



Introduction

The line between expansion pack and sequel gets blurrier and blurrier all the time, and Crytek's new parallel chapter in the Crysis saga is a meaty serving of more sandbox shooting worthy of standing on its own. In fact, with a real main character you can actually remember, and enemies that don't just turn dumb at the halfway mark, Warhead might even be a step up. Make no mistake, this is required playing for any Crysis fan.

And that's why IGN Guides is back with a brand new walkthrough and expanded strategy sections to take you through this new roller coaster ride. That means new weapons, new vehicles, and some challenging new scenarios, with rebalanced AI and weapons. Gear up, Psycho. This one's all you.

In this Crysis Warhead strategy guide, you'll find:

- **ENEMIES** // A full list of enemies you'll encounter and some strategies to handle them.
- **VEHICLES** // All the ways to get around - and some of the ways your enemy will as well.
- **WEAPONS** // Learn the tools of the trade with a full list of weapons.
- **WALKTHROUGH** // We take you through every encounter in the game, and discuss the most effective strategies to complete your objectives quickly and efficiently.

Guide by: Travis Fahs

IGN Insiders get exclusive access to extra guide features:

- Downloadable PDF guides for offline viewing and printing.
- PSP-formatted guides for instant access, anywhere.
- Video tips and strategy for added gameplay assistance.

JOIN TODAY

© 2007, IGN Entertainment, Inc. May not be sold, distributed, transmitted, displayed, published or broadcast, in whole or part, without IGN's express permission. You may not alter or remove any trademark, copyright or other notice from copies of the content. All rights reserved.

Crysis Warhead Enemies

KPA

The Korean People's Army will be your primary targets for most of the game. These men come in too many variants to list, packing all types of standard-issue KPA weaponry, including pistols, shotguns, sniper rifles, and FY71s. When dealing with KPA, try to scope out the situation first so you know what kinds of hardware they're packing and devise your strategy accordingly.



KPA with Nanosuits

Korean-developed Nanosuits represent a unique threat from other KPA soldiers. While not quite as powerful, these guys have access to all the powers you do. They can jump to high places, sprint, and take a lot of punishment. They usually pack different weaponry than other North Korean troops. They are the only enemy unit that can carry a Minigun, and they frequently carry sniper rifles, as well. Defeating these soldiers takes persistence, and should be priority.



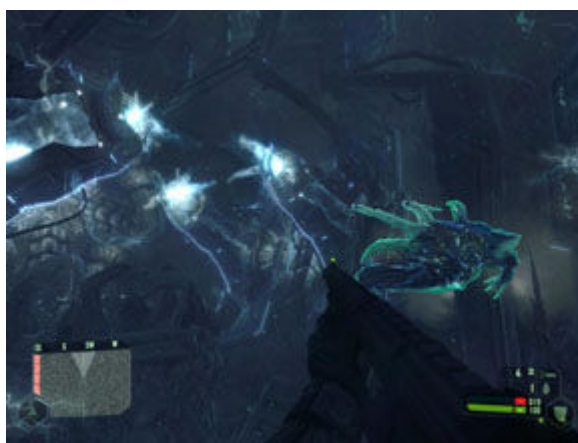
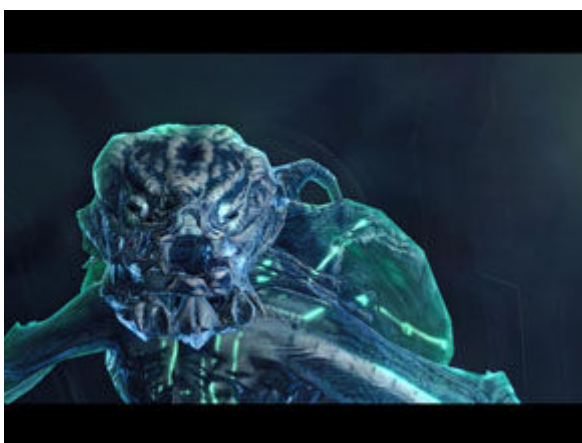
Alien Scouts

These large, squid-like robotic ships are the first alien technology you'll encounter. There are actually a few subtle variants. The basic Scouts rapidly fire crystalline projectiles, and they're not unlike helicopters in their attack patterns. They're still fairly susceptible to ballistic weapons, however, and their large size means that inaccurate weaponry like the Minigun can still be extremely effective. Later on you will encounter a variant of the Scout that can fire a large, slow-moving energy projectile that can be devastating. They glow brightly for a few seconds before they do this, so keep your eye on them.



Aliens

While they won't venture outside without protection, you will encounter naked aliens. These guys are fast and navigate well without the restrictions of gravity. They can fire crystal shards at you from a distance, and rush in for a close-range attack, but without any protection they can be quite vulnerable. Try to lure them into narrower areas where they'll be forced to expose themselves to attack.



Alien Troopers

These small robotic fighters are quick and can be quite deadly. While they are capable of firing, they frequently rush in for a close-range attack that can kill you where you stand if you don't have your armor on. This can be to your advantage, however, since they can be hard to hit at a distance, but quite vulnerable up-close. You can grab them as they approach or use a shotgun blast to take them out.



Hunter

These giant, spider-like quadroped exosuits are quite formidable. In fact, under normal circumstances they're invincible. Its main attack is a freeze ray that can immobilize you, and swipes with its large appendages.



Crysis Warhead Vehicles

There are many subtle variants of vehicle types in Crysis Warhead, but they generally fall into basic classes, listed below.

LTV

These versatile 4WD vehicles are the most common transports behind enemy lines. They're fast, they seat five, and they have a roof mounted gun that can be operated by a dedicated gunner or, on Easy and Normal difficulty, by the driver. This gun, like other mounted guns, can overheat if fired consistently for too long. These vehicles have fairly light armor, and its passengers are vulnerable to shots through the windows and windshield. The tires are easily blown off, too, though they can still move around surprisingly well with a tire missing.



Civilian Trucks

Pickup trucks are fairly common, and can be useful for making a quick run. They have very poor armor and no real offensive capacity, but they're fast, more maneuverable than LTVs, and there are times when they can be quite useful.



Transports

Occasionally you'll find a large covered transport truck. These aren't as fast or versatile as LTVs, but they pack roof-mounted guns, and they can make for a speedy getaway.



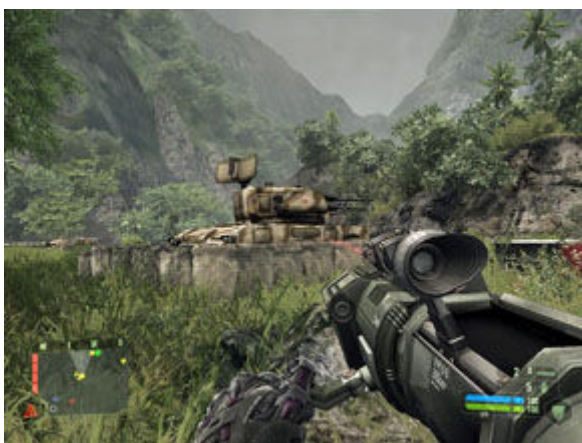
Tanks

Tanks come in two major flavors and few subtle variants. The standard American and Korean tanks fire devastating cannon shots, and also pack a standard machinegun for taking down smaller targets with greater speed and accuracy. There are also Korean APCs which look much like ordinary tanks, but can shoot explosive rounds and a much faster rate as well as rockets, but lack the machinegun.



AAAs

These anti-aircraft weapons are not mobile. You won't have many times in the game where you have access to one of these, but they are quite deadly against aerial targets. They're rapid-fire, powerful, and quite accurate. Unfortunately, they're pretty helpless against a ground assault.



Small boats

These are the most common water transports. They have a front-mounted gun, and can carry a whopping nine soldiers. They're fast, the gun can make them offensively useful, but they really don't stand up to a whole lot of punishment, nor do they protect their passengers.



Speedboats

Occasionally you'll need to settle for one of these. They might be nice for fishing, but we wouldn't recommend using one for longer than you have to, as they have no real armor and no means of offense.



Hovercraft

Nothing beats a hovercraft for a speedy water transport. These little boats zoom across water and can skip along flat land areas to boot. They pack a gun for a nice offensive punch, and outclass the other small boats in Crysis.



Helicopter

You won't get to pilot a helicopter in the single-player game, but you'll fight plenty of them. Zone damage is very important to combating helicopters. One missile to the rotors will take down a chopper, but it could take several hits to the wings or tail.



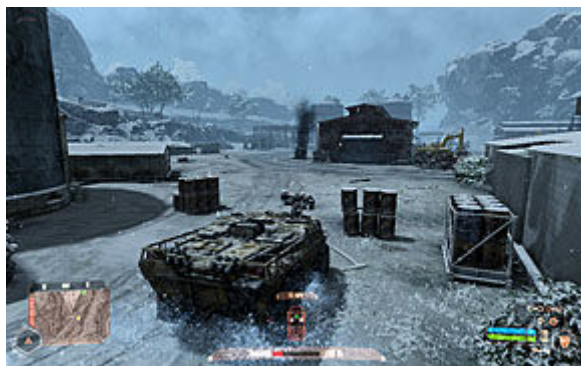
VTOL

This is why the US Army isn't using helicopters any more. These highly maneuverable jump jets will take any chopper. They pack a cannon and a limited supply of missiles and are capable of hovering, strafing, and flying backwards.



ASV

This is a useful anti-vehicle transport. It's quite mobile, but it's generally much better armored than normal trucks. Its offensive capability depends on how a particular unit is armed. If it has a slower firing gun, that's a beautiful anti-vehicle weapon that chews right through enemy trucks. Otherwise, it'll have a standard machinegun, perfect against infantry but not much else.



Crysis Warhead Weapons

Pistol

This trusty side arm doesn't pack much of a punch, but it will probably save your butt more than once. You can wield two at once without sacrificing accuracy, and with a silencer it can be a great stealth weapon, since the low weight will allow you to move quickly.

SCAR

This is your standard-issue assault rifle when you begin the game. It packs a much stronger punch than the enemy FY71, and it can be outfitted with many attachments. Its biggest weakness is the lack of available ammunition, which will likely lead you to abandon this weapon before long.

FY71

The North Koreans use this assault rifle as one of their primary weapons. This is a solid gun, flexible, and can be outfitted with a Grenade Launcher and a Tactical Attachment. It's not as powerful as the SCAR and needs to be reloaded more often, but you'll rarely have much trouble finding one on an enemy body.

Shotgun

The Tactical Shotgun packs a serious wallop at close-range, making it perfect for indoor conflicts. They're generally easy to find and ammo is readily available, but you won't find them as useful outdoors where long-range combat is more effective.

Submachine Gun

The accuracy, light weight, and high rate of fire make this a desirable weapon for close and mid-range fire. It doesn't have the power of the assault rifles when you get farther away, but it can clean up if you move in.

Precision Rifle

You'll usually find these in sniper towers, and they're invaluable for long-range attacks. The variety of scopes helps in aiming and a head shot will land a one-hit kill. The primary disadvantage is the long reload time between each shot, and the lack of available ammo.

Missile Launcher

Each Missile Launcher comes preloaded with three missiles. When these have been expended, you'll have to throw this weapon away. Luckily they can be found pretty easily, and will be your primary means of anti-vehicle assault. The laser sight can guide missiles to their target.

Explosive Charges

You can lob these C4 packs a short distance or affix them to the walls of buildings or vehicles. In the absence of Missile Launchers, these can be very useful against enemy tanks, APCs, and AAAs.

Gauss Rifle

This rifle uses electromagnetism to accelerate the rounds fired to high velocity making this an extremely potent weapon at long range. Unfortunately the limited availability of ammo and low capacity mean you'll have to save this weapon for when it's needed most.

Minigun

If not for your Nanosuit, you wouldn't even be able to carry this thing. It's not good for defense as it takes a second to warm up and begin to fire. The poor accuracy makes it less effective at long range, too. Despite this, you'll find few weapons better for mowing down crowds. Switch to Strength Mode for greater maneuverability while using.

Alien Loar

This is a lot like the Minigun, but with unlimited ammo and no warm up time. Very useful. Its main weakness is heat. Even in the dome, this thing will overheat and jam up if you sustain fire for too long.

AY61

These fully automatic rapid fire handguns are the most significant new addition to Crysis Warhead. They can take the place of your standard issue pistol, and like the pistol, they can be dual-wielded. They're a good weapon for clumsy shooting thanks to the rapid rate of fire, but it's also one of the least accurate weapons you'll get, especially when in motion, so consider them primarily a close range tool. It also bears mentioning that they consume ammo quickly.

Mines

Mines are pretty self explanatory. They're great for laying traps, and very effective against vehicles, but generally difficult to use since the AI isn't that predictable. We'd generally recommend C4 charges, which can be manually detonated, instead.

Crysis Warhead Walkthrough

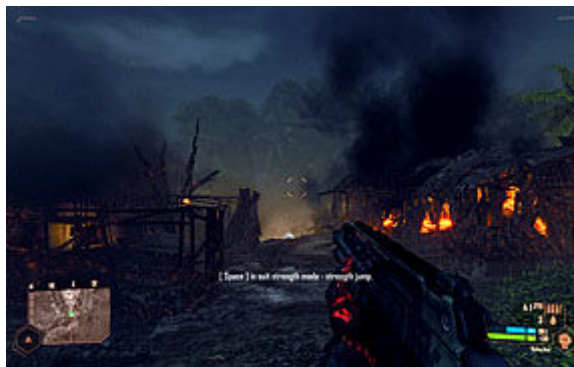
Index	01	02	03	04	05	06	07	08	>>
-------	----	----	----	----	----	----	----	----	----

Walkthrough Index	
01	Call Me Ishmael
02	Call Me Ishmael (cont.)
03	Call Me Ishmael (cont.)
04	Shore Leave
05	Shore Leave (cont.)
06	Shore Leave (cont.)
07	Adapt or Perish
08	Adapt or Perish (cont.)
09	Adapt or Perish (cont.)
10	Frozen Paradise
11	Frozen Paradise (cont.)
12	Frozen Paradise (cont.)
13	Below the Thunder
14	Below the Thunder (cont.)
15	From Hell's Heart
16	All the Fury
17	All the Fury (cont.)
18	All the Fury (cont.)

Index	01	02	03	04	05	06	07	08	>>
-------	----	----	----	----	----	----	----	----	----

Call Me Ishmael

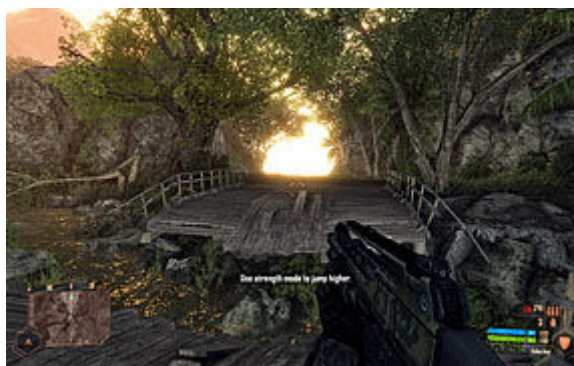
To start off, you'll get a little basic training. The path ahead is narrow and linear. You'll duck under a small rocky pass, jump up a ledge, and then switch your suit to Strength Mode, and make a larger jump up to where there's some flaming wreckage.



You'll be knocked out for a moment, and when you get a hold of yourself, proceed through the crater and down the road, toward the next point marked on your map. You'll come to a bridge. A vehicle will crash on the other side, and some KPA soldiers will pop up around there. You probably don't want to fight them completely exposed, so falling back into the surrounding woods will help give you some cover while you pick them off.



Follow the river (you don't necessarily need to be in the river, but move along the same direction) until you come to another bridge. It's broken, so hop across in Strength Mode.



You'll be prompted to use your binoculars to watch the bombing of some ships nearby. You'll receive a new objective, but you can't take the road, so move down toward the water. There are a handful of troops down there, so switch to Armor Mode and be on your guard.



Index	01	02	03	04	05	06	07	08	>>
-------	----	----	----	----	----	----	----	----	----

Call Me Ishmael (cont.)

Continue southeast toward the water. There are a couple vehicles lightly guarded. Stay on the high ground and pick off the troops from above, and then take one them and drive it down around to the outpost below. Clear house using the mounted gun, and then find the computer terminal inside one of the trailers and use it to download the data.



You'll receive another side objective. Go down to the beach, and follow the coast south. There are a bunch of KPA stationed near a couple of vehicles. You can approach this fight a few ways, but we preferred to go down by the water and use the cloaking to quickly steal one of the vehicles and then mop up.



Once this mess is clear, go for the small island indicated on your map as the secondary objective. At the top of the hill, there's a small building guarded by a few men. They'll have the advantage since the building is good cover, so try to clear whoever is inside with a grenade and then slip in and use it to your advantage. When the area is secure, use a grenade to destroy the nearby station broadcasting propaganda.



Index	01	02	03	04	05	06	07	08	>>
-----------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------------

Call Me Ishmael (cont.)

Now you can move south along the coast until you come to a large cliff face (pictured, left), at which point you should turn right (west), following the dirt road. This will take you to a large encampment. American forces will bomb it, but you'll still have a fairly thorny fight. There's an enclosed area on the north side that can provide some cover. Follow the road to where it veers left. There's a soldier camping at a mounted gun there near the rocks blocking the road, so use your cloak to get close and take him out.



There's a beach resort area nearby, and some trucks headed your way. Try to slip through without making a ruckus or they'll send reinforcements. There's a building called the Dragon Crab Restaurant with a missile launcher, some handguns, and plenty of ammo. Grab these up and then clean up the troops around (you have plenty of cover and some good toys to play with so as long as you aren't reckless, this is easy).



Now you'll need you sweep the rest of the beach and make sure the troops are down, and then head for the road nearby. There's a Korean tank there, which you can make short work of with that missile launcher you just picked up. End scene.



Index	01	02	03	04	05	06	07	08	>>
-----------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------------

Shore Leave

Whip out the binoculars to scope out the road ahead, then move out. There are lots and lots of troops stationed ahead, so armor up and stay concealed in the trees as you move north. You're going to have to do a lot of fighting here, so don't rush in. Lure them out a few at a time until the coast is clear, and then head north until you can turn northwest and see a fire.



The flaming trees mark the path where the jet crashed. There are still plenty of troops around, so again, don't go down the middle where you'll be exposed and surrounded. Move to one side, hug the walls, and take on your targets with care. Managing your ammo here can be a problem too, but there are lots of supplies at the crash site. Eventually you'll find yourself by the jet, and there's a red camera nearby that you need to pick up. Just beside it are all the guns and ammo you could ask for.



It's just a short trek north from here to rendezvous with O'Neill. There's no resistance along the way, just a big jump that you'll need to switch to Strength Mode to make. Once you meet with him, follow him a little further until you trigger the cut scene.



Index	01	02	03	04	05	06	07	08	>>
-----------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------------

Shore Leave (cont.)

You'll automatically board the ASV. Follow O'Neill. This new vehicle is great for mowing down enemy Hummers. This sequence is straight up action, not much strategy. Just make sure not to blow up vehicles too close to you. When you reach the enemy helicopter, before you get to the camp, there's a fresh ASV, which you should probably grab since you've surely taken at least a bit of damage.



There's a camp just ahead where you'll be surrounded by vehicles. There are also a lot of conveniently placed exploding barrels around here, so even if you're not terribly skillful you can take out the soldiers. Stay close to O'Neill. If his vehicle blows, it's over for you. Keep following him down the road.



You'll have another stretch of road with a bit of action, but less than before. There's a VTOL atop a hill here, marked as a secondary objective. You'll want to secure the area. There's a precision rifle and sniper scope laying around here, which is the perfect weapon for this situation. From on top of the hill, you should be able to pick off the KPA from a safe distance. When the area is clear of enemy RPGs, you'll be given clearance to take off.



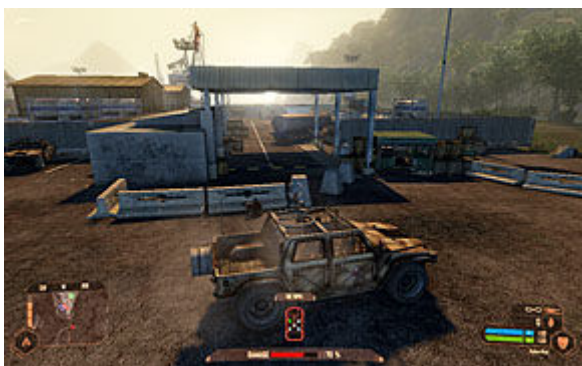
Index	01	02	03	04	05	06	07	08	>>
-------	----	----	----	----	----	----	----	----	----

Shore Leave (cont.)

Don't get too excited, though; O'Neill will do the flying. Grab a set of wheels and keep on going down the road. There's a high road and a low road up ahead, but both have comparable resistance and lead the same way. On the final stretch of road before you come to the harbor, look for a nice ammo cache near the end.



Near the gate to the docks, try to lure out as many soldiers as you can and fight them from the safety of your vehicle. After that, move in on-foot with your mid-range weapon of choice. The SCAR is pretty effective here. Check out and secure the building called Dock 94 for your secondary objective, before proceeding to the northern corner. This area is well guarded by KPA with a cover advantage, so use the SCAR with a scope or the precision rifle to take them off from a distance where you still have cover. The computer terminal you need to reach is in one of the trailers.



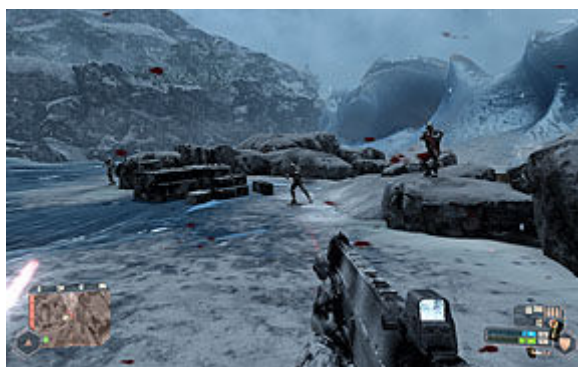
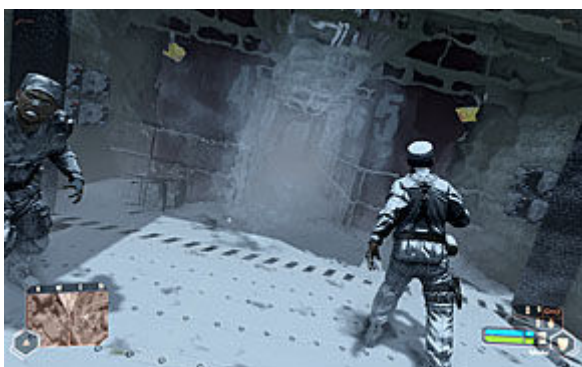
After downloading the data, the dock will flood with more KPA. The trailer is a great, safe location to thin out the herd. When it's safe, go to the southwest pier where the sub is. They'll smoke out the area, which makes fighting hard, but you can just wait til it clears if you want. There are precision rifles here as well. Head up the ramp and on to the sub when you're done.



Index	01	02	03	04	05	06	07	08	>>
-----------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------------

Adapt or Perish

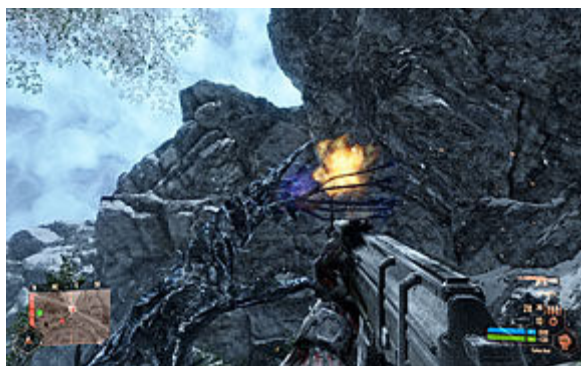
Shatter the two guards and grab their pistols. Climb up the boxes and jump out of the sub with Strength Mode. There are some weapons here. Round up what you want, and then book for the hovercraft just nearby. There are KPA Nanosuit soldiers, but they're a tough fight and you're better off leaving them in the dust.



It's a pretty short hovercraft ride to the checkpoint. Dodge some roots and watch for the aliens. You'll have to exit and strength jump up the ledge to reach the check point.



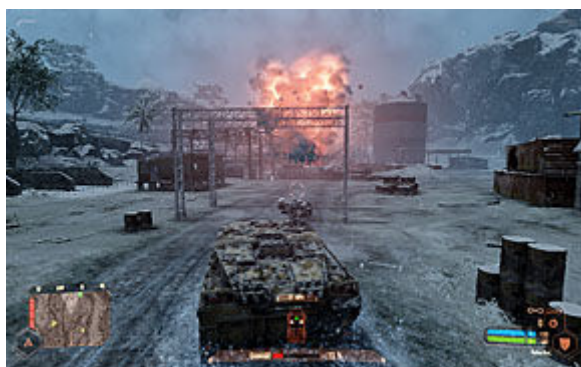
Turn north and look for the pair of missile launchers. You can use these to toast the aliens in the sky. They generally only need one direct hit to go crashing down. When they're downed, grab a fresh missile launcher and follow the road north.



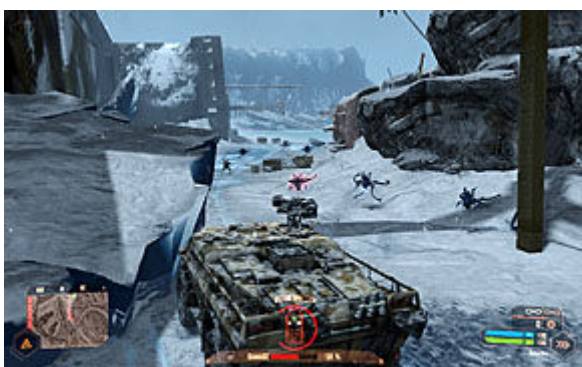
Index	01	02	03	04	05	06	07	08	>>
-----------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------------

Adapt or Perish (cont.)

You'll be able to spot a complex up ahead. Pick off the ASV with the missile launcher from a safe distance, and then keep an eye out for some Nanosuits that you can take out with the rest of your missiles. There are a couple ASVs stashed to the right. Grab one and take out the KPA vehicles and keep heading north to the next check point.



This will bring you out onto open waters. Handling is pretty slippery, but apart from some little aliens, there isn't much threat. You'll pass some frozen ships before coming to a battle between KPA and a large alien walker. Leave them to fight each other and bail on your vehicle and strength jump up the ledge to the next point.



Make your way south, past another broken bridge. There are some little aliens here, but they're a bit tougher now that you're on foot. There's a leader that shields the page. Chuck a frag grenade to disable them and then take them out as quickly as possible. A bit further down the road, you'll meet back up with some allies.



<<	09	10	11	12	13	14	15	16	>>
----	----	----	----	----	----	----	----	----	----

Adapt or Perish (cont.)

Make sure to get the Gauss Rifle in the lower areas where your buddies were waiting. You can't really follow the arrow directly to the next point. Instead, stay on the main road or the frozen river. There are some little aliens along the way, but nothing too bad until you hit one of the big guys. You won't be able to fight it without a missile launcher, so it may just be best to avoid it. There's an enemy ASV up ahead as well. There are explosive charges in the nearby shack, so use that to take it out.



Now you can start to make your way down the hill directly toward your goal. Resistance is pretty light. Stop in the shack along the way for a shotgun, good for taking on the little guys. You'll eventually come to a tank, which you can use to take out the big guy that's been bothering you, if you haven't already.



Now you have to fight one of the big nasty "spider" Exosuits. There are a few missile launchers on the left and right sides, and a grenade launcher and another launcher on a crate in the middle of the area. You'll have to wait until it opens its mandibles and then fire into its "mouth" as it revs up for an attack. A good ten hits like this, and she'll be down for the count. After the battle, head through the tunnel.



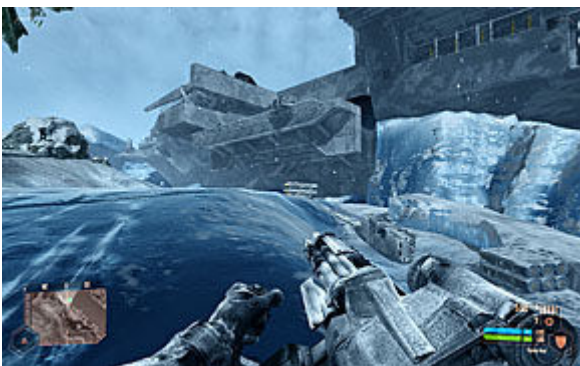
<<	09	10	11	12	13	14	15	16	>>
----	----	----	----	----	----	----	----	----	----

Frozen Paradise

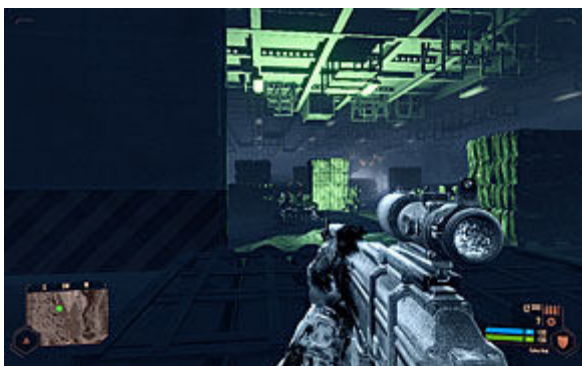
Near the exit of the tunnel on the left is a stockpile of weapons. As you come out of the tunnels, you'll be under sniper fire. Hang a left and use speed or stealth to move between cover points and down toward your destination. There's an ASV there, which you can take out with an explosive charge or a missile, which you probably still have from the big battle earlier.



Head north a bit, and grab the minigun and any other weapons you want. Along the northwest side of the U.S.S. Maine, there are some ice platforms you can hop up in Strength Mode. You'll be able to hop up on deck and enter a hangar.



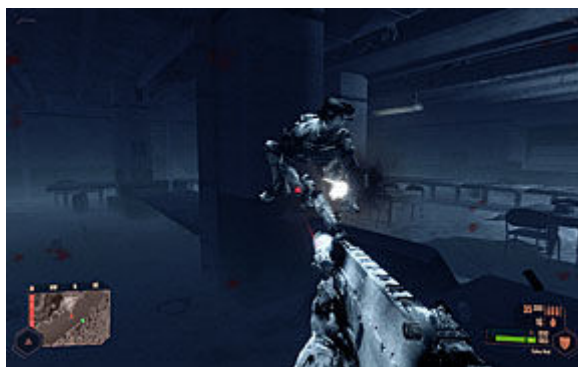
Inside, off to the right, you'll see some frozen soldiers. There are a ton of KPA Nanosuits in here. That minigun we told you to pick up is perfect for mowing the lot of them down quickly. There is an exit on the southeast side of the room upstairs, and another in the corner where it's brighter. Go through the upstairs exit for a shotgun, frag grenades, and ammo. The exit in the corner leads forward.



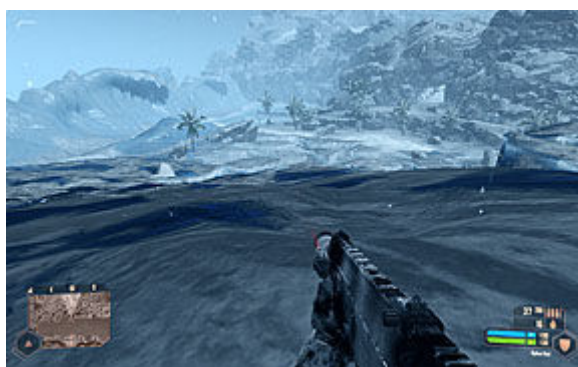
<<	09	10	11	12	13	14	15	16	>>
----	----	----	----	----	----	----	----	----	----

Frozen Paradise (cont.)

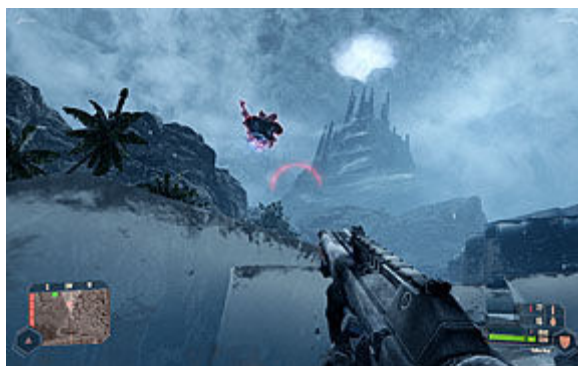
This is a narrow hallway. You'll need to hang a left into a hallway where some garbage will slide toward you. Toss the debris out of the way and proceed forward and drop down. You'll be in a large room, an apparent lab with a lot of tables. There are a bunch of Nanosuit soldiers in here. It's a fun firefight because of all the cover. Frag grenades are great to soften your opponents up in this environment. Off in the far corner there's a way up into a corridor above.



From here you can reach a room where you can once again see the outside. There is a ton of Gauss Rifle ammo here, which seems to be a hint. Stock up and head back out onto the tundra.



This is a crazy fight. There are about five Nanosuits, a handful of small aliens, and one of the big guys flying above. The aliens and the KPA will fight each other, and when they're engaged, it's best to leave them alone. If you pop the big guy early with a missile, you can stay on the high ice for some tactical advantage. Staying below can give you better stealth cover, though. Both are viable options. Frag grenades help a great deal here, as well. When the coast is clear, hop up the ledge to the south in Strength Mode, pluck the two Nanosuits, and go into the cave.



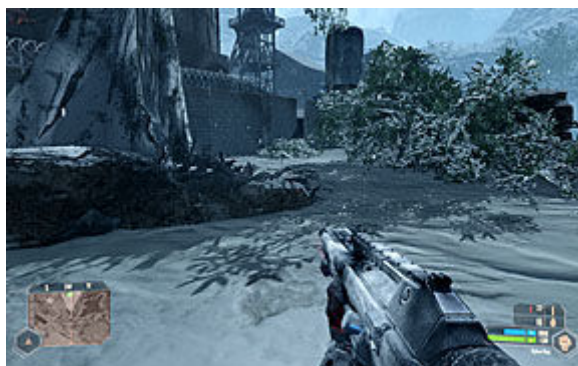
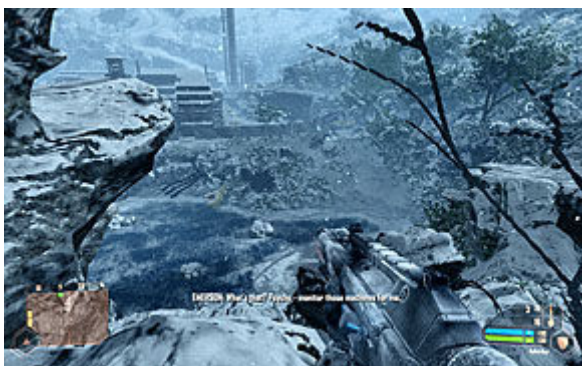
<<	09	10	11	12	13	14	15	16	>>
----	----	----	----	----	----	----	----	----	----

Frozen Paradise (cont.)

The cave itself is a non-issue. No combat, no forks. On the other side, you'll end up in a canyon. There are KPA Nanosuits here and small aliens. There isn't a lot of maneuverability here, so fighting can be a little tricky, but it also makes it easier to use frag grenades. The aliens are generally more of a threat than the KPA thanks to their maneuverability.

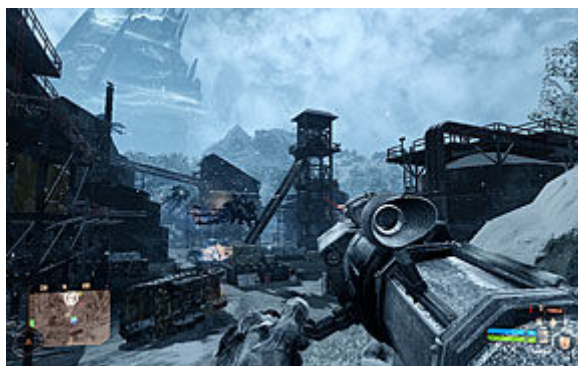


When you come out the other side, you'll be able to see a complex far down below, but you can't just cliff dive down there. There are some big aliens down there, and if you have missiles you can take them out from here. Make your way along the east side of the cliff wall until you can jump down. Move back up to the far side along the east, and then go inside the complex.



All hell will break loose as soon as you break in. Your friends are waiting near some mounted guns on the east side of the complex. They may be cloaked, so look at your map. You're going to have to take on waves and waves of the large and small Exosuits here. Stick close to your buddies. You don't need to clear the field, you just need to hold down the fort. The Gauss rifle is great for the little guys, and there's an immobilized tank with a machine gun for crown control if things get too fierce. There are missiles for fighting the big guys, but probably not enough for all of them, so try to wait

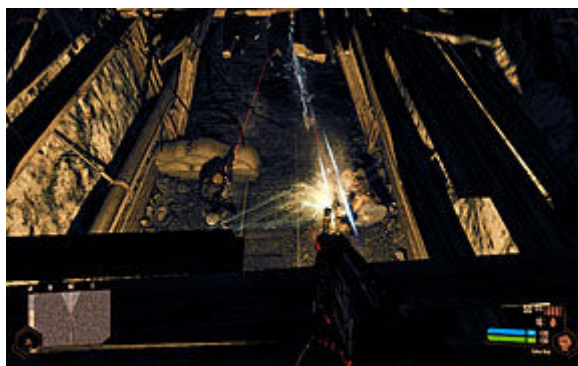
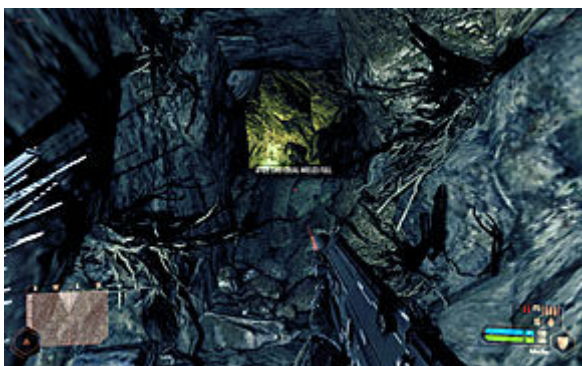
until they rush you. They're easiest to hit then, as well as the biggest threat. After you hold down the position long enough, you'll get the order to head into the mine behind you.



<<	09	10	11	12	13	14	15	16	>>
----	----	----	----	----	----	----	----	----	----

Below the Thunder

The mine is pretty tame for a while. Wander through the dark tunnels and soak up the atmosphere. There are a couple parts where you'll need strength jumps to progress, and then eventually an area where you can see some KPA and aliens fighting it out. Let them soften each other up and then jump down and clear out the victors. You can easily drop grenades here before you expose yourself.



Now you'll have to keep your guard up a bit. You'll come to another fight between aliens and Koreans. The Koreans have a long uphill shaft that gives them superior footing from which to wage this battle. If you face the uphill shaft, then face left, there's another path on the right hand side where you can get up close to where the gunner is stationed. You can fight much more effectively this way, since you can't really toss grenades uphill. You will still have rush uphill to get to the top. There's another mounted gun there, so take him out first, either with a missile, or a speedy rush. After that you should be able to clear out the rest more easily. If you use stealth mode you might even be able to lose them behind the gun.



Hang a left at the top of the hill and you'll see a light coming from an area up above that you can jump to. There are KPA soldiers up here, so proceed carefully and maybe cloak or at the very least get your defense up. Off to the right there's a room with a bulldozer. There are lots of enemies in here, and it's pretty dark, so don't rush in. Try to lure them out to you. There are also a bunch of SCARs here, so grab one; they're good guns when you can get 'em.



Down the shaft on the other side of the room with the bulldozer, there's a hole you can drop down. Just beyond here you'll get a message, and you'll see a large room with a lot of soldiers. There's a mounted machinegun far in the back corner. Again, don't rush in. If you crouch here, there's lots of cover. The easiest approach here is to go into Stealth Mode, pick off enemies enough to clear the way to the back, crouching to recharge as needed, and then going back into Stealth Mode. Once you make your way back to the machine gun, you're pretty much in the clear, and you can use it to clear out anyone left.



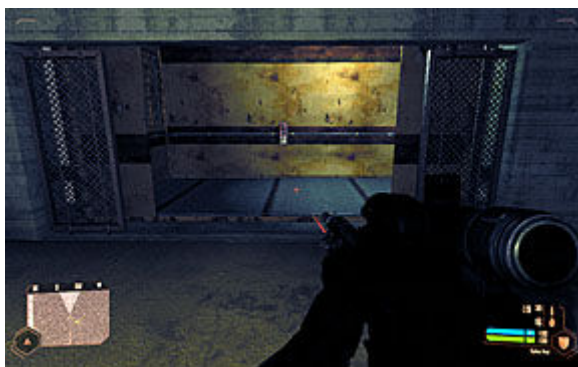
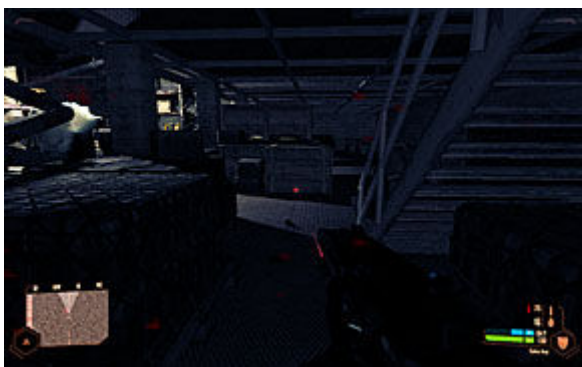
<<	09	10	11	12	13	14	15	16	>>
----	----	----	----	----	----	----	----	----	----

Below the Thunder (cont.)

The hall ahead isn't a cakewalk. A Korean Hummer will rush you. Take out the gunner first, and then the rest when they crash. Some long range shooting skills (and weapons) help a great deal for getting the guys down the hall, but if you slip in with Speed or Stealth, you can handle it with close range hardware.



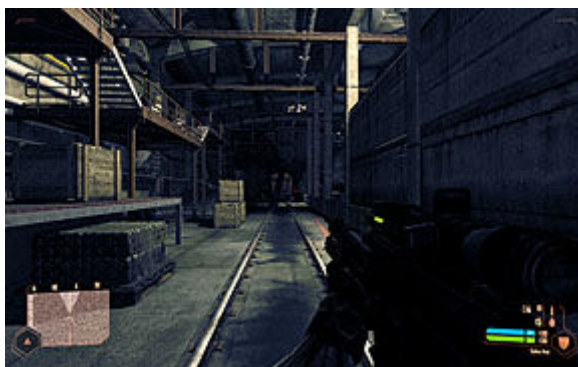
There's a turn right that leads to a two story room. There are KPA soldiers and Nanosuits in here. If you pick off the Nanosuit, he has a precision rifle. If you have that or any good medium-to-long range hardware, get upstairs as soon as you can. This will give you the upper hand as you clear out the room. On the top floor you can access the elevator.



There are some supplies where you exit the elevator. Follow the rooms until you get to a big control room where you get a radio communiqué. Off to the right you can find your way out to the tracks. There are a ton of enemies that will rush this door, but it's such a good choke point that you can mow them down as they come through with a shotty, Gauss Rifle – really almost anything, since they have no way to sneak up.



Clean out the rest of the room with that Sniper Rifle you picked up from the Nanosuit downstairs. There is a ton of cover if you need to force your way through with mid-range weaponry, but sniping does the job quickly and easily. Make your way to the other side of the room and go upstairs and exit through the door into more rooms like the ones you came from. If you follow these rooms across to the next set of tracks, you'll get to a cut scene, and resume control in the next chapter.



<<	09	10	11	12	13	14	15	16	>>
----	----	----	----	----	----	----	----	----	----

From Hell's Heart

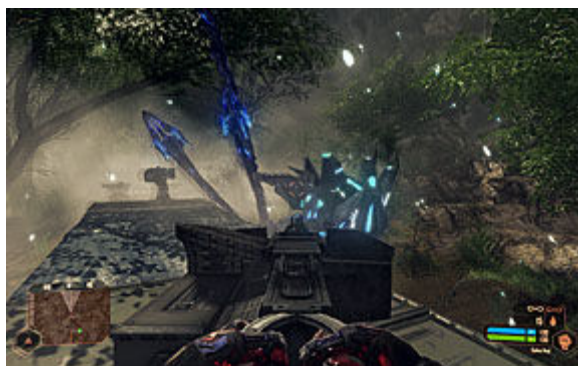
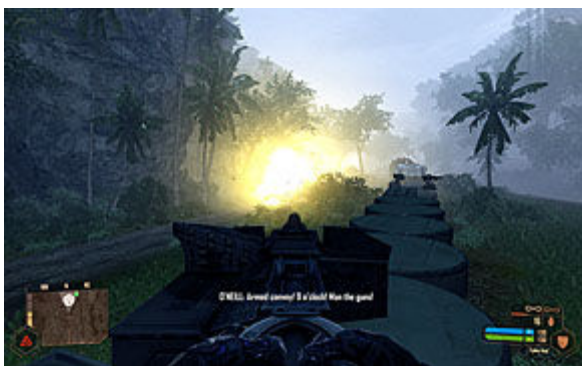
Get ready for some good old fashioned rail shooting, in the strictest sense. Make your way forward on the train. There are three men stationed on the train and they're easily dispatched. A bit further up there are some mounted guns. Grab the one facing forward because it has a 360 degree range of motion that the others do not. Pop the attacking vehicles as they attack you. Stay in defense mode, and this part isn't too hard. O'Neill will meet up with you part of the way through.



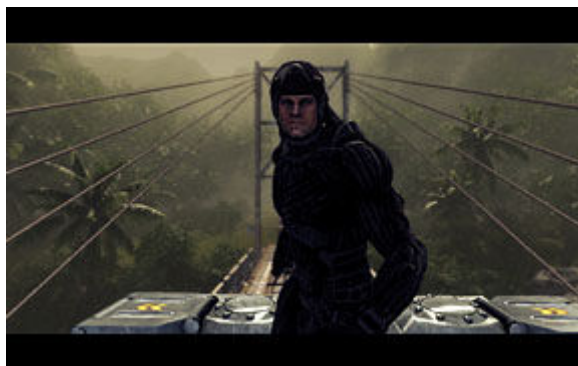
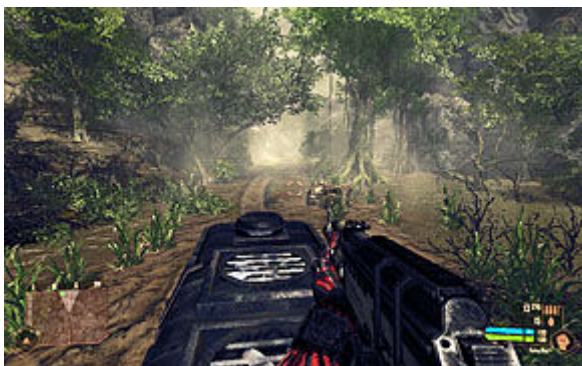
When the train comes to a stop, you can get down. Make your way along the tracks, as you won't have to fight as many enemies this way. Hang a right when you have to and then hop up the cliff in Strength Mode to reach the small outpost with the tower. There are a bunch of enemies here that you can take out with any solid medium range weaponry. Climb up the ladder into the tower. When you do you'll get word that the train is leaving. Time to hustle.



Switch to Armor Mode and jump out of the tower. When you get down below, switch over to Speed Mode and book for the train. Hop on and keep riding. There are some more attacks to pick at just like before, but the real fun starts when the train stops again. You'll be swarmed by aliens. Grab the rapid fire guns mounted on the train and use them to sweep up. There are so many of them that getting down and dirty with your normal guns will waste too much ammo. Eventually some of the big guys will come. The slower firing gun on the front of the car tears these suckers up in a second. The train will only move forward when all the aliens are clear.



The ride continues deep into the jungle without resistance. Enjoy the ride. You'll eventually stop on a bridge. Walk to the front of the train, and it will trigger a cut scene.



<<	09	10	11	12	13	14	15	16	>>
----	----	----	----	----	----	----	----	----	----

All the Fury

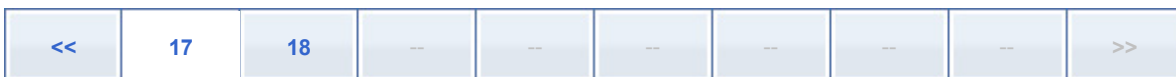
Follow the tracks east, staying on the right in the woods where you'll be concealed. You'll pass four or five KPA soldiers across the tracks and you can snipe them here from a safe, well-concealed position. A bit further down you'll come to a truck with three soldiers. Pop the gunner before they spot you and the other two are lightly armed and easily disposed of, so try to take them out without messing up the truck. That way you can drive it to the base down the road.



The base itself is well defended. That truck won't last too long, but you can use it to soften them up. Make a beeline for the sniper tower in the northwest corner. At close range the guard there will just try to use his pistol and you can take him out with no trouble. From here you can steal his rifle and thin out the resistance below.



Now move east, grab some weapons (including a missile launcher if you need one) from the container marked on your map, and then turn south. There's a building with an opening through the middle. There's a ladder on the side of this building. Go up there. From there you can fire a rocket at the artillery vehicle that will try to shell you, and snipe many of the enemies ahead. Move out when it falls quiet and continue south.



All the Fury (cont.)

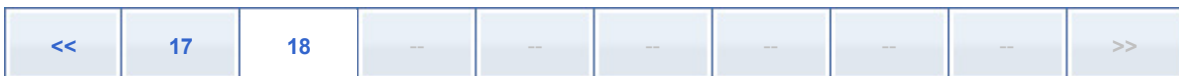
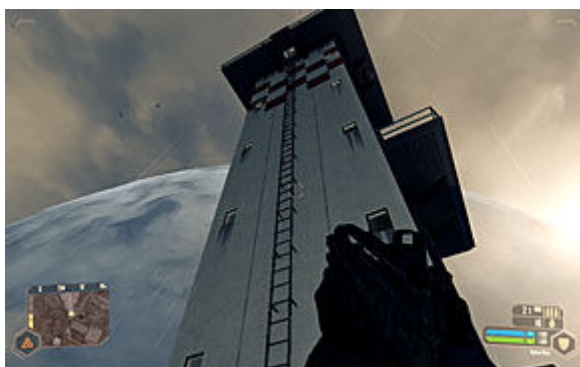
A helicopter will drop off a lot of men, but if you attack quickly, you can mow them down before the scatter. Some men will likely rush in from elsewhere, too, but try to get a couple rockets off to take down the copter, first. There is another supply container not far from here, too. Just to the west a tad at the entrance to a hangar is the container. Go to it and you'll get your next orders.



Now you'll need to move further south. Just through the gate there's an ASV, but we don't recommend using just yet. There are three tanks out here, and a couple scattered troops. Take as many tanks out as you can with missiles. You can sneak up with explosive charges or mines if/when you run out of rockets, or you can retreat and go get more. Off to the left of the crashed plane, there's a tank you can use yourself, and inside the plane wreckage there are lots of supplies, including several missile launchers.



Hop in the vehicle of your choice and move on. There's a tank and a complex up ahead on the left side of the runway. There are lots of mounted machineguns around here. You can duke it out with an armored vehicle, or (once you take out the tank first) you can try to pick them off long range with the sniper rifle. You need to work your way to the air control tower that should be easily visible. There's a ladder on the back that is the easiest way to make it up without having to fight.

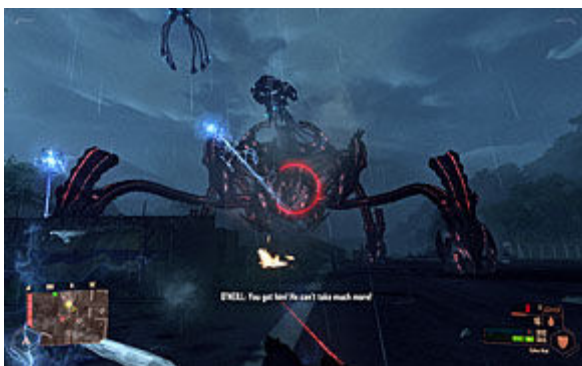


All the Fury (cont.)

At the top of the tower, there's a radio in the control room. Use it, and watch as the aliens swarm in. Now you need to book back to the wrecked jet you went through before. There's a chest that was previously unopenable there. Now you can find the PAX in there, a powerful explosive weapon with unlimited ammo. Start retracing your steps back to the container.



You'll come across another giant "spider" Exosuit like the one you fought before. This is a great time to try out your new toy. The PAX has unlimited ammo, which makes this a lot easier. Like the fight before, you'll need to hit it in the "mouth" when it opens its mandibles. A good five or so direct hits will do it, so this is an anticlimactic battle. If you do end up having trouble, you can retreat to the jet for some cover.



After the Exosuit falls, the rest of the enemies will back disappear. Now you're free to safely mosey back to the container, where O'Neill is waiting in the VTOL. That's all for this one.

