

# Nod Factions




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Icon	Name	Description
	Black Hand	Black Hand quads come at 700 \$ and carry <b>5 units</b> . They are <b>faster</b> , but also much <b>less tanky</b> .
	Secret Shrine	<b>Heals infantry</b> like the Armory
	Tiberium Vein Detonation	Only deals damage as units are within the affected area. If units move outside of the area, they will stop receiving damage.
	All hub defenses	Have less health.









# Black Hand

The Black Hand still revolves heavily around **strong infantry forces** and **thermal based weapons**, but their units have been **brought down to a reasonable level**. Overall the faction has much more to offer and especially in T3 the Black Hand has a lot more armored firepower. Also, their infantry forces are **more diverse**.

## Changed content

Icon	Name	Description
	Confessor Cabals	Deal less damage, have less health and their aura only increases rate of fire by 25% (rather than 50%). Actually, you can now call them <b>"balanced"</b> .
	Purifier	Come at 2700\$ a unit and the flame-thrower <b>deals less damage</b> and has a <b>lower area of effect</b> .
	Purifying Flame	Units with this upgrade <b>deal less damage</b> than before, however the upgrade also <b>costs less</b> now.





## New content

Icon	Name	Description
	Aggressor	Cheaper Stealth Tank which without stealth. Have high <b>rocket damage resistance</b> and can <b>increase their armor temporarily</b> .
	Black Templar	<b>Zone Trooper equivalent</b> with shorter range but <b>more health</b> . Can be upgraded with <b>Black Disciples</b> and <b>Fusion Lasers</b>
	Consecrated Shells	Increases damage of all <b>Scorpion Tanks</b> and <b>Specters</b> and adds additional <b>damage over time</b>
	Autoloader	Increases rate of fire for <b>Scorpions</b> . <b>Replaces Dozer Blades</b> for Scorpions.
	Scorcher Buggy	A Raider Buggy with a <b>flame-thrower</b> . Cannot attack air, but deals <b>splash damage</b> and bonus damage to structures.
	Fusion Lasers	Increases damage of all <b>Black Templars</b> , <b>Purifiers</b> and <b>Laser Cannons</b> .
	Siege Cadre	<b>Sniper equivalent</b> which can also harm vehicles and buildings lightly.
	Aftershock	Unit T4 unit. The Aftershock is an artillery unit with <b>massive splash damage</b> . It excels in killing buildings.

# Marked of Kane

Apart from having powerful cybernetic infantry force, the Marked of Kane vehicles do not excel in direct engagements due to their sub-par firepower but have a **wide range of supporting abilities**. Also, MoK benefitted greatly from **stronger infantry** and most units have a **unique ability** to them. This is one of the factions which changed the most and best not compared with other Nod factions, especially since MoK lacks Scorpion Tanks and Attack Bikes.

## Changed content

Icon	Name	Description
	The Awakened	Strong T2 anti-infantry unit, can be upgraded with <b>Cybernetic Legs</b> and <b>Laser Matrix</b>
	Tiberium Trooper	Starting Infantry. Slow, expensive, short range but high damage and can clear structures.
	Cybernetic Legs	More expensive, provides a slow <b>auto-heal</b> but <b>boosts speed to a lesser degree</b> .
	Drone Buggy	A more expensive buggy with lasers and a <b>repair drone</b> .




## New Content

Icon	Name	Description
	The Reaper	More expensive Rocket Militant with more damage, more health but slightly less speed and range. <b>Cannot be crushed</b> .
	Mantis	Basically a <b>better armored bike</b> which is faster than a Pitbull and deals more damage. It is <b>repaired 33%</b> faster.
	Liquifier Tank	Cheaper, better armored Flame-Tank for <b>countering heavy infantry</b> . Low damage against structures.
	Centurion	T2 tank which takes less damage from the front. Can be upgraded with <b>Supercharged Particle Beams</b> .
	Laser Matrix	Increases Damage for <b>Drone Buggies, Reapers, Laser Turrets</b> and <b>Awaked</b>
	Basilisk	Marked of Kane T4 unique unit. It's a <b>fast repairing</b> aircraft cruiser which shoots salvos of rockets. It's <b>fast</b> and can be upgraded with <b>Tiberium Core Missiles</b> .








# Renegades

Still very similar to vanilla Nod, Renegades in general feature **more options** in general and their emphasis on **nuclear technology** helps their late-game in particular. Desolators are very powerful T4-heavy anti-tank and anti-infantry units and units with **Nuclear Components can leave a devastating mark** on the battlefield. Apart from that, improved Militants and Avatars as well as Charged Particle Beams round up this faction very nicely. Moreover, “Hidden Explosives” gives this faction a nice “GLA-esque” touch.

## Changed Content

Icon	Name	Description
	Militants	Less members but much <b>more health and damage</b> per unit. Fire long salvos after which they must reload for some seconds.
	Tiberium Infusion	Now also affects Black Hand squads.
	Raider Buggy	Deal much <b>more damage</b> , but also have <b>less health</b> .

## New Content

Icon	Name	Description
	Nuclear Components	Special Power which provides either a <b>Specter, Vertigo</b> or <b>Dawnbringer Device</b> with Nuclear Components. Drastically increases damage and area of effect.
	Desolator	Heavy <b>anti-vehicle</b> and <b>anti-infantry</b> unit. Deals abysmal damage to structures. Shots from this unit generate <b>fields of radiation</b> which damages infantry.
	Avatar	Deal more damage, are slightly faster and have less health. Can be <b>upgraded with Laser Capacitors</b> .
	Dawnbringer Device	Suicide unit which ignites a <b>small liquid Tiberium explosion</b> . Can be equipped with additional nuclear warheads.
	Hidden Explosives	Allows vehicles to kill themselves, dealing damage to enemy units. <b>Detonated Avatars don't leave a husk</b> .
	Combat Drugs	Infantry Special power which improves <b>rate of fire</b> by 50%, <b>speed</b> by 25%, <b>armor</b> by 10% and makes them <b>less suppressible</b> . Affected units will <b>lose 30% of their health</b> .
	Charged Particle Beams	Increases damage of <b>Shredder Turrets</b> and <b>Confessors</b> .