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Subject: defend cathedral mission help (~mis6)  
Posted by [Anonymous](#) on Wed, 27 Feb 2002 15:48:00 GMT  
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Does anyone know how to past the mission where you are asked to elimiate all NOD siege on a cathedral with the help of the whole elite team? I killed all NOD and looked everywhere for more but couldn't find anymore NOD. But the mission won't end. PS. this is the mission where the elite teams helicopter crashes and you have to retrieve them and meet up at the cathedral.[ February 27, 2002: Message edited by: skystride ][ February 27, 2002: Message edited by: skystride ]

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Subject: defend cathedral mission help (~mis6)  
Posted by [Anonymous](#) on Wed, 27 Feb 2002 16:51:00 GMT  
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There are 4 Artillerys, 1 or 2 choppers and several Black Hands that you need to take out(on soldier-difficulty), it took me a while to realize that i needed to take out the chopper too(actually i didn't realize it, i just got \*\*\*\*ed at it while searching for more enemies and shot it with a grenade ) If you took out all artillerys and choppers, then there was a black hand hiding somewhere... (or i don't remember the level correctly )

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Subject: defend cathedral mission help (~mis6)  
Posted by [Anonymous](#) on Wed, 27 Feb 2002 17:11:00 GMT  
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I took out the artillery. I searched for soldiers but found none. I took out the apache choppers that zooms by a few times (more keep coming and it's \*\*\*\* hard to hit).I will look harder for any hidden NOD that you mentioned.BTW. do you have to take out every NOD in the whole level or just around the cathedral? I saw a mendoza at a window, he backed off out of reach when i shot at him. Now he is unreachable and even lobbing grenades doesn't kill him (I still see him on the map). He's in a building approaching the cathedral.

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Subject: defend cathedral mission help (~mis6)  
Posted by [Anonymous](#) on Wed, 27 Feb 2002 18:00:00 GMT  
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I was able to finish the mission by replaying the whole thing. I think it was a bug. The only thing I did differently the second time was complete the "kill 6 engineers before they build obelisk" mission succesfully. It would be pretty lame if you can't complete the whole mission because just one of the objectives is a failure. If that's the case, the game should just tell you to reload when you fail any objective.

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Subject: defend cathedral mission help (~mis6)

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Posted by [Anonymous](#) on Thu, 28 Feb 2002 12:21:00 GMT

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I didn't complete that side mission and the level ended (couldn't find a way down to the obelisk) When I couldn't find any more soldiers I did the save Babushka Objective. When I came back to the Cathedral a Black Hand ran out the door. When I killed him it was over.

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Subject: defend cathedral mission help (~mis6)

Posted by [Anonymous](#) on Tue, 05 Mar 2002 02:53:00 GMT

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Mate have you worked this out yet? I'm the same killed everything followed the objective reader too what should be right on top of the last Nod guy and he ain't there is it a bug? If it is then it's an annoying one. Cheers

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Subject: defend cathedral mission help (~mis6)

Posted by [Anonymous](#) on Thu, 07 Mar 2002 13:51:00 GMT

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hey, just wondering if you ever figured out how to get past that mission. I'm having the same problem. I've blown up that chopper like 10 times and it keeps respawning. Let me know if you got past it. thx

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Subject: defend cathedral mission help (~mis6)

Posted by [Anonymous](#) on Thu, 07 Mar 2002 23:17:00 GMT

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run the mission again. I did it last night (skipped the engine thing) and had no problems. Sure, it took a while, but it worked out. As a bonus, I managed to hang on to the flame tank all the way up to the cathedral. Actually, I used the light tank until I got there, then turned around and jumped in the flamer. I used that to toast the chopper and all the Noddies. That was fun!

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