzz](#) on Tue, 02 Sep 2008 13:51:56 GMT  
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\*SAVES IMAGE TO HDD AND SETS AS WALLPAPER\*

Thanks so much for such a beautiful screenshot, Crimson. The soldiers look very nice in-game. They really can't be called "militants" anymore but I must admit I am very satisfied.

R315r4z0r wrote on Mon, 01 September 2008 23:13 Actually, this is the only change I can think of that has no reason or backup story. They are like that throughout the entire game and no reference is given to them at all...

Yeah R3, I am VERY surprised at this secret change. I know EA took a very strong stance on the militants as they had a really good reason to use militants in the first place. I was very disappointed because the militants seemed to be part of the storyline of Nod.

This was what an EA artist said to justify the use of the militant:

Quote: More than anything, I wanted to contemporize Nod in this game. They've had a cartoonish villain quality in the past which I felt needed to be refreshed this time around. I really saw Nod as a quasi-religious organization, preying upon alienated urban youth as a source of recruits. Toward that end, the Nod sets for our cinematics are filled with religious overtones, and these Nod Militants are designed to look like young graffiti punks, Morlocks from the abandoned tunnels beneath Manhattan and other underground worlds across the globe, brought forth to the surface to do Kane's bidding... Art Direction  
<http://pc.ign.com/articles/772/772511p1.html>

Though no doubt Nod was more of a terrorist organization in TD, they evolved into a organized well-equipped military in TS. And what didn't made sense (though good reasons were provided) in TW, the basic footsoldier was a militant. C'mon...a organization that is capable of making advanced stealth technology, rockets, warmachines, and weapons suddenly stops giving out free basic armor suits to it's frontline soldiers!

So you can just imagine my surprise when I learned yesterday that they decide to change it. I for sure know I was not the only one that complained about this. Anyway, Nod looks more attractive now for sure.

+1 for EA tbh. Happy about this!

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Subject: Re: URGENT Kane's Wrath question PLEASE  
Posted by [R315r4z0r](#) on Tue, 02 Sep 2008 17:38:57 GMT  
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I'm going to be completely honest about this, this is something I wasn't happy about. I mean, I like how they changed them back to how they looked in TS, but I would of preferred them give a reason why.

I mean the reason why they had the other militants was because Nod was basically crumbling without Kane as their leader. It was for this reason that instead of the trained ground soldiers with the armor and the weapons they had in TS, they just had random guys from the underground in Yellow Zones.

It just didn't make sense to me that they all of a sudden became how they were in TS again. Didn't really sit right with me...

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Subject: Re: URGENT Kane's Wrath question PLEASE

Posted by [u6795](#) on Tue, 02 Sep 2008 19:02:06 GMT

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IMO the militants in C&C 3 were fine, Nod kind of got raped following the canon GDI ending of TS and FS, so it makes sense for them to have legions of underfunded street punks (with high powered assault rifles) instead of the expensive, high tech army they had before. They still have awesome higher tech units and stuff, so I really don't see the problem.

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Subject: Re: URGENT Kane's Wrath question PLEASE

Posted by [Starbuzzz](#) on Sat, 06 Sep 2008 16:56:32 GMT

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The Nod Scorpion tank voice-overs in C&C3 is too similar to that of the GLA Scorpion tank voice-over from Generals.

The Fanatic is a stupid unit. And there's too much religious-overtones for Nod.

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Subject: Re: URGENT Kane's Wrath question PLEASE

Posted by [sadukar09](#) on Sun, 07 Sep 2008 10:36:03 GMT

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R315r4z0r wrote on Tue, 02 September 2008 12:38I'm going to be completely honest about this, this is something I wasn't happy about. I mean, I like how they changed them back to how they looked in TS, but I would of preferred them give a reason why.

I mean the reason why they had the other militants was because Nod was basically crumbling without Kane as their leader. It was for this reason that instead of the trained ground soldiers with the armor and the weapons they had in TS, they just had random guys from the underground in Yellow Zones.

It just didn't make sense to me that they all of a sudden became how they were in TS again. Didn't really sit right with me...

It might be because Kane's Wrath's campaign still technically started in TS, which is why Nod still had their armoured infantry.

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Subject: Re: URGENT Kane's Wrath question PLEASE  
Posted by [R315r4z0r](#) on Sun, 07 Sep 2008 15:47:16 GMT  
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But it has them through out the entire game. Through the C&C3 time period and after. I would under stand if it was just the beginning of the game...

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Subject: Re: URGENT Kane's Wrath question PLEASE  
Posted by [bisen11](#) on Wed, 10 Sep 2008 17:30:47 GMT  
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pawkyfox wrote on Sat, 06 September 2008 12:56The Nod Scorpion tank voice-overs in C&C3 is too similar to that of the GLA Scorpion tank voice-over from Generals.

The Fanatic is a stupid unit. And there's too much religious-overtones for Nod.

But it'll make perfect sence when EA ties the Generals and Tiberian Universe together.

Haha I hope that never happens.

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Subject: Re: Kane's Wrath question...  
Posted by [R315r4z0r](#) on Wed, 10 Sep 2008 18:57:02 GMT  
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It won't. Different games means more money. Why combine two universes to make one universe when you can make money off of both?

That's why I think Tiberium and Red Alert were separated.

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Subject: Re: URGENT Kane's Wrath question PLEASE  
Posted by [nikki6ixx](#) on Wed, 10 Sep 2008 19:10:46 GMT  
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pawkyfox wrote on Sat, 06 September 2008 11:56And there's too much religious-overtones for Nod.

NOD is a quasi-terrorist, fanatical cult, so that's to be expected. They've always been portrayed that way, perhaps more so now, just because al-Qaeda, Hamas, and Hezbollah are on everyone's mind these days.

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Subject: Re: URGENT Kane's Wrath question PLEASE  
Posted by [sadukar09](#) on Wed, 10 Sep 2008 19:14:02 GMT

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nikki6ixx wrote on Wed, 10 September 2008 14:10pawkyfox wrote on Sat, 06 September 2008 11:56And there's too much religious-overtones for Nod.

NOD is a quasi-terrorist, fanatical cult, so that's to be expected. They've always been portrayed that way, perhaps more so now, just because al-Qaeda, Hamas, and Hezbollah are on everyone's mind these days.

It's Nod dammit. >:|

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**Subject: Re: URGENT Kane's Wrath question PLEASE**  
Posted by [Starbuzz](#) on Wed, 10 Sep 2008 20:30:07 GMT

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nikki6ixx wrote on Wed, 10 September 2008 14:10pawkyfox wrote on Sat, 06 September 2008 11:56And there's too much religious-overtones for Nod.

NOD is a quasi-terrorist, fanatical cult, so that's to be expected. They've always been portrayed that way, perhaps more so now, just because al-Qaeda, Hamas, and Hezbollah are on everyone's mind these days.

Keyword:

too much

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