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Subject: Re: C&C 3 Concept Art.

Posted by [Chronojam](#) on Tue, 27 Mar 2007 23:23:07 GMT

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Renx wrote on Tue, 27 March 2007 00:44 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.

I was a bit skeptical at first, too, until I thought about it, especially when it came to the punkish main infantry. But really, who is Nod recruiting here? Not the upper-class GDI citizens, but the rebellious youth, the dissatisfied lower classes, those stuck in yellow zones. It kinda makes sense for a lot of the Nod forces especially in "these days" to be more punk and less tech.

And then you look at the upgrades. You can give the masses tiberium infusions just like Nod did with their higher-end soldiers in Tiberian Sun, assign a higher-ranking Nod recruiter/officer to join the club... it makes sense when you think about it. Instead of getting the Nod infantry ready to go out of the box, you start off with a gang of recruits but then develop the force.

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