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Subject: Mission 11 Single Player Help

Posted by [lsj412](#) on Wed, 03 Jun 2009 13:34:45 GMT

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I just started playing C&C:Renegade a few days ago. I'm on Mission 11, where the primary objective is to sabotage the Temple of Nod by placing an Ion Cannon Beacon in front of the Temple. I've accomplished all Primary, Secondary, and Tertiary Objectives except this one; I got to the Temple and realized i don't have an Ion Cannon Beacon in my inventory. I now I wasn't started with one, and I know I didn't pick one up and use it. I was wondering if I had missed it as a pick-up or if this is a glitch. Thanks for any and all help you guys can offer.

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