

COMMAND & CONQUER

Tiberian Sun

STORY BIBLE

Tiberian Sun

Submitted by:

Faction Profiles

Global Defense Initiative:

Definition: The GDI enforced the United Nations Global Defense Act and fought world-wide terrorism. It won the original war against the Brotherhood of NOD and now works primarily to stem the Tiberium plague. Soldiers trained to kill people and equipment designed to destroy their environment now work in ironic unison to preserve Earth's remaining human population.

The GDI runs its main operations off an orbiting space station, the PHILADELPHIA. The command shuttle, KODIAK, runs troops and commanders to surface battlefields. Since Tiberium spreads more slowly in arctic and desert areas, the GDI maintains their Earth-bound HQ in Point Hope, Alaska. The European command center rests on the frigid island of Hammerfest, Norway.

Motivation: Originally, the GDI worked under UN supervision to preserve the free world. In the years since the first war against NOD, as the UN ceased to exist, the GDI's focus changed to battling the deadly Tiberium plague. While the GDI defeated NOD, it cannot defeat Tiberium. With most of the world's population dead or dying from Tiberium Toxemia, the resurgence of Kane and NOD remains the last thing the GDI needs. As the new battle unfolds, the GDI seeks to survive by defeating NOD again and finding some cure for Tiberium's

effects. GDI authorities believe they must ally with the growing mutant army to achieve that goal.

The Brotherhood of NOD:

Definition: This secretive, ancient organization uses global terrorism, economic manipulation and global mass media control to position itself for world domination. It once organized the resources of the Third World into a global force worthy of challenging the UN. While it promised the world's down-trodden freedom from the West's tyranny, the Brotherhood planned to use the Third World to enslave the entire Earth.

Since losing the first Tiberium War, the Brotherhood maintains a token global presence, enforcing the peace and saving Tiberium survivors in non-GDI aligned countries. The Brotherhood runs medical colonies supposedly to care for these forgotten victims. In reality, they use the colonies as a PR front to recruit new troops and conduct Tiberian experiments.

Under Kane's secret direction, NOD builds a powerful underground army capable of attacking any GDI site with stealth from beneath the soil. By keeping his army underground and away from Tiberium, Kane preserves a significant amount of infantry.

Motivation: The Brotherhood exists and operates under two guises: the pretentious, false and openly stated purpose; and the true, more insidious motivation. NOD claims to value the unification of all people. It forms units around the globe's Third World nations, compiling resources into a considerable fighting force to challenge the supposed totalitarian wrath of the GDI.

In reality, the Brotherhood exists to conquer and control. It plans to use the duped Third World to re-enslave itself. Once the Brotherhood defeats the GDI, it will expand its authority over the globe. This will obviously leave the entire planet in a Third World-brand dictatorship.

On the most simple level, NOD exists to serve the will of the megalomaniac Kane. His lust for power, glory and revenge for his previous humiliation pushes the Brotherhood out of its internal skirmish and back into a global conflict. During the fight, Kane continues to study Tiberium's properties, origin and potential to change the world.

Tiberian Mutants:

Definition: Some humans with innate genetic immunity survive Tiberium Toxemia -- only to see their bodies mutate into a

human/Tiberian hybrid. The proliferation of these new humans accelerated during Kane's experiments introducing Tiberium into the human body during the First Tiberium War. Mutations developed more quickly in these subjects as Tiberium crystals merged with human flesh. Unless a cure can reverse this mutation's damage, all mutants seem doomed to become another lifeform.

Many mutants still live in NOD medical colonies. Some inmates escape to form an independent, free-roaming army. The guerrillas strike from a multi-purpose transport called the LAMPREY. They fight to free and protect all mutants. While NOD considers the mutants direct enemies, many GDI troops look on them only as pitiful victims. The least sensitive soldiers on both sides refer to the mutants with the racist epitaph, SHINERS (due to the crystalline Tiberium formations erupting from mutant skin). The mutants respond by referring to any non-mutants as BLUNTS.

Motivation: The world now holds three warring factions as the mutants hate NOD and mistrust the GDI. While they blame the Brotherhood for their existence, they believe the GDI holds a deep prejudice for their kind. Mutants also realize both sides would rather paw the dirt at each other than help the transforming humans.

Since their altering physiognomy threatens their very existence, the mutants fight first to survive. They raid GDI and NOD bases for food and medical supplies. Their chief military purpose remains freeing other mutants from NOD colonies, thus adding to their numbers.

They believe their mutation either dooms them to unavoidable death or ensures their ultimate survival in a Tiberian world made unfit for humans. Eventually, as their numbers dwindle, the mutants realize the necessity to tie their fate to the humans fighting to save the Earth. As NOD attacks the GDI anew, the mutants ally with the GDI forces.

As the war rages and the mutants fight for their future, some victims see their mutations race out of control. They become BERZERKERS -- insane, raging creatures driven by their physical and mental deformities to attack any human. The stages progress from simple skin irritation to complete reverse evolution to a bestial form.

All mutants bear some Tiberium crystal formations in their skin. As their mutations begin to accelerate, these skin eruptions take control, swelling to burst. They expel a fluid that rapidly bonds to the mutant's still-human flesh, hardening into an exoskeleton. While the exoskeleton consumes the human body's exterior, Tiberium toxins mutate the interior, rebuilding massive amounts of marrow and muscle

tissue into crystal formations. Eventually, the very bones split, releasing more exoskeleton fluid. Soon the human disappears in a mass of shale-like flesh and distorted bone and muscle. The skull remains the most disturbing feature, as it warps and expands, eventually tearing open as the crystalline mutation takes full effect.

After the final stages of mutation, GDI and mutant soldiers find themselves fighting one of their own...to the death. It takes combined GDI infantry to stop the resulting monster.

The Aliens:

Definition: (Species name translated to human tongues: The SCRIN.) This mineral-based lifeform appears roughly humanoid. Tall and spindly, a tapering torso gives way to long, thin arms and legs. A bottle-like neck supports a large, rounded and pointed head (shaped like a disk set on edge). They wear no clothing or protection over their hard, silver-black and shiny skins. Their faces hold two eyes set on opposite sides of their skull (like birds' eyes), a v-shaped slit of a nose and a lip-less mouth. The mouth seems to appear and disappear as needed for communication, as if forming from some fluid or gelatinous mass underneath the exoskeleton. Though never seen without their Obsidian skin, the Scrin remain largely fluid and organic underneath their shell. Their bodies offer little in distinguishing features, except for a small glowing crystal in the center of their thin chests that indicates rank and social stature by color.

When forced to communicate with humans, the Scrin can use verbal speech. However, when communicating with their species, they exclusively use light and color. They generate chemicals through their exoskeletons that create colored lights suspended in the air through rapidly dissipating gases.

Their leaders hold the human race in almost amused contempt. Humans make their take-over much easier because their greedy in-fighting wipes out the population faster than Tiberium. As the substance sucks minerals and other nutrients from the planet, it also discharges hazardous materials into the atmosphere. In the end, the world the humans fight among themselves to control will cease to exist. If the humans would work together to stop Tiberium, they could slow its advance. However, there remains little they can do when divided against one another. The Scrin intend to terraform Earth and its ecosystem with Tiberium -- making the entire planet a mining colony.

The Scrin home world holds a different atmosphere and a harsh, mineral-based environment. Before the species can spread to a new planet, it must engineer the victim world to

proper specifications. Tiberium serves this purpose. It transforms whatever atmosphere and soil a planet provides into compounds similar to those of the Scrin world. In addition, the aliens collect the resulting crystals for various purposes. Once the alien material drains the planet dry of life, its keepers harvest their bounty and move populations to the altered world. The aliens build new societies over the graves of whatever lifeform preceded them.

Motivation: The Scrin sustain themselves and their culture through the harvesting of what humans call Tiberium. Scout ships (UFOs) find useful planets. The aliens then use meteorites to send Tiberium to that victim world. As the substance takes hold of the planet, it drains life from the ecosystem. It transfers that life-force to the crystalline product. The aliens use the resulting mineral formation for essential energy. One way or another, Tiberium energizes the aliens as a fuel source, food source, raw construction material, medical supply, etc. It keys the Scrin reproductive cycle, sustains their biology, and enables their considerable technology. It is life itself -- collected into a "harvestable" crystal.

Ironically, the easy proliferation of the substance allows the aliens to reproduce too swiftly. The Scrin's rapid multiplication makes their constant colonization and expansion necessary. The race resembles a virus in the galactic body, spreading out of control.

The fierce JUDGAR (should-GAR) military overlords control this alien society and direct its dispersal. The JudGar select Earth as their next target. During the Second Tiberium War between the GDI and NOD, the aliens send scout ships to Earth to investigate Tiberium's progress. Since humans harvest the crystals so quickly to feed their various war machines, the substance does not have enough time to do its damage. The Scrin want to nudge one side of the war along to accelerate the terraforming. Kane's openness to Scrin designs makes NOD the most likely candidate.

The JudGar command, the more intelligent and elaborate Scrin, command armies of fierce drones. Mindless and simply formed, these drones act out the JudGar's wishes in the field.

When an alien craft crashes in an ion storm, the Brotherhood of NOD recovers its technology and dead pilots. The Scrin come to Earth to recover that material. They agree to a paper-thin alliance with NOD to push the humans' meaningless conflict along. By aiding one side over the other, the Scrin hope to end the war. They then plan to bring their full occupation force, finishing their gutting and rebuilding of Earth.

Only the TACITUS can save the Judgar's next Earthly victims.

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The Tacitus

As Earth evolved painfully from its Silurian period through the Age of Dinosaurs into an ice age, civilization thrived on what humans would later call Mars. Beings dedicated to an examination of their mental and spiritual abilities built peaceful, beautiful cities along the green, fertile Martian countryside.

The people called themselves the HYKSOS and developed a planet-wide society free of the tribal squabbles and resource-based conflicts familiar to Earth. With their advanced sciences of space travel and astral observation, these people watched life develop on Earth as the first lungfish crawled to dry land. They watched the giant lizards disappear. They watched small, furry animals grow to stand upright. The Hyksos watched with fascination and affection, wondering what would become of the resourceful monkeys crawling all over Earth.

While their philosophy, art and scientific achievements drove life on Hyksos (our Mars), their military development lagged. The Hyksos civilization never had call to kill one another, so they saw no need to design and build weapons or armies.

That lack of development would provide a happy, peaceful, communal existence on Hyksos. It would also cost them their entire civilization.

The first meteorites hit the surface of Hyksos as human civilization began forming around the Mesopotamian basin (today's Middle East). By the time of the first Egyptian Dynasties, the mineral life form humans would later call Tiberium spread across all of Hyksos. The once green and lush world became arid and toxic, killing most of the Hyksos. Their great science searched to find a way to stop Tiberium and its terraforming effects. Hyksos became a new, deadly world. Creatures evolved with alarming speed and bloodlust. Atmospheric and geological phenomena never before seen on Hyksos mutated out of the planet's environment. The death toll eventually caught up to the greatest minds on Hyksos, extinguishing their light before it could illuminate a cure for Tiberium's effects.

Then, they came. The Scrin used Tiberium as their advance force. It served its purpose well on two levels. First, the mineral lifeform terraformed Hyksos into an environment suitable for Scrin settlement. In the process, it sucked the vital minerals and life force of the Hyksos biosphere into a

crystal the Scrin could harvest and use to feed their civilization. Second, the terraforming process killed so many of the Hyksos that they could not properly defend themselves against Scrin invasion. The Scrin's military arm (the Judgar) took complete possession of the planet with little resistance.

However, before the Judgar could successfully complete the extermination of the Hyksos population, the few remaining Hyksos leaders worked quietly to stop the galactic chain of destruction. The Hyksos knew that their salvation was a lost cause. However, their eyes turned to the infant civilization growing on a green and blue ball one orbit closer to the sun. The Scrin would not attack Earth now. They knew the developing civilization on the planet would learn the secrets of irrigation, transplantation and cultivation. The Earthlings would make more of their world inhabitable -- eventually offering more for Tiberium to consume. The Hyksos devised a device that could educate and guide the humans in their defense when the JudGar came calling. They sent the disk-shaped, bejeweled and symbol-encrusted device to Earth via a space capsule as the Scrin destroyed the last remnants of Hyksos.

Where Hyksos history concludes, Earth's alien-influenced history begins. However, most of human history from that period took the form of legend. The alien device found its way into some human's hands during the height of Egypt's global reign. The "gods' messenger" gave knowledge to the Egyptians, instructing them in science, religion and architecture. By the time the Pyramids rose over Giza as the greatest wonder of the ancient world (structures mirrored on the Martian plains), two distinct camps developed over the gods' messenger. Most Egyptians received the device as a gift from Osiris or Isis, while others thought it a curse from Sutekh or Seth.

These factions fought bitterly. The Pharaoh commanded that the gods' messenger destroyed, its history and teachings hidden forever. Before his troops completed the command, those Egyptians with faith in gods' messenger stole the device, breaking it into three parts. Each part went to a different venue for safe-keeping from those who would not understand its purpose.

From that point, the exact history and route of each piece remains a mystery. Perhaps some myths and legends of Earth's past offer a clue as to their whereabouts from time to time. Did the Israelites conceal a piece in the Ark of the Covenant as they escaped Egypt and built their civilization? Did the Knights of Camelot pursue a fragment in the Grail legend? Did Siddhartha Gautama turn to the Tacitus to find his enlightenment? Did the Borgias attribute their power to the Tacitus? Did it guide the great Chinese Dynasties? Did Troy

fall for Helen, or the gods' messenger? Does a portion still sit in the deepest of Vatican vaults?

One thing remains certain. During Rome's grand conquests of the civilized world, its soldiers raided an Eastern temple. They emerged with at least one piece of the device. The Romans named the creation "the Tacitus." They considered it merely another artistic treasure. That name would stay with the gods' messenger for the next 2,000 years.

After the fall of Rome to the Barbarians, the Tacitus still remained in its three separate portions. Oral histories hold that a Visigoth captured one piece and delivered to an ancient and secret society that chose the fall of Rome for its earliest emergence. The Brotherhood of NOD took possession of the Tacitus segment and kept it ever since. Some since-silenced members of the Brotherhood say that the life of Kane, their leader, somehow outdates the arrival of the Tacitus on Earth. They claim Kane monitored the developments swirling around the Tacitus since its arrival on Earth Middle Eastern cradle of civilization. He manipulated the world and his secret organization toward acquiring all three pieces.

The other two portions remained officially missing even as Tiberium eventually came to Earth in the late 20th Century. However, a gifted archeologist in Kane's employ, named Anton Tratos, researched its history to benefit Kane's revolution and the world's underprivileged. With Kane holding one of the Tacitus pieces already, he needed Tratos to find the two remaining pieces. In later years, Tratos would refuse Kane's plans and rise up to oppose him. But, at that time, Tratos discovered that one piece of the Tacitus remained in the general vicinity of the Middle East and Europe throughout its history, changing hands throughout the Crusades. That piece traveled with explorers to the New World during the European colonizing period of the 15th, 16th and 17th centuries. From there it fell into the hands of Native American tribes during the fall of the Spanish Empire. The Native American segment of the Tacitus remained in tribal position until the formation of mutant communities after the First Tiberium War centuries later.

The Third piece made its way to the Far East after its separation from the other three -- eventually returning to Russia. Norse traders acquired the piece, returning it to their Viking overlords. The traders transferred the holy relic, which some called "Thor's Hammer," to its current resting place in the Nordic regions of the Netherlands.

Both Tratos' mutants and Kane's NOD want the completed device. While they hold one piece each, Tratos and Kane know where the final Tacitus piece rests. With Tratos' GDI allies, he wishes to excavate the remaining piece and capture Kane's segment. Kane steers his new army through GDI

territory to Norway -- his goals exactly opposed. This fight took shape during the first NOD, GDI conflict.

Now, as the Second Tiberium War begins, Tratos leads a population of nomadic refugees in a quest to find a future. No longer human, yet undeniably humane, Tratos allows his people to worship the mutant's portion of the Tacitus as a Talisman. However, he studies its history and knows its potential. Tratos turns to the GDI in the hope that the combined power of the GDI and mutant armies might overcome NOD in its request to find the completed Tacitus.

Once made whole, the Tacitus would offer different powers to respective owners. If the GDI and Tratos can recover the Tacitus, it could tell them how to battle the Scrin and reverse the mutative effects of Tiberium on humans. Tratos knows it is already too late to save Earth's biosphere. If Kane and NOD retrieve it, it could offer NOD the ability to threaten the Scrin, perhaps forcing them into an alliance and making Kane invincible.

The Hyksos' Tacitus leaves one unusual mark on most civilizations it touches. The dead Hyksos civilization left mysterious pyramid ruins on Mars. As the Tacitus weaved its way through the cradle of civilization in the ancient Middle East, it left wondrous pyramids in Egypt. As it arrived in Central and South America centuries ago, the Tacitus influenced the Aztecs and Mayans to build similar triangular structures. Now, NOD's new generation of buildings show similar patterns. Tratos and Kane seek to know if this ancient Martian pyramid design offers some secret to the Scrin's strength.

Finally, the Tacitus' three pieces hold separate functions and data. One piece contains philosophical influence (containing spiritual and sociological data). The second piece controls biological factors (influencing medical and environmental effects). The third piece controls and shapes technology (containing military and scientific data). All three pieces united allows control over all these factors.

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Individual Character Profiles

GDI:

CMDR. ERIC ADAMS: Handsome, All-American and in his early 30s, Adams serves as the GDI's cleaner. Stationed at the GDI's global HQ in Alaska, the GDI calls him into action to handle only the most dangerous environmental crises and the most violent NOD uprisings. His parents' home fell victim to the First Tiberium War, the family then taken captive by NOD

troops. Adams' mother gave birth to him in a NOD medical colony. When Kane's researchers found the infant child during human enhancement research, they discovered that his DNA structure would serve perfectly for their experimentation. They took Adams from his parents. When they resisted, the NOD men killed his mother and father. During the work to enhance Adams genetically to make him a highly intelligent military commander with excellent strength and combat reflexes, Commander James Solomon's victorious GDI forces liberated the military colony. His parents dead, Adams grew up in GDI care, occasionally under the watchful eye of Solomon himself. Adams spent most of his formative years on GDI bases or in military academies. Once old enough to join the GDI as a soldier, Adams showed outstanding skills (a result of the genetic NOD enhancement the GDI knows nothing about) and rose quickly into the GDI commando units. Then one of the GDI's best and fastest-climbing young officers, Adams found himself called upon to solve the GDI's biggest problems during the years between NOD's defeat and its inevitable resurgence. Whether leading a rescue of refugees from an environmental Tiberian threat or subduing a NOD faction uprising, Adams cleaned up the GDI's messes. He made the rank of commander on record time and finds himself at the premier GDI post in Alaska. Secretly, he longs for something to fight for beyond his police action; a purpose for his life. The reemergence of NOD and the impressive selfless dedication of the mutants inspire Adams to return to his calling as the GDI's hero. As NOD reemerges, the GDI puts him in command of North American forces. Through the course of the Second Tiberium War, Adams learns of his past, his contaminated lineage and the choice he must make in the future.

GEN. JAMES SOLOMON: A great lion of a man, Solomon seems the ideal military figure-head. As a younger officer, Solomon led the final attacks against Kane during the First Tiberium War. He now reigns as the GDI's supreme commander in Shepherd's place. Solomon holds a special place in his metal-covered heart for the promising Adams. The general sees the younger man taking his place someday if he can overcome his demons. Solomon serves as the father Adams never knew.

CMDR. JEAN-PAUL DUPREE: A thin, sharp-featured political opportunist, Dupree worries more about climbing in the military ranks than fighting NOD or saving the world from Tiberium. He considers the skilled Adams more of an enemy than an ally.

LT. PETER TAO: A younger friend and peer of Adams, Tao's death in the field provides Adams with the painful motivation to pursue NOD and its leaders.

TRATOS: The ancient and wise ruler of the Tiberian Mutants, Tratos remains dedicated to the salvation of his people and the planet. While human, this scientific genius worked alongside Kane. He now stands partially to blame for aiding the man who helped spread Tiberium across the globe. He and his unfortunate people now pay the physical price for that mistake.

While in Kane's employ, Tratos knew of the NOD leader's twisted experimentation toward enhancing human children. He learned of Kane's greatest success, an infant prodigy with the perfect DNA coding named Eric Adams. Even after Tratos abandoned NOD and underwent his mutation, he followed the development of this boy. He watched the GDI rescue and train him. He knows, as the new war begins, that Adams and his people will find common cause in the battle. Adams shares one thing definite thing with the mutants -- Kane had a corrupting hand in their creations.

Tratos sees and feels the pain that Tiberium brings upon human beings and now pours his considerable intellect into removing it from the Earth. The mutants hold the GDI and NOD jointly responsible for their condition. The mutants believe the two armies find more reward in pawing the dirt at one another than helping human beings.

However, Tratos knows that Tiberium is NOD's pet. The mutants will work with the GDI as Tratos becomes Adams' most valued advisor. His mutation holds one major benefit for the GDI. Tiberium somehow combines with his intelligence and sensitivity to create a psychic link between Tratos and Tiberium's alien keepers.

UMAGAAN: The Tiberian Mutants' beautifully exotic military leader, Umagaan becomes the second love of Adams' troubled life. An escapee from a NOD Tiberium medical colony, she hates NOD and anyone associated with the Brotherhood. She becomes a fierce, thick-skinned warrior -- qualities belied by her face, but not her impressive physique.

Her troops attack the NOD colonies to free the mutant inmates from Tiberium experimentation. Initially, Umagaan loves only her suffering people and their leader, Tratos. She distrusts the GDI and Adams upon their initial meeting. She quietly disagrees with Tratos' decision to ally with them. Eventually, Umagaan senses a pain and loss in Adams that seems very similar to her people's suffering. She knows the courage it takes her to face life and believes Adams must have similar strength -- if only he would release his disillusionment. Umagaan successfully re-ignites Adams passions (so to speak).

Together, they lead a joint force against NOD until Umagaan falls victim to her progressing mutation. She refuses a NOD temptation to betray the GDI for a cure. Adams proves his love for her by risking the GDI's future to save her life.

EVA³: The GDI's artificial intelligence entity provides Adams with vital strategic information. She also organizes all GDI communications and briefings. Since the First Tiberium War, AI progressed sufficiently to give EVA³ a personality and physical presence in Cyberspace. Beautiful and dignified, EVA³ seems the ideal GDI woman wrapped inside a computer. EVA³ interacts with Adams as an intelligent, attractive comrade -- instead of just an on-line information source.

NOD

VICTOR SLAVIK: The dark, powerful and ruthless commander (similar age to Adams) misses the earlier days of the Brotherhood. He currently leads one of two major NOD factions -- the sect most directly descended from Kane's original force. The long truce with the GDI whets Slavik's appetite for battle while he supervises NOD's medical colonies. He directly commanded the colony from which Umagaan escaped. Slavik had an opportunity to stop her, but failed. Since she went on to become a thorn in his side, he hopes one day to get hold of her again.

Slavik grew up an orphan amidst the late stages of the Balkan civil war. A Bosnian Serb by birth, he watched the Western powers unite in a show of force against his people. As Serbian forces fell under United Nations tank treads, Slavik nurtured a deep-seeded hatred of the West. He translated his Serbian "us against the world" mentality into a Brotherhood of NOD allegiance. Since he never knew peace as a child, he chooses not to believe in it as an adult. For Slavik, might is right...and the world is wrong. The globe must change -- and change comes only with pain and fire. He works to defeat the GDI forces -- to avenge his devastated childhood.

With Kane's return, Slavik gets his chance to shape the world in NOD's image. As Kane's right hand, Slavik wants supremacy for the Brotherhood and the people they represent. He would also like to pull Umagaan away from the other side in the bargain. Secretly, he sees himself taking Kane's spot one day if he can win enough battles to remain in his leader's good graces. He will wait for his turn.

KANE: A megalomaniac does not handle defeat well. Kane plans to punish the GDI, humanity and Mother Earth for his humiliation. If Tiberium seems the best means to that end, he will exploit it. More than ever, he sees himself as a chosen savior for his Brotherhood of NOD and all of humanity.

As he reappears, the embittered Kane finds his Brotherhood split into factions. Slavik controls a loyal NOD force, while VEGA controls a growing Central American sect looking to take control. Kane looks to unite these factions in his revenge. His mythological stature as "the warrior king returned" makes his takeover and reorganization swift and effective.

When Tiberium's alien creators arrive to recover a crashed scout ship, Kane forms an alliance with them to ensure the GDI's defeat. He essentially sells out his species to soothe his ego. In the end, Kane finds himself betrayed and overwhelmed because he did not choose his friends properly.

LT. PETER TAO: Slavik's advisor and a double agent against the GDI.

Cesar VEGA: A conniving rival for Slavik, Vega rules the other large Brotherhood division -- an independent NOD faction HQ'd in Central America and funded by old drug money. He stood in position to take full NOD control before Kane's return. Now, he pretends to tow the NOD line, while awaiting an opportunity to take over through a violent coup. He senses Slavik's grand designs on Kane's position and considers him a threat to his Brotherhood. While executing Kane's wishes with resentment, Vega works to knock Slavik out of the Brotherhood.

HASAAN: NOD's weak puppet leader during the GDI truce. Vega targets him in his takeover, but Kane kills Hasaan immediately upon his return.

C.A.B.A.L.: (Computer Assisted Bio-engineered Artificial Lifeform). CABAL evolves as NOD re-emerges into global conflict. It provides Slavik with strategic intelligence communiqués. A series of super computers relayed through an augmented human brain creates an artificial intelligence gestalt. Depending on the situation NOD faces, a different super processor sends data to the cyborg brain. CABAL's personality therefore changes according to the situation as the organic component makes decisions based on the computer data. He can become aggressive to attack or deceptive to defend. His physical Cyberspace representation reflects his personality shifts. CABAL's identity multiplicity causes some psychological and technological imbalance -- making him the perfect NOD counselor.

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Environmental Factors

As Tiberium consumes Earth, it transforms the planet surface and atmosphere into an alien and actively hostile environment. New lifeforms and other phenomena rapidly

evolve around the struggling human race as Tiberium transforms Earth.

Tiberium spreads beneath the soil as webs of veins constantly reach outward through the Earth's crust. When they boil from the ground, the veins form large holes. The Tiberium crystals collect in pod-like nests at the vein hole's tips.

Terrain: Tiberium's subterranean progression weakens the very fiber of the Earth. It dries the top soil of life, leaving only dead sand behind. The web network weakens the structure of land masses -- even disturbing the balance of Earth's tectonic plates.

Cliff lines weaken, threatening to collapse from under the treads of armored units. Hills crumble, collapsing on passing infantry. Dams and natural aquatic obstructions give way, flooding battlefields. Tiberium's resulting seismic activity ignites active volcanoes, sending lava flows across the countryside. When that lava cools, it leaves rocky terrain and hills where none existed before.

Atmosphere: As Tiberium nests burst and expose their crystal formations, they spew gaseous particles into the air. This substance alters the air as the Tiberium veins change the soil. Poisonous clouds move with the wind, forcing exposed industry to take precautions or die under sick nature's chemical attack.

The alien transformation of Earth also causes strange ion storms. These mysterious fields cover large portions of landscape for short periods, rendering any electronic device or vehicle within their boundaries useless.

When Tiberium emerges underwater, it releases its poisonous substances into the ecosystem, making most of the world's seas and lakes poisonous to humans, fish, and other aquatic life.

Alien Elements: Tiberium crystals continue to cover the Earth's surface. In the 15 years since the first war, they flourished throughout the planet's more inhabitable areas. The crystals spread more slowly in desert areas and arctic regions. The crystal eruptions on the Earth's surface release by-products that effect the human respiratory and circulatory systems. These crystals kill more than half the world's population before GDI and NOD re-ignite hostilities.

A new brand of Tiberium appears as the war resets. Some crystals explode if ignited. Larger fields of exploding Tiberium can take out vast numbers of ill-placed infantry.

As Tiberium veins fill the Earth's crust, they eventually spread to the surface. Some vein holes emerge as simple Tiberium nests. However, some larger holes form networks, effecting larger patches of ground. These giant vein holes create swirling whirlpools of Earth capable of consuming vehicles and structures. In some rare cases, strange, vine-like tendrils reach from the vein hole's center -- as Tiberium's tongues come alive to taste its prey.

Finally, some fortunate survivors report that Tiberium brought alien predators with it to Earth. No one knows if Tiberium forged these creatures out of Earth's indigenous lifeforms. Like today's Yeti or Nessie, they become the stuff of legends -- rarely seen and widely feared. However, unlike the tabloid fodder monsters, these creatures kill on sight and require concentrated resistance to destroy.

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Synopses **Tiberian Sun**

Submitted by: John Scott Lewinski

GDI Synopsis: Years after the First Tiberium War, a UFO crashes in the southwest United States. The Brotherhood of NOD seizes the moment to mount a series of new attacks against the GDI. Using new cyborgs and underground armies, the Brotherhood forces surprise and overwhelm the GDI forces. At stake: the future of an evolving Earth and a threatened human race. Still reeling from NOD's new attacks, the GDI turns to an unlikely hero for its salvation, Commander Eric ADAMS. As Kane and NOD engineer powerful new weapons out of the recovered UFO, Adams must unite with the army of Tiberium mutants. He leads GDI forces through the Americas and Europe to defeat NOD and save the planet from alien influence.

NOD Synopsis: The Brotherhood bides its time following its initial defeat. Kane, long thought dead, remains in hiding while he rebuilds his forces. When a UFO crashes in GDI territory, Kane sends his top man, Slavik, into action. In the years since the defeat, Slavik commanded NOD medical colonies. Within their walls, he recruited new troops and promoted inhuman experiments with Tiberium technology. When the action begins again, NOD attacks, recovering the UFO and re-engineering the technology into super weapons. While Slavik uses these weapons to drive the GDI out of Europe, Kane seeks a secret alliance with Tiberium's alien keepers, the Scrin.

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