
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.

Subject: Re: Mission 11 Single Player Help

Posted by [ErroR](#) on Wed, 03 Jun 2009 13:38:58 GMT

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you pick up a beacon after you disable the laser fence, it's placed in the cutscene, so all you have to do is destroy the powerplant not quite sure, didn't play sp in quite a while

Subject: Re: Mission 11 Single Player Help

Posted by [lsj412](#) on Wed, 03 Jun 2009 13:42:57 GMT

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I didn't get a cut-scene when i disabled the power plant, although i did just blow it up from a distance with the rocket launcher because an apache ripped me to shreds right before that. It said mission accomplished, but no cut-scene. I'll try doubling back and going into the power plant.

Subject: Re: Mission 11 Single Player Help

Posted by [Reaver11](#) on Wed, 03 Jun 2009 16:14:35 GMT

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Make sure the powerplant and the communications center are down. Mayby the constructionyard not sure. Then walk to the tempel of nod and head to the entrance. There will be a beacon and then the cutscene will happen

Subject: Re: Mission 11 Single Player Help

Posted by [anant](#) on Wed, 03 Jun 2009 19:04:45 GMT

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i also need help after this level, when your in the temple. can i get a walk through or something please?

Subject: Re: Mission 11 Single Player Help
Posted by [ArtyWh0re](#) on Sat, 06 Jun 2009 21:39:27 GMT
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anant wrote on Wed, 03 June 2009 14:04i also need help after this level, when your in the temple.
can i get a walk through or something please?
That level is simple but hard. A lot of rooms with spammed units. which part are you stuck on?

Subject: Re: Mission 11 Single Player Help
Posted by [anant](#) on Sat, 06 Jun 2009 23:51:25 GMT
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LOOL
the start. im doing it on hard and i have very little health
