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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](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.