
Subject: Prima Renegade Game Guide
Posted by [Dante](#) on Fri, 30 Jan 2004 19:49:17 GMT
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Anyone have it?

Subject: Prima Renegade Game Guide
Posted by [Deactivated](#) on Fri, 30 Jan 2004 19:58:39 GMT
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I don't have it.. but what for you are needing it? I doubt you need it to beat the game though.

Subject: Prima Renegade Game Guide
Posted by [snipesimo](#) on Fri, 30 Jan 2004 20:01:02 GMT
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I think I have it...somewhere...lol

Subject: Prima Renegade Game Guide
Posted by [Dante](#) on Fri, 30 Jan 2004 20:05:27 GMT
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i need the descriptions out of it, scans are ok, or if you are up to typing it all out, thats awesome

Subject: Prima Renegade Game Guide
Posted by [m1a1_abrams](#) on Fri, 30 Jan 2004 20:07:25 GMT
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Which descriptions do you need?

Subject: Prima Renegade Game Guide
Posted by [Deactivated](#) on Fri, 30 Jan 2004 20:09:58 GMT
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Havoc

With a brick of C-4 and a wry joke always at the ready, GDI Captain Nick Parker is a soldier's soldier. He's a seasoned - and salty - veteran of the GDI cause who prefers to work alone and take orders from no one. He likes big explosions and bending the rules, and his higher-ups at GDI have learned to tolerate Havoc's "unorthodox" methods. Besides, they've tried time and again to tell him what to do. Parker, the quintessential maverick, hasn't fully followed orders yet, which

perhaps accounts for his stunning success rate.

Not to say that Havoc is reckless. The wise-cracking vet is GDI's most loyal agent, and his name is whispered in barracks with admiration and awe. It's just that Parker prefers his own way of getting things done. He's proven and re-proven to his stiff-collared GDI bosses that the Havoc way is the right way -- with a punchline and a smoking skyline.

Gunner

Sharp-tongued and tough-minded Nigel Grant was a former Special Boat Service operative for the British. Don't dare mention crumpets and tea; this Afro-English lad's formative years were spent toughing it out on the streets and in the pubs of London's south side. After service as an elite soldier in the U.K.'s SBS, Gunner joined up with the GDI and the legendary Dead-6 Commando Detachment as a rocket soldier. At 6'6" and 274 lbs., Gunner doesn't complain about the heavy lifting. In fact, he doesn't complain about anything; the often caustic Brit gets the job done with a steady hand and a cool head and saves the shop talk for the pub.

GDI Officer

Versatile, resourceful, and tough, this GDI soldier is much more than your average grunt. Privates carry the standard AR7 Condor chain gun, but others are trained extensively in different weapon types and combat disciplines, making them the most flexible units on the battlefield. Thus, the Minigunner officer may be the most common GDI unit, but he's also one of the most indispensable, as crucial in highly orchestrated assaults as he is for emergency defense. Minigunner officers are mentally equipped as well; these soldiers are trained to keep their cool during tense combat situations.

Sakura

Known for her quiet, brooding demeanor, former Yakuza enforcer Sakura Obata prefers to do her talking with her body. Sakura is legendary for her stealth, earning her the high-ranking position of Nod General Gideon Raveshaw's personal bodyguard.

Even though Sakura once shared rations with Captain Nick Parker in her days as a Dead-6 Commando, her loyalty to the Nod cause runs deep. Perhaps this is explained by her shady past; Sakura is rumored to have been raised in the rigid, ultra-disciplined culture of the Yakuza, where devotion was rewarded handsomely and failure was often punished with death. Sakura supposedly became disenchanted with the organization, but she clearly carries the Yakuza code with her to this day - death before dishonor.

Chemical Warrior

Nod Black Hand soldiers who undergo higher-level weapons training are often promoted to ChemWarriors, a veritable chemical war machine in infantry form. These soldiers wield V2 "Venom" model Chemical Distributors, which spray lethal streams of highly volatile Tiberium compound. The weapon is based on a non-combat model used to spray Tiberium fields with fertilizing chemicals. Deadly misuse of this model in the Tiberium fields inspired Nod scientists to modify the sprayer for combat use.

Subject: Prima Renegade Game Guide

Posted by [General Havoc](#) on Fri, 30 Jan 2004 21:15:29 GMT

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Maybe OT, but I got scans of the original C&C TD manual with images if you need anything from it. Some things overlap, such as the construction yard, It has a description of it in there.

Subject: Prima Renegade Game Guide

Posted by [kawolsky](#) on Fri, 30 Jan 2004 21:25:10 GMT

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i have it....what descriptions do you need?

Subject: Prima Renegade Game Guide

Posted by [snipesimo](#) on Fri, 30 Jan 2004 21:50:24 GMT

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I took care of it for him, I scanned over 50 pages from my guide for him. So for future refrence, if anyone ever needs anything from the guide, or needs some scans, I have many of them already on my HDD. They are low quality, but are very useful. I.E. damage charts, technical names, models etc. Just a sample of whats in there: Does anyone know the real name of the Rail gun?

Subject: Prima Renegade Game Guide

Posted by [General Havoc](#) on Fri, 30 Jan 2004 21:57:40 GMT

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The rail gun is refered to as the "mass driver" by Westwood, it's code name is "The Scorpion".

Subject: Prima Renegade Game Guide

Posted by [Dante](#) on Fri, 30 Jan 2004 22:08:54 GMT

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Thanks guys, got it from snipesimo

Subject: Prima Renegade Game Guide

Posted by [snipesimo](#) on Fri, 30 Jan 2004 22:19:27 GMT

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Someone knows his stuff:

<http://www.n00bstories.com/image.view.php?id=1249847667&gallery=406>

Subject: Prima Renegade Game Guide
Posted by [cowmisfit](#) on Fri, 30 Jan 2004 23:31:11 GMT
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I think its a yes but just to be sure would we be allowed to copy the damage stats ect. and put it on a site as long as we said something about it coming from that?? I dotn mean like exact descriptions but stuff that is the same all around like the damage and stuff.

Subject: Prima Renegade Game Guide
Posted by [Deactivated](#) on Sat, 31 Jan 2004 09:59:08 GMT
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General HavocMaybe OT, but I got scans of the original C&C TD manual with images if you need anything from it. Some things overlap, such as the construction yard, It has a description of it in there.

I might need these.

Subject: Prima Renegade Game Guide
Posted by [General Havoc](#) on Sat, 31 Jan 2004 11:27:08 GMT
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Just email me at GeneralHavoc@renhelp.co.uk and I'll send them to you.

OT: Anyone happen to have the Planetside Strategy Guide? Although it is significantly out of date and pretty useless to anyone playing the game, some stats I could do with.

Subject: Prima Renegade Game Guide
Posted by [Deactivated](#) on Sat, 31 Jan 2004 11:51:02 GMT
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General HavocJust email me and I'll send them to you.

Email sent.

Subject: Prima Renegade Game Guide
Posted by [Titan1x77](#) on Sun, 01 Feb 2004 03:09:55 GMT
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cowmisfitI think its a yes but just to be sure would we be allowed to copy the damage stats ect. and put it on a site as long as we said something about it coming from that?? I dotn mean like exact descriptions but stuff that is the same all around like the damage and stuff.

Blazer has a stats page that I bookmarked ...

http://www.n00bstories.com/hosted_files/RenStats.html

Subject: Prima Renegade Game Guide

Posted by [gam3rj](#) on Thu, 05 Feb 2004 03:12:30 GMT

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My favorite thing from that strategy guide.. (it didn't have much good stuff in it)

"Mind your turrets too"

Meaning repair your turrets, don't forget about em.
