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Subject: single player help lvl 10  
Posted by [Anonymous](#) on Tue, 02 Apr 2002 13:32:00 GMT  
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i ran through it in recruit too, thx, i made it through once but his health was blank so once we got outside he died while i will keep trying

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Subject: single player help lvl 10  
Posted by [Anonymous](#) on Tue, 02 Apr 2002 16:39:00 GMT  
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Save often in this mission. It took me about 8 tries to get pass this mission, alot fewer than deadly reunion. Use rockets or laser rifle against the ceiling gun. Chain gun or tiberium weapons(not to chem warrior) against rocket soldier Flame thrower chem warrior and chain gun officer. Use pistol against Tech or Eng. For mutants use flame thrower or laser rifle especially near the surface of the research center. When there is large number of guys or mutants use grenade launcher to hit right in center of them generally two shots will kill every one and saves a lot of ammo. Friendly fire does more damage to Mobius compare to the Nod do. Try not going through the mission too fast as Mobius only stop at certain points and if you run past it he will run to the next stop.

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Subject: single player help lvl 10  
Posted by [Anonymous](#) on Tue, 02 Apr 2002 18:51:00 GMT  
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o.k guys, I finished that darned Single player on Commando mode (pretty easy although Petrova at the end with all those stealth guys are REALLY annoying). Hint #1: Always aim for the enemy's head, if you hit his head he'll take a lot more extra dmg. Hint #2: Leave the Tiberium based enemy attacks for the end in that mission (he gets less dmg against tiberium attacks because of his suit... something I find rather odd that is not on MP too) Hint #3: ALWAYS look for ceiling guns as they are nasty and can kill you before you know (trust me, I learnt it the hard way)

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Subject: single player help lvl 10  
Posted by [Anonymous](#) on Tue, 02 Apr 2002 19:34:00 GMT  
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quote:Hint #3: ALWAYS look for ceiling guns as they are nasty and can kill you before you know (trust me, I learnt it the hard way) Yeah, me too.

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Subject: single player help lvl 10  
Posted by [Anonymous](#) on Wed, 03 Apr 2002 00:07:00 GMT  
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when i am escorting mobius out of the research place i make it all the way to the place you go up the vehicle lift. Then once i get the mobius charges ahead into like 15 aculites and ceiling guns and gets killed how can i prevent this?????i have run through it like 10 times and still can't save him. I have had him with like full health tooPlz help

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Subject: single player help lvl 10

Posted by [Anonymous](#) on Wed, 03 Apr 2002 00:22:00 GMT

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I know... This is annoying... He always runs ahead. Try to watch your ammo and kill ANYTHING in front of you. Just make sure you don't accidentally hit him (I did that couple times...). As hard as it may sound you need to stay in front of him an ALL times.NOTE:I played mine in Recruit mode so it might be a [little] different from yours...What did you put your in?

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