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Subject: level 11

Posted by [biledemon](#) on Mon, 14 Sep 2009 17:03:10 GMT

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i am stuck on level 11 i am trying to kill the obelisk with the mobile missile launcher but it just keeps repairing itself, am i doing something wrong or have i missed something. please help i have been on this level for 2 days.

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Subject: Re: level 11

Posted by [Starbuzz](#) on Mon, 14 Sep 2009 21:26:48 GMT

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hi there mate!

That's not Level 11 but you are actually on Level 10. And the name of the massive tank you are driving is the Mammoth Tank.

And unfortunately, you are not able to destroy the Obelisk with the Mammoth tank because the Nod Construction Yard is still operational. The Nod Construction Yard is the heart of the Nod base and as long as it is operational, it will repair the Obelisk faster than you can destroy it.

You will have the chance to destroy the Construction Yard later on in the mission as you infiltrate deeper and deeper into this massive Nod base.

OK, now on to getting past the Obby:

Get out of your Mammoth tank and walk along the walls to the right. You actually gotta walk as close as possible to the walls on the right side. Keep going forward till you reach the red laser fences.

One important note: DO NOT STOP. Keep going...if you see the Obby tip start to glow, do not stop. If you pause, you will die.

Once you reach the red laser fence, kill the Stealth tanks with your rocket launcher. Move carefully along the red fence till you are basically looking straight at the back of the Obby with it's door to you. Position yourself right in front of the Obby's door. Then run like hell at it. The Obby will charge up to kill you but keep running and don't stop! Once you are up the hill, go inside, find the Master Control Terminal and toss your C4 to kill the building.

ps: keep going to the next gate! You will see something really cool on the next courtyard  
muhahaha

And btw welcome to the forums! Once you are done playing the Single Player missions, don't forget the Multiplayer! It is really cool and if you need any help you can always come here to ask

any questions.

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Subject: Re: level 11

Posted by [liquidv2](#) on Tue, 15 Sep 2009 03:59:38 GMT

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why and how the fuck did you know all that pawkyfox? i haven't done single player in like 6 years or something and can't even remember the missions at all

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Subject: Re: level 11

Posted by [F1r3st0rm](#) on Tue, 15 Sep 2009 05:09:20 GMT

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aren't there like shitloads of walkthrough renevids on youtube/google?

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Subject: Re: level 11

Posted by [Dover](#) on Tue, 15 Sep 2009 06:06:17 GMT

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I found it safer to sort of bull-rush the ob with my mammy (After clearing out any remaining enemies with the MLRS first, of course). That way you have a good solid three hits of tanking power before you're exposed and on your feet. At that point, you don't really need the mammy anymore, since anything the mammy can do, the MLRS does better.

After you destroy the Obelisk from the inside, you may or may not find it useful to try and destroy the nearby power plant and comm center with your MLRS. There is a (temporarily) locked gate separating you, so it won't be an easy shot, but you also are susceptible to counter-fire.

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Subject: Re: level 11

Posted by [ErroR](#) on Tue, 15 Sep 2009 12:35:37 GMT

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wait. what? if that's the mission with the temple then 2-3 mammy shots kills the obelisk, other than that, you can't kill it.

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Subject: Re: level 11

Posted by [ArtyWh0re](#) on Tue, 15 Sep 2009 20:58:21 GMT

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I find it easier (and a lot more fun) to just do the mission the way it is supposed to be done!

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Infiltrate each structure and destroy them from the inside. "experience C&C on foot as the wise cracking GDI commando", I remember reading this on the box.

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Subject: Re: level 11

Posted by [DarkKnight](#) on Wed, 16 Sep 2009 00:53:51 GMT

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and definitely play online when your done. online mode blows away the single player part of renegade.

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Subject: Re: level 11

Posted by [Dover](#) on Wed, 16 Sep 2009 10:25:53 GMT

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ErroR wrote on Tue, 15 September 2009 05:35wait. what? if that's the mission with the temple then 2-3 mammy shots kills the obelisk, other than that, you can't kill it.

Stop playing EZMode. The only difficulty that would work on is Recruit, where you can solo a whole Nod base with nothing but a buggy, and can take an obelisk shot straight to the face and not care. Real men play on Commando.

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Subject: Re: level 11

Posted by [ErroR](#) on Wed, 16 Sep 2009 12:55:48 GMT

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Dover wrote on Wed, 16 September 2009 13:25ErroR wrote on Tue, 15 September 2009 05:35wait. what? if that's the mission with the temple then 2-3 mammy shots kills the obelisk, other than that, you can't kill it.

Stop playing EZMode. The only difficulty that would work on is Recruit, where you can solo a whole Nod base with nothing but a buggy, and can take an obelisk shot straight to the face and not care. Real men play on Commando.

i played threw the campaign 2 times only, 1st time was very long ago and 2nd was about 2 years ago. But I clicked the easiest by default

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Subject: Re: level 11

Posted by [Starbuzzz](#) on Wed, 23 Sep 2009 13:27:31 GMT

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liquidv2 wrote on Mon, 14 September 2009 22:59why and how the fuck did you know all that pawkyfox? i haven't done single player in like 6 years or something and can't even remember the missions at all

Meh this mission was my favorite. But I still was unable to go inside the damned UFO!

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Subject: Re: level 11

Posted by [havoc9826](#) on Wed, 23 Sep 2009 15:21:11 GMT

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pawkyfox wrote on Wed, 23 September 2009 06:27liquidv2 wrote on Mon, 14 September 2009 22:59why and how the fuck did you know all that pawkyfox? i haven't done single player in like 6 years or something and can't even remember the missions at all

Meh this mission was my favorite. But I still was unable to go inside the damned UFO!  
Red card's on one of the officers in the pp or comm center iirc...

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