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Subject: Original Nod Tiberium Harvester rendering  
Posted by [Griever92](#) on Sun, 09 Mar 2003 02:40:24 GMT  
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Sir PhoenixxGriever92PiMuRhoMission 6, I believe. The one where you've just got a lone commando, and you have to destroy a building in the Nod base.

If I remember right, it was the Airstrip you had to take out.... hmmm, the good old days of TD...

Actually, it never specified a building that you had to take out, it just said something like "Ok ..... you have ... out .... the ..... in the nod base blah blah .... kick some .... etc. "

You won the mission if you destroyed any building, the movie for the next mission was like "Hey, I thought I said to destroy the whole base, there must have been a miscommunication, oh well, we're sending in some forces in the area etc. etc."

I just went in and destroyed the first building there, which happened to be a power plant.

ok, now I know that I don't have to go to the back of the base everytime I do that mission, thanx.

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