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Subject: Renegade story line.

Posted by [Anonymous](#) on Sun, 28 Apr 2002 18:18:00 GMT

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Well have a look at it. You'll see some things just don't fit, 1. In the first mission they had a GPS lock on the Nod installation. Well why didn't they just do the same in mission 10? 2. They killed Kane 2 times already in Tiberian Dawn and Sun! 3. Doc. Patrova is one of the bad guys in this game. Well what if Sydney and Mobius both were unreachable and Havoc could only get Patrova. Well you figure it out. 4. In mission 10, why in hell use the ion cannon?! You have a mammoth tank at your disposal just shoot that temple apart! If you have any others let me know.

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