Yeah, I had this problem too. It's a problem with jonwil's scripts.dll. I brought this to his attention a while earlier, and he apparently hasn't found a fix yet. However, there is a workaround. Rename scripts.dll to scriptsnew.dll or something, then rename scripts2.dll to scripts.dll, and now you can play this misson without Mobius disappearing. After you complete the level, you can rename the files back to what they were before. Alternatively, it seems that if you keep the scripts.dll and scripts2.dll as is, then make a quicksave after Mobius puts on the suit, and immediately reload the quicksave, he reappears. I have a couple of 18-20 MB videos that I made back in March comparing the scripts2.dll intact situation to the scripts2.dll renamed situation.

Oh dangit, seems someone beat me to it while I was uploading the videos. Well, download the first one if you wanna see the invisible footsteps. Download both if you want to see how much of a difference jonwil's scripts.dll makes in load times.