
Subject: Original Nod Tiberium Harvester rendering
Posted by [PiMuRho](#) on Wed, 05 Mar 2003 19:52:20 GMT
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That's the best mission!

I remember that one from the demo (my laptop had no CD drive, so it was all I could get on it for train journeys). Trying over and over again to do that mission, and the one where you have to defend Mobius and the Tiberium village against Nod. Except you fail the mission if a certain amount of civilians die, including from Tiberium poisoning. Took me ages to work that out

If I remember correctly, it was that commando mission that partially inspired Renegade in the first place. One of the missions originally planned for Renegade was that one. Imagine that from a first-person perspective
