
Subject: New C&C FPS

Posted by [mr£ÄŞÄ-z](#)

on Wed, 12 Dec 2007 20:47:19 GMT

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New C&C FPS confirmed

The January issue of GameInformer will have a story that confirms what has been a rumour for some time now: the existence of a new Command & Conquer first-person shooter.

It's not being called Renegade 2 (Renegade was the first C&C FPS, back when Westwood still lived) but Command & Conquer: Tiberium, a very original title, oh yes but apparently the Tiberium-resource we have all come to know from the C&C RTS games will have a major impact in the game. C&C:T will be released on PC, Xbox360 and PS3 in the end of 2008. Tiberium takes place 11 years after the end of the third Tiberium War.

This blog has scrapped some more info from the magazine like the fact that the game is being described as "Ghost Recon Advanced Warfighter meets Battlefield meets Rainbow Six Vegas, but instead set in the C&C Universe". Not such a comforting description if you ask us.

-
1. The C&C FPS is called "Tiberium" and is set 11 years after the events of Command & Conquer 3: Tiberium Wars.
 2. You play a GDI commander named Ricardo Vega.
 3. "Just think of it as GRAW + Battlefield + R6: Vegas in the C&C universe."
 4. Potential enemies include the Scrin and NOD.
 5. Special powers include "Orbital Slug."
 6. Squad-based combat.
 7. You'll lead a squad called R.A.I.D. (Rapid Assault and Intercept Deployment).

Other than that folks, not much else is known. It's assumed EALA is handling the game's development since they've basically handled every other C&C title in the past. In addition, EALA is working on Kane's Wrath, the first expansion pack for C&C3, which is expected in spring 2008.

the C&C universe."

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-

Subject: Re: New C&C FPS

Posted by [Oblivion165](#) on Wed, 12 Dec 2007 20:49:14 GMT

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Topic #19 on this so far

Subject: Re: New C&C FPS

Posted by [mr£\\$Ä-z](#) on Wed, 12 Dec 2007 20:52:30 GMT

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C&C 3 FPS WTF

Subject: Re: New C&C FPS

Posted by [Starbuzz](#) on Wed, 12 Dec 2007 21:03:09 GMT

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MadRockz wrote on Wed, 12 December 2007 14:47 7. You'll lead a squad called R.A.I.D. (Rapid Assault and Intercept Deployment).

What are they copying crap from F.E.A.R. now?

F.E.A.R. = First Encounter Assault Recon

Funny how videogames nowadays use dumb puffery termed military forces (Rapid Assault and Intercept Deployment my ass).

LOL

NOTE: MadRockz man, you do realize there is already another topic about this no?

Subject: Re: New C&C FPS

Posted by [mr£\\$Ä-z](#) on Wed, 12 Dec 2007 21:15:58 GMT

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oh i dont saw the other topic... :CLOSE: Please

Subject: Re: New C&C FPS

Posted by [Muad Dib15](#) on Wed, 12 Dec 2007 22:26:25 GMT

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Oh look, EA fucked up the Tiberium universe again. What happened to Renegade 2 bridging the

gap between Red Alert series and Tiberium series?

Subject: Re: New C&C FPS

Posted by [IronWarrior](#) on Wed, 12 Dec 2007 22:55:43 GMT

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Muad Dib15 wrote on Wed, 12 December 2007 16:26Oh look, EA fucked up the Tiberium universe again. What happened to Renegade 2 bridging the gap between Red Alert series and Tiberium series?

WELCOME TO THE END OF DAYS11111111, CNC AS WE KNOW IT HAS DIED: LONG LIVE CNC.

Subject: Re: New C&C FPS

Posted by [BlueThen](#) on Wed, 12 Dec 2007 22:57:03 GMT

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IronWarrior wrote on Wed, 12 December 2007 16:55Muad Dib15 wrote on Wed, 12 December 2007 16:26Oh look, EA fucked up the Tiberium universe again. What happened to Renegade 2 bridging the gap between Red Alert series and Tiberium series?

WELCOME TO THE END OF DAYS11111111, CNC AS WE KNOW IT HAS DIED: LONG LIVE CNC.

CnC died when EA took over. :/

Subject: Re: New C&C FPS

Posted by [Caveman](#) on Wed, 12 Dec 2007 23:53:31 GMT

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BlueThen wrote on Wed, 12 December 2007 22:57IronWarrior wrote on Wed, 12 December 2007 16:55Muad Dib15 wrote on Wed, 12 December 2007 16:26Oh look, EA fucked up the Tiberium universe again. What happened to Renegade 2 bridging the gap between Red Alert series and Tiberium series?

WELCOME TO THE END OF DAYS11111111, CNC AS WE KNOW IT HAS DIED: LONG LIVE CNC.

CnC died when EA took over. :/

I concur.

Subject: Re: New C&C FPS

Posted by [Dreganius](#) on Thu, 13 Dec 2007 00:50:26 GMT

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Oh fuck not one of these topics again...

OH NOES RENEGADE'S DYING C&C'S DYING WHINE WHINE WHINE!!

If you're so uptight about the game dying, GO FUCKING PLAY IT!!! Don't waste your time crying and cutting yourself over how it's ending, just play it until either you or the game dies!

Subject: Re: New C&C FPS

Posted by [BlueThen](#) on Thu, 13 Dec 2007 00:59:52 GMT

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Dreganius wrote on Wed, 12 December 2007 18:50 Oh fuck not one of these topics again...

OH NOES RENEGADE'S DYING C&C'S DYING WHINE WHINE WHINE!!

If you're so uptight about the game dying, GO FUCKING PLAY IT!!! Don't waste your time crying and cutting yourself over how it's ending, just play it until either you or the game dies!

Naw, we're not saying it's completely empty-dead, we're saying that EA murdered it.

Subject: Re: New C&C FPS

Posted by [mr£ÄŞÄ-z](#) on Thu, 13 Dec 2007 17:17:48 GMT

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IronWarrior wrote on Wed, 12 December 2007 16:55 Muad Dib15 wrote on Wed, 12 December 2007 16:26 Oh look, EA fucked up the Tiberium universe again. What happened to Renegade 2 bridging the gap between Red Alert series and Tiberium series?

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yes... if generals and zero hour released...

Subject: Re: New C&C FPS

Posted by [mr£ÄŞÄ-z](#) on Thu, 13 Dec 2007 17:19:47 GMT

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Dreganius wrote on Wed, 12 December 2007 18:50 Oh fuck not one of these topics again...

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omfg Renegade never dies, only NOOBS quitting Renegade

Subject: Re: New C&C FPS

Posted by [Renardin6](#) on Mon, 17 Dec 2007 23:28:46 GMT

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MadRockz wrote on Thu, 13 December 2007 11:19

omfg Renegade never dies, only NOOBS quitting Renegade

lol, true.
