
Subject: Dead6 in C&C3 (Topics Merged)
Posted by [Dave Anderson](#) on Thu, 29 Mar 2007 22:41:45 GMT
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CNCDEN News ArticleRenegade in C&C3
Thu - Mar 29, 2007, 6:31 pm [EST] posted by Lion

C&C3 icon

First off, let me thank DaBunny for sending in the screenshot below. It shows a billboard on the side of a building in the C&C game with The Dead Six members from C&C Renegade. Is Renegade on the minds of EA? Maybe they're sending out a subliminal message to the fans. You can view the image [here](#).

Subject: Dead6 spotted in C&C3
Posted by [Renx](#) on Thu, 29 Mar 2007 22:42:50 GMT
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http://cncden.com/news_pics01/D6.jpg

Was posted on cncden a few minutes ago. Anyone care to speculate?

Subject: Re: For those of you who do not venture to the DEN Network...
Posted by [Renx](#) on Thu, 29 Mar 2007 22:43:35 GMT
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go away

Subject: Re: For those of you who do not venture to the DEN Network...
Posted by [danpaul88](#) on Thu, 29 Mar 2007 22:44:47 GMT
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Reflections on tarmac ftw....

Subject: Re: Dead6 spotted in C&C3
Posted by [Crusader](#) on Thu, 29 Mar 2007 22:50:04 GMT
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I hope this is a sign from EA that Renegade will be brought back!!

Subject: Re: Dead6 spotted in C&C3

Posted by [Dave Anderson](#) on Thu, 29 Mar 2007 22:51:03 GMT

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Edit: nevermind, from the times it looks like we posted the topics at the same time.

Subject: Re: For those of you who do not venture to the DEN Network...

Posted by [Crusader](#) on Thu, 29 Mar 2007 22:54:53 GMT

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OH MAN! Like I said on the other post, I hope this a sign from EA! Is this what we have been waiting for?!

Subject: Re: Dead6 spotted in C&C3

Posted by [Crusader](#) on Thu, 29 Mar 2007 22:58:46 GMT

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Dave Anderson wrote on Thu, 29 March 2007 18:51Edit: nevermind, from the times it looks like we posted the topics at the same time.

lol! He beat you by a second!

OH MAN! Is this the sign of the good times to come?

Subject: Re: For those of you who do not venture to the DEN Network...

Posted by [jnz](#) on Thu, 29 Mar 2007 23:00:21 GMT

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Why you flaming Dave? he did nothing wrong.

Subject: Re: For those of you who do not venture to the DEN Network...

Posted by [Oblivion165](#) on Thu, 29 Mar 2007 23:02:14 GMT

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Ah sweet, some of the team of dead five. Does it rotate?

Subject: Re: For those of you who do not venture to the DEN Network...

Posted by [Oblivion165](#) on Thu, 29 Mar 2007 23:18:33 GMT

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Dead Six*

I didn't mean dead five, just a typo.

Subject: Re: For those of you who do not venture to the DEN Network...

Posted by [Dave Anderson](#) on Thu, 29 Mar 2007 23:21:57 GMT

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It was a misunderstanding; he wasn't referring to you. Anyway, I know you like to give me a hard time.

Subject: Re: For those of you who do not venture to the DEN Network...

Posted by [Oblivion165](#) on Thu, 29 Mar 2007 23:23:55 GMT

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Dave Anderson wrote on Thu, 29 March 2007 19:21It was a misunderstanding, he wasn't referring to you. Anyway, I know you like to give me a hard time.

Not in a long long time. I did print GDIDF on another thread but solely because I just recalled it and I believe it was on good terms.

Subject: Re: Dead6 in C&C3 (Topics Merged)

Posted by [Crimson](#) on Fri, 30 Mar 2007 07:46:55 GMT

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There's a multiplayer map for 6 players in CNC3 called "Dead Six" as well.

Subject: Re: Dead6 in C&C3 (Topics Merged)

Posted by [Renardin6](#) on Fri, 30 Mar 2007 10:25:18 GMT

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Crysis Team moving to EA LA.
Dead-6 in C&C 3.
OMG RENEGADE TW... Nevermind.

We all know there will be an expansion for CnC 3 first. The fourth side will be Cabal.

Subject: Re: Dead6 in C&C3 (Topics Merged)

Posted by [Crusader](#) on Fri, 30 Mar 2007 12:42:05 GMT

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Renardin6 wrote on Fri, 30 March 2007 06:25Crysis Team moving to EA LA.

Dead-6 in C&C 3.
OMG RENEGADE TW... Nevermind.

We all know there will be an expansion for CnC 3 first. The fourth side will be Cabal.

A fourth side as Cabal? Is this confirmed?

Subject: Re: Dead6 in C&C3 (Topics Merged)
Posted by [Goztow](#) on Fri, 30 Mar 2007 13:13:07 GMT
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no

Subject: Re: Dead6 in C&C3 (Topics Merged)
Posted by [Ma1kel](#) on Fri, 30 Mar 2007 13:22:00 GMT
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Fourth side as Cabal would fuck up the storyline

Subject: Re: Dead6 in C&C3 (Topics Merged)
Posted by [warranto](#) on Fri, 30 Mar 2007 14:20:59 GMT
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Not going by the Firestorm ending for Nod.

I'm not going to speculate on a story line, but...

****SPOILER****

When you beat the campaign with Nod, you see a room full of Kane clones, with CABAL struggling to stay with it, with the odd voice and picture change to Kane.

Perhaps one of those clones were activated? (Not necessarily the Kane already present in C&C3, but a clone with CABAL's AI)

Subject: Re: Dead6 in C&C3 (Topics Merged)
Posted by [Spoony](#) on Fri, 30 Mar 2007 14:35:06 GMT
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Would it be a waste of time to ask whether nobody noticed the statue of Havoc on the same map?

Subject: Re: Dead6 in C&C3 (Topics Merged)
Posted by [Renx](#) on Fri, 30 Mar 2007 14:41:00 GMT
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Fourth side wouldn't be CABAL. During the GDI campaign they tell you about when they destroyed the last CABAL bunker.

Subject: Re: Dead6 in C&C3 (Topics Merged)
Posted by [Spoony](#) on Fri, 30 Mar 2007 14:47:14 GMT
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Is it even confirmed that there will be a fourth side?

Subject: Re: Dead6 in C&C3 (Topics Merged)
Posted by [warranto](#) on Fri, 30 Mar 2007 15:23:35 GMT
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Heh, no talk of an actual expansion yet, let alone what will be in it.

(I restate again that if there is, I will cry if I see Nod possess a liquid-tiberium spraying tractor)

Subject: Re: Dead6 in C&C3 (Topics Merged)
Posted by [Canadacdn](#) on Fri, 30 Mar 2007 16:04:15 GMT
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The dead 6 members all retired, and are now running for city council!

That's my guess why it's there.

Subject: Re: Dead6 in C&C3 (Topics Merged)
Posted by [Crusader](#) on Fri, 30 Mar 2007 16:35:44 GMT
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lol! ^^

Maybe EA just put there just to see what kind of reaction it will cause from the Renegade community?

Are they that smart?

Subject: Re: Dead6 in C&C3 (Topics Merged)
Posted by [nopol10](#) on Sat, 31 Mar 2007 00:03:11 GMT
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IronBalls wrote on Sat, 31 March 2007 00:35lol! ^^

Maybe EA just put there just to see what kind of reaction it will cause from the Renegade community?

Are they that smart?

No.

Subject: Re: Dead6 in C&C3 (Topics Merged)
Posted by [Viking](#) on Sat, 31 Mar 2007 00:11:43 GMT
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Correct! EA is not smart!

Subject: Re: Dead6 in C&C3 (Topics Merged)
Posted by [Crusader](#) on Sat, 31 Mar 2007 05:00:05 GMT
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Viking wrote on Fri, 30 March 2007 20:11Correct! EA is not smart!

I agree! Viking man...I can't stop laughing when looking at your cool avatar! It's so true of the fascist EA!

Subject: Re: Dead6 in C&C3 (Topics Merged)
Posted by [Rocko](#) on Sat, 31 Mar 2007 07:54:27 GMT
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It'll be gay if they make it like battlefield.

Subject: Re: Dead6 in C&C3 (Topics Merged)

Posted by [Jonty](#) on Sat, 31 Mar 2007 08:37:26 GMT

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I still think CABAL has something up his sleeve, you know. He's a clever AI, and it seems he might have incorporated himself with Kane too.

Subject: Re: Dead6 in C&C3 (Topics Merged)

Posted by [Jerad2142](#) on Sat, 31 Mar 2007 16:01:35 GMT

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IronBalls wrote on Fri, 30 March 2007 23:00Viking wrote on Fri, 30 March 2007 20:11Correct! EA is not smart!

I agree! Viking man...I can't stop laughing when looking at your cool avatar! It's so true of the fascist EA!

I will copy your avatar and set it to tiled as my desktop wall paper.

Subject: Re: Dead6 in C&C3 (Topics Merged)

Posted by [Canadacdn](#) on Sat, 31 Mar 2007 18:21:40 GMT

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They are hinting at this:

Subject: Re: Dead6 in C&C3 (Topics Merged)

Posted by [Viking](#) on Sat, 31 Mar 2007 19:32:28 GMT

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LOL @ canadacdn!

Thats the funniest thing of the day!

Subject: Re: Dead6 in C&C3 (Topics Merged)

Posted by [Crusader](#) on Sat, 31 Mar 2007 21:54:37 GMT

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haha! ^^

Subject: Re: Dead6 in C&C3 (Topics Merged)

Posted by [F1AScroll](#) on Sun, 01 Apr 2007 14:24:11 GMT

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I know for a fact that in C&C3's expansion pack: Cats would be the fourth side. Undeniable proof: J/K April fools! Not that anyone believed me for a second. I.R. PieAYB follows: In AD 2101, War was beginning. What happen? Somebody set up us the bomb! We get signal. What? Main screen turn on. It's you! How are you gentlemen? All your base are belong to us. You are on the way to destrustion. What you say? You have no chance to survive make your time. Hahahaha. P.S. Berlinlandstan. I have no clue why I typed that. Why are you still reading this? Fine then! All your base are belong to Berlinlandstan! I.R. PieAYB follows: In AD 2101, War was beginning. What happen? Somebody set up us the bomb! We get signal. What? Main screen turn on. It's you! How are you gentlemen? All your base are belong to us. You are on the way to destrustion. What you say? You have no chance to survive make your time. Hahahaha. P.S. Berlinlandstan. I have no clue why I typed that. Why are you still reading this? Fine then! All your base are belong to Berlinlandstan! I.R. PieAYB follows: In AD 2101, War was beginning. What happen? Somebody set up us the bomb! We get signal. What? Main screen turn on. It's you! How are you gentlemen? All your base are belong to us. You are on the way to destrustion. What you say? You have no chance to survive make your time. Hahahaha. P.S. Berlinlandstan. I have no clue why I typed that. Why are you still reading this? Fine then! All your base are belong to Berlinlandstan! I.R. PieAYB follows: In AD 2101, War was beginning. What happen? Somebody set up us the bomb! We get signal. What? Main screen turn on. It's you! How are you gentlemen? All your base are belong to us. You are on the way to destrustion. What you say? You have no chance to survive make your time. Hahahaha. P.S. Berlinlandstan. I have no clue why I typed that. Why are you still reading this? Fine then! All your base are belong to Berlinlandstan! I.R. PieAYB follows: In AD 2101, War was beginning. What happen? Somebody set up us the bomb! We get signal. What? Main screen turn on. It's you! How are you gentlemen? All your base are belong to us. You are on the way to destrustion. What you say? You have no chance to survive make your time. Hahahaha. P.S. Berlinlandstan. I have no clue why I typed that. Why are you still reading this? Fine then! All your base are belong to Berlinlandstan! Okay, you REALLY need to find find something else to do. lol

Sorry for how long it is.

Subject: Re: Dead6 in C&C3 (Topics Merged)

Posted by [Renx](#) on Sun, 01 Apr 2007 16:21:35 GMT

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BF has some features that would be awesome in Renegade.

Subject: Re: Dead6 in C&C3 (Topics Merged)

Posted by [Jerad2142](#) on Mon, 02 Apr 2007 17:50:38 GMT

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Canadacd wrote on Sat, 31 March 2007 12:21 They are hinting at this:

Watch out you might give EA ideas (but they probably would not do anything anyway, just as

usual).

Subject: Re: Dead6 in C&C3 (Topics Merged)
Posted by [Crusader](#) on Mon, 02 Apr 2007 18:57:12 GMT
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Latest beta screenshot is here for Renegade 2, currently in development by EA!!!

Download the attachment to see for yourselves!

File Attachments

1) [Ren2BetaScreenshotEA.bmp](#), downloaded 198 times

Subject: Re: Dead6 in C&C3 (Topics Merged)
Posted by [nopol10](#) on Tue, 03 Apr 2007 09:41:18 GMT
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Best graphics ever. Love how Havoc blends in with everything else.

Subject: Re: Dead6 in C&C3 (Topics Merged)
Posted by [Jerad2142](#) on Thu, 05 Apr 2007 05:04:21 GMT
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IronBalls wrote on Mon, 02 April 2007 12:57 Latest beta screenshot is here for Renegade 2, currently in development by EA!!!

Download the attachment to see for yourselves!

That is what happens when EA tries to make a GOOD FPS.

Subject: Re: Dead6 in C&C3 (Topics Merged)
Posted by [idebo](#) on Thu, 05 Apr 2007 14:55:39 GMT
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<http://www.apathbeyond.com/forum/index.php?showtopic=12372>

Catch up guys, you're late!

Subject: Re: Dead6 in C&C3 (Topics Merged)
Posted by [Crusader](#) on Thu, 05 Apr 2007 15:01:36 GMT
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I saw it somewhere else too...thanks for posting it. Gold statue, eh?

EA has to make Ren 2 or we would just have to go into their headquarters and C4 their MCT!!!!

Subject: Re: Dead6 in C&C3 (Topics Merged)
Posted by [KIRBY-098](#) on Thu, 05 Apr 2007 15:25:13 GMT
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If they made Ren 2 I would absolutely buy it. Even if for only the modability on a new engine.

Subject: Re: Dead6 in C&C3 (Topics Merged)
Posted by [Spoony](#) on Thu, 05 Apr 2007 16:33:04 GMT
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idebo wrote on Thu, 05 April 2007
09:55<http://www.apathbeyond.com/forum/index.php?showtopic=12372>

Catch up guys, you're late!

So are you, since I said this on page one.

Subject: Re: Dead6 in C&C3 (Topics Merged)
Posted by [m1a1_abrams](#) on Thu, 05 Apr 2007 16:35:30 GMT
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I thought it before any of you said it. And I had a premonition that there would be a Havoc statue in C&C 3, before the game was even announced.

Subject: Re: Dead6 in C&C3 (Topics Merged)
Posted by [nopol10](#) on Fri, 06 Apr 2007 12:35:25 GMT
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MaidenTy1 wrote on Fri, 06 April 2007 00:33
idebo wrote on Thu, 05 April 2007 09:55
<http://www.apathbeyond.com/forum/index.php?showtopic=12372>

Catch up guys, you're late!

So are you, since I said this on page one.

Is that Sydney running away from the statue?

Subject: Re: Dead6 in C&C3 (Topics Merged)
Posted by [Crusader](#) on Fri, 06 Apr 2007 13:09:57 GMT
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OMG! It sure looks like Sydney with the second skin for the PIC!

Subject: Re: Dead6 in C&C3 (Topics Merged)
Posted by [KIRBY-098](#) on Fri, 06 Apr 2007 19:41:31 GMT
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Run her over. If she isn't weilding a weapon, she's a Nod spy.

Subject: Re: Dead6 in C&C3 (Topics Merged)
Posted by [JeepRubi](#) on Fri, 06 Apr 2007 22:00:04 GMT
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You cant kill civilians in c&c3.

Subject: Re: Dead6 in C&C3 (Topics Merged)
Posted by [Spoony](#) on Sat, 07 Apr 2007 09:35:54 GMT
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Going on a steamroller rampage with an ambulance in Generals had its moments.

"Someone injured?"

civilians fleeing in terror, ambulance flattens them

"We can take care of ya!"

Subject: Re: Dead6 in C&C3 (Topics Merged)
Posted by [Renardin6](#) on Wed, 11 Apr 2007 09:48:41 GMT

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Last time EA gave us images with no explanation, it was in the FD with a poster showing CnC3 pictures...

Now the references to Renegade shows us the next thing they will probably do... Maybe... Or not...

Subject: Re: Dead6 in C&C3 (Topics Merged)
Posted by [candy](#) on Tue, 17 Apr 2007 07:10:13 GMT
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no they are just out of inspiration

Subject: Re: Dead6 in C&C3 (Topics Merged)
Posted by [Crusader](#) on Wed, 18 Apr 2007 00:53:28 GMT
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candy wrote on Tue, 17 April 2007 03:10no they are just out of inspiration

Then the Renegade community is screwed. I hope your statement is false. lol!
