
Subject: Re: C&C Renegade

Posted by [R3N3G1DE](#) on Sat, 07 Jul 2007 01:18:15 GMT

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NOD Characters

Soldier

This is the standard Nod assault infantry unit. It has only the basic combat training, but their lack of combat education is compensated with automatic weaponry. Each unit is equipped with the Raptor Auto Rifle, which is particularly useful against infantry, but can be used against light armored vehicles as well.

Shotgun Trooper

This fellow is not someone you want to meet up close. Dispensing fragmented bullets in each shot can, and is quite damaging in close range, especially when aiming to the head. This guy is great for close support for offensive Engineers and for defending the base against infantry and enemy Engineers.

Flamethrower

These guys are hot (literally, not in the way you might consider Hotwire, Sydney or Sakura), they are perhaps the most effective basic infantry to use against buildings and vehicles. Their Flamethrowers incinerate buildings in seconds when in large groups, and are very efficient especially when grouped with trigger happy Nod minigunners and Shotgun infantry to protect them from defending enemy troops.

Engineer

Engineers play a crucial role in the Nod war effort. They are often deployed on the frontlines to perform particularly hazardous functions such as disarming explosives and sabotaging enemy structures. Without the burden of a machine gun or other heavy weapons, Engineers are free to carry a full load of explosive devices. Perhaps their most important task is the repairing of friendly vehicles and structures with standard issue 'Gizmo' repair guns. Complex, expensive vehicles benefit greatly from this type of battlefield support.

Officer

Officers have a better training than the standard assault infantry and have authority to radio command for reinforcements (in single player). Each Officer is equipped with a belt-fed machine gun which has a faster rate of fire than the standard Auto Rifle. Officers can also take more damage than the basic infantry soldiers.

Rocket Soldier

The Rocket Soldier is a true specialist in his field, wielding his Rocket Launcher is if a natural extension of his arm. Deadly to anyone and everyone, extremely potent against slow moving vehicles both heavy and light armored. Great at distracting snipers and narrowing their field of view.

Chemical Warrior

Nod Black Hand soldiers who undergo higher-level weapons training are often promoted to Chemical Warriors, a veritable chemical war machine in infantry form. These soldiers wield V2 "Venom" model chemical distributors, which spray lethal streams of highly volatile Tiberium compound. The weapon is based on a non-combat model used to spray Tiberium fields with fertilizing chemicals. Deadly misuse of this model in the Tiberium fields inspired Nod scientists to modify the sprayer for combat use. This is the only infantry unit, other than mutants, that can withstand direct Tiberium contact, thanks to their isolating suits.

Technician

Nod's best Engineers are promoted to Technicians, they are better than the regular Engineer in every way, repairing buildings and vehicles at double the speed and also carry a full load of proximity mines. Extremely vital to Nod's war effort, they defend bases, repair buildings and vehicles and also great at sabotage. This is the only Nod character that can take out a whole building all by itself.

Black Hand Chameleon

These are certainly the elite of the Black Hand (which makes them the elite of the elite). It really takes a special kind of man (or woman) to be admitted into the ranks of the Black Hand Chameleons. Except for the obvious need in extreme physical excellence, these Black Hands need to have great mental strength as well. Equipped with a specially designed stealth suit and a fast shooting Laser Rifle, these guys are ghosts on the battlefield, they can easily sneak behind enemy lines and enemy snipers and infiltrating enemy bases. GDI ranks are flowing with fear spreading stories about Mammoths driving on their own bombarding GDI troops and buildings, and other ghost stories like doors opening with no apparent reason. Not many have lived to tell about an encounter with one of these Nod ghosts.

Black Hand Heavy Weapons Specialist

These are the guys you want on the front lines providing close support against enemy armor. Their specially designed Laser Chaingun can pierce through armor like butter, and it's rapid fire certainly gives it an edge in quickly destroying heavily armored vehicles. When defending, these guys are great against slow-moving-long-range enemy armor, such as the MRLS or even the Mammoth Tank. But... these large, hand carried weapons make these Black Hands an easy target for enemy snipers and other fast moving infantry.

- Continuing NOD Characters - Next: 4 More Characters... ~Max Pictures = 10~
