
Subject: Re: Tanya was going to be in CnC Renegade?
Posted by [Starbuzz](#) on Wed, 29 Sep 2010 14:32:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

They never produced the Tanya action figure. That was the single prototype. Only the Havoc made the cut.

I always assumed that Renegade was supposed to have some RA influence especially for Renegade 2 and that it was probably changed or rejected later on.

Havoc is a GDI agent. And Tanya is Allied (from the USA), so I find it easy to believe different storylines and single player campaign variations featuring Tanya and Havoc would have been possible.

It may also be possible that WW were flirting with the idea of which game universe they wanted to convert to an FPS; RA or Tiberian. And so they could have the C&C commando or Tanya from RA as the main playable character.

I guess they choose Tib universe and invented Sakura Obata to make the story interesting.
