Subject: Mission ? : Hotwire keeps getting herself killed!
Posted by Anonymous on Fri, 01 Mar 2002 13:42:00 GMT
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OK I'm on the mission where you have to escape the cathedral with the dead 6 before Nod nukes it. I'm on the part where its just you and Hotwire running to get to the SAM's. In the long stretch of road right before the first SAM, Hotwire keeps running ahead of me and getting herself killed before I can dispatch the Buggies, APC's, rocket soldiers, Blackhand, and flamethrowers, effectively ending the mission. If I try and run and destroy all the Noddies before she can get to them, then I get killed rather quickly. Been trying this for ages and I can't figure it out, HELP please!

Subject: Mission ? : Hotwire keeps getting herself killed!
Posted by Anonymous on Fri, 01 Mar 2002 22:47:00 GMT
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I had the same problem. Hotwire isn't dying. She can't be killed, none of them get killed. What's happening is the Sam site is being blown up by the enemies - and it's NOT supposed to be blown up. Run down there and spam rockets all over, blow up the vehicles, than go around and kill the Nod guys, don't blow up the Sam thing.

Subject: Mission ? : Hotwire keeps getting herself killed!
Posted by Anonymous on Sat, 02 Mar 2002 01:24:00 GMT
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hotware can dying

Subject: Mission ? : Hotwire keeps getting herself killed!
Posted by Anonymous on Sat, 02 Mar 2002 01:59:00 GMT
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yeah, hotwire can die and those nod guys will try to blow the sam site also. you need to be fast, try to take out those 2 armoured personal from far away and snipe at the black hand. then only you destroy the nod buggy. hotwire won't rush tto the sam site as long as the nod buggy is there. she'll receive some hit from the nod buggy and back off so if you stay far away destroying staff, she will stay at a corner.i'm sure you can do it. i'm in the same level playing commando difficulty and facing a lot of problem on my way to destroy SSM. shooting from far is the best way to survive

Subject: Mission ? : Hotwire keeps getting herself killed!
Posted by Anonymous on Sat, 02 Mar 2002 02:39:00 GMT
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I think if you stay back and don't walk past the first building at the corner then she won't run down the road. She'll move when you move in that direction though. So, hit the buggy and APC with whatever you can. I used my rocket launcher. Snipe the black hand that is on the porch. Keep using the building for cover if you need to reload.When Hotwire makes her run, try to get in front of her or close enough that you can cover her easily. When she turns into the little area with the SAM then you need to follow her in there and use the SAM site for cover to kill the 2nd APC. Make sure you kill any FT's from a distance. The SAM site can blow up so don't worry about that.

Subject: Mission ? : Hotwire keeps getting herself killed!
Posted by Anonymous on Sun, 03 Mar 2002 00:47:00 GMT
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Haha I finally got it... One time I though for sure she was dead, then I looked behind and she jumped into the helicopter... Sweet! Thanks for all the help guys.

Subject: Mission ? : Hotwire keeps getting herself killed!
Posted by Anonymous on Tue, 05 Mar 2002 17:17:00 GMT
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I'm on this mission right, and keeping Hotwire alive isn't a problem for me...the problem is that i don't have enough time to despatch all the Nod's before the Nuke hits us. I mean the quickest i could do is up to the Nod Buggy and then i have like 10 secs left before impact, no way i can do it!!Any tips??Ak.

Subject: Mission ? : Hotwire keeps getting herself killed!
Posted by Anonymous on Wed, 06 Mar 2002 05:49:00 GMT
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Ah crap, i'm playing Commando level and i've only got 1 minute from the APC's bit to get to the Sam Sites, there's no way i can do it with all the Nod's ambushing us, maybe if i can hijack the APC's   hehe.Ak

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Subject: Mission ? : Hotwire keeps getting herself killed!
Posted by Anonymous on Wed, 06 Mar 2002 06:12:00 GMT
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destroy the apc's first then the buggy and run toward the sam shoot at the copter while running and it will back off a little then pick up the laser rifles and destroy the copter and whatever enemies are still lefti will say that for being in d6 hotwire is awful stupid, keeps running out into fire

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Subject: Mission ? : Hotwire keeps getting herself killed!
Posted by Anonymous on Wed, 06 Mar 2002 06:31:00 GMT
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Done it now, i didn't know that once you get to the area behind the Buggy you're "out of Nuclear range"   lolol.Ak

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Subject: Mission ? : Hotwire keeps getting herself killed!
Posted by Anonymous on Wed, 06 Mar 2002 08:05:00 GMT
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yeah, i have the some problem in the beginning. i was wandering around and suddenly when i 'm approaching near those nod fella, eva say 10second left and started counting as i start rushing in front and ot killed by nuke but i manage to rach the safe distance and watch those building fall apart. i'm in the commando level also.

Subject: Mission ? : Hotwire keeps getting herself killed!
Posted by Anonymous on Wed, 06 Mar 2002 12:35:00 GMT
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AkiraIt might depend on the difficulty setting, but I'm wussing it in Recruit level ( ), and you have PLENTY of time. Make sure you're going out of the same cathedral door as the others - i.e. the shortest distance to the corner where the APCs are waiting.Just rocket the APCs and mow down the infantry. Keep in mind that you don't to get too far, just enough so EVA says "minimum safe distance achieved".Good luck.

Subject: Mission ? : Hotwire keeps getting herself killed!
Posted by Anonymous on Wed, 06 Mar 2002 23:09:00 GMT
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anyone having the same probs as me... got past the first nuke, just before getting to the buggy, behine the overturned vehicle...I die (without any reason given) ....pls help !!!

Subject: Mission ? : Hotwire keeps getting herself killed!
Posted by Anonymous on Sat, 25 Jan 2003 14:25:00 GMT
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Actually, I'm having the same problem with Hotwire. I've tried coming around the ruined buggy and sniping the guys in the garage, but Hotwire keeps running out in the street and getting shot. I've tried running down the street with her, and she gets whacked. She's suicidal. I'd love to find an alternate way to get her there, but going back up is impossible.

Subject: Mission ? : Hotwire keeps getting herself killed!
Posted by Anonymous on Sat, 25 Jan 2003 14:48:00 GMT
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just wip out your biggest baddest weapon and let 'em have it!!!!!!!!!!!!!!!! Rambo style!!!worked for me lol

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Subject: Mission ? : Hotwire keeps getting herself killed!
Posted by Anonymous on Mon, 27 Jan 2003 19:23:00 GMT
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you shoud've put a spoiler warning in here.

Subject: Mission ? : Hotwire keeps getting herself killed!
Posted by Anonymous on Wed, 29 Jan 2003 00:35:00 GMT
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i never had a prob on that level...i did it first time can`t seem to get it wrong! oh, yeah b`coz its on recruit level!