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Subject: Renegade story line.

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

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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 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?

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