



## Introduction

With the Covenant weapon dubbed "Halo" destroyed, you'd think that the universe might be safe. Think again.

Welcome back to Earth, Master Chief. Please go shoot those aliens.

There's no rest for the Master Chief, and again you'll escort your Marines around the galaxy in an effort to squelch the Covenant's retaliatory attacks. This time around, Master Chief is equipped with new armor and new abilities, opening fresh facets of gameplay that require mastering.

PART II of our guide has all the basic training you'll need, details on which weapons are best, a **complete** walkthrough of the campaign mode, along with some super-secret secrets. When complete, this guide to *Halo 2* will feature all the strategies you need to master the game, inside and out, including:



- **Basic Training:** All the tips you need to get you on your feet, including strategies to defeating all basic enemy types.
  - **Weapons:** Not all weapons are alike, and we break down 'em down to basics with details on every weapon, and a chart that shows which weapons are best for every situation—vital to multiplayer strategy.
  - **Campaign Walkthrough:** Every one of *Halo 2*'s campaign missions detailed with all the information you need to get through unscathed.
  - **Multiplayer:** We've got general sweeping strategies to optimize your game, along with level-specific tips, including hidden sniping spots and the locations of the best weapons.
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### ENEMY STRATEGIES

<b>GRUNT</b> (Unggoy)	The Grunts are notoriously weak, but that doesn't mean you should ignore them. In numbers, Grunts can be pretty dangerous, especially when left alone. They'll die to most weapons with just one shot to the head, and the Battle Rifle will take them out with one burst at pretty much any part of their body. Grunts are also prime targets for sticky plasma grenades—since they're less likely to dodge than Elites, it's easy to land a sticky on 'em and watch them run into their comrades to rack up more kills.
<b>JACKAL</b> (Kig-Yar)	Jackals are often equipped with powerful weapons, though they're relatively slow to fire them. Because of their shields which they almost always keep up, it can be difficult to fight them at medium range. There are methods of attacking them that are most effective, depending on the weapons you have equipped. If you've got a gun with a zoom feature, you can zoom in and shoot around their shield for quick kills (they're pretty weak). If you're stuck with close and medium range weapons, don't be afraid to run up to them (assuming there are no other enemies around). Because they're so slow to attack, you can often melee attack them to death without fear of taking any damage. Also, energy-based weapons such as the Plasma Pistol and Rifle can work well to destroy the shields—when the shield is down, attack with a bullet-based weapon to seal the deal.
<b>ELITE</b> (Sangheili)	As the main leaders in the Covenant force, the Elites are always a force to be reckoned with. They can take a significant number of hits before dying, making them especially fierce opposition when in close range combat. Elites have about the same vitality as Master Chief, so if you know what it takes to kill enemies in multiplayer you know what it takes to bring down an Elite. If you are forced into close-range combat, your best bet is to quickly bring down their shields with plasma weapons and instantly come at them with a quick melee attack to finish the job.
<b>DRONE</b> (Yanme'e)	Though their flight patterns can be confusing and make them difficult to target, the Drones are hardly any more dangerous than Grunts. They have about the same vitality as Grunts (they'll die to headshots and quick Battle Rifle bursts), though they're slightly more intimidating with their mobility. If you're having trouble targeting them while they fly, just wait a while—they'll eventually land on the ground, giving you an easy shot to take 'em down.
<b>HUNTER</b> (Lekgolo)	Hunters make an interesting opponent. In mid range combat, they're very difficult to attack as they use their shields to block your shots while coming at you with your own. Your best bet is in either close or long range combat. If you can target them from afar, you can often get a good position to aim for the soft red spots on their body. Zoom in and nail those spots to damage the beasts (Sniper Rifle rounds work great, and the Battle Rifle is also effective). In close range, the best way to defeat them is to lure them into lunging towards you. As they swing their shields at you, jump and dodge the attack&mdash;they'll expose their very vulnerable back side as they whiff the punch.

<b>BRUTE</b> (Jiralhanae)	<p>What makes the Brutes so devastating is how aggressive they are. If you get the attention of a group of Brutes, expect them to come rushing at you together...and don't expect to get away easily. The best way to deal with Brutes is to pick 'em off singularly. If you can lure one Brute away from the group (without attracting the attention of the others), you'll have a better chance of dealing with their speed and power. Sniper Rifle fire and the Battle Rifle are both very effective, but you'll still have trouble unless you carefully execute them one at a time. A group of Brutes is nothing you want to deal with.</p>
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## GENERAL STRATEGIES

### Stay mobile! Even when shooting.

This is pretty obvious to first person shooter vets, but new blood playing *Halo 2* might not realize the importance of constantly staying mobile. It's vital that you learn how to accurately fire your weapons while running and strafing about. If you just stand still and fire you'll be dead-meat in both the single player campaign and (especially) multiplayer battles.

### Pick your weapons wisely, on a level-by-level basis.

As you can see in our weapons ranking list in this guide (check the [Weapons](#) page), some weapons are most definitely better than others. However, just because the Energy Blade is absolutely nasty in close range combat doesn't mean you should pick it up whenever you see it. Consider the level you're on and what range of combat you're most likely to encounter. In most combat situations (assuming the skill level of both players is somewhat equal), the player with the best weapon for the situation is going to win.

### Don't reload in the middle of a fight.

About the worst situation you can get yourself into is emptying your weapon's ammo clip in the middle of a firefight. *Reloading your weapon should always be a last resort.* You can avoid the situation a couple of ways (most include dual wielding and using both weapons singularly), but you'll never be able to avoid it entirely. It's important to make sure you have a secondary weapon equipped (even if it's the same as one of your dual wielded weapons). When you spend all your ammo, switch to your secondary weapon instead of reloading. You'll have more shots to bury into your opponent much more quickly than if you had reloaded. Even if the weapon isn't the best for the job, you should have dealt enough damage with your previous gun to be able to finish the job with your secondary weapon.

### Use stealth to your advantage.

Going face-to-face with enemies is always a gamble, and even if you get the first shot on your opponents the win in combat isn't guaranteed. When possible, use stealth to your advantage and come up on your opponents with instant-kill melee attacks to the back of the head. All enemies die with one melee attack to the rear of the dome, which is especially awesome because it allows you to kill them without getting their attention. If you start a fire fight they'll be able to react before dying (usually), but an instant kill melee strike is guaranteed to leave you safe.

## Weapons

### WEAPON RANKING

	CLOSE RANGE	MID RANGE	LONG RANGE
<b>BEST</b>	Energy Sword	Battle Rifle	Sniper Rifle
<b>SECOND</b>	Shotgun	Rocket Launcher	Beam Rifle
<b>THIRD</b>	Brute Shot	SMG + Magnum	Battle Rifle
<b>LAST RESORT V</b>	SMG + Magnum	Carbine	Carbine
	SMG + Plasma Pistol	SMG + Plasma Pistol	SMG + Magnum
	Rocket Launcher	SMG + Needler	Magnum
	SMG + Plasma Rifle	SMG + SMG	Rocket Launcher
	SMG + SMG	SMG + Plasma Rifle	Brute Shot
	Battle Rifle	Sentinel Beam	SMG + Plasma Pistol
	SMG + Needler	Beam Rifle	Plasma Pistol
	SMG	Sniper Rifle	SMG + Needler
	Plasma Rifle	Magnum	Needler
	Sentinel Beam	SMG	SMG + Plasma Rifle
	Carbine	Needler	SMG + SMG
	Needler	Plasma Rifle	SMG
	Brute Plasma Rifle	Brute Plasma Rifle	Plasma Rifle
	Plasma Pistol	Brute Shot	Brute Plasma Rifle
	Beam Rifle	Plasma Pistol	Shotgun
	Magnum	Shotgun	Sentinel Beam
	Sniper Rifle	Energy Sword	Energy Sword

### MULTIPLAYER IMPLICATIONS

There's a lot more to picking your weapons than just picking the one of the three best available. The most important thing to consider when grabbing your equipment is the level you're playing in—play on a small level like Midship and you'll want to equip, almost exclusively, close and mid range weapons. But if you're on a larger map such as Coagulation, you'll want to stay more towards mid to long range weapons. Of course, everything's not always so cut-and-dry.

For instance, the Energy Sword is easily the most deadly weapon in close range battles. However, at mid and long ranges it's completely useless. That doesn't mean you shouldn't grab it on levels that favor mid range combat, however. Likewise, just because you're playing on a close to mid range map doesn't mean that you need to forsake the awesome power of the Sniper Rifle.

**The x-factor that makes these weapons useful beyond their rankings is your ability to *force* the battle range that suits your weapons.**

If you run around a tight corner with a Battle Rifle and see an opponent with a Shotgun, you haven't automatically lost the head-to-head battle. Since the Battle Rifle is *significantly* more effective at mid and long ranges than the shotgun, you want to *force* the battle into a mid or long range shoot out. Retreat while pumping rounds into your opponent, and throw grenades in his path as he tries to get near you.

Likewise, if you see an opponent at mid range but your best weapon is the Energy Sword, you aren't doomed to die. *Force* the battle into a close range situation by dodging your enemy's fire, taking cover behind hills and objects, and rushing towards them. If you're the first to react, you can win just about any battle no matter which weapons you have...as long as you're able to effectively force the battle in your favor.

## Weapons

### WEAPON LIST

<b>Battle Rifle</b>	For those familiar with the original <i>Halo</i> , the Battle Rifle is your new Pistol. Though it doesn't quite match the deadly power of <i>Halo 1</i> 's Pistol, the Battle Rifle does pack in the accuracy and well-roundedness. The Battle Rifle is effective at any range, especially in medium and long range gun battles. Use the weapon's zoom to pinpoint your target and tear at 'em with with bullets—when they're shields are almost down, target the head for an instant kill.
<b>Magnum</b>	The Magnum is the bastard child of the much-revered Pistol from the first <i>Halo</i> . On its own, the Magnum is pretty worthless, though it's still accurate at long range. However, combine the Magnum with the SMG and you've got one deadly combination—in fact, one of the deadliest.
<b>SMG</b>	As the weapon you most commonly spawn with, the SMG is a tool you'll want to get familiar with. It's relatively weak but has a decent clip size and a quick melee strike. Used singly, the SMG is definitely bound to lose out to most other weapons, but combined with other dual-wield weapons (especially the Magnum and Plasma Pistol) the SMG becomes a significantly powerful force.
<b>Plasma Pistol</b>	Even though the Plasma Pistol has lost its stun properties from the first game (and therefore lost its ability to be even remotely useful as a single weapon), it's still a very formidable weapon when dual-wielded. If you charge up the Plasma Pistol, it's single shot will drop your opponent's entire shields—combine that with SMG fire or a single Magnum shot to the head, and you've got a very, very quick kill.
<b>Plasma Rifle</b>	Much like the Plasma Pistol, the Plasma Rifle has lost much of its usefulness as a stand-alone weapon. However, not all is lost—a quick burst of fire to drain your opponent's shields followed with an ultra-quick melee strike can be enough to kill them. Combine the Plasma Rifle with another dual-wieldable weapon (preferably <i>not</i> another Plasma weapon) and you've got something to talk about.
<b>Brute Plasma Rifle</b>	So you've got the Brute Plasma Rifle, which is almost exactly like the regular Plasma Rifle...but way worse. What makes the Brute Plasma Rifle so terrible is how quickly it overheats. It doesn't deal any more damage than the regular version, making its only advantage the fact that it's red (which isn't even a real advantage—red is just cooler).

<b>Rocket Launcher</b>	The Rocket Launcher has always been the bane of vehicles, and this time around it is even moreso. Put your crosshairs over any vehicle being piloted by an opponent and hold the trigger to acquire a lock-on—most vehicles will go down with just one rocket. Versus human opponents, however, you'll need to be a bit trickier. Hitting an opponent head-on is always difficult, and the best way to kill them is to fire the rocket at their <i>feet</i> . Even if you miss the feet, the splash damage from the nearby explosion is almost always enough to kill them.
<b>Shotgun</b>	The old-school master of short range combat is back in almost exact form. Up-close and personal, the Shotgun is capable one of one-hit kills. At any other distance, however, it's pretty impotent as its shot spreads out way too much. Any time you approach an opponent, don't bother popping off shots when you're out of range. Instead, make sure that you don't have to wait for the one shot that can kill them instantly—hold your fire until you're close enough to take 'em down with just one pull of the trigger.
<b>Sniper Rifle</b>	It's back, and just as good as ever. The Sniper Rifle is still the premiere choice for long range combat, and is still useful at far medium ranges. Two shots to any part of the body will kill anyone, and one headshot can do the trick as well. Don't rely on it in close range, though—with such a small hit radius, targeting opponents so close is pretty hard unless they're confined to a narrow corridor.
<b>Brute Shot</b>	Despite its menacing name, the Brute Shot is actually pretty useless. With a clip of only four rounds, it <i>still</i> takes three direct shots to bring someone down (four indirect shots will also kill). Where the Brute Shot is effective, strangely enough, is in close range combat. Hit an opponent with just one grenade (directly) and follow up with a melee strike for a super quick kill. Also, two melee strikes from any angle are enough to take down an opponent.
<b>Needler</b>	They said it would be useful in <i>Halo 2</i> ...but they lied. The Needler still blows, though it has uses at medium range. It's tracking ability works decently on wide open levels, but it's still slow and completely ineffective versus vehicles. Still, if you've got nothing else, dual-wielding a Needler with something else is never a terrible idea.
<b>Carbine</b>	As an alternative to the Battle Rifle, the Carbine succeeds in most ways. It's accurate at all ranges and has a decent zoom, making the Carbine more effect than most other weapons at medium and long ranges. However, its power is severely lacking—it takes at minimum seven shots to kill someone (the last shot must be a headshot).
<b>Beam Rifle</b>	A Beam Rifle is the next best thing to a Sniper Rifle at long ranges. With a powerful zoom, it's almost perfect for sniping, though its tendency to overheat easily forces restraint when using it. It benefits from not having to reload like the Sniper Rifle—however, even just two shots in rapid succession can overheat the gun, kicking you out of your zoom.

<b>Energy Sword</b>	Nothing beats an Energy Sword at close range. Nothing. With the ability to lock-on from a fairly safe distance, the Energy Sword is most definitely something to fear—one lock on strike will kill, and two regular melee slashes will also do the trick (slashing with the trigger is faster than with the melee button).
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<b>Sentinel Beam</b>	On the surface, the Sentinel Beam may seem like a decent idea, but it's really not. The Beam has a relatively short range (though it's still effective at medium range) and doesn't deal a whole lot of damage. In fact, if you just hold down the trigger the weapon will overheat before killing anyone. To use it effectively, you'll have to let off the trigger briefly while you attack to let it cool down. It can be useful, though you're still better off dual-wielding something.
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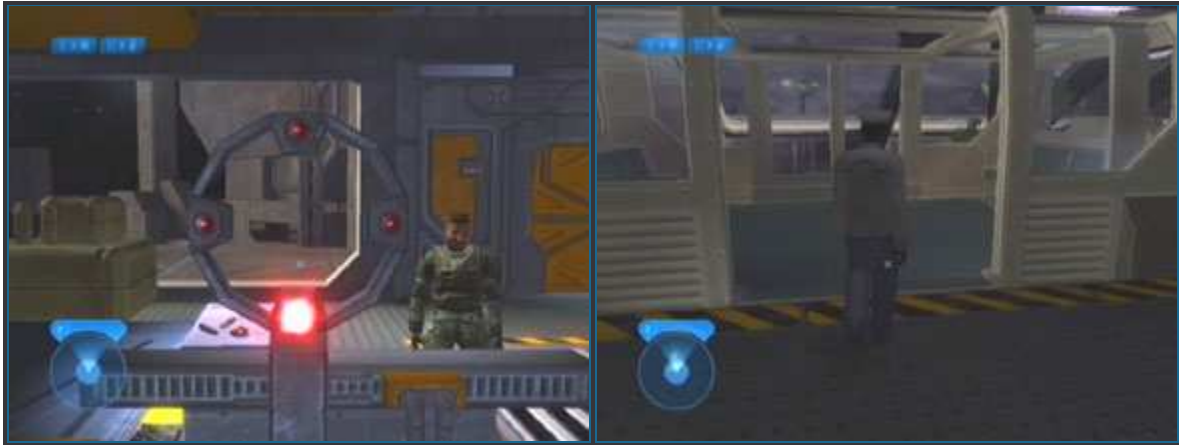




## Campaign Walkthrough

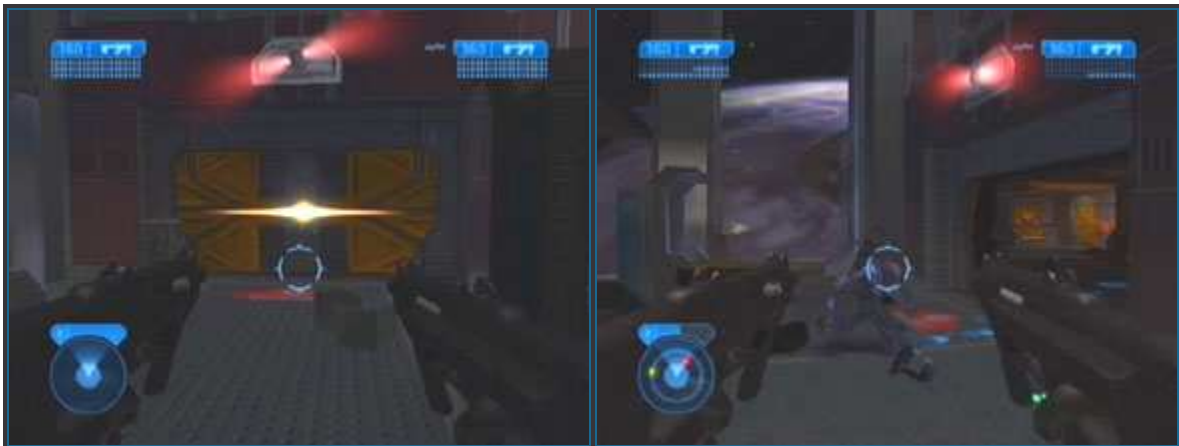
### CAIRO STATION

After testing out your new armor, follow the captain into an elevator and then into a tram that takes you into another cutscene.



Once the cutscene's over, follow the Marines down the stairs to your left and you'll automatically pick up a Battle Rifle and an SMG. There are more guns back here, which is good to remember if you run out of ammo just a bit ahead—you can return here, grab another gun, and continue on your merry way.

As you step into the recreation room, the Marines around you will start taking positions around the door at the end of the room. Stand guard by the door, and watch as it blasts out and a swarm of Covenant flood in. Clear 'em out, using their own weapons if necessary, and continue through the door and down the next hall. There are more Covenant here to slay—do the job, and run up the stairs just around the corner.



At the top of the stairs is a room overlooking a courtyard with more Marines. Man the turret at the window, and shoot down the Covenant that come from the doorways to the right. Jump down through the window and into the courtyard, and proceed to the other end. There are more Covenant to deal with that'll creep out of the doors from both directions. When they're dealt with, follow the red arrow on the ground pointing to the hangar.



Run up the stairs to enter the hangar, where you'll see a load of Covenant pour in through one of the windows just ahead. Jump down to their level to fight 'em face to face, and wait around a while after they're cleared out. Just after seeing one of your ships get obliterated in the distance, a new set of Covenant will come busting through the next doorway. Clear the hall, and continue through it to the next room.

There are a few Marines holed up in the next room, with a few Covenant on a platform above pressuing them with turret fire. Rush *under* the turrets—you'll be able to avoid their fire if you run fast—and watch for the Covenant that come in through the hatch to the left. Take out the Elites first (a charged Plasma Pistol shot followed by SMG fire does the trick), and then focus on the Grunts.



When the room's clear, you'll hear chatter of a bomb on board the ship. Locate the red arrow that leads to the MAC storage, and stand at the top of the stairway. You can see the feet of Covenant below—before taking fire on them, toss a grenade in the room if you've got one handy to soften 'em up.

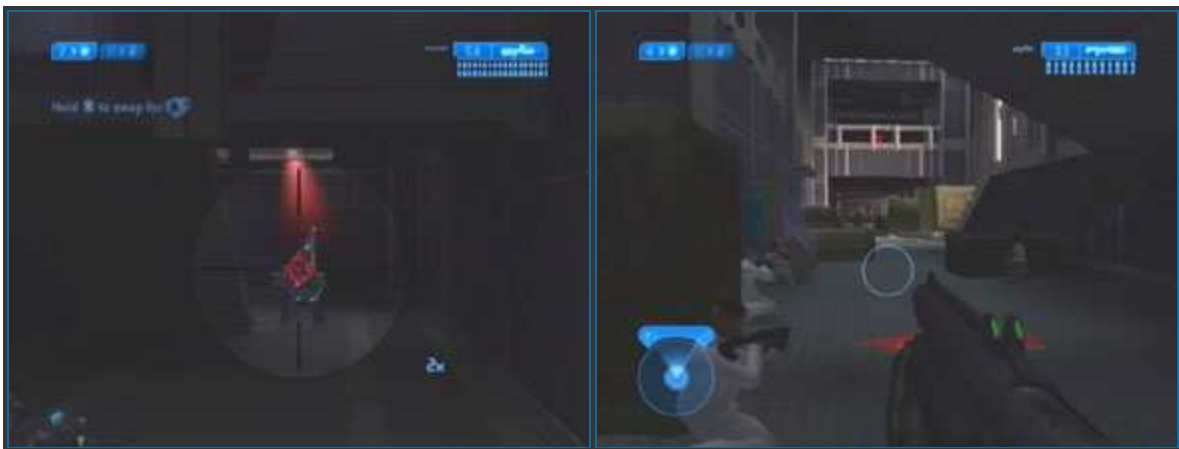
Run into the downstairs hall and continue your way into the next (there are some Grunts to deal with). When you reach the next room (through another door), watch out for some invisible Elites roaming the dark halls. The halls lead up to a new room (with two more Elites) with a Shotgun in the center. Pick it up if you know what's best for you.



Be careful as you enter the next room. There are three plasma turrets being controlled by Grunts to watch for (one is on the ledge above, on the very far end of the room), along with a few Elites. Snipe out the turret controllers before approaching them, and they continue to lay waste to the room with your weapon of choice. There are narrow halls that border the room, giving you cover while you sneak closer in towards the enemies. When the room's cleared, follow the red arrow on the floor towards the Security room.

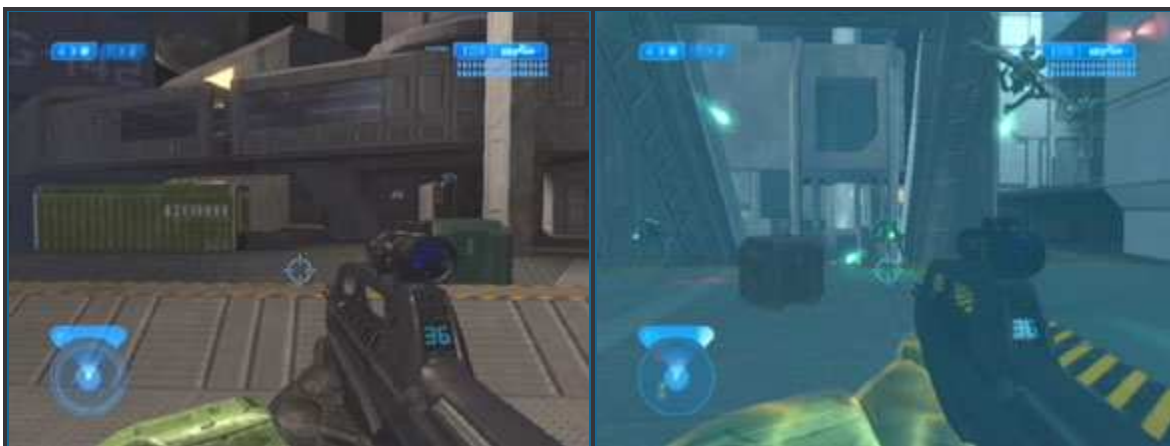


As you enter the doorway you'll take fire from another plasma turret to your right. Snipe out the grunt in control of it, and run up the stairs behind him. More Covenant rush in the room as you enter—clear them out, and continue down the halls until you meet up with more Marines. Clear the hall, and enter one of the hatches with the red arrow pointing to Umbilicals.



Two Elites equipped with jet packs enter the room as you do. Rush them with your Shotgun if you've got it, and jump out the door to land on the platform outside. Follow the red arrow towards Shipping, and shoot down the two flying Elite you meet on your way. The next hall opens up to large elevator room—immediately as you enter, flying Covenant swarm up in front of you. Shoot them down with your Battle Rifle or SMG, and immediately

step to the ledge ahead. The elevator below is slowly coming your way, and it's not coming alone. Snipe out as many Covenant as you can before the elevator reaches your level, and then jump onto the platform to finish the job.



Take the elevator back down (the controls are on the top level), and as you step off snipe down the three flying Elites at the other end of the outdoor walkway. Continue across the metal structures and enter the elevator to head to Firing Control.



Once the elevator has stopped, get ready for some fancy shooting. There are three or four Elites standing around the bomb in the room. Clear 'em out (it's safe to use grenades around the bomb—promise) to initiate another cutscene that leaves you off back at Earth.





## Campaign Walkthrough

### OUTSKIRTS

Walk forward into the open courtyard and watch for the many Covenant holed up in the building ahead of you. Clear out the lower level and head upstairs for a better vantage point. More enemies will come in around you—just stay up top and clear 'em out, or hop down to get behind the crates they use as cover.



You'll hang out in the courtyard for a while when another dropship lets loose some enemies. After someone suggests blowing open a gate, watch out—two Hunters charge in the room. Shoot at their red spots to deal damage, using zoomed weapons. You can also choose to distract them and force them to expose their backs to your teammates—the Marines will do the shooting for you.



When the Hunters are dead, go through the door they blasted through. Just around the corner is an enemy sniper—you can let your teammate kill it for you, or take his Sniper Rifle and do the job yourself. When the corridor is clear, run to the other side. If you don't have a Sniper Rifle yet, you should pick up the enemy's Beam Rifle.

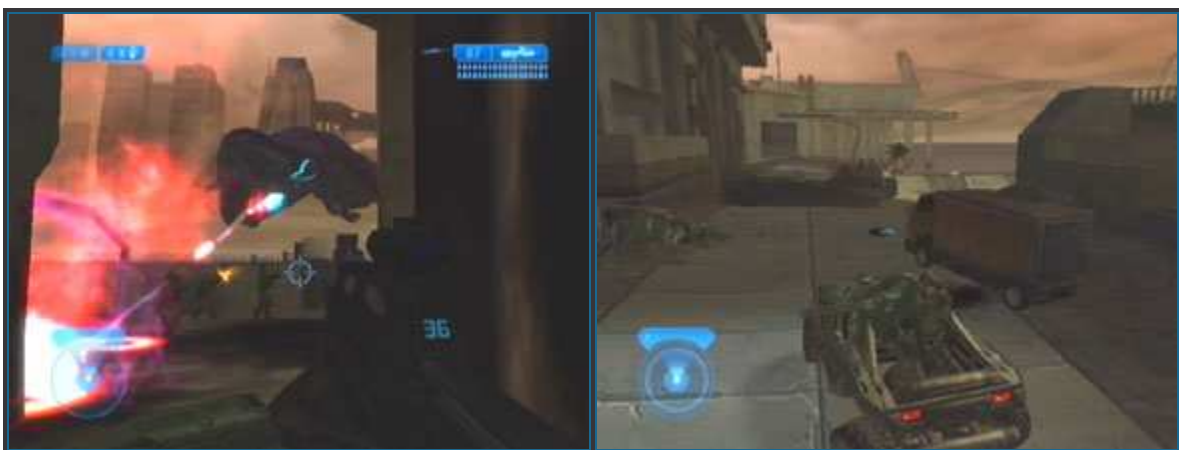


Around the next corner is another corridor, and this one's *lined* with snipers and Buggers. Stay back in the corner and pick off the snipers as you spot them (watch for the train of their fire), and slowly march into the main courtyard.

Continue around the next corner (to the left), again watching out for more sniper fire. Look at the tops of buildings and behind debris for the snipers, and shoot them down before proceeding through the narrow alleyway. The alley splits, but both paths lead to the same courtyard with a couple Marines holding off enemies from a bunker. Approach them, and follow them through the ruined building (watch out for the Covenant in the dark hall ahead).



The hall opens up to a beachfront. As a dropship approaches, shoot down the enemies that are already there and then prepare yourself to clear out the ones that come from the Covenant ship. When the area's clear, hop in the driver seat of the Warthog conveniently manned by Marines.



Drive down to the sand and continue forward until you reach some Covenant structure. Drive around the

structure, letting your gunner lay waste to the group. You may need to hop out of the Warthot to nail the sniper camping on the floating platform before taking your crew behind that platform (away from the beach), through a narrow alley, and onto the next section of the battle field.



Another Covenant structure is on the beach, along with some Ghosts and enemies. If you can, board a Ghost to steal it for yourself, and your teammates will operate the Warthog on their own. An enemy dropship will come by, letting out another couple of Elites on Ghosts. When they're gone, continue your march down the beach to encounter yet another Covenant installment.



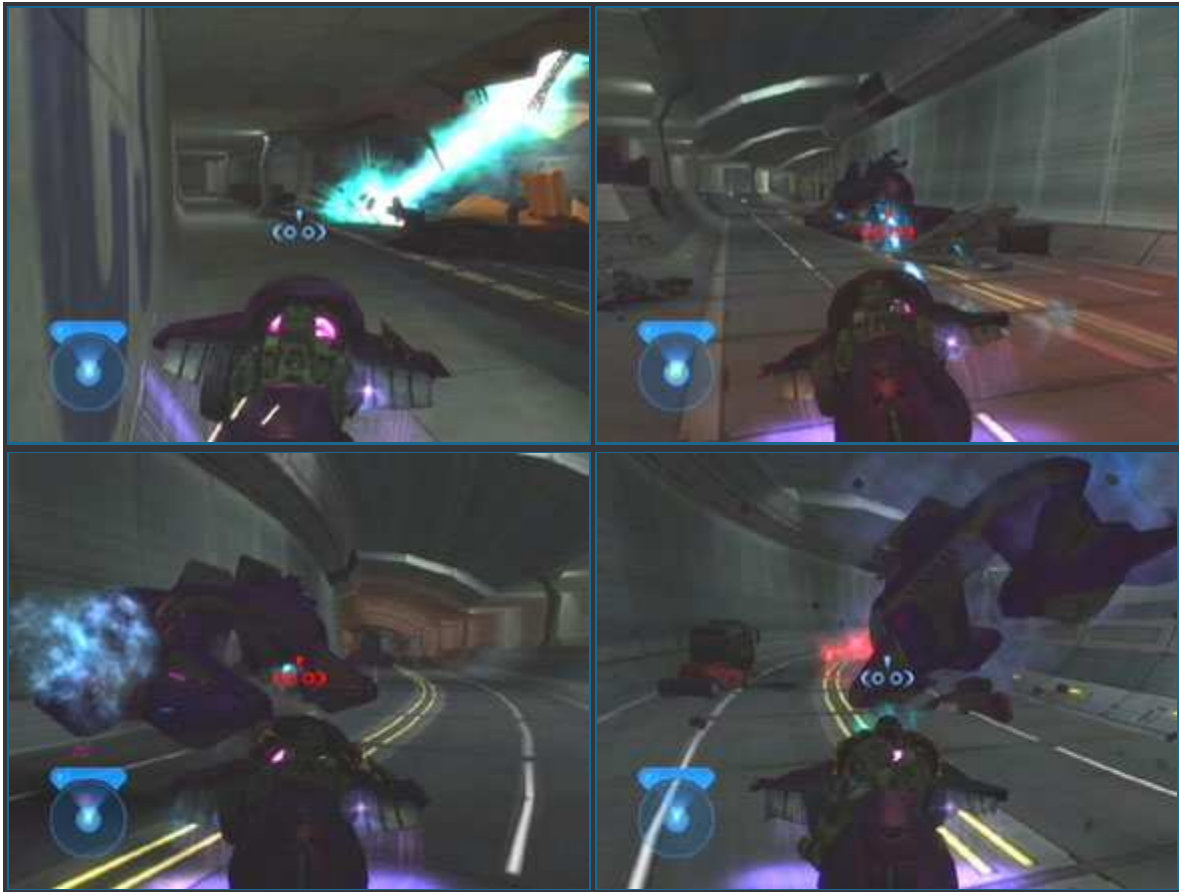
Once you've finished off the Covenant on this last beach, enter the tunnels behind their base. There's a brand-new Ghost waiting for you at the entrance—hop it in, and take to the tunnels behind the Marines.

You can get a good advantage on your enemies by driving on the upper platform level that's on the left side of the tunnels. Stay up there and you can get behind enemies that are focusing on the Marines below. Continue to make your way through the tunnels this way, and watch out for the Covenant turrets that occasionally appear (shoot them out immediately).





Just after you see a large green blast destroy the center of one of the tunnel openings, you'll spot an immobile Covenant tank ahead. Very quickly shoot down the enemy at the turret above, and continue down the next hall. You'll run into a series of these Covenant tanks, and you have to take them *all* down. Rush up behind them in the Ghost and fire at them, using the tank's own mass as a shield. When one tank is destroyed, it'll leave behind a brand new ghost you should instantly commandeer.



After blasting away a number of tanks and pushing through the tunnels, you'll emerge from the darkness and enter the Metropolis.

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## Campaign Walkthrough

### METROPOLIS

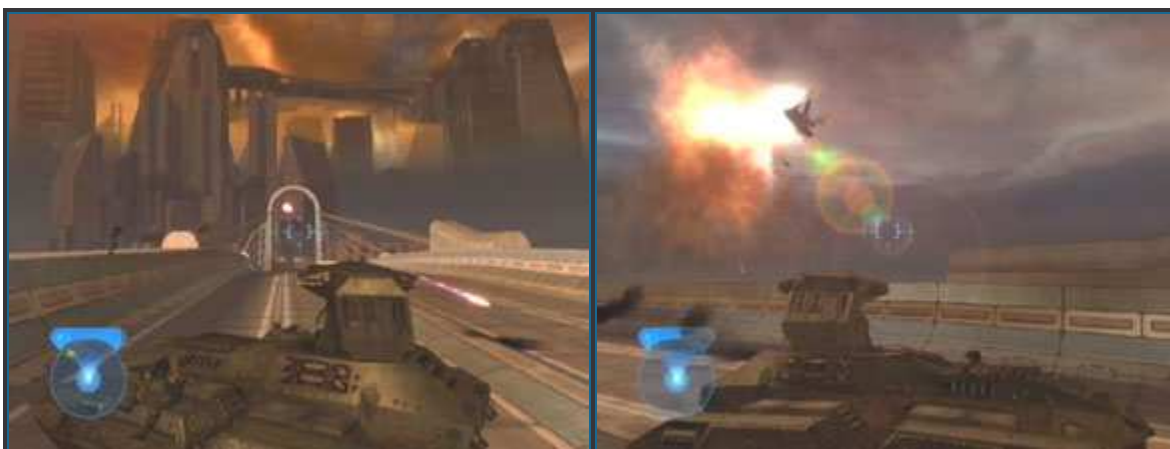
Hop in the Scorpion tank, and let a couple of Marines jump on board. March your way across the bridge using your tank cannon and on-board machine gun (just pull the other trigger) to shoot down the Ghosts as they speed towards you. Eventually, you'll start taking fire from an enemy tank ahead—move backward or forward to avoid the glowing green mortar, and march towards it.



If you keep moving forward, the enemy mortars should fly over your head as you approach the tank. Watch out for the swarm of Ghosts that come at you as you near the tank, and then focus your efforts on destroying the mortar lobber.



As you go over the crest of the hill and make your downward approach into the city, heavily armed enemy ships will come from behind and fly overhead. Use your tank to guard your rocket launcher bearing Marines and let the ships pass, but watch out for the Banshees that follow. You can nail the Banshees with your cannon, though you should turn your side so that your rocket launcher Marines are facing the road ahead—they'll deal with any on-coming Ghosts.



The wide road eventually evens out, and as you near the bottom a group of Banshees will fly in from afar. If you stay put, they won't come at you, letting you snipe at 'em with your Scorpion's cannon. When they're downed, approach the archway ahead, and watch out for the Ghosts that approach. They're followed by a duo of Covenant tanks—if you can keep them on the other side of the archway, their mortars will collide with the structure and never reach you.



Continue down into the tunnel, firing your cannon at any debris you see to clear out any Covenant that might be hiding behind it. You'll see a friendly Warthog approach as you make your way forward and into a dead-end. Use your Scorpion while you can to blast away the nearby enemies, and hop out to continue your march into the tunnel. One of the Marines will offer you a Shotgun—take it and climb over the busted gateway.



Just past the gateway, a large group of Covenant rush towards you from below. Spare no time in taking them out, and watch for the sniping Jackals further down the tunnel. As you approach the red tunnel entrance on the right side of the main path, grab a Covenant Beam Rifle and take to the short tubes to exit to an open yard.



Use the Beam Rifle to snipe out as many Covenant as you can from the opening of the tube, and march forward down the hill. A Warthog will drive by and ask for your help in the gunner's seat. Hop on it, and shoot down the Ghosts that appear just around the corner. The driver will take the Warthog around another corner where you'll square off with more Ghosts, and an enemy tank! Be quick about nailing them with the Warthog's gauss cannon, and you'll be able to destroy them without taking a hit.



The driver will push through some narrow paths and reach the downtown area of Metropolis. Continue to pound the Ghosts that swarm around, and watch out for the many enemy Wraith tanks just ahead. The driver does a good job of keeping you out of harms way, letting you relentlessly shoot and destroy the vehicles. When all are gone, hop off the Warthog and enter the building next to you.



As you rush up the stairs, trade weapons with the Marine that's got a Rocket Launcher. Keep making your way to the top of the stairs, where you'll see the oncoming Scarab destroy everything in its path. As the Scarab steps effortlessly over you, chase after it, going through the doorway behind you and running up the stairs beyond. The stairways open up to a catwalk that spans the waterway below—as the Scarab passes under you,



jump down onto the deck of the giant walker and start laying waste to the Covenant on board.



When the deck's been cleared, go down into the heart of the Scarab and kill the Covenant inside. When all enemies are gone, the Scarab will explode ending your mission in Metropolis.

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## Campaign Walkthrough

### THE ARBITER

Follow your fellow Covenant through a couple of doors. When they stop and activate their active camouflage, do the same, and rush into the room. There's one walking heretic Elite, along with two sleeping Grunts. You can run in and use melee attacks to kill all silently.



Proceed through the next halls, using your active camou to take out the closest enemies. When push comes to shove, don't be afraid of an all-out battle. There are plenty of pillars and other objects to use as cover as you make your way down the hall. Eventually, you'll drop to a lower level and continue your route through the heretic stronghold.

After clearing out even more heretic Covenant, step into the elevator of the lower level and take it down even further. You'll head down into a huge room covered in heretics—use the Carbine or Plasma Rifle to clear 'em out, and then drop down to the lower level. The switch to open the hatch doors can be found on either side of the huge cargo doors at the end of the room.



Open the doors to let in a Covenant ship. As the ship enters the hangar, more Sentinels swarm in, along with heretics behind them. Help the Covenant clear out the room, using your active camou whenever you can sneak up behind someone. When the room is void of heretics, follow your allies through the door on the lower level (opposite the huge hatch doors).



Go down the ramps, ready with your weapons to clear out a number of heretics. If you use your camou to get behind them stealthily, you can knock 'em out without them knowing. The downward ramps lead to another room swarming with heretics—again, use stealth when possible and brute force when necessary to clear the area. When the room is empty, head through the next doorway to enter more narrow halls.

As you make your way through these halls, use your stealth to walk into a new area and melee-kill any nearby heretic Elites. The Grunts can be dealt with easily using your guns, so save them for last. Before making your way around the next corner, stop to recharge your active camouflage, and repeat the process until you reach the bottom and find a doorway.



Open up the door, but don't rush in just yet. There are a number of heretics on the other side, including Elites and Sentinels. Use the doorway as cover and step out just enough to snipe at your enemies. The hall leads left from out the door, though you can reach an upper level of the hall by turning right as soon as you go through the doorway. Jump onto the purple ammo box and then onto the upper level to get a better position as you clear the hall.



Head through the next couple of doorways, clearing out the heretics as you see them, until you run into a room with Banshees visible on the other side of a glass door. As the Banshees take off, heretics flood into the room from the right. Quickly run up to the upper level on the left and take cover as you snipe down the heretics. Use your active camou again to take down the Elites, and watch for the Sentinels that follow.



Step outside and hop into a Banshee. Immediately, a Covenant ship comes to your aid—follow the ship, and shoot down the other Banshees that swarm around you. The Banshees will respawn where you picked up the first, so fly back whenever yours is on its last legs to grab a new one. There are also more Banshees on the top of one of the buildings where heretic Grunts are firing at you.



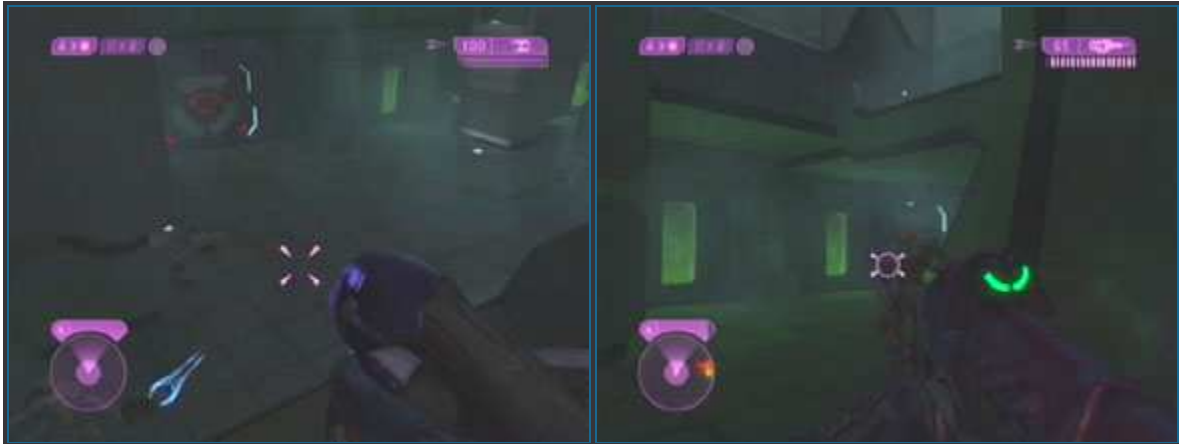
Eventually you'll have to land your Banshee on a platform below. Use the Banshee's guns to clear out the heretics, though their strong fire may force you to jump out and take them on face to face (to avoid their guns, perform loop-the-loops and barrel rolls by holding down the jump button and tapping different directions). When the platform is clear, a cutscene will play out, marking the level's end.



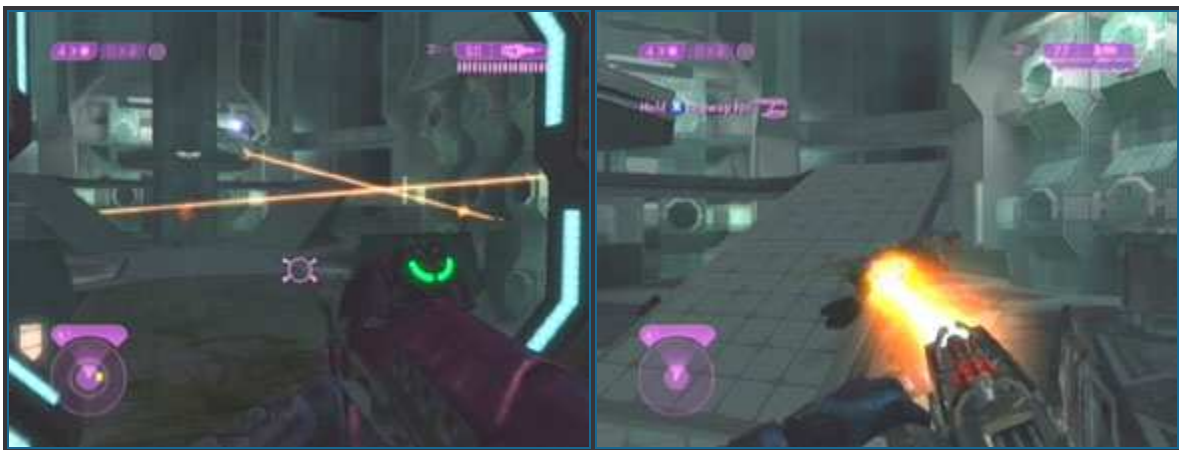
## Campaign Walkthrough

### ORACLE

Walk forward through the compound until you reach a room with copious amounts of evidence of a previous battle. Drop down to the lower level and hang out for a bit—after seeing an apparition of The Heretic, the room will be swarmed by Flood creatures that inhabit the corpses around you. Shoot them down as they stand up, and go through the doorway on the lower level as it opens up to you.



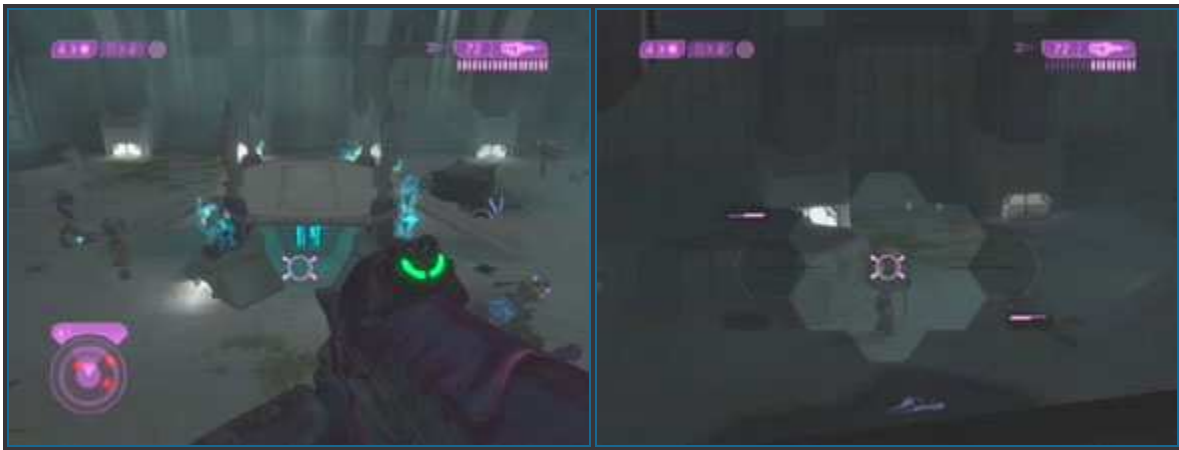
You'll walk into a room that's seeing a battle betwixt Flood and Sentinels. You can let the Sentinels clear some of the Flood, but you'll have to bust in and do the work yourself eventually. Shoot down the Sentinels first and then focus on the Flood, but make sure you don't fall off the ledges of this precarious platform.



Hang out on the platform for a while and the whole thing will start rolling downwards. Defend your position as you descend, as more Flood will jump at you from the rafters above. When the platform finally rests, watch the doorway ahead for Flood that come rolling in.

Step through the doorway and go down the next hall. In the next room you'll hear firefight below—the heretics are fighting the Flood. Stay on the upper level you're on and let them fight it out until one side is finished. Pick off the remaining Flood with shots from the Carbine, and watch for the exploding Flood creatures that release their spores (the spores will burrow into a corpse and reanimate it).





When you think the area below is clear, drop down—more enemies will spawn around you, and heretics will snipe you from the platform above (where you were previously). Use the Energy Sword if you've got it (there are a couple lying on the floor of the room) to fend off the Flood as they swarm around you, and watch as more heretics come through the doors behind the two plasma turrets.



Go through the door the heretics used when they're dead, and you'll exit to an outdoor area. Let the Covenant ship above you deal with most of the enemies below, and more fellow Covenant will drop down to aid you.

Clear the platform and run over the bridge. Run around the walkway that surrounds the next building, clearing out the heretics that cover it. On the other side (doesn't matter which direction you choose to go) is a doorway that leads into the building. Step inside and watch for the enemies filling the room—Sentinels and Flood are duking it out. Once all enemies inside are dead, a cutscene will trigger that starts the next section of the mission.



Ascend the round walkways that lead to the top of the large room, and watch for the Flood and Sentinels that

greet you at the top. Use your Energy Sword to take on the Flood, and continue to the top platform. Activate the elevator to ascend to the top of the building, and ready your sword as you approach.



At the top floor are a bunch of Flood and Sentinels engaged in battle. Don't try fighting them right away—instead, run up a ramp to the upper platform on the outside of the room and take cover behind one of the pillars while dishing out the kills.



When the coast is clear, run towards the base of the cables where they connect to the walkway and slice at the backs of them with the Energy Sword. When one cable is destroyed, move to the next, and watch out for the many enemies that spawn around you. Don't concern yourself with clearing out the enemies, though—just rush to the three cable bases and disconnect them to send the building into free-fall.



Once all cables are cut, return to the center of the room and take the elevator back down. The room below is re-inhabited by heretics and Flood, and you need to reach the doorway at the bottom. Head through the doorway (the one the heretic leader hid behind earlier) and drop into the elevator shaft ahead of you. Run down to the bottom of the next room, and step through the doorway ahead.



Your stint in the Banshee will be extremely short lived. Watch out for the one attacking Banshee, and fly towards the nav-point to enter the hangar. When you land, go through the next couple of rooms infested with Flood and follow the halls clearing out the enemies within.



You'll go through numerous halls with more Flood and heretics. Eventually, after climbing numerous floors, you'll reach The Heretic. And it's time to fight him.

The battle can be either extremely simple or very difficult, depending on how you approach it. The Heretic creates two clones of himself, both of which will continue to respawn after you kill them. To defeat The Heretic you must kill the real one—which isn't too hard if you're quick.

As soon as the cutscene ends, equip your Energy Sword and rush past the two false Heretics. You'll see the real Heretic flying above you, pelting you with fire. Jump up towards him with your crosshairs firmly fixed on him, and execute one swinging blade attack to defeat the enemy.





## Campaign Walkthrough

### DELTA HALO

Immediately turn right and run up the hill to get on a level playing ground with the Covenant. Lay out the first few Grunts with your SMG and grab their Plasma Pistols to help you finish clearing the area. Also, be careful of the turret that's perched on the hill to your right—you can drill away with your SMG to take it out, or run around the hill and climb up to his level. When the turret's free, hop in and finish the Covenant slaughtering from there.



Once all of the Covenant are downed, an alien dropship swoops in to drop off more enemies. Take cover while the ship fires at you, and then jump out to tear apart the Covenant when the ship has left. Afterwards, a second Phantom flies in to drop off more enemies. Clear 'em out the same way, and wait for the Warthog that an ally drops off from above.



Drive up the hill that's just right of the ruins to reach the ledge of a mountainside (watch for the snipers nearby). As you round the corner, you'll see a Covenant stronghold—inside it are the controls for a bridge that you need to cross. Mow down the enemies guarding the structure (you can hop out of the Warthog and hope to grab a Ghost from an Elite).



Get inside the structure and use a grenade to clear out the main control room (you'll see a number of Covenant camping inside). When the coast is clear, step inside and activate the bridge (the control panel is near the window), and then quickly return outside.

You can hop back in the Ghost if one's available and speed across the bridge to take on the Wraith, or wait a second and grab the Scorpion tank that gets dropped by a Pelican above. The Wraith isn't your only concern, though—a group of Ghosts and two Banshees come at you, though with the power of the tank you should have zero problem getting rid of them.



Once across the bridge, drive into the ruins tunnel with the Scorpion. After passing under the the floor above you, you'll be attacked by a few Ghosts, and they're luckily quite easy to shoot down at this range. Keep making your way through the narrow ruin paths until you reach an open courtyard.

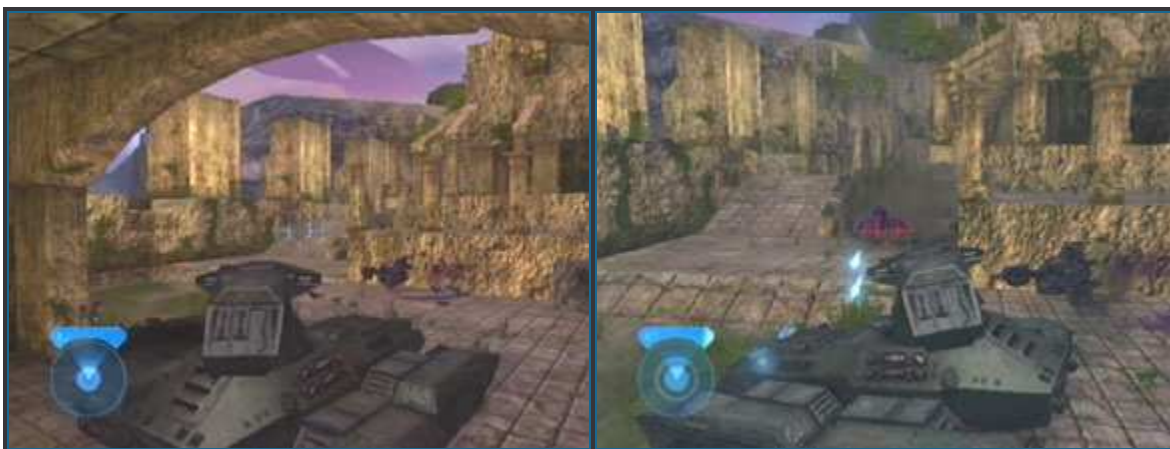


The courtyard is swarming with Covenant, including more on Ghosts. If you can spot the turrets, take them out with the tank before any enemies start using them, and watch especially for the Ghosts that often try to come

at you from the left and right sides. When the courtyard is clear, drive into it to clean up and stragglers, and head into the tunnel ahead. (Yes, the Scorpion fits.)



Roll through the very tight tunnels and have your cannon ready to lay out the Ghosts and other assorted Covenant enemies as they come at you. The tunnel quickly opens up to a large temple ruin filled with Ghosts, and guarded by Covenant in the cracks and corners. Get rid of the turrets first, and then focus on the Ghosts as they surround you.



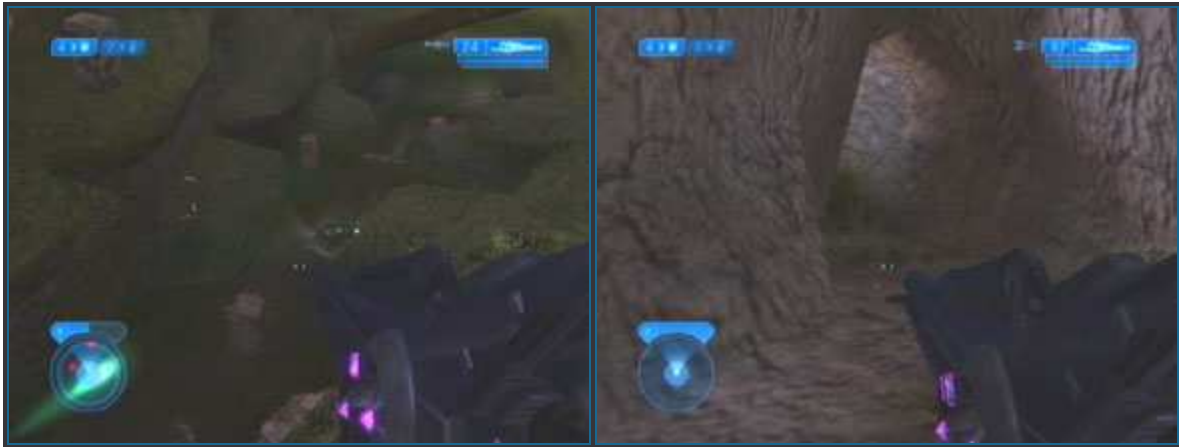
Make your way around the entire ruins while clearing out the Covenant infestation, and eventually a number of gun pods will be dropped from above. You can jump out and grab the ammo from the pods, and make your way into the center temple. There are number of Covenant just behind the rows of shields—clear the way with your Marines and penetrate the building.

Next, you'll go through a series of outdoor areas that are cluttered with ruins and Covenant. Shoot your way through until you reach a flowing stream and a waterfall. Kill the sniper Jackal in front of you, grab his Beam Rifle, and start aiming for the many Covenant that surround the valley.





You can pick off most of the enemies without leaving your high perch. Watch for the Drones that fly up from the left, and be especially careful of the many snipers that line the valley. Drop down to the levels below and make your way downstream and up the hill. At the top of the hill are yet more enemies, and a narrow path that leads between the rocks and out into a huge open area.



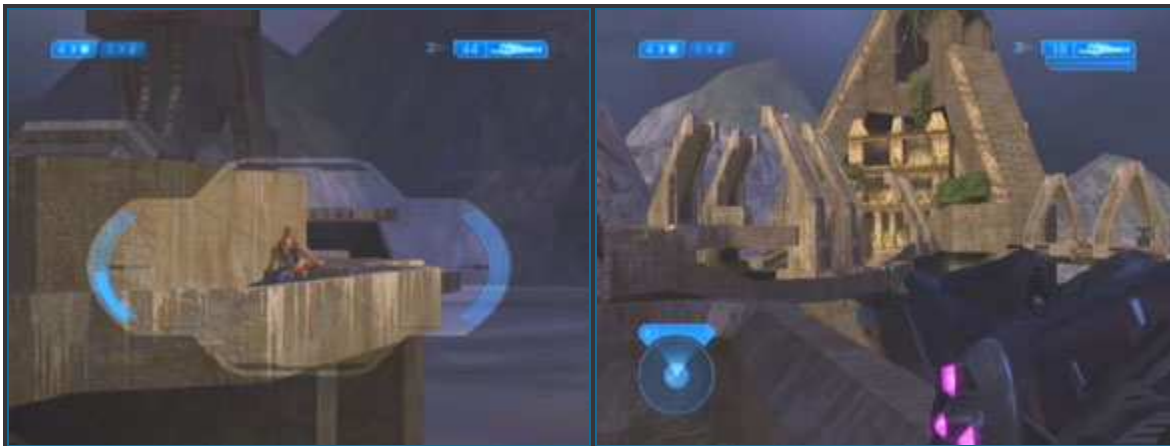
From this first landing, you should grab a sniping weapon and zoom in to take out any Covenant visible around the perimeter of the structure ahead. Go down inside of the stronghold, and immediately be cautious—in the next room are about four honor guard Elites with Energy Swords ready to rip you a new one. When all are slayed, the level ends and a new one begins.



## Campaign Walkthrough

### REGRET

After a quick firefight with a bunch of Drones, run up the ramp ahead to find a doorway on the upper level. The door exits to an outdoor area with bridges and spires, all lined with Covenant. Grab the Beam Rifle nearby and snipe away as many as you can before traversing the walkways and approaching the main structure.



Be ready with your gun as you step in the building. The short hall leads to a cluttered ruin room with a number of Covenant inside. After clearing the room, get to the other side and exit to another outdoor walkway.



There are Covenant, including snipers, to the left that you have to deal with. Run to the platform and kill the enemies—when the first batch is gone, a Phantom will fly by and drop off two Hunters. Focus on their orange weak spots to take 'em down, and then hang out on the platform for a while afterwards. A Pelican will swoop in to drop off some supplies.





As you collect your weapons, a gondola will attach to your platform releasing a bunch of Covenant. Pick up the Covenant Beam Rifles on the ground to pick off as many as possible, and then hop onto the gondola and ride it to the next building (there's a switch at the front of the gondola to start the ride).



About mid-way across the lake, the gondola stops when it reaches another. Kill the enemies aboard the other platform, and your gondola will resume its passage over the water. When it finally connects with the next structure, focus your first shots on the two turrets above, and then step into the narrow halls ahead.



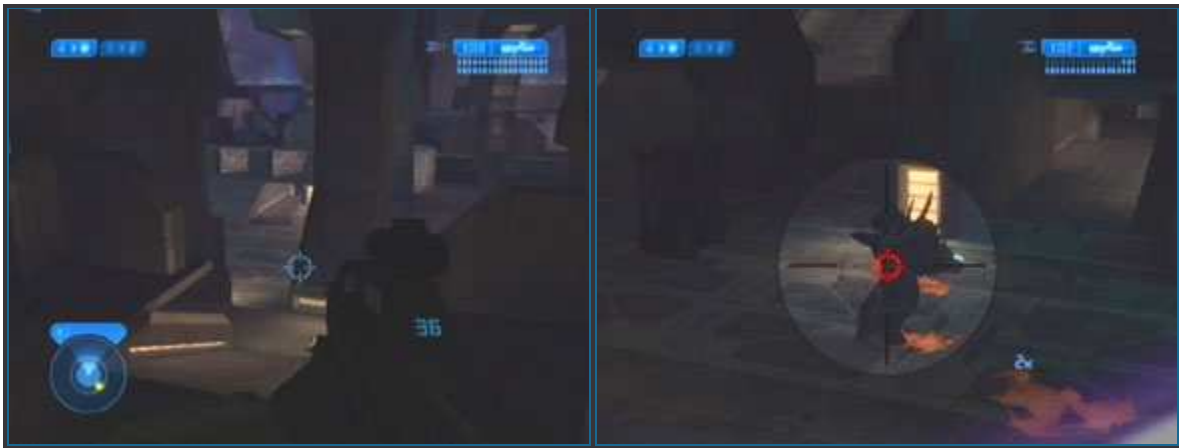
There's an empty elevator shaft in the center of the room, and an elevator will come up once you've cleared out the enemies. Kill the enemies on the elevator and step inside—activate the elevator to take a ride under the lake.



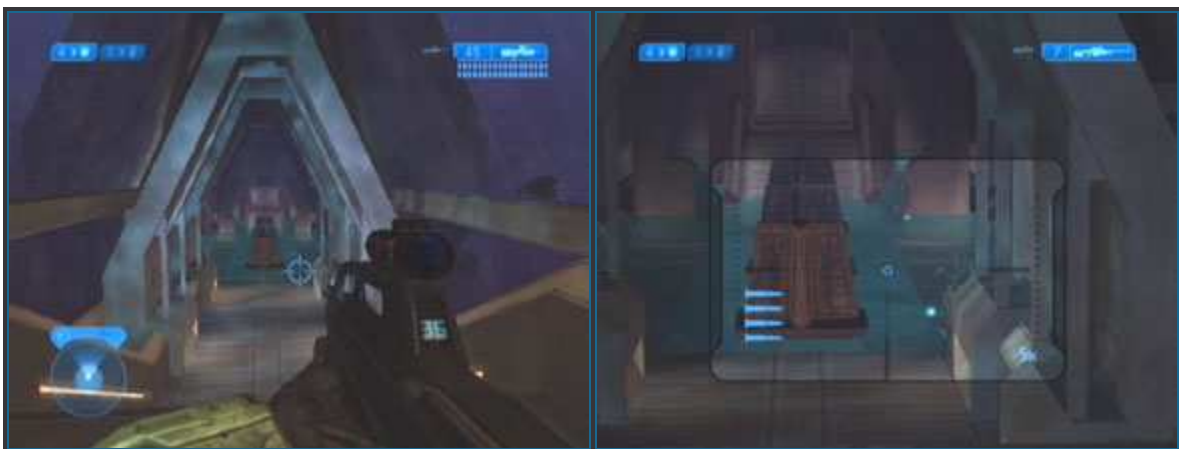
Step off the elevator and march down the first couple of halls. You'll reach an underwater walkway with another fellow Marine and a few Grunts. Run through the next couple of halls until you exit to a large room with more glass ceilings. There's an honor guard Elite inside with a sword, so watch out as you clear out the Covenant.



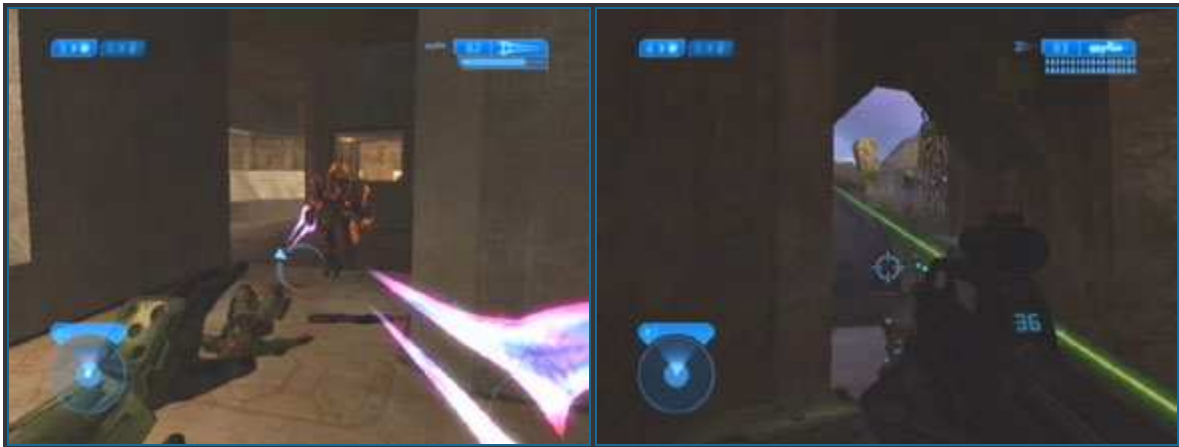
Also be mindful of the snipers that are on either side of the large hall as you run down the length of it. More Covenant will swarm at you, including another honor guard Elite, Drones, and finally two Hunters in the center of the room (on the lower level). Stay on higher ground and snipe at the Hunters to take them down, and get to the far end of the room to go through a doorway and into another glass ceiling hall.



Don't rush straight into the narrow hall. Instead, equip a sniping weapon and zoom in to target the cloaked Elites that are marching around. Run through the hallway and go down the next couple of ramps to run into another underwater elevator.



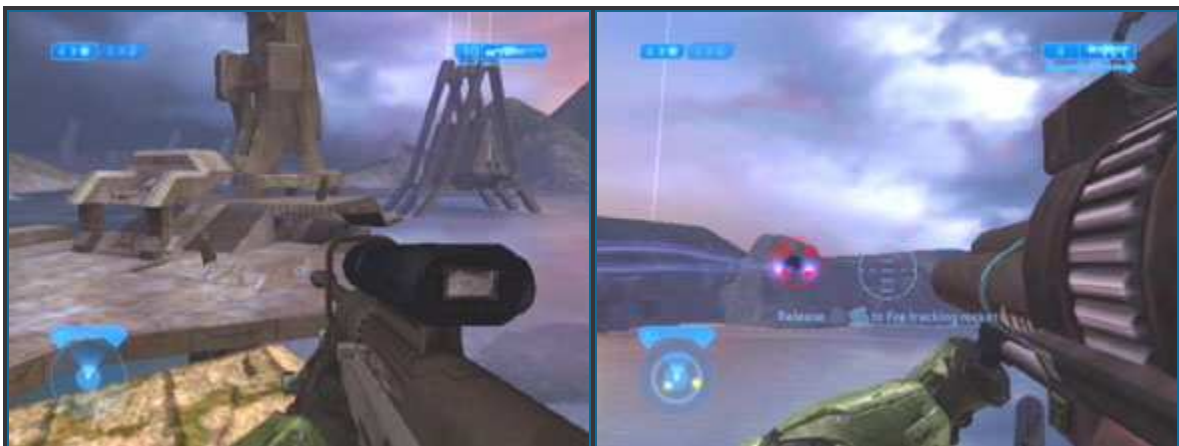
Once the elevator has surfaced, step off and quickly take out the honor guard Elite to the right (around the corner). Continue making your way through the halls and clear out the enemies (there's another honor guard). When you reach an outdoor area, be careful of the copious amount of Covenant on the other side. Use the doorway as cover and pick off the smaller enemies one by one. When they're dead, step outside to confront the Elites head on.



Another set of weapon pods will drop in when the outdoor area is clear. Stock up on ammo, and continue down the dirt path to another section of ruins. Snipe out the Covenant around the area, and you'll soon see an enemy dropship float in from the left and let out a bunch of new enemies. You can move towards them and peek around the corner to snipe at 'em before continuing ahead.



The path leads to another gondola on the water. Stock up on ammo with the nearby gun pods (grab the Rocket Launcher), and get on board the gondola to approach the main temple. On the way over, you'll be attacked by Banshees from the rear and flying Elites from the gondola you pass by. Use the Rocket Launcher's lock-on ability to take down the Banshees, and as you approach the main temple, snipe down the enemies waiting for you at the landing.



Approach the temple and enter it, ready with your Rocket Launcher. Just inside, you'll see three Covenant Elites standing together—let 'em have it. Grab one of the Energy Swords in the room (sacrifice the Rocket Launcher) and continue up the ramp. There are more honor guards and Grunts in the room to take care of, and on the far end is the prophet Regret.





Run to the end of the room with the intent to kill Regret. As you approach him, jump up to him and board his flying platform. While attached to the prophet's ride, melee attack him repeatedly to kill him and end the mission.



## Campaign Walkthrough

### SACRED ICON

Move forward and drop into the hole in the floor as an object moves out of the way. Walk forward through the strang halls and watch out for the floating Sentinels ahead (the smaller ones aren't anything to worry about). The room ahead has a large piston in the center that's blocking the hole you need to pass through. Just approach the piston and activate the switch to lower it, letting you drop through the hole.



Just ahead is another room with more Sentinels, along with some ally Covenant. Escort them through the room and down a narrow hall. Over the radio a fellow Elite will tell you that the shield generator just ahead—continue pushing through the room and turn right down another room with a piston. Drop the piston and follow it to the room below.



From below, just march forward again through more Sentinels and activate a third piston. You'll drop down into the room with the power core, and there's a huge Sentinel guarding the area. There are four pillars in the room with Absorbers on them (glowing panels). Move about the platform, shooting the Absorbers until they turn blue. You'll have to dodge the fire of the large Sentinel in the room while doing so, and once all four are lit up get near one to activate it. In the center of the room is a switch that deactivates the plug lock—hit it, and the Sentinel will crash to the floor, releasing the power core.



The platform you're on will begin to move across the chasm. As it approaches the next building, more Sentinels will appear, along with some Flood! Kill the flood and grab their Battle Rifles and SMGs (dual-wielding SMGs is a good idea here), and wait for the large cargo door on the wall ahead of you to open up. Jump up and through the door to enter a long hall.



This hall is *swarming* with Flood. You can sit back and try to mow them all down, though your best bet at survival is to just rush to the other end of the hall and activate the piston to drop down below. More Flood jump at you from the bottom floor, so be prepared to feed 'em some bullets. At the end of the next hall is another piston—activate it, and drop down.



In the halls ahead are a bunch more Flood, now armed with even deadlier weapons (Shotguns). Grab their attention and backpedal as you shoot them down with your SMGs. Alternate firing with your SMGs so that you never have to reload both at the same time and you'll be able to get out of the situation living.



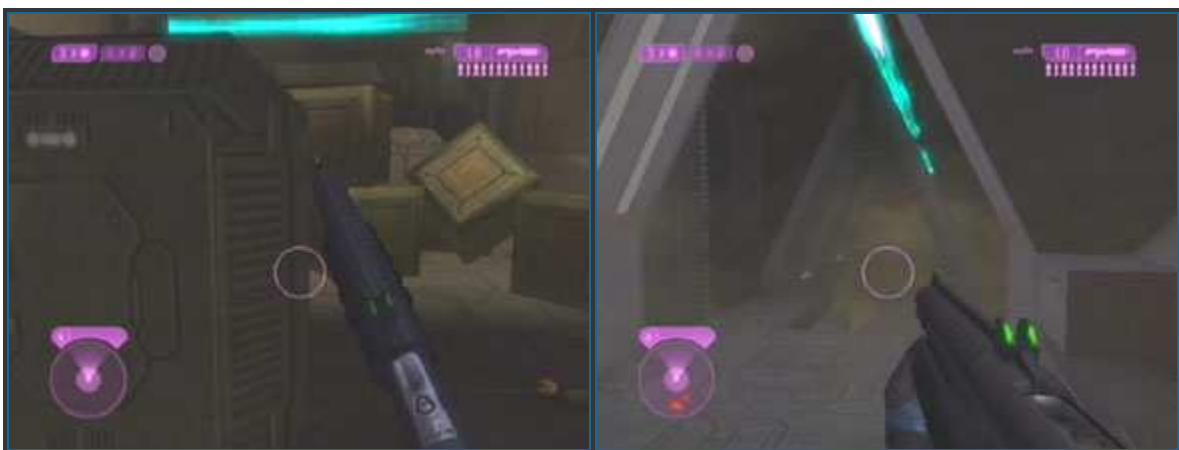


Just a bit further down the hall is another batch of undead Flood. You may need to make use of the Shotgun to survive this bout, and others down the road. Use your SMGs to clear out any scurrying Flood that might infect more bodies—in fact, your survival relies upon your ability to do so. Eventually, you'll reach yet another piston.

The room ahead is seeing another battle betwixt the Sentinels and the Flood. You can gather a bunch of ammo from the dead Flood before doubling back to go into another portion of the back room where you'll find another piston.



Drop down below to encounter yet more Flood. Run past the jostled crates and turn right to blast through the Flood and reach a narrow triangular hall. Cross the hall to enter another area identical to the last. You'll go over through one more triangular hall, and one more identical room, before reaching a dead-end. The passage leads left from the hall, and there's another piston to activate. Drop below, activate *another* piston, and drop down again.



In this large room with evidence of a battle, go near the edge of the floor and drop another piston. You'll fall

through another long pipeline before landing on a new battleground. There are tons of flood on this level, and even though there's a Covenant Phantom trying to help, you shouldn't bother trying to fight them. Just run across the hall, activate another piston, and drop through the hole. You'll land outside, finally escaped from the infested Wall.



As you exit to the open yard ahead, a few Elites will drop down in pods to help you. March them across the bridge ahead, mindful of the surrounding Flood armed with Shotguns, Rocket Launchers, and other goodies. From the other side of the bridge, turn left and get behind the turret you see. There's a narrow cave that leads to another opening with even more Covenant. Fend off the Flood attacking the camp, and explore the area to end the level.





## Campaign Walkthrough

### QUARANTINE ZONE

Hop into the Spectre nearby and wait for a couple of Elites to hop in with you. You don't have control of any of the guns on the ship, so you're at the mercy of your turret handler. Speed forward and don't waste time trying to destroy the enemies around you—just enter the tunnel ahead and continue forward.



The tunnel exits to a large room with more Sentinels inside. Again, don't waste time strafing about, and just rush forward with your Spectre (pull the alternate fire trigger to boost fast). As you approach another tunnel entrance, a Warthog and a Ghost will pour through, driven by Flood.



Keep pushing forward in your Spectre, through more enemies, until you reach a wide-open area with a huge chasm separating you from the other side. Turn left to run alongside the chasm (keeping it on your right) and you'll run into a tubular tunnel just ahead that'll let you cross over the gap. Turn right as soon as you cross through the tube to run over another bridge (stay on the boost), and then turn left once over that bridge. Stay straight ahead and you'll see a Wraith in front of another cave entrance. Bust inside while pounding your boost, and scream through the cave.



You'll see a Scorpion tank at the end of the cavern, along with about a million other things to worry about. Blast by the Scorpion on the left, and head into the heart of the zone. Along the left wall you see a very narrow cave entrance. Drive inside, hop out of the Spectre, and quickly take cover in this narrow tunnel.



The tunnel opens up to a cave room with a bunch of Sentinels inside. Start shooting them down, and pick up their dropped Sentinel Beams as they explode. Cross the room diagonally to reach the opposite corner and head down the next cave tunnel.



In the next open cavern, just run across the floor of the cave, under the large Sentinel in the center, and then turn right to head uphill. At the top of the hill you'll have to jump over a large gap—do so, and don't concern yourself with the now multitudinous Flood behind you. Run into the cave ahead (more Flood come from the front), and continue to the next opening.



Another room opens up that resembles the first one you entered when you went on foot. Run to the other side of it while avoiding the Flood to find another tunnel entrance with a bunch of Sentinels and Flood battling within. Run through it to exit back to the outdoors, with more vehicles roaming about. Try to jack one of the vehicles from the Flood piloting them (the Wraith is best), and then run through the tunnel to the right.



You'll have to plow through more vehicles and more land while on board the Wraith. Use the fast-firing cannon to take out anyone that gets in your way, but focus on forward progression. Eventually you'll reach a field with a lone Scorpion that's empty—if your Wraith is busted up, hop into the Scorpion tank and drive into the open building ahead.



A number of Flood will pour out of the building through the many doorways. Use the Scorpion's muscle to hold them off, though if they surround you they'll try to bash you out of the tank. If they try this maneuver, jump out of the Scorpion before they kill you, and quickly kill off the Flood that have commandeered the vehicle. When all Flood are dead, hop out of the Scorpion and go through the large door that opens the building to you. Run across the narrow walkways inside to reach the other end of the large corridor and meet up with the spec-ops

leader Elite.



The structure you're on begins to move forward through the corridor. Soon enough, hordes of Flood will launch themselves on the structure and attack you and your Elite—fend them off with an Energy Sword, and when the structure stops moving get to the lower platform to continue your trek into the next building.



The wide-open hall is littered with the bodies of Flood, and you can see a few small Flood creatures scurrying towards them to reanimate the corpses. Shoot them before they reach their target, and continue down the hall. At the end is a passageway along the left wall that leads to the level's end.





## Campaign Walkthrough

### GRAVEMIND

Right off the bat, you're left alone to deal with two Brutes. To kill the beasts, pick up the Needler behind you (dual-wield) and keep distance between you and the Brutes. If they rush towards you (going berserk), jump backwards while keeping your aim on them—they'll die more easily than you might think, though once they're gone you're not done yet.

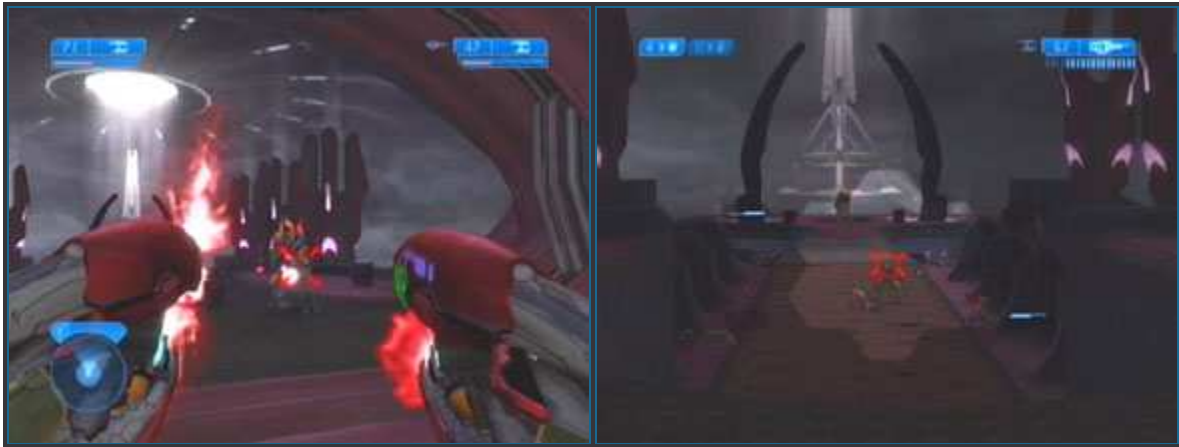


Hang out in the room for a bit and a couple more Brutes will enter, along with some Grunts. When they're dead, wait for Cortana's signal to approach the doorway at the end of the room. She'll open it up for you, letting you into the hall behind it.

As you should expect, the halls are guarded. Clear out the first set of Grunts and continue through the corridor. At the end of the next room are a few more Grunts and two more Brutes. Take care of them from a distance, and then head through the door behind them.



Just beyond the doorway is an honor guard Brute ready to attack. Quickly shoot him down and immediately get ready for the second Brute (and two Jackals) that come from down the walkway ahead. Get rid of the Jackals first and then target the Brute with the Carbine. When that Brute is down, a horde of Grunts will rush the plasma turrets at the very end of the walkway. Snipe out the turret gunners and finish off the other Grunts and Brute. Yet another Brute will show up, and rush towards you with a Brute Shot. Luckily, you'll have plenty of time to snipe him down with the Carbine before he'll get close enough to attack.



Run to the end of the walkway and step into the grav-lift. While floating down, turn around to get ready for the lesser enemies behind you. The next hall is empty, and the one beyond that has just a few Jackals inside. Step into the next long hall and ready your Plasma Rifles.

There are a number of Brutes down the hall, including one with a Brute Shot grenade launcher. Stay sharp, and try to get the attention of only one Brute at a time. There're plenty of objects you can use for cover as you march down the corridor, and make your way into the next hall connector. Before stepping into the next hall, turn right and open the doors with a couple of Jackals behind them—better to deal with them now than later.



Just within the next hall are two Brutes waiting for you. Hop onto the slight ledge to the left and shoot 'em down, and continue through the hall to meet up with some Grunts. Before opening the door at the end, hop up on the ledge to the left and approach the doorways. There are a bunch of Brutes inside (one with a Brute Shot) waiting for you to step through.

You can try to soften up the Brutes while taking cover behind the door, though you'll eventually have to step inside to finish the job. When all are dead, Cortana will open up another grav-lift on the lower level of the room. Drop inside.

Once you reach the bottom, you'll see a Brute standing right in front of you—luckily, you can just creep up behind him and melee attack him to kill him. There are Grunts and Jackals in the surrounding crevices, and as you fight them a second Brute will roll onto the scene. When all are dead, Cortana will ask you to get to the lower level of the area.



Drop to the second below, either by jumping or using one of the grav-lifts in the corner. On the floor below you is a Brute with a Brute Shot weapon—kill him, and approach one of the doorways so that Cortana opens it for you. Just down the hall are two Jackals and a Brute with a Brute Shot—use the Carbine to snipe them down and a couple of Marines will jump out to give you company.



Exit back to the previous room (with three levels) and drop down to the lowest floor. Expect more Brutes and Jackals before making your way to the next doorway. Inside is another Brute and a number of Grunts. With the Brute's back to you, rush in and club him over the head before the Grunts wake up. Return to the room outside with your new Marines, and start using the grav-lifts to reach the upper level.

More enemies start dropping in through the grav-lift in the center of the room. Run out to it and shoot down the Grunts and Jackals as they appear, and get ready for the two Brutes that follow. Circle-strafe around the platform to kill them without taking any hits, and then follow your Marines into the grav-lift.

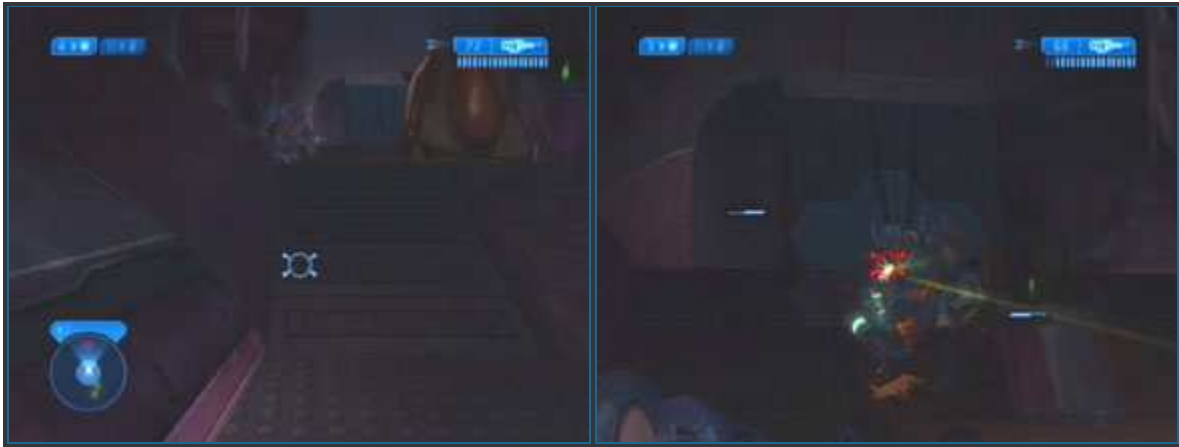


Once up top, head into the hall ahead with your guns ready. A set of Elites are waiting at the door, and they're

backed by a swarm of Drones. Further down the hall are Brutes and more Drones you'll have to blast through before reaching the next doorway.

Inside the next hall are more Brutes and Jackals. Since they're all clumped together you can take out a bunch with just one well-placed grenade. Go through the door at the end of the hall, collect your nerves, and step out to the next room.

There are two Hunters just around the debris in front of you. Equip your Carbine and peek around to snipe at their weak spots. You can take cover behind the surrounding objects when they charge up their Fuel Rod shots and then pop back out to pick at 'em some more. As long as you're cautious, you can get rid of the duo without sustaining any damage.



The doorway ahead opens up to an outdoor area that's heavily guarded. There are snipers in posts surrounding you (watch their trail of fire and target them with the Carbine), Brutes will run up the ramps on either side of you (they'll come one at a time and can be easily dispatched with the Carbine or Energy Sword), and there are even a couple of flying Elites. Clear the area and drop to the dirt below the platform you're on. Straight ahead is a dirt path that leads up the hill, and behind the glowing wall is the next doorway (along with another Brute).



Head through the next halls and step into the slipstream pad ahead. After gliding over the air, watch for the sniper Jackal ahead of you (a little to the left), and then the Elites, Grunts, and Brutes that follow. You can let the Brutes take out many of the lesser enemies for you while you pelt the Brutes with Carbine fire to make the killing process easier.





With the area clear, take either path (left or right) around the building, and stop on the other side to let the Elites and Brutes duke it out. Clean up the scraps, and run to the end of the water walkway and up either path. As you get around the corner, two flying Elites will swoop in—shoot them down, and carry on around the building.

A couple Elite and Grunts are just around the corner, though the Grunts will take to turrets to fight off the oncoming Brutes. Shoot down the Elites and allow the Grunts to deal as much damage as possible to the Brutes while you help them out by sniping away. Step on the next slipstream path and head through the doorway at the end.

You'll walk down a few empty halls before reaching a room that's seeing more battling between the Elites and Brutes. Wait it out from the back of the room and clean up with your guns before crossing the room and going through the next doorway. Exit out to another slipstream path and gear up with weapons on the other side, and then run around either path to reach the other side of the building.

There are Grunts running mad below because of a couple Brutes terrorizing them. Target the Brutes first if you can and kill them, and then clean up the Grunts. Run down the pathway and around the next building, and step on the slipstream path that's around the corner.



As you step through the doorway ahead, three Brutes emerge at the top of the walkway before you. Snipe them down as they rush towards you and run up the path to exit to another outdoor area. There's more warring going on in the valley below, but before bothering with the enemies down there you should sneak up on the Brute that's on your level and melee him from behind.



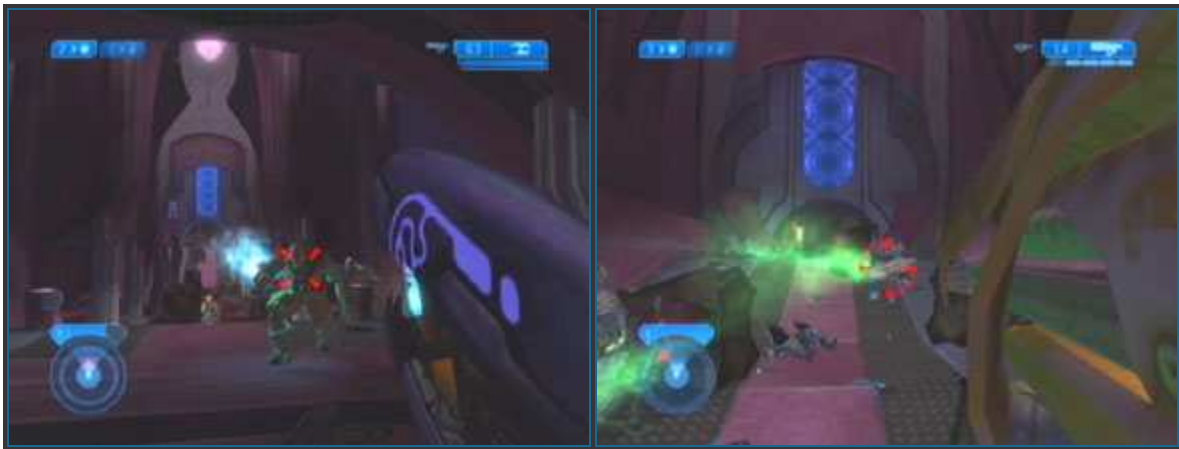
Stay on the upper platform and snipe away at the many enemies below. After a while, more Elites will drop into the valley from the doorway across the chasm, and they're followed by a grunt with a Fuel Rod cannon. Snipe away the Grunt first, and then focus on the Elites below. There are Beam Rifles to your right that'll help you clear the valley. Once everyone's dead, drop down below and head up the dirt path to the right.

You'll see a weapon pod with some Energy Swords up ahead, a warning of what's around the next corner. As you peer up the hill, you'll see cloaked Elites marching towards you, armed with swords. Spare no time in shooting them down from a distance before running up the hill and entering the next building.



Watch out for another cloaked Elite once through the first door that's accompanied by a few Grunts. Through the next door is another cloaked Elite, and on the ground is the Fuel Rod Cannon. Through the next door is another room with an upper level and many enemies. Clear 'em out, and cross through the room to reach the doorway on the other side.

Just beyond is another war, and there are a bunch of Brutes right in front of you. Toss some Plasma Grenades on 'em if you've got them, and hang out as the two parties destroy each other. Finish off the stragglers, and cross the platform, grabbing a Beam Rifle to shoot down the Grunts and Elites manning the turrets at the end. When you approach the door, more Covenant flood in, with two Hunters at their backs. If you've got the Fuel Rod Cannon, now is a good time to use it.



Through the door you'll see Cortana again, who suggests you sit out this fight. Just stand back and watch the battle unfurl, as Hunters bust in through the doors on the other side of the hall. You may need to do some cleaning up after one side is completely finished off—when everyone in the room is dead (except you), the doorway on the opposite end will open up.



Head through the doorway and watch for the two cloaked Elites on the other side. Run down the next hallway to initiate a cutscene, and end the level.

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## Campaign Walkthrough

### UPRISING

Walk down the dirt path ahead and grab the Energy Sword that's lying on the ground. Just around the corner you'll run into a Brute—slay him, and continue down the path. There are many more Brutes along the way, and they're not shy about throwing grenades. If you see one flying towards you, step back and wait for it to explode before peeking out to continue shooting them.



Once you reach the top of the hill, a number of Elites will drop down in pods behind you. Follow them into the building ahead and, as you pass through the second door, get ready to shoot down a bunch of Brutes and Jackals. Keep your distance while firing, and avoid hitting the other Elites and Grunts (they're on your side). Run up the hill on the right side of the room, clear out more enemies, and continue your march towards the top of the hill.



Stay on the upper level of the next room while you help your fellow Elite take down the Brutes below. Carry on to the next room and again keep your height advantage, firing on the Jackals below. When the level below is clear, hop down to it and repeat the process as you make your way to the ground floor.





You'll have a height advantage in the next room as well, as Brutes pour in through the doorway ahead. Make sure none of them flank you from the sides (ramps lead to your level) and drop down when they're all dead. Grab the Fuel Rod Canon from the ground and continue through the halls until you meet back up with your crew (there are more Fuel Rod cells on the floor).



Open up the doorway ahead to see a bunch of Brutes waiting on the other side. Use the Fuel Rod Cannon to clear out multiple enemies with a single blow, and keep marching down the hill. At the base of the next hill is a *huge* swarm of Brutes that rush in (one in a Spectre). Use grenades and Fuel Rod shots to clear 'em out while taking cover to avoid their Brute Shots and Plasma Grenades.



Hop on a Ghost that's just around the corner and drive down the dirt path. Behind the rocks ahead are Brutes with all sorts of weaponry—stay back and strafe them with the Ghost while dodging their grenades, and proceed forward only when you're sure there are no more behind the next rocks. Along the right wall is a downward path that opens up to the next area.



Immediately head up the short hill on the left to shoot down the Jackal that's near the turret. One of the Grunts that's cowering nearby will man the turret, helping you out as you clear the field ahead. Keep your distance between the Brutes as you strafe with the Ghost, and head around the corner to the right when the coast is clear. Just around the corner are two brand-new Ghosts, though Brutes quickly commandeer them—if you need a new ride, jack 'em.



Run down the gully in your Ghost while taking down the few Jackals around you. There are new Ghosts to grab before reaching the base of the creek covered with Brutes and Jackals. Stay back, and you can effectively snipe the enemies down with the Ghost's plasma shots (just spam areas where you see grenades flying from). Before leaving the area, you should grab a Beam Rifle from one of the Jackals you downed.



Keep running down the length of the gully until you see a structure in the not-so-distant-distance. Hang back and use the Beam Rifle to take out as many enemies as possible before running in towards the compound Rambo-style. When you do rush to the structure, turn right at the base of the waterfall and quickly run up the hill for cover—a ton of Brutes will fire at you from the archway to the left, accompanied by a Wraith tank. Snipe

down the Brutes across the way, and you'll be able to escape the sight of the Wraith by hanging out in the rocks and bushes. When the Brutes are dead, jump onto the Wraith and board it, taking it for your side.



Run up the path you used for cover and start heading towards the bridge where the Brutes were. More Elites will drop in the area, and they'll command the Wraith if you made it available to them. As you cross the bridge, watch for the sniping Jackals to the right as you make your way through the next doorway and into an armory. Stock up on ammo for your Carbine, and nab the Rocket Launcher.

Through the next doorway is a continuation of the high path. Just ahead, from the left, enemy Brutes will come at you while a Wraith below lobbs shots your way. Use the Rocket Launcher to destroy the enemy tank, and snipe down the Brutes before they get near you. Step around the corner to find a cave entrance, and clear out the Brutes and Jackals before making your way down the path.



Almost immediately as you head down the tunnel, a Brute comes at you in a Ghost. Jack the Ghost from him and use it to clear the cave tunnel. As you exit the tunnel, the level ends.



## Campaign Walkthrough

### HIGH CHAIRTY

As you head forward you'll see Flood fighting with Covenant Brutes. Let them fight it out until you need to defend yourself, and clean up the straggling enemies. Head into the room to the right and watch for the Brutes that come charging from across the room. After dealing with a few of them, some Flood will follow behind.



Step through a grav-lift to reach the upper level, and grab one of the Beam Rifles from the other side of the door at the top. Use the Rifle to snipe down the Drones and Flood you can see across the chasm, and cross to the center platform to step on the slipstream path. Ride a second slipstream path to another platform, and run to the door behind you (killing the Flood that come from it) to continue the mission.



Make your way through the next foggy halls, sniping the Flood and Brutes you see before they get to close to you. Some Flood will also attack you from behind when you think there's nothing around, so keep an eye on your motion tracker. You'll eventually reach an area with a bit of water settled at the bottom—kill the Brutes around you, and be prepared for the Flood that follow (one has a Rocket Launcher).



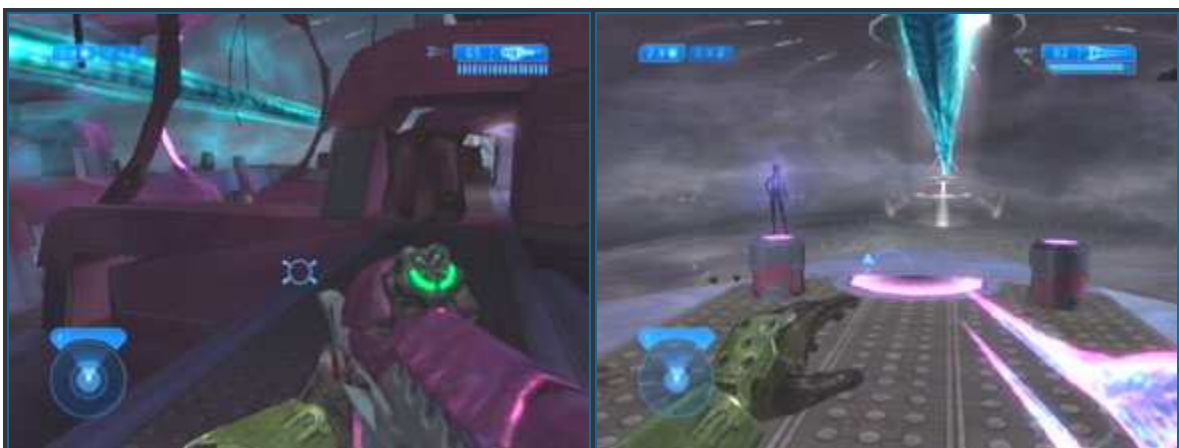


You'll enter yet more foggy corridors, again infested with Flood. Be patient as you make your way through, and use the Energy Sword to deal with any Flood that get too close. After going through another foggy outdoor area, you'll enter a hall covered in red lights, told to be the main sanctum of the Covenant leaders.

Just through the next set of doors you'll reach an elevator. Activate it to head even further up into a large room with Flood and Brutes battling. Again, pick up the scraps and continue to the next room. There's an Energy Sword sitting in the light at the center—grab it if you need it, and continue down the hall to the right and into another grav-lift.



You'll arrive at a large hall with a light-blue coil running the length of it. Stick to either side of the hall and kill any enemies in your path, but don't worry about killing them all. Just get to the end of the platform (follow the coil) to meet up with Cortana and end the mission.



## Campaign Walkthrough

### THE GREAT JOURNEY

Immediately hop into the Wraith behind you and begin trekking through the hills, destroying any enemy Ghosts that come your way. You'll have a couple of partners in a Spectre next to you—avoid hitting them with your cannon, and blast your way to the beach.



You'll approach a giant Scarab, and this time it's on your side. Watch for the shots coming off the enemy Phantom from over the horizon, and wait for the dropship to take off. Just behind the Scarab are more Brutes on Ghosts, along with two enemy Wraiths. Shoot 'em all down, and hop out of the vehicle to approach the doorways ahead.



As the doors open you'll see a number of Covenant inside, including two Hunters. Fight your instinct to shoot them and they'll work on your side. Follow them through the halls, and let them take point. They'll step through one set of doors and immediately be bombarded with Brute Shots from the ledge above—hang back and snipe out the Brutes (first the ones in the turret), and step into the room to clean up.



The Hunters will fight some Brutes over the chasm ahead. While they do that, run up the ramp to the right to blast through a Brute of your own and come up behind on the Brutes the Hunters are taking on. When all are dead, follow the Hunters again through the next hall.



Step through the doorway ahead that the Hunters stop at to reach a bridge covered in Jackals. Peek out from around corners and toss grenades into the groups to kill 'em, and keep an eye out for the sniper on the far end of the bridge. As you cross over, a Phantom will pull up alongside the bridge while some Drones try to keep you from going through the next doorway—don't let them stop you.



Run through the next set of halls until you reach a room with a ramp in the center. Climb the ramp to stock up on Carbine ammo, and ready your trigger finger before stepping around the corner. Just beyond the wall is a group of Jackals to on your level, and a whole bunch of Brutes near the doorway at the end. Take care of the Jackals first, and then snipe out the Brutes, using the walls as cover from their Brute Shot grenades. When all are dead, drop down to the room with all the corpses, and head through the next halls.



The halls lead to an outdoor area where some Brutes are fighting humans. Use your cloak to easily sneak up on a Brute or two for an instant melee kill and finish of the rest with your weapons. A cutscene will play out that shows you agreeing to help the humans escort the Scarab.

Quickly hop into one of the Banshees that comes flying in from your right. Fly ahead of the Scarab and destroy the three Wraiths that are feebly trying to stop the giant walker, and continue to make your way through the valley shooting down anything that comes in your way. Watch out especially for the turrets that are nestled along the tops of the mountains, as well as the enemy Banshees that fly in from all angles.



Eventually, the Scarab will stop at the beach. When you've killed all of the enemy vehicles around you, the Scarab will fire two powerful lasers at the building ahead, opening up the door for you to enter. Fly to the door to enter it, and make your way through the ruined halls. You'll reach a large pristine room with a doorway at the end—as you approach it, a swarm of Brutes floods into the room.





Immediately toss a Plasma Grenade or two into the bunch, and then retreat while you snipe at them with the Carbine. When the first batch is dead, a second group of Brutes storms in the room, this time armed with Brute Shots. You'll have difficulty matching them face-to-face, so drop into the narrow tunnels in the floor of the room and lure them towards you. You can jump up to stick Plasma Grenades on their face, or wait for them to enter the narrow tunnels with you and show them what it feels like to have an Energy Sword shoved through their skull. When all are dead, step through the door to initiate a cutscene.



When the cutscene is over, you're left to fight Tartarus...but not alone! Start shooting at the group of Brutes ahead of you and a number of Elites will run up to offer support, quickly laying to waste the Brutes. Tartarus will jump onto the center structure ahead—follow him to begin the real fight.



The structure you're on has three levels, and Tartarus always stays on the center level. You can get more ammo by dropping to the lowest level (there are holes in the floor), or by warping to the top level (via the grav-lift in the center of the room).

Tartarus has some mega-powerful shields, and he won't stop for anything until after you've worn them down. Hop around the platform pumping rounds into the Brute while avoiding his powerful melee strikes (it only takes one hit to kill you). You'll get help from the Elites as well as from Sergeant Johnson, though you'll have to deal the bulk of the damage yourself. Strafe around Tartarus and hop over the debris on the platform for cover when he rushes towards you.



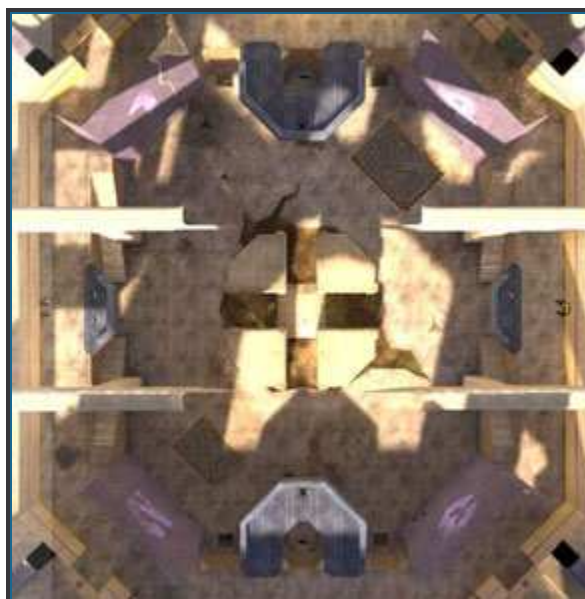
Eventually, Tartarus will stumble and Johnson will tell you that his shields are down. Once they're down, deal one final barrage of attacks to fell the beast and complete *Halo 2*.

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## Multiplayer

### MAP STRATEGIES

MAP SELECT
<a href="#">Lockout</a>
<a href="#">Ascension</a>
<a href="#">Midship</a>
<a href="#">Ivory Tower</a>
<a href="#">Beaver Creek</a>
<a href="#">Burial Mounds</a>
<a href="#">Colossus</a>
<a href="#">Zanzibar</a>
<a href="#">Coagulation</a>
<a href="#">Headlong</a>
<a href="#">Waterworks</a>
<a href="#">Foundation</a>



### GENERAL MULTIPLAYER STRATEGIES

#### Don't reload in the middle of a fight.

About the worst situation you can get yourself into is emptying your weapon's ammo clip in the middle of a firefight. *Reloading your weapon should always be a last resort.* You can avoid the situation a couple of ways (most include dual wielding and using both weapons singularly), but you'll never be able to avoid it entirely. It's important to make sure you have a secondary weapon equipped (even if it's the same as one of your dual wielded weapons). When you spend all your ammo, switch to your secondary weapon instead of reloading. You'll have more shots to bury into your opponent much more quickly than if you had reloaded. Even if the weapon isn't the best for the job, you should have dealt enough damage with your previous gun to be able to finish the job with your secondary weapon.

#### Pick your weapons wisely, on a level-by-level basis.

As you can see in our weapons ranking list in this guide (check the [Weapons](#) page), some weapons are most definitely better than others. However, just because the Energy Blade is absolutely nasty in close range combat doesn't mean you should pick it up whenever you see it. Consider the level you're on and what range of combat you're most likely to encounter. In most combat situations (assuming the skill level of both players is somewhat equal), the player with the best weapon for the situation is going to win.

#### Stay mobile! Even when shooting.

This is pretty obvious to first person shooter vets, but new blood playing *Halo 2* might not realize the importance of constantly staying mobile. It's vital that you learn how to accurately fire your weapons while running and strafing about. If you just stand still and fire you'll be dead-meat in seconds—strafing side-to-side during a gun fight, however, can significantly improve your chances of survival.

## **Vehicle = Advantage**

In most one-on-one combat situations, the person in a vehicle has a significant advantage in *Halo 2*. Learn to use the various vehicles, and do *not* get close enough to your opponents to allow them to board your craft (unless you've got the speed to mow 'em down). Use your on-board weapons to destroy them before they even get a chance to react.

## **Stick with your buddies.**

In any team game, sticking together with your partners in crime is almost always advantageous. If you run into an enemy, you'll have them outnumbered and both of you should come out of the fight clean. It's especially important to stick with teammates during CTF matches—when going on the offensive, having a buddy to watch your back while you carry the flag is absolutely vital.

## **Don't jump! . . . when taking sniper fire.**

Good snipers will attack you when you're totally unaware, and the first reaction many people have is to jump away from the sniper fire—wrong move. When you jump, you not only make yourself higher (and therefore, in most circumstances, more visible) you also let the sniper know exactly where you're going to move. Instead, cut-back and move erradically, looking for cover. If the shot came from over the top of a hill, run down the hill to make yourself invisible to the sniper.

## **Outsmart the motion tracker.**

If you're playing online, chances are that the game's motion tracker is enabled. And while it can definitely work to help you get kills, it can also work against you because your opponents see the same thing you do. If you see that there's an opponent nearby and heading towards you, look for cover and stop moving. While motionless, you won't show up on your opponent's radar, and they'll often walk straight into your trap.

## **Force encounters to your advantage.**

If you're playing on a map with a certain default weapon (typically the SMG) and you pick up a weapon that's better in certain situations (such as a Sniper Rifle) you should always force battles into situations that suit your weapon. If you see an enemy spawn nearby, put distance between you before getting his attention and snipe him down—or conversely, if you're roaming around with a Shotgun, get up close and personal to take advantage of the Shotgun's superior close range combat.

## **Blindly marching forward is bad.**

In games with objective points (such as CTF, Oddball, and King of the Hill) it's not always the best idea to run blindly towards the goal. Because everyone else in the game knows what your target is, you're likely to be under fire immediately and taking grenade blasts to the face. If your team is organized you can systematically eliminate your enemies before rushing to the objective—in some games, it only takes one or two teammates to fend off enemies from a distance while the others wrestle over the objective.

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## LOCKOUT



1 The sniper rifle is here, and people are often on this ledge sniping. If you shoot out the canisters that are tucked in the corner, anyone sniping on the ledge will instantly die.



2 There's a good hiding spot on both the left and right sides of the ramp that connects the southern section of the map to the rest of it. This is a good place to hang out with the ball in Oddball games.



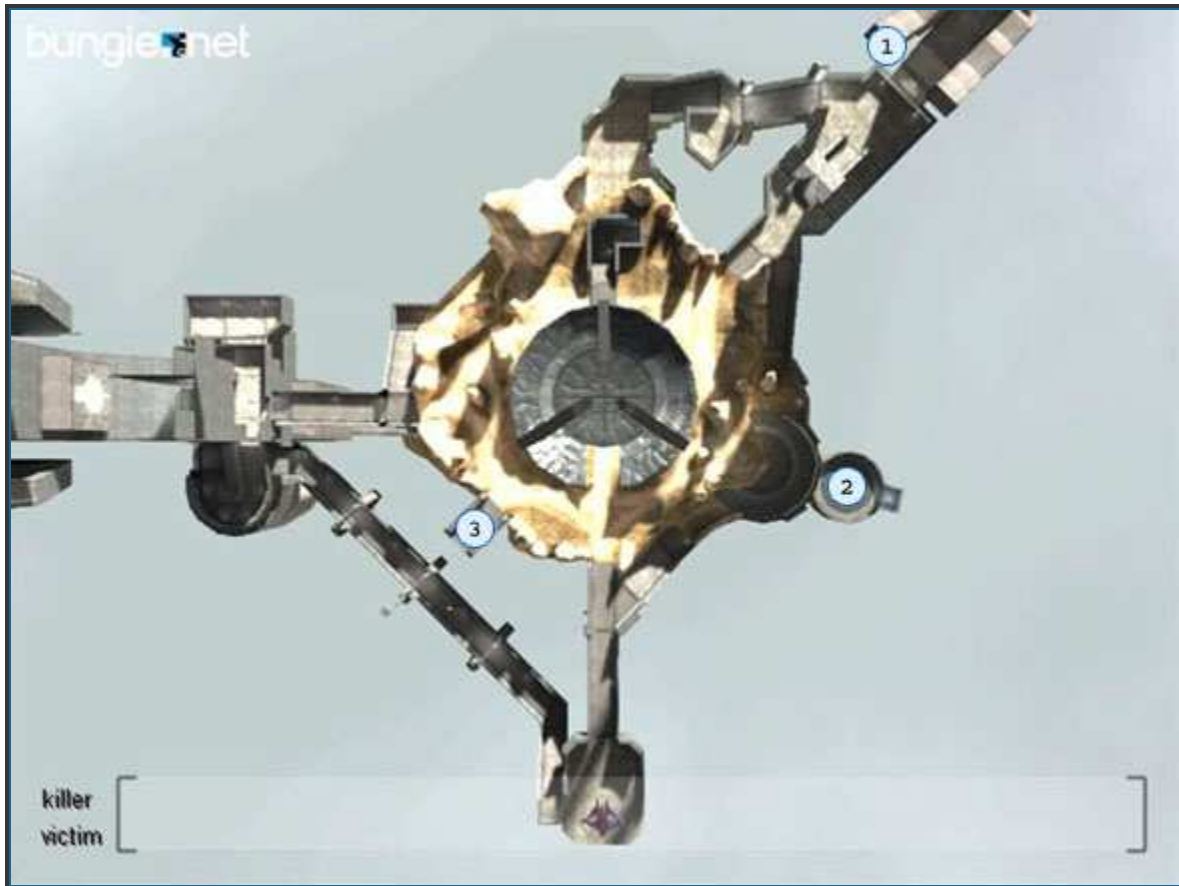
- 3 You'll want to learn the map's vertical structure well—if you see blips on your motion tracker but don't see an enemy, they're likely right below you—you'll get them by surprise almost every time if you drop down behind them.



- 4 Atop this perch with a Battle Rifle is the location of the blue flag. This is a popular spot for players to pass through as they move around the level—if you jump on top of the walls surrounding the perch, you can see enemies coming up the walkways on either side letting you drop down and kill them before they know you're there.



## ASCENSION



1 The highest point in the level is at the very tip-top of this strange tower. You can run up the backside of it without falling, though the only way to get there is via the Banshee. It makes a great sniping spot, and clever players can hide there with an Oddball.



2 In the southeast corner of the map, far below the rest of the walkways, is this circular platform with an air lift on it. The only way to reach it is to drop off the ledge above, making it often forsaken among most players. It's a great place to hide with the Oddball, and it has two easy escapes—a teleporter and the air lift.



- 3 The quickest access to the Overshield is this cut-off platform at the south end of the map. You can jump to grab the Overshield, cutting in half the time it usually takes to reach it.
- 





## MIDSHIP



1 You can get on top of this dome with some tricky jumping (useful for sniping or hiding with an Oddball). To reach it, first jump *downhill* onto the purple strip/ledge along the wall, and then turn around to crouch-jump onto top of the dome.

2 The Energy Sword is located in the center of the map, at the top-most level. Getting to it, though, is somewhat difficult. The platform below it reacts to your weight, dropping low as you jump on it. Use the momentum of the platform moving back up (after you land on it) to catapult yourself onto the platform with the Sword.



- 3 Unless an objective forces you to do otherwise, always stick to the outer ring of walkways in Midship. If you step into the center of the room you're going to be the target of everyone around you!
- 



## IVORY TOWER



1 The waterfall in the center of the map is home to one of the deadliest weapons in the game—the Rocket Launcher! However, it's not always the best idea to run straight for it, as just about everyone else playing will probably do the same. Toss some grenades into this narrow passage to kill anyone else that's trying to go for the Rocket Launcher and only go for it when the coast is clear.

2 If you're facing the waterfall, to your right is this ledge that gives a great vantage point for anyone trying to kill players in the center room. You can easily reach the platform that's across the gap to your right by jumping onto the planter that's hanging from the ceiling—being able to skip from platform to platform without falling is vital to your maneuverability in this level.



- 3 In general, you want to stay on the upper levels of the map. You'll have a better view of the map, will be able to reach opponents on other levels more quickly, and have plenty of options of dodging enemy fire if someone catches you off guard.
- 





## BEAVER CREEK



① The best sniping position in the map is atop this ledge in the center of the map. To reach it, run up the hillside ramp to the post with the Sniper Rifle and then step outside of the small cave, turning left onto the ledge. There's actually a pretty big area to walk on that'll give you the mobility you need to track targets below.



② Normally, to get the Rocket Launcher you have to run up the length of the rock archway in the center of the map, making yourself vulnerable to just about all of your opponents. To get to the Rocket Launcher more safely, run up the hillside (opposite the one with the Sniper Rifle) to the small cave outpost. From there, you can jump left onto the top of the archway to immediately reach the weapon.



- 3 You can get to the top of either base from two different points. Facing each base, there's easy access to the roof on the left side. On the right side of either base is a large boulder you can use to reach the rooftop—perfect for surprising defenders in CTF games.



- 4 The areas behind each base (with the teleporters) is always exceptionally busy and well-trafficked. If you don't see someone on your side, teleport to the other base and you'll likely get the jump on an enemy or two.



## BURIAL MOUNDS



1 You can reach a good sniping point with the aid of a Ghost. Run up the western wall using the Ghost's boost and hop off when the hill begins to level out. You can then move around the hilltop to snipe most areas of the map.



2 Another sniping spot can be reached atop the busted structure shells to the north. From inside the westmost shell, crouch-jump to reach the V-shaped ledge to the left. Once you get there you can jump across to other bits of the shell, giving you a great scope of the entire map.





- 3 There are short cave tunnels at either end of the map—one leads to the Energy Sword, and one leads inside the main base of the map. When playing CTF and assault modes, take advantage of these narrow tunnels and equip a weapon that's sure to kill anyone in sight (the Rocket Launcher will do the trick).
- 





## COLOSSUS



- 1 There are a bunch of crates constantly moving across the conveyor belts of the map. Any of the crates that's glowing blue is very explosive—shoot a crate that's near an opponent to completely drop their shields, and finish them off with a shot or two.



- 2 The grav-lift on the lower level of the map is the best way to reach the upper levels of Colossus (the ramps are suicide). But the grav-lift has another purpose—when playing Oddball games, jumping into the grav-lift repeatedly will make you a hard target to hit, and should score you some easy time alone with the ball.





1 From inside the main base, on the upper level, you can open up the gate on the south end. Just activate this control panel and the gate drops, letting vehicles bust into the base.



2 On the upper catwalk that runs in front of the giant windmill is this bridge that is, at the start of the match, raised. Shoot the connector to drop the bridge, letting you get easy access to the Energy Sword *and* to the upper levels of the enemy base.



3 In CTF matches, either team can benefit from hiding behind the rubble that's on the beach, just south of the flag capture point. The defending team can wait there to kill any flag-bearer that's about to capture the flag!



4 If you're at the windmill but want to get into the top level of the base, you don't have to muscle your way through narrow halls of enemies. Just hop inside the windmill and wait for one of the blades to pull you up. You can jump off onto the top catwalks that lead into the base, giving you access to the Energy Sword and Rocket Launcher.



5 You can get on top of this block of the ruins for a great bird's eye view of the map. It's not very useful if you're attacking the main base, but can be a great surprise if you play the spot defensively. You have a clear shot at the flag capture point, and can drop down to kill anyone sneaking around in the ruins.





## COAGULATION



- 1 On the red side of the map, you can reach this great sniper spot overlooking the rest of the level. Use a Banshee to fly up there, or drive a Ghost up the side of the cliff (use the boost function).



- 2 Here's another great sniper hideout, this time on the blue side of the map. Again, you can reach it with the Banshee or Ghost (with the Ghost, you'll need to boost above it and then drop onto the small platform behind the rock). You have great cover up on this ledge, and can snipe at the tops of either base!





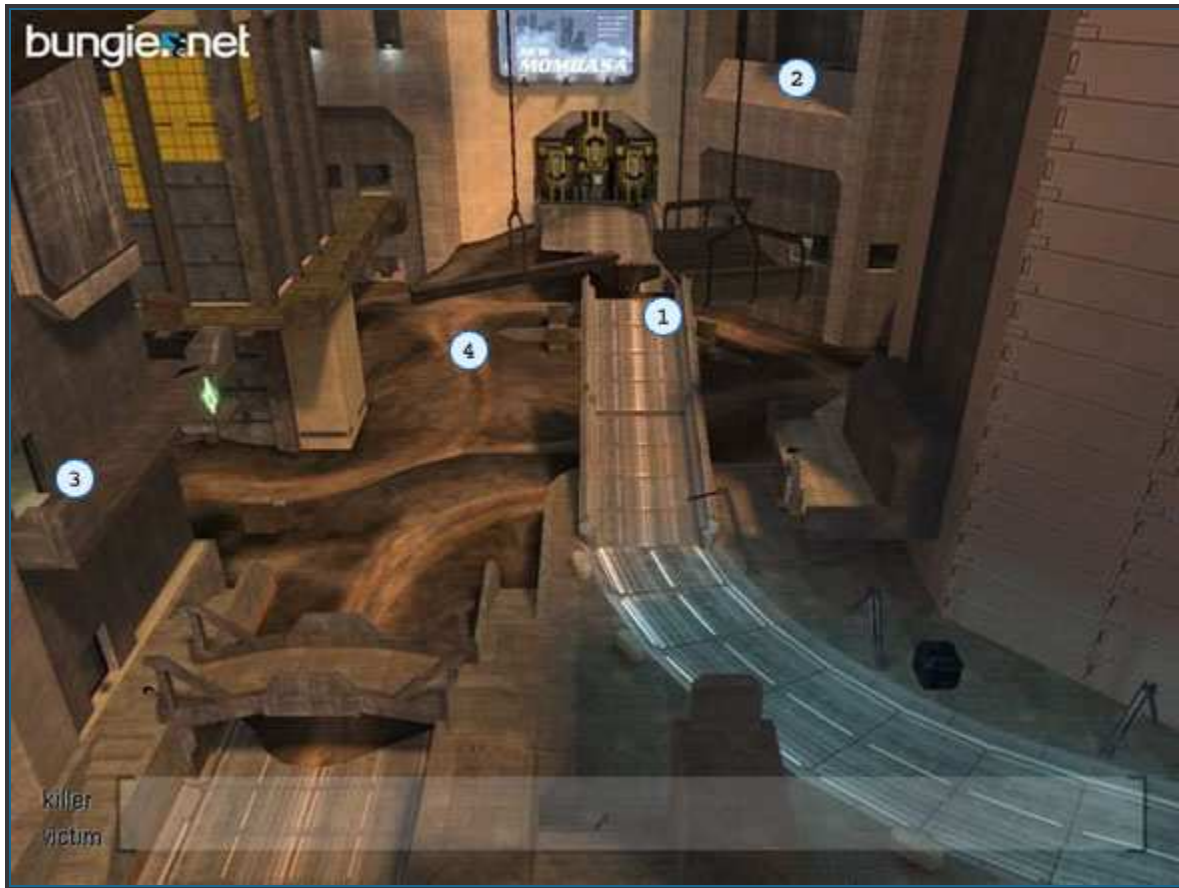
- 3 After teleporting from the top of either base you'll reach an area with plenty of cover. On the blue side are large boulders, and on the red side is a cave with a pillar in the center. If you're running away with the flag, use these things to hide behind, letting your pursuers pass you up as you carry the flag behind their backs.



- 4 The backs of each base are wide open for the Banshee to fly out. If you're attacking a base, use this to your advantage—hop in a Warthog and drive your teammate into the back of the base. Have the passenger jump up and take the grav-lift to reach the flag, then drop back down to escape into the Warthog. You can then drive 'em out of there for an easy flag capture.



## HEADLONG



1 You can jump over the gap in the freeway that's in the center of the map by hopping onto the platform held up by a crane (to the right). This'll let you enter the upper level of the building ahead without touching foot to the ground below.



2 Get on this ledge for a great sniping spot. The only way to get there is via Banshee, and you can take complete cover if enemies start firing back at you. There's a similar ledge just a bit further east that's also only accessible by flying the Banshee.



- 3 There's more to the upper levels of these western buildings that you might think. Learn their insides well—if you know the routes through the buildings, you'll have a much easier time capturing flags. Also note that the teleporter on this ledge is one-way—if you're at the other end and see people walking near the teleporter exit, wait for them to turn their backs to you before warping to 'em and attacking them from behind.



- 4 Unless you're feeling cocky, avoid the center floor of the map. Vehicles often meet here to do combat, there's a turret to the east aimed right at the area, and anyone sniping from the rooftops will have some easy pickings on any poor soul that wanders down there.



## WATERWORKS



1 You can reach a hidden sniper outpost that's on either side of the main structure in the center of the map. To get there on foot, approach the edge of the pit from the west side and drop down onto the slanted beam below. From there you can walk up the slant and to a better post for some good sniping. The only way to get down safely is to drop onto the bridge below, so pack plenty of ammo before taking to the spot.

2 Scattered around the ceiling of the cavern are these stalactites dangling above the ground. You can shoot them down and they'll come crushing down, killing any opponents below them. The spires fall down at the same relative spot on each side of the map—learn the locations and use them to take out any groups of enemies below, or especially Wraith tanks.





- 3 Along the right side of each base (assuming you're facing towards the base) is a large crate that'll let you jump onto the top of the base. This is great for CTF matches, and great for sneaking up on snipers that are hanging out on the rooftop.
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## FOUNDATION



1 The Energy Sword can be found at the very center of the map, and you can be sure that someone's going to make a run for it in every match. If you catch someone going for the weapon, target the canisters that surround the Sword and shoot 'em—the explosion is almost enough to kill him.

2 There are turrets on either side of the map, but they're just about worthless—take control of one and you're just *begging* to be shot. Just don't use them.



- 3 Because the level is so small, it's very dangerous to not be under cover. With that considered, you do *not* want to approach the center of the level. Stick to the outer ring around the level and duck into the rooms to catch opponents who might run by you. If you step into the center of the map you're just going to be the target of all your opponents.
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