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Subject: Renegade story line.

Posted by [Anonymous](#) on Sat, 04 May 2002 19:47:00 GMT

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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. Petrova is one of the bad guys in this game. Well what if Sydney and Mobius both were unreachable and Havoc could only get Petrova. 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.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.

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