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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [Deactivated](#) on Thu, 03 Jun 2004 21:40:30 GMT

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My favourites are the beach assault (mission 3) and ship hostage rescue mission (mission 4). The first one requires sharp shooting and second one needs sneaking around corners.

I wonder.. I see the first mission map got objectives changed at least about three times?

First it was about getting past Nod turrets and rescuing civilian hostages (peasants!), then seeing all the GDI buildings get destroyed, and then finally the second one with an objective to rescue hostages from prison camp near Comm center.

<http://www.cannis.net/commando/images/renegade/prop/pcg-oct99-5.jpg>

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