Subject: Mutant Raveshaw
Posted by Anonymous on Sat, 09 Mar 2002 17:56:00 GMT
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On the mission where you have to fight mutant Raveshaw at the end, how do you finally kill him? I get him down to a sliver, but he just goes and repairrs at the crystal, I have shot everything in the room to no avail.

Subject: Mutant Raveshaw
Posted by Anonymous on Sat, 09 Mar 2002 18:11:00 GMT
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I found that the Personal Ion Cannon worked pretty well on him.  Did you try that yet?And also, somebody else mentioned that you can use the Flamethrower, which also might work.

Subject: Mutant Raveshaw
Posted by Anonymous on Sat, 09 Mar 2002 18:16:00 GMT
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Need help here, I can't reach the dead-6 member that's trapped in the cathedral. Is it Hotwire? Everytime I try to reach her place she always gets killed. Do I need to restart?

Subject: Mutant Raveshaw
Posted by Anonymous on Sat, 09 Mar 2002 19:48:00 GMT
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I thought some thing was keeping him alive, like he,he "magic crystals", so I decided to try and blow up everything in the LAB, it didn't work, so I kept pounding him in the head with my chain gun and heavy weapons, note: do not use tiberian wapons on him!!!It worked in the end but it took a while to get rid of that "single" health he had remaining.

Subject: Mutant Raveshaw
Posted by Anonymous on Sat, 09 Mar 2002 20:30:00 GMT
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At the start of the game down the alley you will see a light tank. The tank is acturally punding Hotwire's position. Hotwire is located at the very corner to reach her you need to use C4 to clear the path.

Subject: Mutant Raveshaw

Posted by Anonymous on Sat, 09 Mar 2002 20:43:00 GMT

Its not Dead eye, Hotwire or Gunner, so it must be Patch. You should "aquire" a flame tank along the way, which should help you alot. Good luck

Subject: Mutant Raveshaw
Posted by Anonymous on Sat, 09 Mar 2002 21:13:00 GMT

The rocket launcher knocked him out really quick.

Subject: Mutant Raveshaw
Posted by Anonymous on Sun, 10 Mar 2002 07:26:00 GMT

I just ran backwards and let loose with my laser rifle until he dropped dead.

Subject: Mutant Raveshaw
Posted by Anonymous on Sun, 10 Mar 2002 08:02:00 GMT

Ok, hit him w/ 1, got him to 2 bars, hit him w/ another, he was at 0 but still running, so i hit him again for the K.O. (kill)

Subject: Mutant Raveshaw
Posted by Anonymous on Mon, 11 Mar 2002 13:02:00 GMT

I found that the Personal Ion Cannon is great against both bosses. Although the doctor and her dagned stealth got me nailed like 10 times before I finally got her. It didn't help that I went into that fight with only about 38\% health.

Subject: Mutant Raveshaw
Posted by Anonymous on Tue, 12 Mar 2002 12:01:00 GMT

Got to agree, personel ION cannon is what I used, hit him 2 times and then he started jumping in the air and then once more after he throw me against the wall, In the end though I tore him up with a chain gun to the head.

Subject: Mutant Raveshaw
Posted by Anonymous on Tue, 12 Mar 2002 14:11:00 GMT
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I used the flame thrower which dispatched him very quickly rather than wasting ion cannon ammo or even wasting more important chaingun ammo.

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Subject: Mutant Raveshaw
Posted by Anonymous on Wed, 13 Mar 2002 06:02:00 GMT
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I have the same Problem. He don't go to the Cristal again. I fired 20 Rockets and everything I have. But he don't die. He has no livepoint, but he isn't dead.Not use tiberiumweapons, it give him live.Can someone help me? I think it is a bug in Version 1.0

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Subject: Mutant Raveshaw
Posted by Anonymous on Wed, 13 Mar 2002 12:41:00 GMT
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I tried the Person ION cannon, but thought it took too long to load between shots. So I switch to the rocket launcher and chain gun. I also launched a barrage of rockets at him when he jumped up onto the ledge.

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Subject: Mutant Raveshaw
Posted by Anonymous on Wed, 13 Mar 2002 18:10:00 GMT
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It took me 6 ion cannon shot to kill him if you shoot him in the head.

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Subject: Mutant Raveshaw
Posted by Anonymous on Wed, 13 Mar 2002 20:13:00 GMT
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I'm not at that part yet. I'm at the Cathedral with the Black Guards. There's this one chopper left that i shot and missed and it just zooms across the map. You have a quarter of a second before it's off your screen. I have yet to kill that dumb thing, especially since it's path and timing are at random, dang that sucks. But you might wanna try putting some remote C4 where he's gonna run to.

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Subject: Mutant Raveshaw

Posted by Anonymous on Thu, 14 Mar 2002 00:23:00 GMT

Maybe you should get the patch...

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