

By: [Command and Conquer 3 Games Editor](#)

[Command and Conquer FPS First Images!](#)

The rumors on the Internet started to be heard a few months ago

Are their many real time strategy games got turned into fast paced [first person shooters](#)? It really doesn't matter, because [Command and Conquer](#) will now have a little brother named Tiberium. Yeah, you have already heard the name in the "Tiberium Wars" game, but they had to make it that obvious. Although rumors started to be heard a few months ago in the gamer's community, it seems that it was finally confirmed by a cover story in the latest edition of the Game Informer magazine. However, there are still some doubts, because some say that the cover story is, actually, related to Ghost Busters. But some poor pictures can still be seen and they look pretty real. So, yes, this could be true - the C&C based FPS is going to hit the consoles and PC systems worldwide. So, here are the facts: the C&C "Tiberium" will be set after the end of the 3rd Tiberium War. The main character will be Ricardo Vega, a GDI field commander. It will be a squad based shooter, similar to the Ghost Recon - Rainbow Six games. The player will lead a RAID team around the location of the tower in the Mediterranean Red Zone that NOD defended until it was built. Regarding the enemies, we will have to fight new Scrin infantry - Shrikes, little knee-high robots with blasters and a self-destruct option, and Archons - somewhat similar to Elites from Halo. The player will not command Ricardo Vega, but infantry squads, missile infantry squads, a version of the Titan, and new Orcas. Special powers like "Orbital Slug" will be available to be called against the enemies. So far, everything sounds pretty nice. However, no release date has been announced and we are still searching for confirmation regarding this game. Until then, take a look at these pictures (mobile phone made, so don't expect a great image quality), published by ajsarge in the [Command & Conquer 3 forums](#).