

22 January 2008

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In-game screenshot

[Command & Conquer: Kane's Wrath New Details](#)

A bunch of new units and 6 more factions to come for the next C&C game

The action-addicted gamers will get their chance to try a [C&C based first person shooter](#) game pretty soon, which is pretty cool already. But the EA colossus didn't forget about the [RTS](#) fans who kept waiting for new details about the newest RTS addition to the Command & Conquer series. Or, is it better to be said that they just remembered about the fans, since the latest news we heard about the game sometime originated in August last year? Anyway, it doesn't really matter now, Command & Conquer: Kane's Wrath is doing good and, to prove that, Electronic Arts have organized a Community Summit. And, as Xbox365.com says, it was quite an event! The preview took place in a room filled with C&C Computers, people played the game and, overall, everybody got really excited about it. It is reported that the story and the plot got "some fairly interesting developments", while the three factions from Tiberium Wars are present again, but each with 2 sub-factions (so this kind of makes it a total of six, having in mind that each of them comes with new and unique units). Before we head for a brief description of the new units, you should know that C&C: Kane's Wrath will hit the PC systems and Xbox consoles sometime in Spring 2008. The *GDI Faction* will have the sub factions: the Steel Talons and the Zocom. New units here include: Slingshot - An anti-air hover unit, fast but fragile. Hammerhead - APC, Garrisons and is a balanced unit. Behemoth - A Walker, has long range, a big mech, as the name suggests. Engineer - This engineer has a gun, so he can fight back somewhat. It wouldn't be recommended to create a full army of engineers. The *NOD Faction* will have the subfactions: the Blackhand and the Marked of Kane. New units include: Tiberium Trooper - Anti Garrison Unit, with a flamer type-Tiberium based weapon. Confessor Cabal - Infantry are lead by them and when upgraded the offer greater strength to infantry. Anti-Air tank - A non-stealth anti-air tank (still to receive its name). Reckoner - APC that is large and slow, garrisoned units cannot shoot from it, but the APC can deploy into a bunker that can take some heavy damage. The *Scrin Faction* will have the subfactions: the Reaper 17 and the Traveler 59. They will have some new units, too: Ravager - Anti Harvester Unit, damages easily Tiberium based Units or structures. Reaper Tripod - A stronger Tripod Unit that uses Tiberium to strengthen itself and its attacks. Cultist - Their appearance is that of a person with a bug on their head, they can do short range mind control. Also, for the fans of the series, it's worth noting that the Wolverine and the Titan are back for some more action. And everything will happen this Spring, when the game will be available for purchase on PC and Xbox 360.