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Subject: Re: C&C 3 Concept Art.

Posted by [Renx](#) on Tue, 27 Mar 2007 05:44:29 GMT

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I'm sure there either are or will be sufficient explanations, but at first some things do seem kind of odd. Such as the transition from hover tanks and walkers back to wheels and treads. Or Nod's trend moving more towards tiberium based units turning into poncho-sporting terrorists.

Luckily these things don't actually effect the gameplay though, although the feel of the game has always played a good part in C&C games. I should hold off on comments like this until I've played through the game too.

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