

---

Subject: Renegade story line.

Posted by [Anonymous](#) on Sun, 28 Apr 2002 18:18:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Well have a look at it. You'll see some things just don't fit, 1. In the first mission they had a GPS lock on the Nod installation. Well why didn't they just do the same in mission 10? 2. They killed Kane 2 times already in Tiberian Dawn and Sun! 3. Doc. Patrova is one of the bad guys in this game. Well what if Sydney and Mobius both were unreachible and Havoc could only get Patrova. Well you figure it out. 4. In mission 10, why in hell use the ion cannon?! You have a mammoth tank at your disposal just shoot that temple apart! If you have any others let me know.

---

---

Subject: Renegade story line.

Posted by [Anonymous](#) on Sun, 28 Apr 2002 19:13:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I like double-posting don't you?

---

---

Subject: Renegade story line.

Posted by [Anonymous](#) on Mon, 29 Apr 2002 02:12:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

sum people need to be shot with rocket launchers and PICs and snipers in the face fifty times and they don't die?!?!?!? tiberium-mutated reveshaw maybe, but mendoza in the chateau level? this is wierd

---

---

Subject: Renegade story line.

Posted by [Anonymous](#) on Mon, 29 Apr 2002 08:49:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by MI6: Well have a look at it. You'll see some things just don't fit, 1. In the first mission they had a GPS lock on the Nod installation. Well why didn't they just do the same in mission 10? 2. They killed Kane 2 times already in Tiberian Dawn and Sun! 3. Doc. Patrova is one of the bad guys in this game. Well what if Sydney and Mobius both were unreachible and Havoc could only get Patrova. Well you figure it out. 4. In mission 10, why in hell use the ion cannon?! You have a mammoth tank at your disposal just shoot that temple apart! If you have any others let me know. Dumbass, this game isn't Tiberian Sun, otherwise we'd have Titans and Cyborgs, you moron. It's the original C&C. So you better shut up b4 I kick ur ass on the battlefield.

---

---

Subject: Renegade story line.

Posted by [Anonymous](#) on Mon, 29 Apr 2002 08:53:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by MI6:Well have a look at it.Youll see some things just dont fit,1. In the first mission they had a GPS lock on the Nod instalation.Well why didnt they just do the same in mission 10?2. They killed kane 2 times already in Tiberian dawn and sun!3. Doc. patrova is one of the bad guys in this game. Well what if sydney and mobius both where un reacheble and havoc could only get patrova. well you figure it out.4. In mission 10, why in hell use the ion cannon?!!You have a mamoth tank at your desposal just shoot that temple apart!!If you have any others let me know.if a building is destroyed, why do the sentry guns inside still work?

---

---

Subject: Renegade story line.  
Posted by [Anonymous](#) on Mon, 29 Apr 2002 15:35:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by Dr.IgnatioMobius}2:if a building is destroyed, why do the sentry guns inside still work? Battery backup, silly!

---

---

Subject: Renegade story line.  
Posted by [Anonymous](#) on Mon, 29 Apr 2002 15:43:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

why can u infiltrate the obbolisk, on foot, if its supposed to kill inf in one shot in the origgianl c&c?

---

---

Subject: Renegade story line.  
Posted by [Anonymous](#) on Mon, 29 Apr 2002 16:17:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Because you turn it off before you get close to it...

---

---

Subject: Renegade story line.  
Posted by [Anonymous](#) on Mon, 29 Apr 2002 18:37:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by cliffkik0:why can u infiltrate the obbolisk, on foot, if its supposed to kill inf in one shot in the origgianl c&c?If I remember right, commandos can also C4 the obelisk.

---

---

Subject: Renegade story line.  
Posted by [Anonymous](#) on Tue, 30 Apr 2002 01:29:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ok any more?

---

---

Subject: Renegade story line.

Posted by [Anonymous](#) on Tue, 30 Apr 2002 02:53:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote: . In mission 10, why in hell use the ion cannon?!You have a mammoth tank at your disposal just shoot that temple apart! so what?

---

Subject: Renegade story line.

Posted by [Anonymous](#) on Wed, 01 May 2002 08:49:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote: In mission 10, why in hell use the ion cannon?!You have a mammoth tank at your disposal just shoot that temple apart! AHEM why the hell in action movies the hero fight the bad guy hand to hand. although the hero and the bad guy have an entire army with them. you got to have an epic ending, yes and i know mission 10 isnt the last, but still how lame it is if it goes like this, hmm here is the temple lets just shoot it and not have to step in it. and there will be no epic ending really think about it like in action movies the bad guy is dying from a bullet a stunt man u havent seen the entire movie shoots really and by the way in the first c&c (td) in the last gdi mission try destroying all the buildings but the temple of nod the damage it until it almost destroyed then destroy it with ion canon to see a different ending

---

Subject: Renegade story line.

Posted by [Anonymous](#) on Wed, 01 May 2002 13:25:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

1) Maybe they already had a man inside the base in Mission 1 who set the ion beacon. Havoc isn't the only commando in existence, you know 2) Kane didn't really die at the end of Tiberium Dawn3) I don't know what you were asking for number 3 4) The Temple of Nod is probably really, really, really armored. You couldn't exactly destroy the Temple in Tiberium Dawn with a single mammoth, so you need to use the ion cannon to put a big hole in it

---

Subject: Renegade story line.

Posted by [Anonymous](#) on Thu, 02 May 2002 00:30:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

AND when u sabotage the ship there is no c4 so how could u blow it up with c4

---

Subject: Renegade story line.

Posted by [Anonymous](#) on Fri, 03 May 2002 09:36:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

i just think this topic is crappy we are not the game developer we are only the consumer we only

---

consume wat we are givenheheheheso wtf, just kill kane over and over againhehehehethat y Nod is always there and GDI kicking their ass

---

---

Subject: Renegade story line.  
Posted by [Anonymous](#) on Fri, 03 May 2002 11:05:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by FHATODude:If I remember right, commandos can also C4 the obelisk.yea i ment because they couldnt get close, because they would die in 1 shot, b4 they even got close, i know commandoes could c4 any building, i just DONT GET HOW THEY COULD GET CLOSE TO A BASE DEFENCE W/ BIG RED FLASHY LIGHTS, THAT COULD KILL U LIKE LIGHTNING!

---

---

Subject: Renegade story line.  
Posted by [Anonymous](#) on Fri, 03 May 2002 14:18:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I'd like to see any person take a huge laser beam in the gut and survive

---

---

Subject: Renegade story line.  
Posted by [Anonymous](#) on Fri, 03 May 2002 14:45:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Let's also not forget that most of Renegade is the classic "Chase the Kidnapped/Captured Scientists" thing.I hope they don't do the same thing in Generals.

---

---

Subject: Renegade story line.  
Posted by [Anonymous](#) on Sat, 04 May 2002 13:49:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Generals becomes an all new C&C line,Not GDI VS NOD ( ACK) or Allies VS soviets.Somethng new once agaibn.

---

---

Subject: Renegade story line.  
Posted by [Anonymous](#) on Sat, 04 May 2002 19:47:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by MI6:Well have a look at it.Youl see some things just dont fit,1. In the first mission they had a GPS lock on the Nod instalation.Well why didnt they just do the same in mission 10?2. They killed kane 2 times already in Tiberian dawn and sun!3. Doc. patrova is one of

---

the bad guys in this game. Well what if sydney and mobius both where un reacheable and havoc could only get patrova. well you figure it out.4. In mission 10, why in hell use the ion cannon?!You have a mamoth tank at your desposal just shoot that temple apart!If you have any others let me know.1. NOD Base did not have satellite scrambling yet.2. If you knew the whole story, Kane is actually a multi-dimensional character. He helped start Red Alert. He escaped from Tiberium Dawn, which is why his holographic appearances are mysterious in Renegade. Renegade Takes place several years after Tiberium Dawn.3. Doctor Petrova was thought to be a good scientist but the Tiberium study got the best of her. In a way, you could call her a "mad scientist" because her work became more important than everything else.4. In Mission 2, the Oblisk could not be destroyed because it was protected by the engineers inside it. Same for the Temple of NOD... it was protected.Hope that pretty much answers your questions.

---

---

Subject: Renegade story line.

Posted by [Anonymous](#) on Sat, 04 May 2002 23:25:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by NightAces:1) Maybe they already had a man inside the base in Mission 1 who set the ion beacon. Havoc isn't the only commando in existance, you know actually its the enemy who set the beacon for some reason. I used the orca mod flew over the door saw a noddie there and heard that ion satilete approachin. i shot him and right where he was standing was an ion beacon (although it was red) but i was standing a bit too long so when the beam came...

---

---

Subject: Renegade story line.

Posted by [Anonymous](#) on Sun, 05 May 2002 06:40:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Maybe the commando stole a Nod uniform to get in

---

---

Subject: Renegade story line.

Posted by [Anonymous](#) on Sun, 05 May 2002 07:51:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by ToyMan69X:Renegade Takes place several years after Tiberium Dawnno it isnt, renegade takes place during TD, its just the story line was changed just to make it more interesting.[ May 05, 2002: Message edited by: Toxic02 ]

---

---

Subject: Renegade story line.

Posted by [Anonymous](#) on Sun, 05 May 2002 08:13:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

How many times has this topic has been brought up? 13? 14?

---