Subject: Deadly Reunion!!!
Posted by Khan on Tue, 30 May 2006 23:03:51 GMT
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Hello,

I was going through mission "Deadly Reunion" (I guess) it is mission number 6. And when I reach a place where I have to contact with "HOTWIRE" , when I run towards here, she says, "I can't resist," and then she dies, MISSIOn failed.

I want to know what the heck is this? and how can I meet my other group fellows at "Cathedrow".

Waiting for quick replies.

Thank you

Subject: Re: Deadly Reunion!!!
Posted by Khan on Wed, 31 May 2006 00:15:56 GMT
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Hello,

Can any one please help me solving this problem. I tried to go with the flam thrower tank also but when i try to move towards her it says: "This is hotwire, I can't resist," and dies.

Please help me.

Waiting for quick replies.
Thank you

Subject: Re: Deadly Reunion!!!
Posted by PlastoJoe on Wed, 31 May 2006 02:29:46 GMT
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How long does it take you to reach the place she is hidden? Are you running to the right place?

In case you're not, her hiding place is straight ahead of where you originally start out in the mission. After you kill the various Nod Officers, Flamethrower Infantry, and Rocket Officers, along with the tank, APC, and buggy, you should be looking for a lot of debris like that of a collapsed building. When you target it with your weapon, it should have a green outline with a circle with a line through it in the corner. It's possible to rescue her without triggering the Flame Tank by not approaching the destroyed trucks down the street.

As you make your way through the town, you'll get new objectives for Gunner and Deadeye, whom you will have to find quickly and rescue. Hotwire and Gunner will save themselves, but you

will have to protect Deadeye yourself. While protecting Deadeye, you will end up at the cathedral and have one last big fight with Nod.

Subject: Re: Deadly Reunion!!!
Posted by Dover on Wed, 31 May 2006 02:31:45 GMT
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I'll excuse the double post.

Not many people know this, but I wrote a detailed walkthrough for about half a little less than half the single-player campagin, and would do the rest if I hadn't lost my save files for reference. You can find it at http://www.renegadewiki.com
</self promotion>

What I do is a kill everything that could possibley be a threat to Hotwire first. If any members of the Dead Six die, you lose the mission (As I'm sure you've discovered). I never had a problem with this (Except for an APC gunning down Deadeye, who just wouldn't get behind cover...)

Once you've killed off EVERYTHING, only then should you blow the baracade leading to Hotwire. The flame tank is easily taken care of by walking backwards while firing rockets at it.

Hope I helped, and check out my half-walkthrough!

Subject: Re: Deadly Reunion!!!
Posted by Khan on Wed, 31 May 2006 10:47:22 GMT
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SpyGuy246 wrote on Tue, 30 May 2006 22:29How long does it take you to reach the place she is hidden? Are you running to the right place?

In case you're not, her hiding place is straight ahead of where you originally start out in the mission. After you kill the various Nod Officers, Flamethrower Infantry, and Rocket Officers, along with the tank, APC, and buggy, you should be looking for a lot of debris like that of a collapsed building. When you target it with your weapon, it should have a green outline with a circle with a line through it in the corner. It's possible to rescue her without triggering the Flame Tank by not approaching the destroyed trucks down the street.

As you make your way through the town, you'll get new objectives for Gunner and Deadeye, whom you will have to find quickly and rescue. Hotwire and Gunner will save themselves, but you will have to protect Deadeye yourself. While protecting Deadeye, you will end up at the cathedral and have one last big fight with Nod.

Thank you for replying.
I started this mission really quick, and killed every enemy (At start) including tank, buggy, fire thrower, then I ran straight to save gunner, saved him, crossed the buidling and bridge and

reached the destroyed Nod Helicopter and saved dead eye in the way. After that deadeye started running forward and I followed him and destroyed two flamethrower tanks. I found a flame thrower tank there too. But when I try to follow deadeye from this point, I get the following message (Above mentioned) by hotwire and she gets killed.

One thing, On my mission objective it is showing I have to meet "PATCH" at cathedral But I didn't get where the heck is cathedral? If you can guide me to the catherdral (I may be able to beat the mission).

You were talking about lot of debris at the start? Should I go back there? also there is a place from where I can see the Graden of Nod forces but I can't do anything except killing gunship helicopter and buggy.

Waiting for response.
Thank you very much

Subject: Re: Deadly Reunion!!!
Posted by PlastoJoe on Wed, 31 May 2006 15:45:24 GMT
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Ok, I see now. You definitely have to save Hotwire first, which shouldn't take too long. When you first begin the mission, you'll hear Mendoza taunting Hotwire. Look straight ahead and you will see a Nod helicopter come down and an explosion. It comes down right by where Hotwire is hiding and the explosion causes the debris to fall in front of her. As you fight off Nod, you will also notice that the Nod tank that is dropped off is facing her hiding place.

Subject: Re: Deadly Reunion!!!
Posted by Khan on Wed, 31 May 2006 19:03:42 GMT
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THanks Spyguy,

I completed the mission Hotwire was hiding right in the start of the mission and rest was easy

Now escorting sydney

Thanks again for the help.

Subject: Re: Deadly Reunion!!!
Posted by gufu on Wed, 31 May 2006 19:36:04 GMT
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Hm... egt ready for next mission - it'll take... some skills...

Subject: Re: Deadly Reunion!!!
Posted by PlastoJoe on Wed, 31 May 2006 20:32:45 GMT
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I knew my mad single-player skills would be worth something!

Enjoy escorting Sydney out of the house. It's the only time you'll have someone staying behind you the whole way instead of sprinting out ahead of you to get shot by SBHs or friendly fire.

Subject: Re: Deadly Reunion!!!
Posted by gufu on Wed, 31 May 2006 21:19:59 GMT
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^Nope - mobious does the same damn thing!

Subject: Re: Deadly Reunion!!!
Posted by danpaul88 on Wed, 31 May 2006 22:59:55 GMT
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well... at least they reveal where the SBH's are hiding so you can nail them... but its damn annoying to have to repeat the mission when you get 2 meters from the finish and the person your escorting runs into a bloody ceiling gun or something

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Subject: Re: Deadly Reunion!!!
Posted by Mortus Est on Wed, 31 May 2006 23:32:27 GMT
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gufu wrote on Wed, 31 May 2006 16:19^Nope - mobious does the same damn thing!

I'm sure I had to load that mission twice from a save after a combination of baddies and my own weapons killed that moron....

Subject: Re: Deadly Reunion!!!
Posted by Khan on Thu, 01 Jun 2006 11:00:53 GMT
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gufu wrote on Wed, 31 May 2006 16:19^Nope - mobious does the same damn thing!

Mobius is running ahead of me. I killed him (thinking of their fire throwers)

Subject: Re: Deadly Reunion!!!
Posted by Dover on Thu, 01 Jun 2006 14:55:50 GMT
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I killed Mobius no less than 7 times on accident, twice using a pic which his put his face in front of.

Renegades greatest downfall is without a doubt it's abysmal AI. Although it's not quite as noticable in enemy units, since they don't last that long, missions where you have to escort a friendly are the worst.

If you kill Mobius, just keep trying. You'll get it eventually. And don't worry about enemy fire so much. He's hardly hurt with that super-suit of his.

Subject: Re: Deadly Reunion!!!
Posted by gufu on Thu, 01 Jun 2006 19:51:23 GMT
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Anywhere I can keep him till' cost is clean?

Subject: Re: Deadly Reunion!!!
Posted by Khan on Thu, 01 Jun 2006 21:16:44 GMT
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Dover wrote on Thu, 01 June 2006 09:55I killed Mobius no less than 7 times on accident, twice using a pic which his put his face in front of.

Lolz, I killed Mobius not less then 6 times (thinking of enemy). When we reach the surface and moving toward helicopter I killed 3 GDI soldiers (I was that under pressure).

Now trying to destroy NOD buildings, "Today's Technology day". But the damn oblisk hits Havoc that hard   Searching for the card to open gates (lots of fighting in plant)

Subject: Re: Deadly Reunion!!!
Posted by Mortus Est on Thu, 01 Jun 2006 22:17:24 GMT
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gufu wrote on Thu, 01 June 2006 14:51Anywhere I can keep him till' cost is clean?

Nope.

Mobius runs faster than you and as soon as you see any enemies he runs off into the middle of them...

Just make sure you save the game and chuck rockets at the ceiling guns as soon as possible.

Subject: Re: Deadly Reunion!!!
Posted by PlastoJoe on Thu, 01 Jun 2006 23:27:58 GMT
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Use the Mammoth to blow up the Obelisk. It has longer range than the Obelisk so you'll never get hit. Just make sure you snipe those Rocket Officers and Laser Chain Gunners.

And, if I'm not mistaken, if you lose the Mammoth you'll get an MRLS to use.

Subject: Re: Deadly Reunion!!!
Posted by Dover on Fri, 02 Jun 2006 16:16:19 GMT
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SpyGuy246 wrote on Thu, 01 June 2006 16:27Use the Mammoth to blow up the Obelisk. It has longer range than the Obelisk so you'll never get hit. Just make sure you snipe those Rocket Officers and Laser Chain Gunners.

And, if I'm not mistaken, if you lose the Mammoth you'll get an MRLS to use.

...REALLY?!

I've never lost the mammy, so I wouldn't know, but man, it'd be cool to have an MLRS in single player...

Subject: Re: Deadly Reunion!!!
Posted by JohnDoe on Fri, 02 Jun 2006 16:38:00 GMT
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I might be wrong, because the last time I played Renegade single player was like 4 years ago, but doesn't the Obelisk repair over the Mammoth and MLRS, which means that you'll have to walk there? I think that's the way I did it...there was a way where you didn't get hit if I recall correctly.

Subject: Re: Deadly Reunion!!!
Posted by PlastoJoe on Fri, 02 Jun 2006 17:13:03 GMT
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I suppose it depends on the difficulty setting...I haven't tried it on Commando, so I couldn't tell you. But I've never had a problem with it.

*Well, on Soldier I didn't have a problem with the Mammoth destroying the Obelisk, but it seems

---

as though if you don't get it immediately with the MRLS it starts repairing faster than the MRLS can damage it. But you can easily charge the Obelisk with it and destroy it from the inside.*

To get the MRLS you have to lose the Mammoth at the beginning of the mission when you're supposed to be protecting it. Losing it later on doesn't do anything.

Subject: Re: Deadly Reunion!!!
Posted by Khan on Sat, 03 Jun 2006 08:18:52 GMT
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I finished the game I liked the big guy (golden color). Last mission was kinda tough.

What is the difference between recruit and commando level?
I am guessing commando will be hard

and what the heck is this MLR?

Subject: Re: Deadly Reunion!!!
Posted by Mortus Est on Sat, 03 Jun 2006 11:07:33 GMT
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MLRS is short for Multiple Launch Rocket System.

Basically a tracked box of rocket tubes which you drive about and fire 6 rockets at a time at anything you want.

Subject: Re: Deadly Reunion!!!
Posted by PlastoJoe on Sat, 03 Jun 2006 17:15:10 GMT
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To be absolutely precise, MLRS (Multiple Launch Rocket System) is the hovercraft in Tiberian Sun while the MRLS (Mobile Rocket Launcher System) is the vehicle in the original Command and Conquer and Renegade.

The main differences between the difficulty levels are how much health/armor you have, how tough the enemies are, and how many item drops you get.

-Recruit - 200 health, 200 armor; not very tough; enemies always drop items
-Soldier - 100 health, 100 armor; fairly durable; around 50-50 chance of an item drop from an enemy
-Commando - 75 health, 75 armor; durable; not very likely to get drops from enemies.

And yeah, Commando-level missions are pretty hard.

Subject: Re: Deadly Reunion!!!
Posted by Dover on Sat, 03 Jun 2006 19:31:58 GMT

Beside the obvious numbers, a lot of objectives have made themselves near impossible. For example, in Commando, almost all building you encounter are unable to be damaged from the outside, so you'll have to infiltrate intead of bombarding. Also, many objectives are now timed (Destroying the Shore Defense Cannon in mission 4).

The main differance you'll notice, however, is that you die a lot faster, and only basic infantry can be killed by body shots from a sniper.

Subject: Re: Deadly Reunion!!!
Posted by JohnDoe on Sat, 03 Jun 2006 19:55:51 GMT

I found it hard to get 5 stars because of the timelimit on Commando, but that was about it.