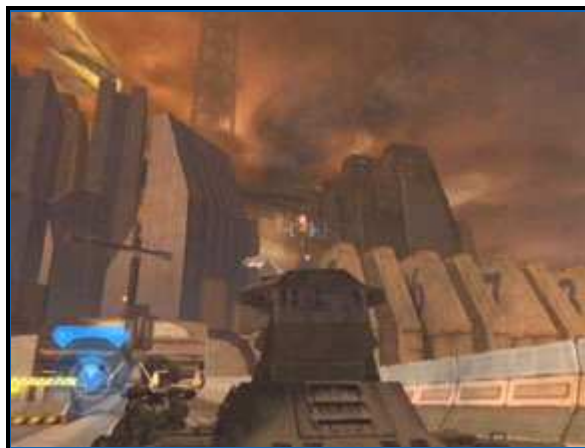




Introduction

The Halo 2 Multiplayer Map Pack is finally here bringing you 9 new maps to freshen up your multiplayer experience. So go dust off your copy of Halo 2 and get ready to play again. What's that you say? There's no dust on your copy? Oh, that's right, you never stopped playing. Don't worry, you're not alone.

Thousands of others are waiting online to test your Halo 2 skills and they aren't going to care whether you know your way around a map or not. Get a leg up on the competition by reading our multiplayer strategy guide, updated with all new tips to help you learn the ins and outs of the original maps as well as the 9 new expansion maps.



Inside this *Halo 2* Multiplayer strategy guide you'll find:

- **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.
- **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. All of the original maps are here, as well as the 9 new expansion maps

Weapons

WEAPON RANKING

	CLOSE RANGE	MID RANGE	LONG RANGE
BEST	Energy Sword	Battle Rifle	Sniper Rifle
SECOND	Shotgun	Rocket Launcher	Beam Rifle
THIRD	Brute Shot	SMG + Magnum	Battle Rifle
LAST RESORT V	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.

WEAPON LIST

Battle Rifle	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.
Magnum	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.
SMG	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.
Plasma Pistol	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.
Plasma Rifle	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.
Brute Plasma Rifle	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).
Rocket Launcher	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.

Shotgun	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.
Sniper Rifle	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.
Brute Shot	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.
Needler	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.
Carbine	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).
Beam Rifle	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.
Energy Sword	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).

Sentinel Beam

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.

Multiplayer

MAP STRATEGIES

MAP SELECT
Lockout
Ascension
Midship
Ivory Tower
Beaver Creek
Burial Mounds
Colossus
Zanzibar
Coagulation
Headlong
Waterworks
Foundation
Containment
Warlock
Sanctuary
Turf
Backwash
Elongation
Gemini
Relic
Terminal



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 erratically, 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.

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.



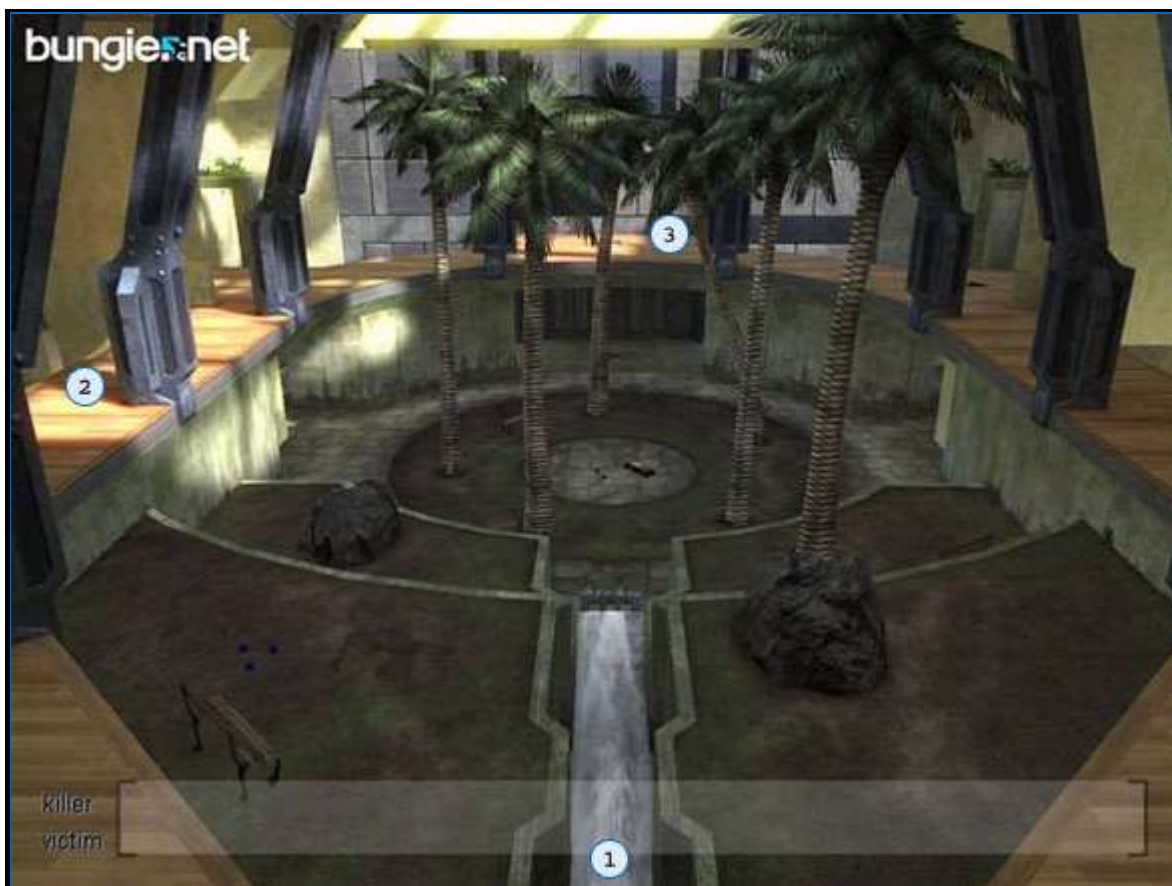
- 2 The Energy Sword is located in the center of the map, at the top-most level. Getting to it, though, is somewhat difficult. The platform below it reacts to your weight, dropping low as you jump on it. Use the momentum of the platform moving back up (after you land on it) to catapult yourself onto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



ZANZIBAR



- 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!



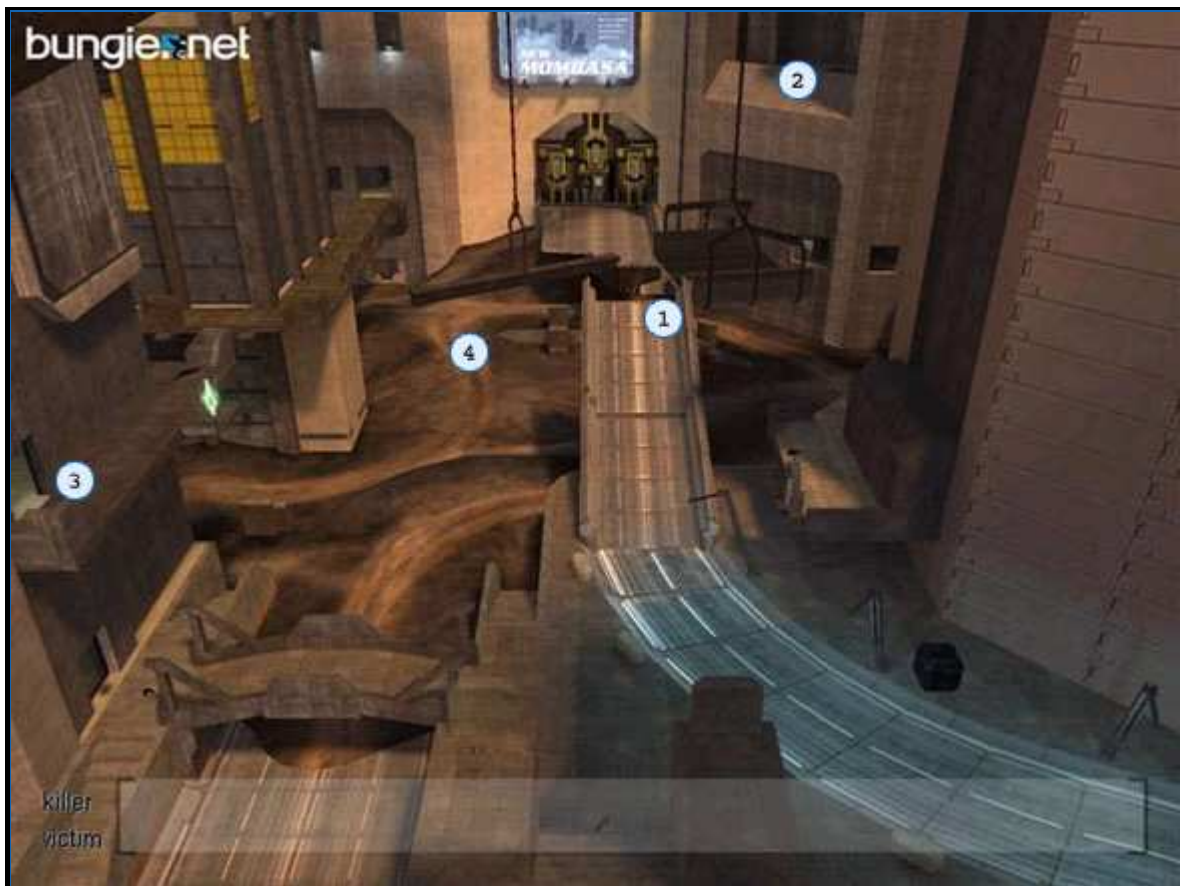
- 3 After teleporting from the top of either base you'll reach an area with plenty of cover. On the blue side are large boulders, and on the red side is a cave with a pillar in the center. If you're running away with the flag, use these things to hide behind, letting your pursuers pass you up as you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



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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CONTAINMENT



① The Sniper Rifle is extremely important on such a large open map. You can find it here on both sides of the map. If you are an attacking team, you can also use these ledges to scale the wall into the enemy base. This will usually be less well defended than the main entrance or the side tunnels.



② Use a Banshee to reach this sniping location. There is one of these ledges on each side of the map, so they can be used offensively or defensively. A good strategy is to drop yourself off on the ledge closer to the enemy base and take out the other players as they spawn below you.



- 3 There is a Rocket Launcher under this ledge on each side of the map. They can easily be accessed by taking the tunnel on the right out of your base. If you don't have a vehicle, this is a great weapon. Sit in one of the openings to the tunnels and blast vehicles as they drive by you.



- 4 Just outside of each base there is a switch. It will open a gate leading in to the base. This will allow you to drive vehicles in to a base. Driving a tank into your base to use as a defensive turret is good tactic, but driving one into the enemy's base will cause major carnage. Close to the switch is an active camouflage upgrade. Use it to covertly sneak behind enemy lines.



- 5 The flag is conveniently located next to a one way teleporter. The teleporter will take you outside of the base to the switch. Hopping through it will make you a huge target, especially for anyone manning the base's turrets. Be sure you have a vehicle ready and back up support waiting for you outside.



- 6 Each base has a tunnel on the left and right that will lead all the way across the map to the other team's base. Although it may be a long walk, it beats walking out into the opening and having to contend with vehicles and snipers.



- 7 The overshield upgrade is underneath this bridge in the center of the map. It will help you survive any confrontations with the other team as you walk through the tunnels, but hopping out of a vehicle to get it is probably a bad idea.



- 8 Littered throughout the field are small pyramid shaped bombs. Shooting them will set off an explosion four times bigger than anything else in the game that is capable of taking out surrounding troops and vehicles.



WARLOCK



1 On this updated version of Halo's Wizard map, the central platform now has an active camouflage upgrade on top of it. You can now run underneath the platform as well where you will find the spawn point for the bomb. When you see an enemy heading for the top or bottom of this platform, throw some grenades their way.



2 Pistols have been replaced with Battle Rifles and are located at the top of each platform. To make the best use of them, stay on the high ground and shoot down to the other players on the ground floor.



3 Use the teleporters to confuse your opponent as your run with the flag or bomb. Near each one you'll find a Shotgun. Although the Shotgun is in effective at medium to long range combat, the shadowy areas in this level allow you to hide in dark and spring out when someone wanders too close. This works especially well when guarding a base.



4 You won't find ladders on Warlock. They've been replaced with air lifts which allows for easier access to the bases. Use these to quickly make your way into the cover or a base after you emerge from a teleporter.



SANCTUARY



- ① Each side of the map has an identical base. When looking outward from it, you can find a turret and Sniper Rifle on the left as well as a Battle Rifle on the right. These weapons give you accuracy at long range and should be used for defending the base and lending support to your team when attacking.



- ② The powerful Plasma Sword can be found in the center of the map. Once you have it, stay under cover or else the numerous ranged weapons will shoot you down before you can use it effectively. Use the Sword to control this central area or to attack the enemy base.



- 3 This spot is a favorite for snipers. It gives you a view of both bases and allows you to shoot out anyone silly enough to step into the turret. There is also a convenient Carbine here that works well for when you run out of Sniper Rifle ammunition.



- 4 You'll find the Shotgun by taking this tunnel. More importantly, it provides access to and from the bases with excellent cover from enemy snipers.



- 5 The rocks scattered around the field are excellent cover that you should use when trying to approach the enemy base. If you are defending and someone is hiding behind the rocks, try throwing grenades at them to flush them out.



TURF



1 Several places around the level offer great defensive positions during 1 flag CTF games. By jumping up onto the roof tops, you can shoot down onto advancing enemies from above. Plus, in both of the marked locations, you'll find a Plasma Pistol.



2 Standing on top of the crates with a Battle Rifle allows you to quickly shoot down any enemies who try to rush in and steal your flag. It also allows you to stay out of the path of anything they fire at your base.



- 3 There is a ledge above the exit to the Warehouse that leads towards the base. If you stand on it, you'll have protection on three sides and be able to shoot down at unsuspecting enemies.



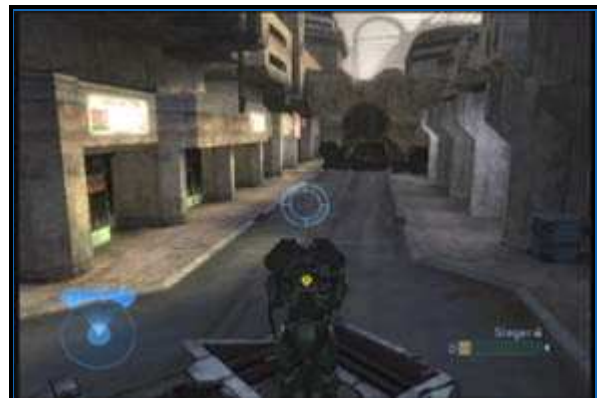
- 4 The only Sniper Rifle is located here. It is a great weapon for controlling the long, open streets. Use the ramp that leads up beside it by smashing through the glass on the ground floor. It is much faster and less dangerous.



- 5 The door to the warehouse can be punched or blown open, but will swing shut again. If someone keeps shooting out of the door as it swings open and closed, try jumping over the wall to surprise them from above.



- 6 The Warthog is the only vehicle in the level. Due to the windy back roads, the Warthog works best as a stationary turret. Quickly hop out if a grenade tips it over.





BACKWASH



- 1 The Plasma Sword is found on top of this downed tree. Since the map is small and dark, this weapon is a must have. Keep it sheathed until you are close to your victim so that you don't give away your location.



- 2 The central tower has a room on the second floor that you can access by jumping up onto the ledges. You can quickly get there from the Plasma Sword as well. This area houses the active camouflage which can make the sword wielder even more deadly. On the ground floor, you'll find a Brute Shot.



- 3 The Shotgun can be found here. It is a surprisingly effective weapon. Snake your way through the exposed tree roots to get close to your enemy and stay in the dark. Use the darkness and mist to keep an element of surprise and the Shotgun will bring you a lot of frags.



- 4 Closer to the Red Team base, you'll find two metal bars sticking out over the field. Jumping and then crouching will enable you to get on top. This works great for getting the drop on opponents or for shooting them from above.



- 5 Each base houses a Plasma Pistol and a Sentinel Beam. Don't use the Sentinel Beam as it is extremely underpowered and gives away your location instantly. The Plasma Pistol only works well in tandem with another weapon.



ELONGATION



- 1 The conveyor belts supply an endless train of crates moving down the hall and into a pit at the end. Use the crates for cover and as a step up to the walkways above. A big enough explosion can blast the crates right off the moving walkway which can give you even more of a barrier at your base. If you stand behind a moving crate, you can move down to the other side of the map without appearing on a radar.



- 2 On the walkway above each base you can find the Shotgun. This weapon works well in big games with lots of people running down the halls quickly. Stay out of the main corridor and blast people away when they come around corners.



- 3 Some piled up crates provide protection in your base. Incoming forces will definitely try to throw grenades in to soften you up before trying to capture your flag or plant a bomb. To avoid this, look for little ledges on the wall in the back corner. Standing on them gives you a good view of anyone trying to attack and makes it so that even the best placed grenade won't kill you.
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GEMINI



1 The bulk of the fighting will take place around this tree. Near its base, you can find the Plasma Sword. By taking teleporters, you can get to higher platforms that work well as sniping areas. You can also jump into the tree branches from those platforms for a sniping area that is hidden by tree branches.



2 The statue across from the tree offers another great place to snipe. Pick up the Beam Rifle near its base, and then use the grav lift to get on top of the statue's head. You'll have an excellent view of the main battle field. Even better, Plasma Grenades won't stick to the statue, so anyone trying to toss grenades up at you will have to have a perfect throw.



- 3 The two doors behind the tree will lead outside. There you'll find a teleporter that will bring you back to the base of the statue. This is great for getting to the other side of the map quickly and for use in Oddball games.



- 4 There are two doors opposite each other at the top of the ramp near the statue. They both lead to a Brute Shot and one way teleporters. These teleporters will put you up onto platforms above the main field of battle and allow you to access the tree sniping position.



RELIC



- 1 The only Rocket Launcher on the map can be found here. If the other team likes to use Ghosts and the Warthog, you better make sure you've got yourself one of these bad boys. In fact, get it even if they don't use vehicles.



- 2 The Covenant Beam Rifle can be picked up at the base of this sniping platform. You can use the gravity lift to get inside, but everyone will be looking for you there. It is better to take the Beam Rifle and hide out somewhere else.



- 3 This is a great place to hide out if you have the Beam Rifle or Battle Rifle, especially if you're on the Red Team. It gives you a great view of the Blue Team base and is right near your flag - perfect for defense.



- 4 Ghosts and Warthogs are great in this big level, but be careful not to stray too far out into the water. The shore drops off quickly and you'll fall to your death in the murky waters below.



- 5 The Plasma Sword is underneath the large central structure. Although it is powerful at close range, don't stray out onto the main battlefield with it. You'll be an easy target from far away. Instead, keep it inside the central building and slice up unsuspecting people passing through.



- 6 Look here to find a switch that opens a two way teleporter. It conveniently opens a quick path that links both of the bases. This is a great way to clear the wide open space between the bases in a CTF game.



- 7 The Red Team has its own platform for sniping. Standing on top of this petrified tree gives you a good view of a large portion of the level.
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TERMINAL



- 1 The Sniper Rifle is vital in a long open level such as this one. Be sure to pick it up quickly to ensure that your team has the long range edge.



- 2 This spot is the best for defending the Blue Flag. It sits inside this section and can be guarded by the turret from any incoming vehicles. Sitting in the back with a Sniper Rifle allows you to look to the right and see clear down the train tracks, or to the left and see the green path below.





3 The walkway above the train tracks provides more than just a safe way to cross over them. If you knock out the windows and crouch, you can see a lot of the field, making this an ideal sniping position.





- 4 Jumping up from the rock next to it, you can sit atop this light post. If you have a Sniper Rifle or Battle Rifle, you'll be set to shoot out anything that passes below you.





5 The Rocket Launcher is hidden in the back corner of the garage in the garage attendant's booth. Pick it up to have some defense against the Wraith and Ghosts coming your way.



6 The Plasma Sword and the overshield upgrade sit atop the tracks. The only problem is, the tracks have trains actively driving across them. Most people will only travel on to the tracks to get these items or during Crazy King and Oddball games. From the window indicated here, you can jump to the tracks and pick up the sword without risking your life much. If you do decide to venture on to the rails, stay in on the center platforms. Trains only run on one side at a time. If you take a small step away from them, you can stay in the middle of the tracks without getting hit.

