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Subject: Re: Why did EA turn loyal Nod soldiers into stupid terrorists?

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 18 Mar 2007 03:27:08 GMT

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You have to remember a couple things. Firstly, it seems that in C&C3, both teams are lacking some of the things they achieved in tiberian sun. The reason for that is probably because the Second Tiberian War, GDI and Nod blew all their money on all these high-tech mechs, under-ground units, Cyborgs, MMK2, etc.

After that war, and after rebuilding environments etc, the factions probably got poorer, whic is why the suits for basic infantry are less complicated than before. Westwood planned the same idea for Renegade 2 (which was set in between RA2 and Tiberian Dawn) where both factions were low on funds because of war.

Secondly, EA has said numerous times that they want to stick to the original C&C when making C&C3. In Tiberian Dawn, Nod was more of a guerilla army - that's at least the feeling you get when playing the Nod campaign. Unlike TS and Renegade, where Nod becomes a fully developed army.

But yeah, you'd think that after Kane's dead and Nod's heavily weakened after the Second War, that they'd revert back to their old guerilla ways (to conserve money).

That's how I see things.

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