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Subject: Re: Renegade 2

Posted by [AoBfrost](#) on Mon, 01 Oct 2007 13:46:03 GMT

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Jerad Gray wrote on Sun, 30 September 2007 18:20 JasonKnight wrote on Sun, 30 September 2007 09:56 Well EA did do some justice on CNC3, they stayed with the flow of the story, answered some old questions, created some new ones and started a new twist.

Ya they made plenty of new questions, like what happened to all the mutants that came from tiberium. And in firestorm the tib vegetation was quickly increasing, and then in CNC3 it has all turned into dead sand and holes in the ground. GDI was moving to walking vehicles and then all a sudden, "lets de-advance and go back to crappy treads" And 1000x more.

And don't even get me started on Nod's infantry going Iraqi.

Well if you read the archives in cnc3, it shows all technology except the juggernaut was useless in the next generation of war because nod increased their tech level again.

The Congress or whatever of GDI decided to vote to create new treaded vehicles because of the slow speed of the walkers and their poor low land combat. Havoc voted against this, but heck the whole entire commitee voted for new tech.

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