



Wiki Guide PDF

# Gears of War 3

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# Walkthrough

The Gears of War 3 Walkthrough section includes video walkthroughs for each chapter in the game, Achievements that can be obtained in each chapter and 100% of all Collectibles and COG Tag locations.

Click this link to see the video

<http://www.ign.com/videos/2011/05/28/gears-of-war-3-e3-campaign-trailer>

## Prologue Walkthrough

- Prologue

## Act 1 Walkthrough

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# Prologue

## Related Achievements

5G

Marcus, It's Your Father

Story progression in **Prologue** (standard or arcade).

## Prologue Collectibles

There is 1 COG Tag in the Prologue.

### Cog TAG 1

At the start of the game if you go to the cell to the right of Marcus you will be prompted to hold down X to open the door. Once you open the cell there will be a COG tag - hold down X to collect it.

While you are defending Adam Fenix, if you hold down LB you see that the two COGs that are with you are none other than the dead Carmine brothers, Anthony Carmine and Benjamin Carmine.

## Chapter 1- Prologue

A cutscene starts off the game with Marcus dreaming. Anya and Jack rip open the prison cell door and hand Marcus his equipment. After the cut-scene, your objective is to follow Anya, who leads you through a door way. Then, another cutscene starts with Marcus' father talking to him. After the cutscene you have to go the far wall and shoot all the Locusts coming. This is very easy due to you having infinite health, infinite ammo, and the Locusts die from a few shots. Afterwards, another cutscene starts with a chopper being shot down above Adam Fenix, and the prologue ends.

# Act 1 Chapter 1

## Walkthrough

Check out our video Walkthrough for **Act 1 Chapter 1** of Gears of War 3. Get tips for beating the game, or just sit back and enjoy the ride. For all hidden COG Tags and Collectibles, scroll to the list below.

Click this link to see the video

<http://www.ign.com/videos/2011/09/20/gears-of-war-3-cog-tag-and-collectible-locations-for-act-1-hd>

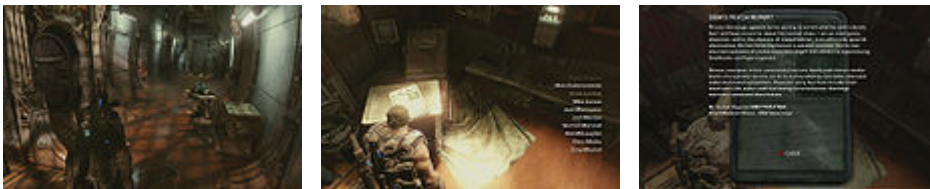
## Twenty Dollar Bill

Just after waking up from the dream/flashback sequence, the Twenty Dollar Bill collectible can be found in Marcus' bunk area on a desk



## Dom's Psych Report

Dom's Psych Report can be found in the Sickbay room. Enter Dom's room, next to Marcus', to find Dom's Psych Report by his bed.



## Requisition Form

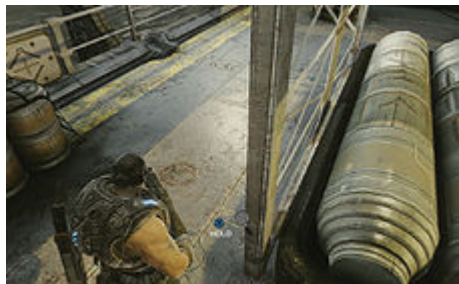
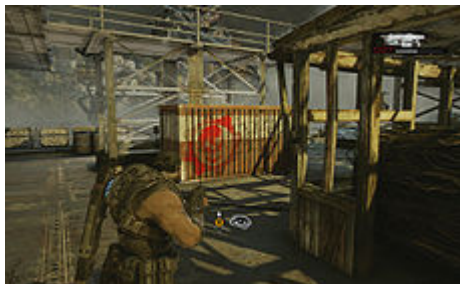
The Requisition form can be found in Baird's room. Head down the hallway and enter the last door on the left to find this collectible on a desk.



## Cog Tag 2

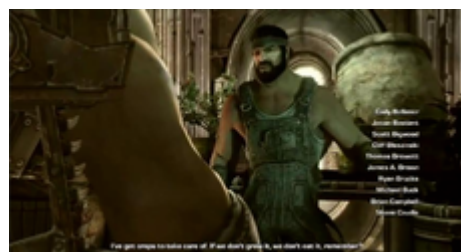
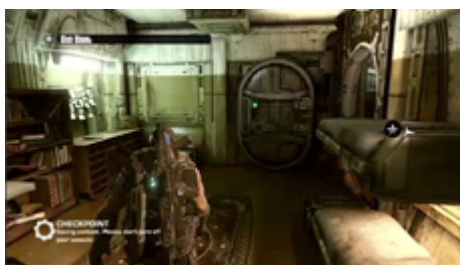
You can get this directly after watching the video of Marcus' father. You may notice a Crimson Omen

(the red skull in a gear) on a yellow cargo container on deck, but there's no COG Tag to be found. To get it to appear, you must shoot the body on the catwalk above the area. A grenade will do the trick as well. COG Tag 2 will drop from the body above.



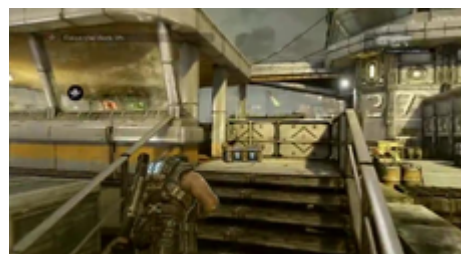
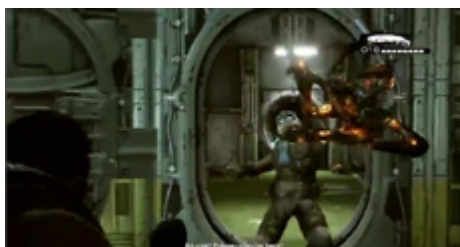
## Walkthrough in Images

### Meet with delta Squad

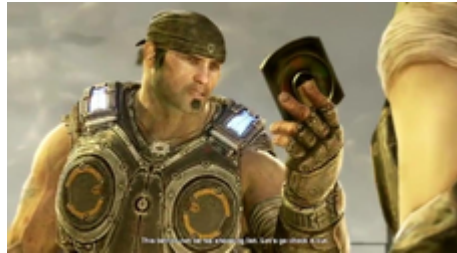


After the short dream you wake up aboard the CNV Sovereign and immediately summoned. Don't forget to pick up the Twenty Dollar Bill on your desk. You will have to meet up with the new Delta Squad made out of you, Dominic Santiago, Jace Stratton and Anya Stroud. When you enter Dom's room you can find on his bed Dom's Pysch Report. After you exit Dom's room head down the hallway and enter the first room on the left. Go to the desk and pick up The Requisition Form. Head upstairs and meet up with Jace and Anya.

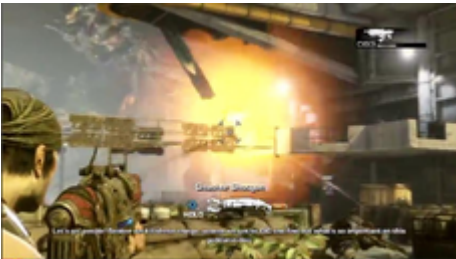
### Meet up with Richard Prescott



After completing the Squad you will be summoned on deck to fight off some invading Lambent and secure the area for Richard Prescott. On your way you will face some Polyps and then you'll be taught about using the chainsaw. After using it, you will have to enter the small room by the landing area and activate the switch so Prescott can land.



## watch Marcus' message

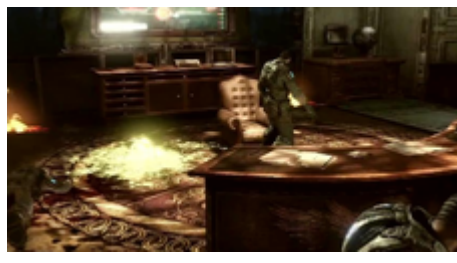
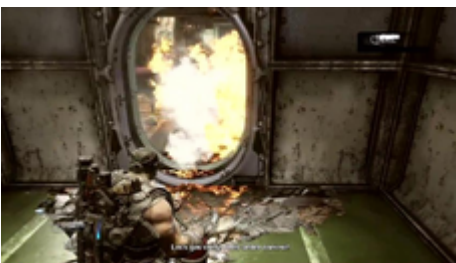


After Prescott gives you the small disk you will have to make your way to a room on the other side of the deck. After fighting some more Lambent, go upstairs and pick up the Longshot because you will need it. Enter the white room and watch the message.



You'll be interrupted by another Lambent attack. Use the Longshot you picked up earlier to easily take out the Lambent.

## Get to prescott



You'll have to clear out the captain's quarters where Prescott is. After you finish off the Lambent on the deck get to the yellow cargo with a Crimson Omen. Shoot the body on the catwalk over the cargo and a Cog Tag will fall. After you get below the deck, pick up the extinguisher and use it on the fire that's spreading. Pick up a Sawed-Off Shotgun from the rack and use it on any remaining Lambent. Make sure you're close to them when you shoot. After that you'll see a short cinematic of you talking to Prescott.



# Act 1 Chapter 1

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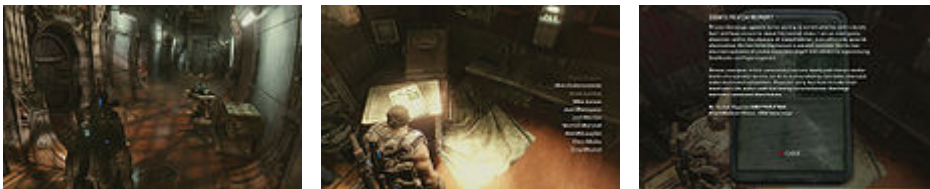
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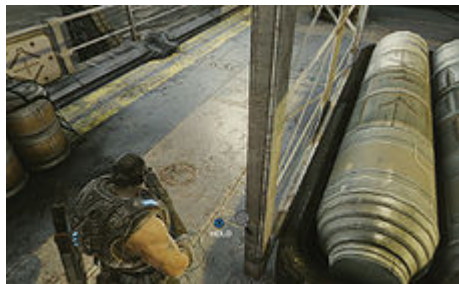
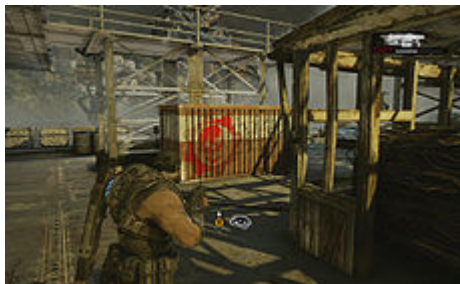
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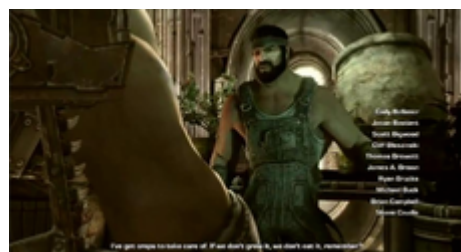
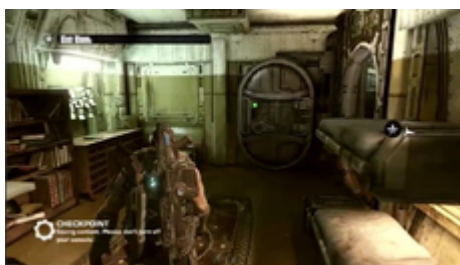
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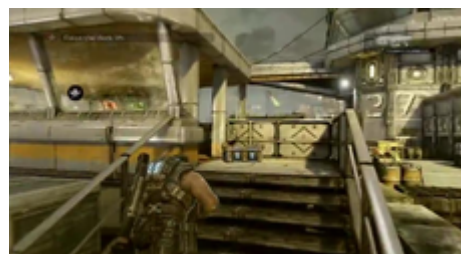
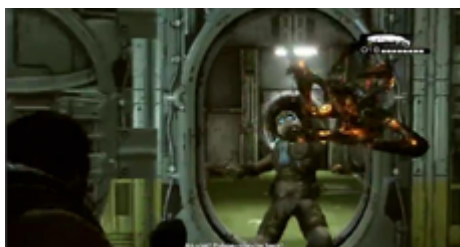
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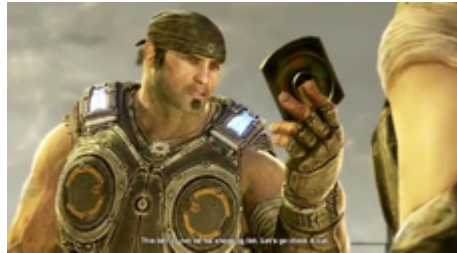


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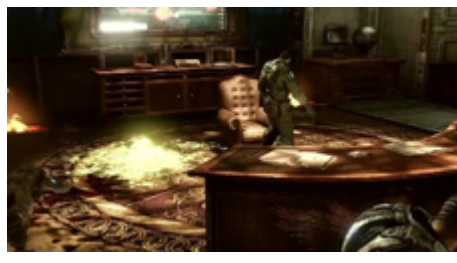
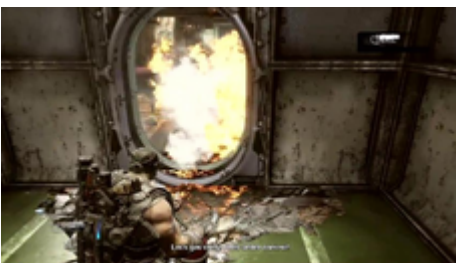


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# Act 1 Chapter 2

## Walkthrough

Check out our video Walkthrough for **Act 1 Chapter 2** of Gears of War 3. Get tips for beating the game, or just sit back and enjoy the ride. For all hidden COG Tags and Collectibles, scroll to the list below.

Click this link to see the video

<http://www.ign.com/videos/2011/09/20/gears-of-war-3-walkthrough-act-i-chapter-ii-w-commentary-hd>

(watch without commentary)

## Related Achievements

10G

Swimmin' in Glowie Gravy

Story progression in **Act 1 Chapter 2** (standard or arcade).

## Collectibles

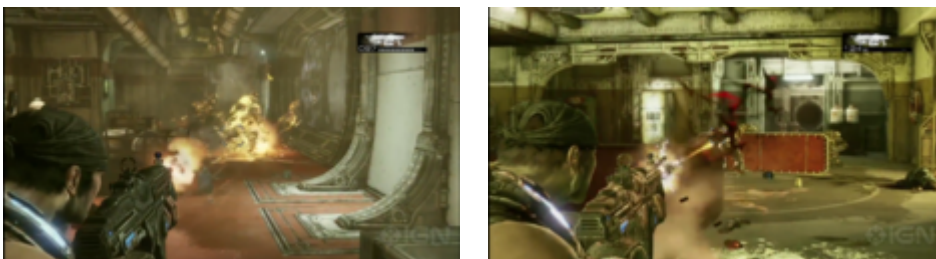
### Silverback Manual

In the small garage with the two Silverback mechs you will find the Silverback Manual on a shelf. It's to the left as you walk into the garage.



## Walltrough in Images

### Reach the pilots



While talking to Richard Prescott, the two King Raven pilots on the ship will contact him asking for

help. Just follow the corridors until you reach a burning room. You will face a few Polyps and other Lambent while crossing the corridors. Because Mess Hall is narrow and there aren't any flanking opportunities it's safe to just move from cover to cover(from table to table) and shoot.

## Help the King Raven take off



When you reach the burning room you will meet the two pilots that will guide you to their King Ravens. Kill the attacking Lambent and head to the first of the two switches that raise the platforms.



Proceed through the door that opens. A short cinematic will show how a huge tentacle reaches the second chopper, destroys it and throws it out.



Press the button on the wall opposite to the chopper and then continuously shoot the tentacle until it leaves.

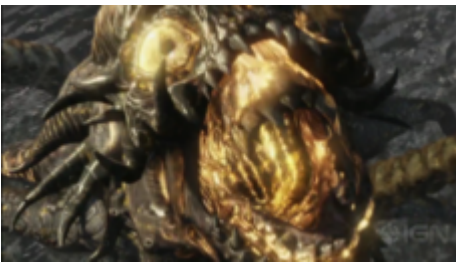


Some Lambent will enter the area through a door on the left. After you kill them, go to that door, then head upstairs and activate the second switch. You and your team will go on the chopper platform and get on the deck, where you'll see the entire ship burning.



You will have to activate the irrigation valves to put the fire out before it reaches the fuel tanks. At the third valve, you will see someone trying to extinguish the fire, but shortly dies. Pick up her fire extinguisher and put out the fire on Dom's crops.

## Deal with the leviathan



A Lambent Leviathan will rise from the sea and will hit the deck, splitting your group into two, leaving you with Dom for a few minutes, while Anya and Jace are paired off with each other on the catwalk directly in front of you.

Once on deck, the Leviathan will attempt to crush you between several metal containers, Roadie Run to the stairs just a few feet away and open the Maintenance Bay to receive your first two Silverbacks.

With the Silverbacks providing fire on the Lambent Leviathan's face, the rest of the team should focus on keeping the Polyps, Drudges, and Lambent Drones from killing/destroying the Silverbacks. The Silverbacks will have to first focus on the biggest eye of the Leviathan, then its mouth/smaller eye, and when it is finally in position deal enough damage to trigger the cut-scene with Cole's team pushing the container of Tickers onto the Leviathan.

# Act 1 Chapter 3

## Walkthrough

Check out our video Walkthrough for **Act 1 Chapter 3** of Gears of War 3. Get tips for beating the game, or just sit back and enjoy the ride. For all hidden COG Tags and Collectibles, scroll to the list below.

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(watch without commentary)

## Related Achievements

10G

We Struck Gold, Son!

Story progression in **Act 1 Chapter 3** (standard or arcade).

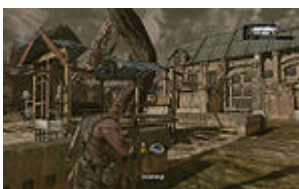
## Collectibles

Journal After turning down the main street away from the ocean, past the 'Irish Seafood' sign, search the left side of the street for a sign reading 'The Best Breakfast In Town.' Break down the gate here and search the back corner of the outside dining area for the Journal. This is just before you come to the survivor camp.



## Child's Diary

After the first encounter with the stranded, you'll come to a children's playground with a few stalks and lots of enemies. There is a collectible on the platform with the slide. Walk up to the side of the platform and vault up onto it to find the Child's Diary.



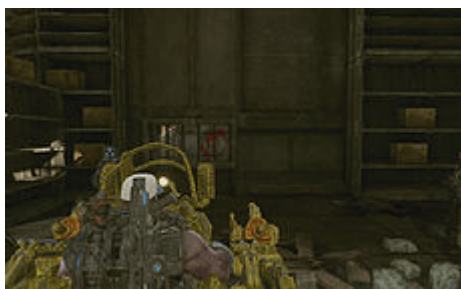
## Grocery List

When the stalk comes up in the supermarket, search the checkout area for a Boomshot on the ground. Near this is a piece of paper on a register/checkout counter you can pick up.



### COG Tag 3

In the locker room, get in the mech and move the locker. Get out and enter the small side room with the crimson seal to find COG Tag 3 on the counter. Grab the Boomshot while you are in here.





# Act 1 Chapter 4

## Walkthrough

Check out our video Walkthrough for **Act 1 Chapter 4** of Gears of War 3. Get tips for beating the game, or just sit back and enjoy the ride. For all hidden COG Tags and Collectibles, scroll to the list below.

Click this link to see the video

<http://www.ign.com/videos/2011/09/20/gears-of-war-3-walkthrough-act-i-chapter-iv-w-commentary-hd>

(watch without commentary)

## Collectibles

### Clipping Times-Tribune

After walking through the stranded camp with weapons down, you'll regain control with a weapon. At this point, walk right and backtrack past some storage pods and look for the Clipping Times-Tribune collectible on the ground by a 'Danger Hard Hat' sign.



### COG Tag 4

After the ammo pickup, the stranded camp will open a gate for you. As soon as they open the stadium gate for you, enter it and turn left and you should see a Crimson COG. Head for the nearby dock and COG Tag 4 is on a dead body on the water's edge.



Easy Gunker Takedown (any difficulty)

First off this works if you can get close enough to the Gunker (use your A.I. squadmates to distract or have a buddy to) just simply run up to him with grenade in hand and tag him with B melee, and watch

the satisfying explosion. There is some drawbacks to this obviously the one being getting close to this HUGE bullet sponge monstrosity without Lambent getting in your way but with some finesse you can take these guys down wrather easily this way.

# Act 1 Chapter 5

## Walkthrough

Check out our video walkthrough for **Act 1 Chapter 5** of Gears of War 3. Get tips for beating the game, or just sit back and enjoy the ride. For all hidden COG Tags and Collectibles, scroll to the list below.

Click this link to see the video

<http://www.ign.com/videos/2011/09/20/gears-of-war-3-walkthrough-act-i-chapter-v-w-commentary-hd>

(watch without commentary)

## Related Achievements

10G

My Turf! Cougars Territory!

Story progression in **Act 1 Chapter 5** (standard or arcade).

## Collectibles

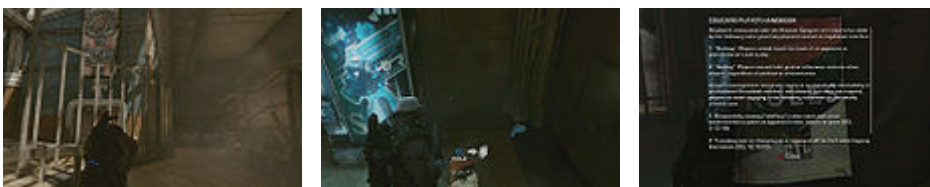
### Cougars Season Program

Take the upper path in the stadium when given the option. From the start of the upper path, run to the end, at the end of the first hallway, across from a panthers banner, is an area with a counter. Behind the counter on the ground is the Cougars Season Program.



### Cougars Player Handbook

You can get this after the upper and lower paths in the stadium converge. Just before you enter the doors marked with a banner and "Sec T," look for a small area by the doors with a vending machine and the Cougars Player Handbook. This is just before the long Cole/Thrashball cutscene.



## Cole's Championship Ring

After carrying the bomb to the giant stalk on the Thrashball field, look for a small tent marked UXO. Below this is a body with Cole's Championship Ring next to it.



# Act 1 Chapter 6

## Walkthrough

Check out our video Walkthrough for **Act 1 Chapter 6** of Gears of War 3. Get tips for beating the game, or just sit back and enjoy the ride. For all hidden COG Tags and Collectibles, scroll to the list below.

Click this link to see the video

<http://www.ign.com/videos/2011/09/20/gears-of-war-3-walkthrough-act-i-chapter-vi-w-commentary-hd>

(watch without commentary)

## Related Achievements

10G

Putting it Scientifically...

Story progression in **Act 1 Chapter 6** (standard or arcade).

## Collectibles

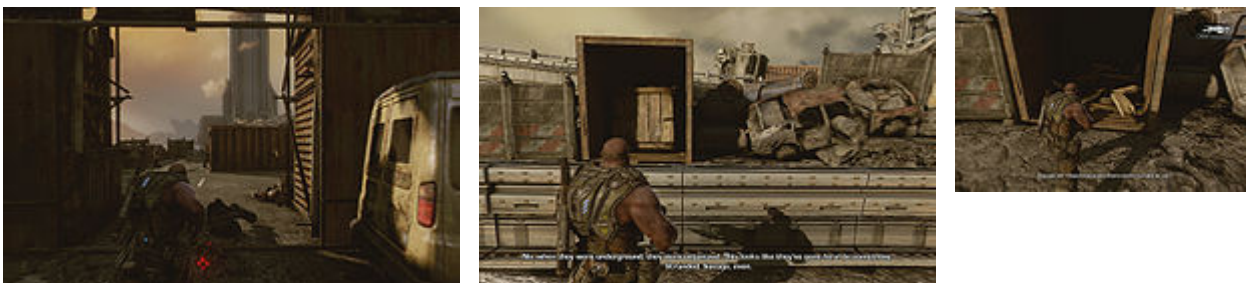
### Toll Booth Tokens

The Toll Booth Tokens can be found to the right of a turret at the bottom of the toll booths where you first encounter the Locust.



### Bayonet

Just after the toll booth and the first Boomer encounter, head through the door the Boomers came through and look for a cargo container over the small wall on your right. Inside is a crate. Destroy the crate to reveal the Bayonet collectible.





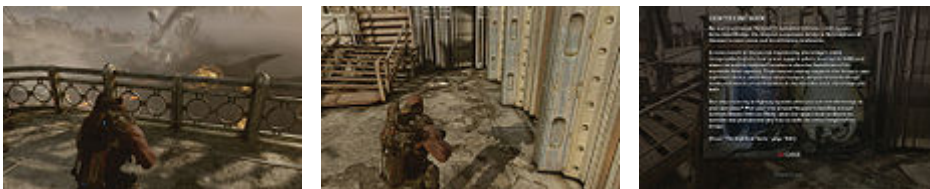
## COG Tag 5

On the toll bridge, two ladders lead down below to a walkway under the bridge. You'll come to one ladder just before the turret, on the left side of the bridge, and another is on the right side a bit further up. COG Tag 5 is on the walkway under the bridge.



## Sightseeing Book

On the bridge, after taking out the first Locust air barge, the Leviathan will knock some cars out of the way allowing you to continue along the bridge. At the end of this segment, a ladder leads back to the bridge's surface. Go out the door into daylight and turn right immediately. A small area here has the Sightseeing Book collectible on the ground. This is right before you see the box of Tickers for the first time.



# Act 2 Chapter 1

## Walkthrough

Check out our video Walkthrough for **Act 2 Chapter 1** of Gears of War 3. Get tips for beating the game, or just sit back and enjoy the ride. For all hidden COG Tags and Collectibles, scroll to the list below.

Click this link to see the video

<http://www.ign.com/videos/2011/09/20/gears-of-war-3-cog-tag-and-collectible-locations-for-act-2-hd>

# Act 2 Chapter 1

## Walkthrough

Check out our video Walkthrough for **Act 2 Chapter 1** of Gears of War 3. Get tips for beating the game, or just sit back and enjoy the ride. For all hidden COG Tags and Collectibles, scroll to the list below.

Click this link to see the video

<http://www.ign.com/videos/2011/09/20/gears-of-war-3-cog-tag-and-collectible-locations-for-act-2-hd>



# Act 2 Chapter 2

## Walkthrough

Check out our video walkthrough for **Act 2 Chapter 2** of Gears of War 3. Get tips for beating the game, or just sit back and enjoy the ride. For all hidden COG Tags and Collectibles, scroll to the list below.

Click this link to see the video

<http://www.ign.com/videos/2011/09/20/gears-of-war-3-walkthrough-act-ii-chapter-ii-w-commentary-hd>

(watch without commentary)

## Collectibles

There are no Collectibles in this chapter.

# Act 2 Chapter 3

## Walkthrough

Check out our video Walkthrough for **Act 2 Chapter 3** of Gears of War 3. Get tips for beating the game, or just sit back and enjoy the ride. For all hidden COG Tags and Collectibles, scroll to the list below.

Click this link to see the video

<http://www.ign.com/videos/2011/09/20/gears-of-war-3-walkthrough-act-ii-chapter-iii-w-commentary-hd>

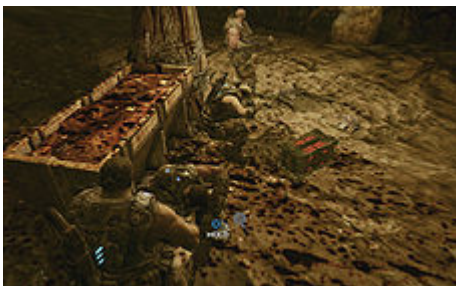
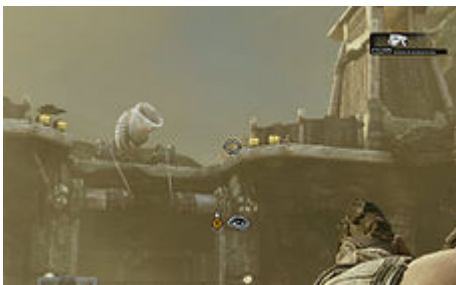
(watch without commentary)

## Collectibles

### Cog Tag 7

In the area with the Locust horns, you must snipe all of the Locust before they reach their horns and a side entrance (and alternate path through the level) will appear. This is easiest to do on Casual difficulty if you are alone. Equip a pistol with zoom for sniping, since the sniping tools in the level are far too slow.

The hardest Locust to snipe are the pair over the final gate. Try to hit one in the head, then catch the one on the right in a blast of yellow canisters. If no horns are blown, the side door will open and some enemies will come out. Shoot the explosives next to them and head through the side door. COG Tag 7 is on the lower level of this area by the caged Tickers.



# Act 2 Chapter 4

## Walkthrough

Check out our video Walkthrough for **Act 2 Chapter 4** of Gears of War 3. Get tips for beating the game, or just sit back and enjoy the ride. For all hidden COG Tags and Collectibles, scroll to the list below.

Click this link to see the video

<http://www.ign.com/videos/2011/09/20/gears-of-war-3-walkthrough-act-ii-chapter-iv-w-commentary-hd>

(watch without commentary)

## Collectibles

### Locust Hammer

This is in the area where you must take cover from the attacking air barge in the tunnels. After the airship leaves you alone, The Locust Hammer can be found in the mines. Just before you exit the final tunnel, turn around and double back to this. It's just a few virtual feet before the cutscene with all the barges.



# Act 2 Chapter 5

## Walkthrough

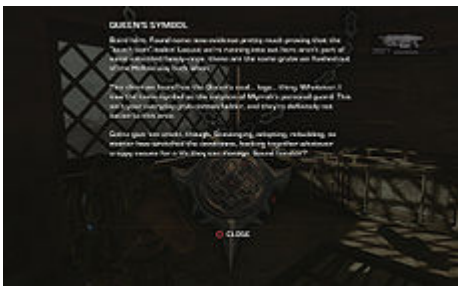
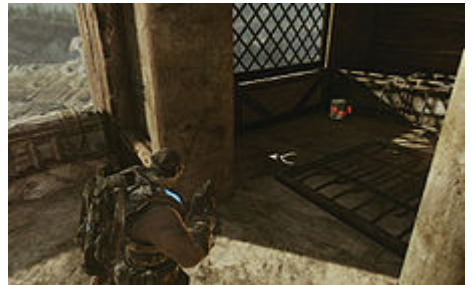
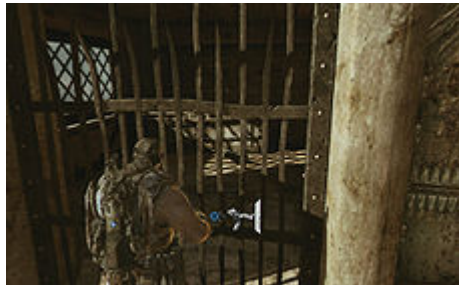
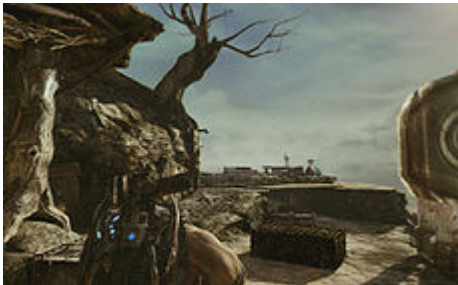
Check out our video for of Gears of War 3. Get tips for beating the game, or just sit back and enjoy the ride. For all hidden and , scroll to the list below.

## Related Achievements

## Collectibles

### Queen's Symbol

After seeing the Queen for the first time, you'll need to fight off a wave of flying enemies and enemies with Torque Bows. Soon after this a gate opens and there are Boomers on the far side. One side of this gate is a tower. Kick down the gate at the bottom and you can enter the tower and find the Queen's Seal on the floor -- along with a Boomshot.



Afterwards, you will have to survive an attack from a Gas Barge with boomshot cannons while it flies around your platform. A good way to avoid death is to quickly kill the enemies that are dropped off with the Boomshot, and move around the platform on the opposite side of the Gas Barge. Eventually the barge will land and you will have to fight some enemies before boarding.

# Act 2 Chapter 6

## Walkthrough

Check out our video for of Gears of War 3. Get tips for beating the game, or just sit back and enjoy the ride. For all hidden and , scroll to the list below.

On the way to Anvil Gate, you will get a radio call from Dizzy ,and you will need to help him out. After killing some guards, you will have access to a ton of weapons, one of which is a one shot. Stay on the lower levels, and kill the Reavers with your one shot. After you kill these enemies, board the gas barge and continue to Anvil Gate.

## Collectibles

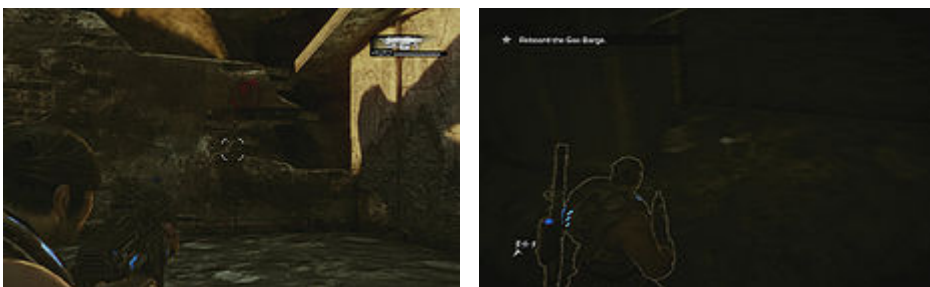
### Manifest

On your way to the barge after raiding the ammo store, a gate will open and several reavers will appear on the other side. Through this gate and to the left is a burning truck wreck. Search amongst the wreckage for the Manifest collectible.



### Cog Tag 8

On your way to the barge after raiding the ammo store, a gate will open and several giant spider enemies will appear on the other side. Some enemies will appear in a building with two levels. Run up to the upper level of this building and look for a Crimson Omen on the rear wall at one end. Inside the dark upper-level room you'll find Cog Tag 8.



# Act 2 Chapter 7

## Walkthrough

Check out our video for of Gears of War 3. Get tips for beating the game, or just sit back and enjoy the ride. For all hidden and , scroll to the list below.

This level consists of you having to defend your gas barge from waves of enemies. Man the Boomshot Cannons and shoot down any enemies that come towards you. Eventually, Queen Myyrah will attack you on her Tempest, and you just need to hide behind cover and survive. Soon you will crash near Anvil Gate.

## Related Achievements

## Collectibles

There are no collectibles in this chapter.

# Act 3 Chapter 1

## Walkthrough

Check out our video Walkthrough for **Act 3 Chapter 1** of Gears of War 3. Get tips for beating the game, or just sit back and enjoy the ride. For all hidden COG Tags and Collectibles, scroll to the list below.

Click this link to see the video

<http://www.ign.com/videos/2011/09/20/gears-of-war-3-cog-tag-and-collectible-locations-for-act-3-hd>

## Anvil Gate Plaque

Turn around as soon as you gain control at the start of this level to find the Anvil Gate Plaque on the garage door.



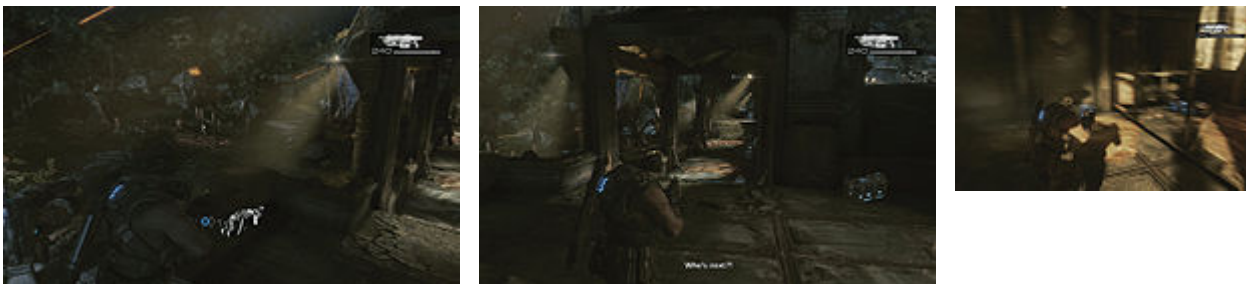
## Watercolor Painting

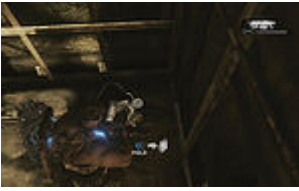
In the opening battle at the fort, from the start, take the stairs on the right as you head towards the front gate. On the upper level there is a living space with a large Watercolor Painting on the wall. This is the collectible.



## Sam's Father's Medals

From the front wall of the fort (facing the attack), turn left and head back through the hallways. In one of the small rooms is a bunch of ammo and Sam's Father's Medals on the ground in the corner.







# Act 3 Chapter 1

## Walkthrough

Check out our video Walkthrough for **Act 3 Chapter 1** of Gears of War 3. Get tips for beating the game, or just sit back and enjoy the ride. For all hidden COG Tags and Collectibles, scroll to the list below.

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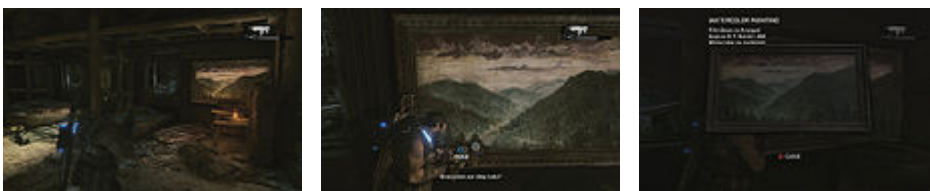
## Anvil Gate Plaque

Turn around as soon as you gain control at the start of this level to find the Anvil Gate Plaque on the garage door.



## Watercolor Painting

In the opening battle at the fort, from the start, take the stairs on the right as you head towards the front gate. On the upper level there is a living space with a large Watercolor Painting on the wall. This is the collectible.



## Sam's Father's Medals

From the front wall of the fort (facing the attack), turn left and head back through the hallways. In one of the small rooms is a bunch of ammo and Sam's Father's Medals on the ground in the corner.





# Act 3 Chapter 2

## Walkthrough

Check out our video Walkthrough for **Act 3 Chapter 2** of Gears of War 3. Get tips for beating the game, or just sit back and enjoy the ride. For all hidden COG Tags and Collectibles, scroll to the list below.

Click this link to see the video

<http://www.ign.com/videos/2011/09/20/gears-of-war-3-walkthrough-act-iii-chapter-ii-w-commentary-hd>

(watch without commentary)

## Related Achievements

10G

Was it Good For You?

Story progression in **Act 3 Chapter 2** (standard or arcade).

## Collectibles

### COG Tag 9

In the Lambent Berserker battle within the walls of the fort, look for the Crimson Omen on the wall. If you face the wall the Berserker hopped over, it's to the right. Bellow the Omen is COG Tag 9.



### Journal

In the fight with the Lambent Berserker, there's a cylindrical structure in the middle of the open area. On one side of it is a tent and a small alcove with some ammo and the Journal in it.



# Act 3 Chapter 3

## Walkthrough

Check out our video walkthrough for **Act 3 Chapter 3** of Gears of War 3. Get tips for beating the game, or just sit back and enjoy the ride. For all hidden COG Tags and Collectibles, scroll to the list below.

Click this link to see the video

<http://www.ign.com/videos/2011/09/20/gears-of-war-3-walkthrough-act-iii-chapter-iii-w-commentary-hd>

(watch without commentary)

## Related Achievements

10G

Lost Your Good Driver Discount

Story progression in **Act 3 Chapter 3** (standard or arcade).

## Collectibles

There are no Collectibles in this chapter.

# Act 3 Chapter 4

## Walkthrough

Check out our video Walkthrough for **Act 3 Chapter 4** of Gears of War 3. Get tips for beating the game, or just sit back and enjoy the ride. For all hidden COG Tags and Collectibles, scroll to the list below.

Click this link to see the video

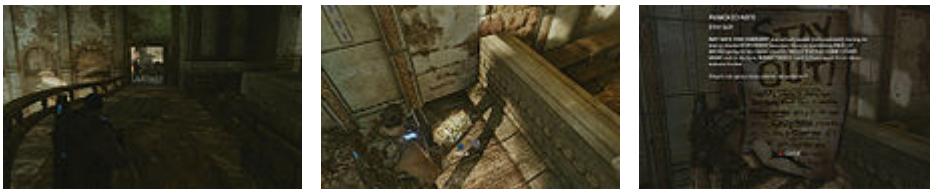
<http://www.ign.com/videos/2011/09/20/gears-of-war-3-walkthrough-act-iii-chapter-iv-w-commentary-hd>

(watch without commentary)

## Collectibles

### Panicked Note

Right after you confront the crazy old coot sabotaging the pipeline, walk through the house and down the stairs to the lower level. On a landing here is a Scorcher Flamethrower and a the Panicked Note collectible.



### COG Tag 10

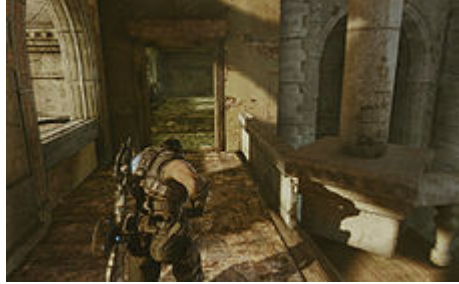
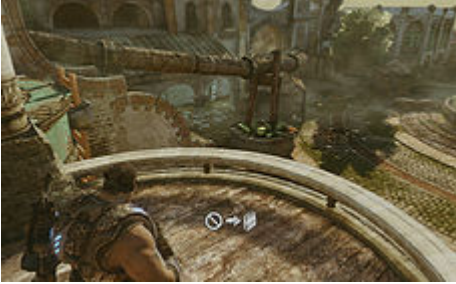
Right after you confront the crazy old coot sabotaging the pipeline, you'll go through a house, a courtyard and a green-tiled interior before entering the sewers. In the green-ish place, just before the sewer entrance, a Crimson Omen is on the wall in a side room. In a nearby side room, COG Tag 10 is on the ground behind a low wall.



### Message

After the first massive Formers attack, climb the ladders and immediately go to the left to find the

Message collectible. Do not go down the stairs -- this is on the top floor of the building you climb into.



# Act 3 Chapter 5

## Walkthrough

Check out our video Walkthrough for **Act 3 Chapter 5** of Gears of War 3. Get tips for beating the game, or just sit back and enjoy the ride. For all hidden COG Tags and Collectibles, scroll to the list below.

Click this link to see the video

<http://www.ign.com/videos/2011/09/20/gears-of-war-3-walkthrough-act-iii-chapter-v-w-commentary-hd>

(watch without commentary)

## Related Achievements

10G

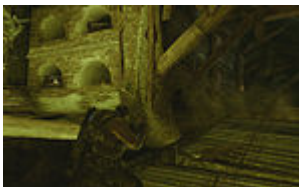
Brothers to the End

Story progression in **Act 3 Chapter 5** (standard or arcade).

## Collectibles

### Air Raid Shelter Sign

Just as you cut through the boards to enter the church basement, hop down the ledge and turn left. The path runs into a dead end with the Air Raid Shelter Sign.



# Act 4 Chapter 1

## Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2011/09/20/gears-of-war-3-walkthrough-act-iv-chapter-i-w-commentary-hd>

(watch without commentary)

## Collectibles

### COG Tag 11

In the area with the small playground, don't open the door. First, search for this COG Tag in the lit up building opposite the playground. It's at the base of a cabinet in the building. A Crimson Omen can be seen high above on the building's exterior.





# Act 4 Chapter 1

## Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2011/09/20/gears-of-war-3-walkthrough-act-iv-chapter-i-w-commentary-hd>

(watch without commentary)

## Collectibles

### COG Tag 11

In the area with the small playground, don't open the door. First, search for this COG Tag in the lit up building opposite the playground. It's at the base of a cabinet in the building. A Crimson Omen can be seen high above on the building's exterior.



# Act 4 Chapter 2

## Walkthrough

Check out our video Walkthrough for **Act 4 Chapter 2** of Gears of War 3. Get tips for beating the game, or just sit back and enjoy the ride. For all hidden COG Tags and Collectibles, scroll to the list below.

Click this link to see the video

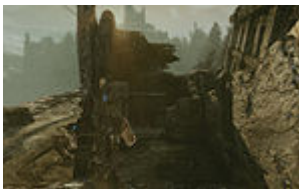
<http://www.ign.com/videos/2011/09/20/gears-of-war-3-walkthrough-act-iv-chapter-ii-w-commentary-hd>

(watch without commentary)

## Collectibles

### Journal

At the very start of 4-2, a metal gate on the right of the path can be kicked down to reveal a hidden area with this Journal.



# Act 4 Chapter 3

## Walkthrough

Check out our video Walkthrough for **Act 4 Chapter 3** of Gears of War 3. Get tips for beating the game, or just sit back and enjoy the ride. For all hidden COG Tags and Collectibles, scroll to the list below.

Click this link to see the video

<http://www.ign.com/videos/2011/09/20/gears-of-war-3-walkthrough-act-iv-chapter-iii-w-commentary-hd>

(watch without commentary)

## Related Achievements

10G

Think You Can Handle That?

Story progression in **Act 4 Chapter 3** (standard or arcade).

## Collectibles

### Fuel Order

When you attempt to get the cable car moving and find it attached by a safety cable, crawl through the barbed wire and eliminate the Lambent. After this, don't enter the building. Pass the entrance and search the far side of the area for the Fuel Order.



### Old Magazine

You can find this after you ride the cable car back to the first tower. When you get to the roof to save Dizzy, the path takes you into a living room area. Under a couch in this area you can find the Old Magazine. Destroy the couch to pick it up.



# Act 4 Chapter 4

## Walkthrough

Check out our video Walkthrough for **Act 4 Chapter 4** of Gears of War 3. Get tips for beating the game, or just sit back and enjoy the ride. For all hidden COG Tags and Collectibles, scroll to the list below.

Click this link to see the video

<http://www.ign.com/videos/2011/09/20/gears-of-war-3-walkthrough-act-iv-chapter-iv-w-commentary-hd>

(watch without commentary)

## Collectibles

When the Locust first release the centipede enemies, look for a small alley behind a cargo container leading to the Tabloid by some Frag Grenades. If you face the enemies, this is to the right of the area.



# Act 4 Chapter 5

## Walkthrough

Check out our video Walkthrough for **Act 4 Chapter 5** of Gears of War 3. Get tips for beating the game, or just sit back and enjoy the ride. For all hidden COG Tags and Collectibles, scroll to the list below.

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(watch without commentary)

## Related Achievements

10G

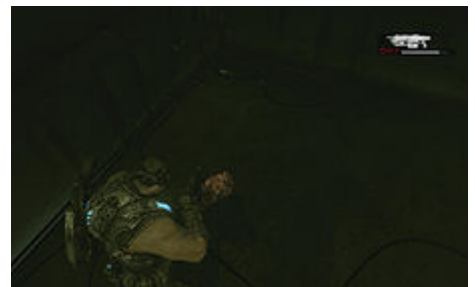
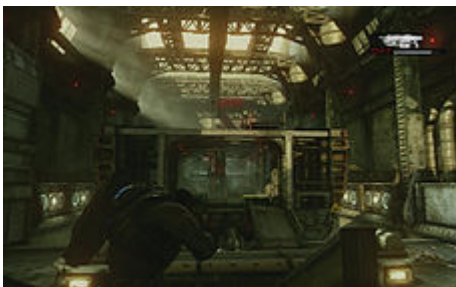
Baird's Favorite Kind of Toy

Story progression in **Act 4 Chapter 5** (standard or arcade).

## Collectibles

### Bulletin

(Take the Maintenance Bay route when given the option). On your quest to find the rotor for the sub, you'll enter a door labeled 'Maintenance Bay.' In the first battle that ensues, there are stairs leading down to a ship under construction and a hallway leading off to the left (when facing the enemies). In this hallway you'll find the Bulletin on the ground in a corner.



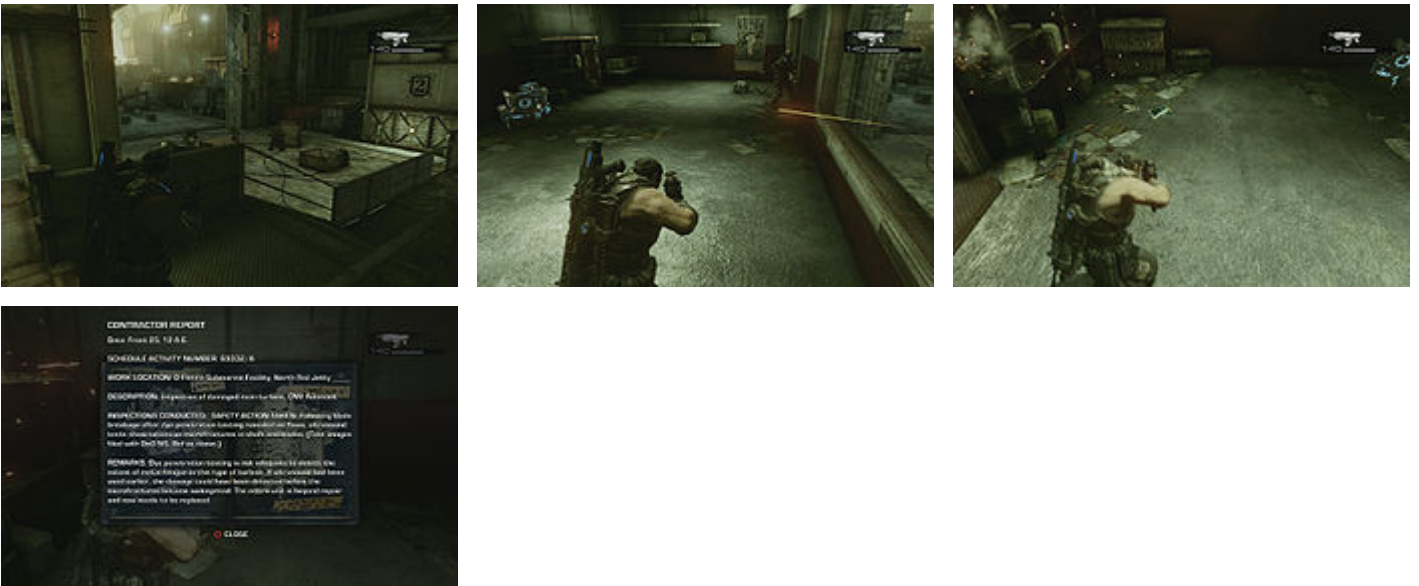
## COG Tag 12

On the fuel route, the first battle takes place around a docked ship. Near the exit of this room, across the ship, is a yellow cargo container with a Crimson Omen on it. Behind this container is COG Tag 12.



## Contractor Report

When the final gate opens and sub is ready to move out into daylight, a room will open at the end of the catwalk with a Vulcan inside (the two-man weapon). In one corner of this room, on the ground, is the Contractor Report. It's hard to spot since it's amongst other pieces of paper.



# Act 4 Chapter 6

## Walkthrough

Check out our video walkthrough for **Act 4 Chapter 6** of Gears of War 3. Get tips for beating the game, or just sit back and enjoy the ride. For all hidden COG Tags and Collectibles, scroll to the list below.

Click this link to see the video

<http://www.ign.com/videos/2011/09/20/gears-of-war-3-walkthrough-act-iv-chapter-vi-w-commentary-hd>

(watch without commentary)

## Related Achievements

10G

Welcome To

Story progression in **Act 4 Chapter 6** (standard or arcade).

## Collectibles

There are no Collectibles in this chapter.

# Act 5 Chapter 1

## Walkthrough

Check out our video Walkthrough for **Act 5 Chapter 1** of Gears of War 3. Get tips for beating the game, or just sit back and enjoy the ride. For all hidden COG Tags and Collectibles, scroll to the list below.

Click this link to see the video

<http://www.ign.com/videos/2011/09/28/gears-of-war-3-cog-tag-and-collectible-locations-for-act-5-hd>

## Pamphlet

Move from the docks up into the train station and, at the top of the stairs, before the train, turn left and look for the Pamphlet at the end of the hallway.



## Assault Plans

You need the Silverback for this one. Cross the rainy exterior area and slip into the caves on the left (don't get hit by the mortar!). In the caves you'll find a gate the Silverback can knock down. Just walk up to it and hit the B button. Beyond the gate is a secret area with the Assault Plans on the ground.





# Act 5 Chapter 1

## Walkthrough

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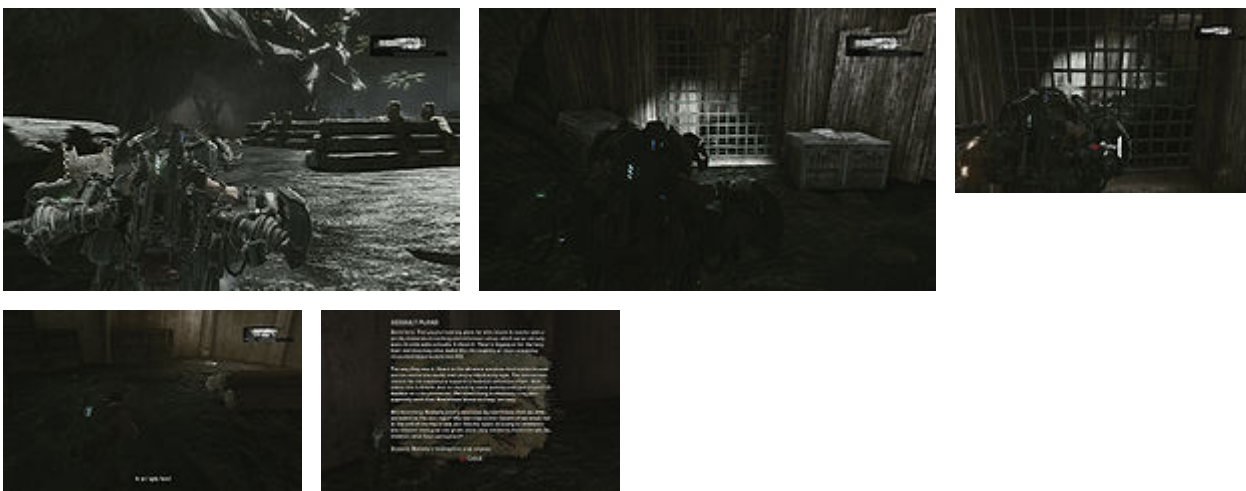
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# Act 5 Chapter 2

## Walkthrough

Check out our video Walkthrough for **Act 5 Chapter 2** of Gears of War 3. Get tips for beating the game, or just sit back and enjoy the ride. For all hidden COG Tags and Collectibles, scroll to the list below.

Click this link to see the video

<http://www.ign.com/videos/2011/09/20/gears-of-war-3-walkthrough-act-v-chapter-ii-w-commentary-hd>

(watch without commentary)

## Related Achievements

10G

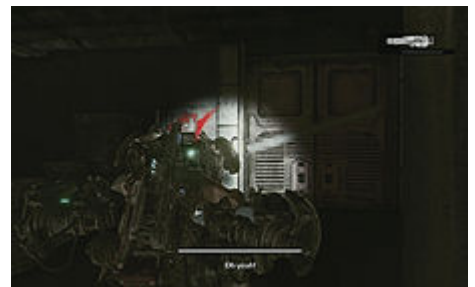
Look at That, Instant Summer.

Story progression in **Act 5 Chapter 2** (standard or arcade).

## Collectibles

### COG Tag 13

Grab the Silverback at the very start of the area (there's a green button behind some boxes that opens a garage right where you start this act). Enter the elevator and, when it stops, take the hallway marked "3." On the left side is a red door with a Crimson Omen next to it. The Silverback can kick this door down if you just walk up to it. Inside this room is COG Tag 13.



## Schematics

Before you enter the room with the multiple generator shutoff switches, you'll be in a well-furnished room with a desk in the middle. On the desk is a red button. Hit it and you'll open a wall safe in the room with the Schematics inside.



# Act 5 Chapter 3

## Walkthrough

Check out our video Walkthrough for **Act 5 Chapter 3** of Gears of War 3. Get tips for beating the game, or just sit back and enjoy the ride. For all hidden COG Tags and Collectibles, scroll to the list below.

Click this link to see the video

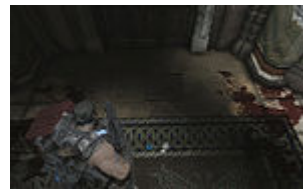
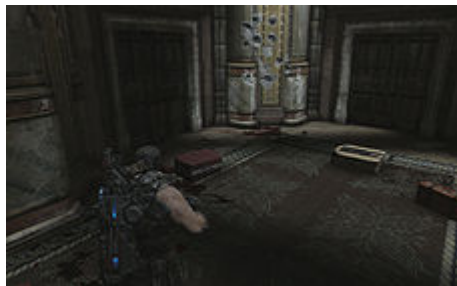
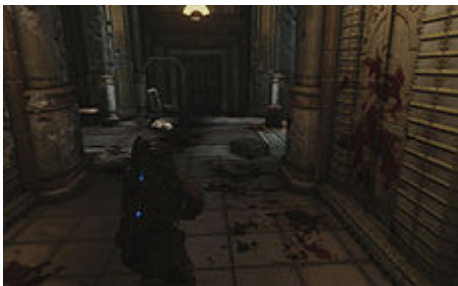
<http://www.ign.com/videos/2011/09/20/gears-of-war-3-walkthrough-act-v-chapter-iii-w-commentary-hd>

(watch without commentary)

## Collectibles

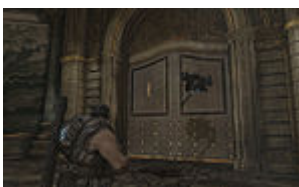
### Money Stack

After taking out the barges, you'll head inside to a decadent hallway strewn with luggage. Turn left and follow the hallway to the very end. At the end of the hallway are two doors. In front of one of the doors is a loose tile you can move with the X prompt. Under it is the Money Stack.



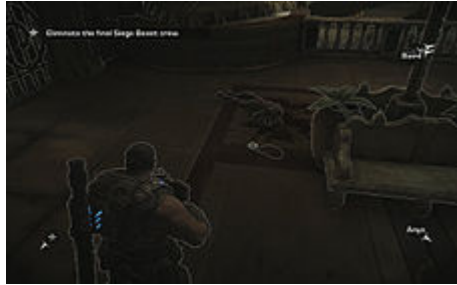
### Diary

After blowing up the dam, the first interior room you come to has a large, white angel statue. Head up the stairs and turn to face the statue. Walk around to the left of it and look for the Diary on a table between two of the red couches.



## COG Tag 14

Just after the room with the white angel statue, you'll enter a large hall with Locust coming down from the ceiling on ziplines. Run straight to the opposite side of the hall from the entrance. To the left on a distant wall is the Crimson Omen, but the COG Tag 14 is near a body between the planter and the wall.



# Act 5 Chapter 4

## Walkthrough

Check out our video Walkthrough for **Act 5 Chapter 4** of Gears of War 3. Get tips for beating the game, or just sit back and enjoy the ride. For all hidden COG Tags and Collectibles, scroll to the list below.

Click this link to see the video

<http://www.ign.com/videos/2011/09/20/gears-of-war-3-walkthrough-act-v-chapter-iv-w-commentary-hd>

(watch without commentary)

## Collectibles

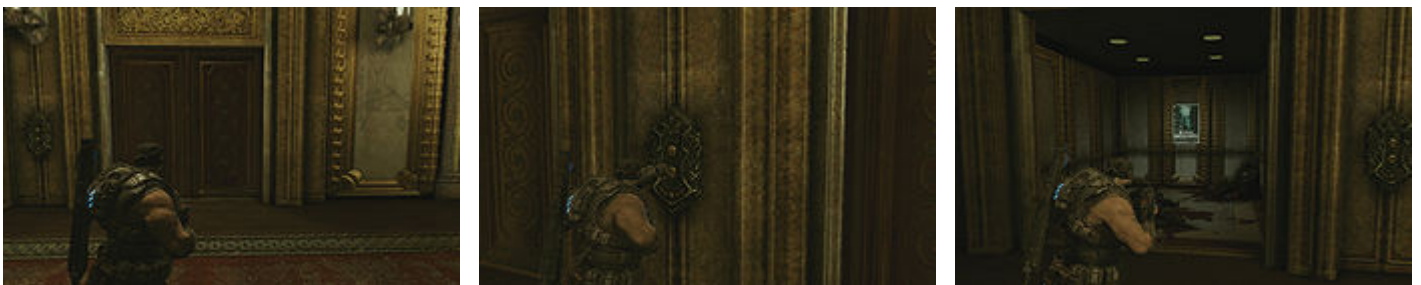
### Memorial Announcement

At the outset of the level, run up the first set of stairs and, in the large hallway with a high ceiling, run straight to the bust flashing in front of you. This bust is the Memorial Announcement.



### Announcement

Take the first elevator up and, when you get off, turn around and call the elevator using the button again. Another elevator will open up with the Announcement inside. It's flashing on the wall of the elevator.



**ANNOUNCEMENT**

**Manufacturers of Doors**

Due to the detection of increased activity across the Mountain West region, all doors will remain closed until further notice. Please remain aware of your surroundings at all times, especially in areas of high activity and avoid any areas of increased activity. Contact your administrator for more information.

Remember, you are the best defense against threats and the key to security's future. Please help us secure your future by complying with all security policies and procedures.

Thank you for your cooperation and protection.

**REMAIN  
INDOORS**

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# Act 5 Chapter 5

## Walkthrough

Check out our video Walkthrough for **Act 5 Chapter 5** of Gears of War 3. Get tips for beating the game, or just sit back and enjoy the ride. For all hidden COG Tags and Collectibles, scroll to the list below.

Click this link to see the video

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(watch without commentary)

## Related Achievements

10G

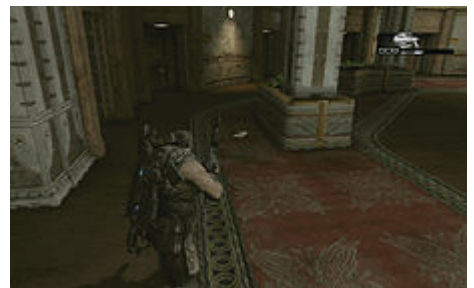
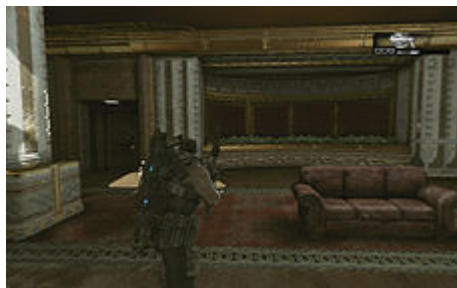
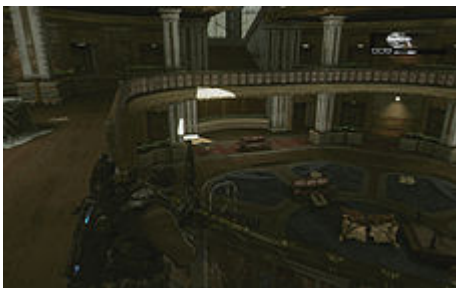
Ok. Faith. Yeah. Got It.

Story progression in **Act 5 Chapter 5** (standard or arcade).

## Collectibles

### Brochure

After your team splits up into two elevators you'll arrive safely in a large hallway with stairs leading up and down. Run all the way around the level and go down the stairs. You'll see a couch with two pillars flanking it at one end of the lower level. Behind one of these pillars is the Brochure.



COG Tag 15



After dropping the counterweight on the queen, search very start of the dark area for a pile of boxes with the Crimson Omen and COG Tag 15 behind it.



## Fenix Research

After entering Adam Fenix's office and witnessing the cutscene, this final collectible, Fenix Research, can be found on a small table by the telescope.



# Act 5 Chapter 6

## Walkthrough

The final chapter starts of with a cutscene with Adam Fenix trying to activate the machine.

After the cutscene Myrrah riding on her Tempest appears, you will have to keep shooting at her until her Tempest is tired out and falls, when this happens you will have to grab 1 of 3 Hammer of Dawns in the area and shoot at her, afterwards she gets up and you have to shoot at her Tempest again until she gets tired again, when that happens you have to use the Hammer of Dawn again.

If you run out of Hammer of Dawn ammo there are 2 other Hammer of Dawns in the area. After you take her Tempest down, again there is another cutscene with her attacking the machine Adam is trying to activate. After the cutscene you have to shoot down her Tempest again and use the hammer of dawn, then the final cutscene goes on and you FINISH GEARS OF WAR 3!!!

## Related Achievements

All of the end-game achievements are available here such as completing the campaign on normal, hardcore, and insane as well as completing the whole game in both co-op and 4 player co-op that are all worth much gamerscore.

## Collectibles

There are no Collectibles in this chapter.

# Insane Difficulty

Playing through the game on **Insane Difficulty**? Check out these videos for tips. If you are finding a particular section too hard, switch to arcade and use mutators to make it easier. Using Super Reload with 4 people can make insane mode extremely easy and it counts for the medals and achievements.

## Act 1 Insane Walkthrough

- Act 1 Chapter 1 - Insane
- Act 1 Chapter 2 - Insane
- Act 1 Chapter 3 - Insane
- Act 1 Chapter 4 - Insane
- Act 1 Chapter 5 - Insane
- Act 1 Chapter 6 - Insane

## Act 2 Insane Walkthrough

- Act 2 Chapter 1 - Insane
- Act 2 Chapter 2 - Insane
- Act 2 Chapter 3 - Insane
- Act 2 Chapter 4 - Insane
- Act 2 Chapter 5 - Insane
- Act 2 Chapter 6 - Insane
- Act 2 Chapter 7 - Insane

## Act 3 Insane Walkthrough

- Act 3 Chapter 1 - Insane
- Act 3 Chapter 2 - Insane
- Act 3 Chapter 3 - Insane
- Act 3 Chapter 4 - Insane
- Act 3 Chapter 5 - Insane

## Act 4 Insane Walkthrough

- Act 4 Chapter 1 - Insane
- Act 4 Chapter 2 - Insane
- Act 4 Chapter 3 - Insane
- Act 4 Chapter 4 - Insane
- Act 4 Chapter 5 - Insane
- Act 4 Chapter 6 - Insane

# Act 5 Insane Walkthrough

- Act 5 Chapter 1 - Insane
- Act 5 Chapter 2 - Insane
- Act 5 Chapter 3 - Insane
- Act 5 Chapter 4 - Insane
- Act 5 Chapter 5 - Insane
- Act 5 Chapter 6 - Insane

## General Tips

- Remember the Golden Rule of the Gears. As veterans of the series know, taking cover is one of the essential tactics required to survive on Insane. Keep your head down and your guaranteed to survive through the hail of bullets that the Locust and Lambent fire your way.
- Learn the difference between destructible and indestructible cover. If you take cover behind wooden structures, the AI are sure to focus fire on your cover. The wood will break and you will soon be exposed to direct fire.
- Battlefield Awareness! As you progress further into the Acts of Gears 3, enemies will become even more aggressive and will constantly seek ways around your field of vision. Check your flanks every once in awhile to ensure you aren't getting overwhelmed, especially during your encounters with the Formers

1. You want to use your cover. It may seem like a silly thing to say in a cover based shooter, but one of the biggest problems people have on insane is not taking cover when needed.

2. Use your squadmates. Whether it is AI or not they will draw fire. You will want to pop up and take shots at the locust and then get back in cover before they shoot you. Do this everytime your squadmates draw their fire.

3. Vital areas. There are vital areas you must shoot if you want to conserve some ammo. For fighting Locust, one is the legs, and the other is the head. For lambent you want to shoot the spot that is glowing the most.

4. Blind Fire. This is a feature that will help you tremendously throughout the campaign. This can be good in coop to draw their fire. Only do though at close to mid range fighting.

# Act 1 - Insane

## Act 1 Insane Walkthrough

- Act 1 Chapter 1 - Insane
- Act 1 Chapter 2 - Insane
- Act 1 Chapter 3 - Insane
- Act 1 Chapter 4 - Insane
- Act 1 Chapter 5 - Insane
- Act 1 Chapter 6 - Insane

# Act 1 Chapter 1 - Insane

For collectibles, see: Act 1 Chapter 1

## Walkthrough

### Ways to play on insanity

#### Getting started on Chapter 1

This is directly after the cutscene with Anya

At the end of the hall there is a door. This is the door that the polyps are going to be coming out of. Do not take cover near the door. The polyps do not fire projectiles so cover is going to hurt you. You are going to want to stay back as far as possible when fighting these guys. After going through the door you need to run forward and immediately go to your left. Then you are going to want to face the stairs and because there are going to be a lot of polyps coming down. OR this would be a great example of using squadmates. You could stay back and let them soak up all the damage. This is the type of strategy you will want to be using as much as you can.

When you get to the top of the stairs there is going to be a cutscene. After this cutscene you are going to right out in the open. You want to immediately roadie run to cover. Right after you kill that first guy there is going to be 3 guys that pop up on your left. You are going to need to take cover immediately. The best way to do this is immediately take cover on that first thing to your left. The AI will take cover there also.

#### *Cutscene with prescott*

After this cutscene you will want to move to your left and grab the ammo box. After you get that you will want to take cover on the right of the second set of sandbags. There are some grenades in front of the box to your right. Hold off on those until you clear the Locust to your left in front of you.

# Act 1 Chapter 2 - Insane

## Strategy 1

In the first room with the polyps you are going to want to keep your distance from them. Don't take cover and just sit in the back of the room taking shots at them. Once those are clear a bunch of lambent are going to appear in the room next to you. Just stay in the back and provide support for your AI. Let the AI soak up damage for you. In the room where you fight the lambent drones and grudges there should be 2 lancers at the bottom left hand corner. And grenades at the top right hand corner.

In the next room take out the lambent on the catwalk and thin down the numbers on the ground floor a little. Once those numbers are brought down move up the left side. Stick in cover for a lot of the fight. You are going to want to give the AI some time to move a head of you a little. Like before just provide support. There should be another pair of grenades at the end of the walkway you are on.

When you walk past the raven there will be a set of stairs. When approaching these stairs make sure to stay in cover. The door near the stairs will open and 3 lambent will come out. No need to rush this part. Take as much time as you need. Just use blind-fire at this part to avoid damage. Again just focus on a support role for your AI.

When you get to fighting the leviathan just stay as far away from the tentacle as possible and shoot it. Again let the AI soak up damage. There will be polyps that the AI should take care of, but just keep an eye out for those. After the leviathan there will be several locust coming out of the door near the stairs. Just try to stay back and be a support role for this. If you have to use your grenades. Then make your way up to the button (if you cant find it hold down the left bumper). There should be only 2 locust that you have to fight.

When going up the lift get behind cover and just maintain a support role. There is a pair of grenades in the bottom right behind the containers when you get to the top of the lift.

## Strategy 2

Fairly straight forward, kill the polyps at the beginning and there is another battle in the cafeteria on your left. You can hide while your teammates take out everything in the room but be careful of Polyps.

For each firefight stay hidden and your teammates will take out everything but shoot the pods on lambent stems to make it easier on them. There is nothing tricky about the fights on this level just target the Drudges and then Drones.

When you have to release the Ravens by raising the launch pads, let your teammates do the heavy work and when you get to the control rooms, toss a grenade to kill the people in the control rooms. Do

not do objectives like touching fire hoses and using fire extinguishers.

Eventually you will get to the Silverbacks and the Leviathan will appear. If you do not damage it fast enough, he will eat the ship and you'll fail. To prevent that, shoot its eyes and Polyps will spawn and it will back off. Take care of the Polyps immediately because they do a ton of damage to the Silverback. This repeats twice more but drones will be added to the mix later on. Take out drones and Polyps and the level will end after the Leviathan has been moved 4 times.



# Act 1 Chapter 3 - Insane

## Strategy 1

The fighting won't start until you reach the playground however you are going to want to pick up the ammo at the first gate you reach. There is a Lancer and a Hammerburst right in front of the gate.

After going through the streets and getting near the playground you will have to open a gate to get into the playground. Before opening the gate you will want to grab ammo from the holes. There is one on each side of you. They have the Imulsion emitting from them. The left side has a Hammerburst and a Boltok Pistol while the right has a Lancer and Snub Pistol.

Once you get the ammo open the gate and immediately take cover on the wall in front of the car. Here is where you will want to stay for the entire fight. Just sit in the back and provide suppressive fire for the AI. This is a spot where suppressive fire will help out a lot. You will want your AI to be soaking up the damage for you. If you can, take out the pods on the Stalks to lower the enemy count. After a certain amount of enemies gets taken out your AI will begin to move up by themselves. When moving up to get to your squad-mates you are going to want to be careful. Move to the right and use the right stalk as cover from the left one. Enemies will sometimes still come out of the left when you move out. If they pop out just try to take pot shots at them until they die. If they don't take out the pod that is about half way up the stalk. That should finish the stalk off.

Before going into the store move along the wall of the store until you get to the dead Stranded with grenades.

Once you have the grenades move into the store and go to the back left hand corner. Once you are over the counter you will need to move a little forward towards the shelves. When the polyyps drop down fall back to the counter and mow them down. Then move to the pillars in the middle of the shelves. Take your time and just provide support for the AI.

At the next fight you will want to get behind the counter to your right as soon as it is safe. There is a sniper over there that you can pick up. This should make the rest of the fights in the store easy.

Once you get to the walker get in it and pick up the package. Then you will want to kick the door on the left open. Do not kick the other doors open because it will give the Lambent a path to you. Once you moved out the left door take over with the walker behind the container. Once the majority of the Lambent is taken out by your AI kick the care to create a path to the landing zone. You will want to run to the landing zone when it is clear, and, if necessary, get out of the walker and help take out the Locust.

## Strategy 2

The action doesn't kick off until you come to a playground. At this point, shoot the pods and run for cover. A new stem will appear and shoot the pods. Move up and the gates will be destroyed by wretches so take them out and shoot the final pods and hide.

At the grocery store, stems will appear so take the pods out and look out for drudges. They will mutate into the kind that shoot out immulsion like a flame-thrower. Teammates will take care of them but keep your distance if you want to live.

You will find a loader in the back of the Grocery Store once the huge shootout is over and you smash a wooden box. Use the loader and pick up the supplies and open the door with the Loader but hope out of the Loader there to make sure it doesn't explode. Take out the pods and spot enemies to make it easy on yourself. Get back into the loader and kick the car blocking your progress and hide the Loader behind cover. Take out more pods and enemies and hop back into the Loader to kick the truck and run into green smoke to end the level.

# Act 1 Chapter 4 - Insane

The first hard level in the game, especially at the point that you first meet Gunkers. Try to stay as far away from them as possible, if they see you, they will target you with extreme accuracy and speed, leaving you little time to dodge their Emulsion blast.

In the very beginning you will have to cross a bridge with Emulsion below it. Once you get across look to your right. Behind the car is an ammo box and a Longshot. The truck in front of that has a pair of grenades. You will need both of these for later.

The fighting starts with Lambent attacking a Stranded fortress and your squad goes in to help. You are going to want to stay back and just use your ammo shooting the pods or you will be low on ammo for the entirety of the fight. For this fight you are going to want to stay back and let the AI do most of the damage. Your best bet is to not engage the Gunker. When the AI moves up to engage the Lambent use one or two shots to take out the Lambent Drones. This will help your AI move up and keep the Gunker at bay. You are going to want to stay as far away as you possible can from the fighting. The best thing to do is take out the pods, but if you cant just sit back and the AI should take care of the enemies. A third stem will eventually appear, take out the pods quickly and return to providing fire support. After that the Stranded will let you in and will give you supplies. The best thing to do for that fight would be to pick up a Hammerburst if you don't already have one. There will be plenty of ammo for you.

When walking through the stranded outpost there is a room to your left. Right next to the tackle dummy and right before the door to the supplies. It has a Hammerburst, Lancer and Gnasher in there.

After the supplies, there will be another shootout and a Gunker will be there with some more Lambent. This part is a little bit harder because the AI doesn't seem to shoot as much. When the fight first starts go up the stairs on the right and get ammo for the Longshot. Then fall back down the stairs and take cover. Watch for the Emulsion Mortars coming down on you. Just sit back behind the forklift until the Gunker gets closer. When it gets close just keep moving to avoid being hit by the Mortars. Also you want to keep continuous fire on it if possible. Once the Gunker is down the AI should move up. Just stay behind them and remain a support role. When this part is over make sure to get the Boomshot that is right to the platform. The platform is right before the door that you have to open.

The final part of the mission is a stand-off at the stadium and has a Gunker with some Lambent. Shoot the first Gunker with your Boomshot and toss your grenades at the second Gunker.

Once everything is dead, open the doors to the stadium and you will be finished.

# Act 1 Chapter 5 - Insane

Take the top floor when you get the option. When you are up there go straight and look to your right. The room to your right has grenades and an ammo box. Be very careful when moving up. When you get to the railing make sure to only shoot when the AI has them distracted. Just keep popping up and taking your shots at the AI. When you kill everything a Gunker will appear so make sure to be in an area where you can move around freely.

At the elevator part just be sure to keep your head down and only pop up when it is safe.

## Short Version

Go on the top to provide cover for the bottom. The top has fewer enemies and the enemies on bottom will never shoot you. When all the enemies are dead, a Gunker will appear with some Lambent but target the Lambent first. Once everything is dead continue through the level and you will get to a sequence with Cole where all you have to do is run into the Lambent and they die.

After that, get on the elevators and shoot at everything that shoots at you. A Gunker will appear and all you have to do is make th Drudge explode to set off a chain reaction of explosions to kill the Gunker and finish the level.

# Act 1 Chapter 6 - Insane

Shoot the tanks on each platform and then get as many rounds into enemies on the ground that you can. You will notice a Gunker and three Drudges. Get behind the cover in front of you and blind toss a grenade while moving or the Gunker will kill you with his tentacle. Blind toss another grenade and run immediately to the back. It should have a wall with a road divider. Hide there until the Gunker targets your teammates. Grab grenades that are behind the wall you are hiding, it is next to a car in the open, and throw them until the Gunker dies.

Move up and you'll come across a Locust stronghold with snipers and turrets everywhere. Spot the turrets and then the snipers but hide if you see a red sight on you. After that, run to the turret while everyone is talking about the turrets being made of old lancers. Boomers will bust the door open and since you have the turret, you can blast the Boomers away.

Continue on the bridge and you'll get ambushed again, spot the turrets and hide while avoiding the Tickers. There are two more battles like this and you'll reach a part where the path splits. Take the catwalk and have Sam take out all the bad guys and then come up to attack the Locust above you where Baird and Carmine are.

Next part is the Mortar run. Take cover in the box to your left and run to the nearest one when the Locust aren't shooting it. Once in box #2, run to the box to the right when it is safe because it leads to an area where the Mortar can reach and it is a straight run. Once at the end of the bridge, take out the Mortar crew and use their Mortars to take out the ship.

After that run, and the Leviathan will drop off Polyps for you to kill and it'll do this twice. At the end is a small group of Locust with Tickers so don't get hasty.

Once outside again, you will see a box of Tickers and enemies inbetween. Take out the enemies, they are just drones but look out for the Turret on the right other wise it will tear you to shreds. When Baird says they are behind us, you can interact with the Ticker box to end the level.

# Act 2 - Insane

## Act 2 Insane Walkthrough

- Act 2 Chapter 1 - Insane
- Act 2 Chapter 2 - Insane
- Act 2 Chapter 3 - Insane
- Act 2 Chapter 4 - Insane
- Act 2 Chapter 5 - Insane
- Act 2 Chapter 6 - Insane
- Act 2 Chapter 7 - Insane

# Act 2 Chapter 1 - Insane

You start the level off as Cole and meet Wild Tickers. Take them out and find weapons and prepare for an ambush. Let your teammates take care of them while taking out Tickers.

Eventaully you will regain control of Marcus and you will meet Diggers. Toss as many grenades as you have into them and take out the snipers and move up. More enemies will jump out of the ground, once they are dead, hide where the Diggers are and take them.

Shoot at enemies with the Digger and approach the Seigebeast. Use it to take out the other Seigebeasts and the Brumack when it approaches. Once the Brumack is dead regroup with Anya and Jace while taking out any enemies that you see. Another battle happens and it isn't difficult but a Brumack shows up.

## Brumack Battle:

To hurt the Brumack you have to disable its weapons. Start with the turret on the left and then the right. They have a ton of health but will go down eventually. The missile launcher is not an issue once the turrets are gone. Shoot the Brumack in the face and stop when its mask is gone and move on to the missile turret. If you need ammo, run back to Prescott and grab the supplies. Eventually the beast will go down and the level will end.

## Act 2 Chapter 2 - Insane

This level starts off with a battle with a Corpser. All you have to do is shoot it on the face when it exposes itself, shooting at its legs does nothing to it. When it starts to bury itself, spot it to know where it is at all times. When it goes down keep going.

The next battle is tricky because they have the high ground. Shoot blindly and your team will flank them and then you can move up. A horn will be blown and you fight off another group of Locust and look out for the turret and the Theron Guards with Cleavers.

Past the door is a Mortar and you have to run into the next area and take out the Locust quickly. Spot the turret and take out the two Locust that drop down from the cliff on the left. Diggers will join the fight so be on the lookout for those and if you go up the left cave, look out for Tickers.

You will come to a Seigebeast with three shots so make them count when taking out the Locust past the huge wooden door. After the ammo is used up, take out the Locust and then grab ammo at the end to finish the level.



## Act 2 Chapter 3 - Insane

This can be an easy level or a hard level. Take out the first Locust and run to the next area. Grab the Longshot and kill the Wild Tickers. From here, you should see two Locust on top. Shoot the one closest to the horn and then take the other one out. After that is the hard gate where there are 2 Locust and two horns. Timing is everything and take out the one closest to a horn first and then take out the other one with a headshot. It will take a few tries but it is worth the work because you will die if they sound the alarm.

When the guards are eliminated, three Locust will come out, take them out and you will go through an alternate route through the level. This route gives you ammo, a COG tag, and Cleavers but keep the Longshot. Continue and the enemies will trigger the alarm and 5 Locust will attack you, have your squad take them out while you focus on the Locust on the ramp from above. There is a turret and the enemy won't see you so snipe him and do this two more times and then procede.

Your squad will tell you that enemies are attack but that isn't an issue because there is a turret that you can use to take out the Locust. After that there is one more gunfight that involves a few Locust but watch out a turret. After that battle, interact with the button on the pole to end the level.

## Act 2 Chapter 4 - Insane

Run cover to cover when Dom or [[Marcus Fenix|Marcus] yells that the ship is not firing. After that is a small firefight with Locust and then you enter a cavern with a small squad of Locust.

You will come across a Ticker factory and use the dangling Tickers to your advantage to take out enemies and you will come to the next area. A Drone will lock you in with a Corpser. Remember to shoot it in the face and not the legs and it will fall. When it does, prepare for an attack and respond by throwing grenades at the enemies that bust the door and they have nothing to worry about.

The final area takes you to some Corpser birth caverns. Shoot all Corpser and then a Giant Corpser will appear. It has four eyes and the only way to beat it is too shoot each eye. It attacks by dropping rocks from the ceiling, using its legs, and using baby Corpser. After an eye is shot, it will guard itself and send out 2 unarmored Corpser at you as well as baby Corpser. Kill them and repeat to shoot at the Mother. There is ammo on the left and right sides of the cavern if you need them.

Once all eyes are gone, run into the door that Corpser was blocking the entire time to avoid her Berserking. After her going berserk, the roof will collapse and the level will be over.

# Act 2 Chapter 5 - Insane

This level is fairly easy until the elevator part. Before going up the elevator to board the ship, fill up on grenades and ammo.

When the elevator hits the top you will see a ship circling around you and wooden boxes as cover. The reason max grenades are recommended is because the ship will drop Guards off at the same spot everytime. Therefore you can knock out 4 waves of guards without breaking a sweat. Just tag the floor while the ship is moving and remain hidden from its vision at all times.

Anyways, the ship will get faster and lower after each wave whereas the Guards will get stronger and have better each wave. The ship will make 6 circles totaling 12 waves so use the grenade idea when you feel overwhelmed.

There are two crates of ammo but do not grab those until the ship has landed. It is too risky and if the ship has you in sights even for a second, you will die.

To avoid the ship always be under the roof that is in the middle and on the opposite side. Meaning, if the ship is on the left, make sure you are on the right and in a spot where you are hidden. However, go into cover because the guards will finish you if they are still alive.

Too kill the guards, just spot them and have your teammates do the hard work. They never run out of ammo and hardly ever get downed.

When the ship lands, look out for the rocket turrets and have your teammates take those guys out first. After that take out the Guards with the Torque Bows, these guys will have a flashing light meaning that they are charging their Vows, because they hardly miss and if they hit you, you are dead.

## Act 2 Chapter 6 - Insane

This mission doesn't kick off until you hear a distress call from Dizzy. You land the ship and help Dizzy out. This shoot out gets tricky near the end because a Reaver will appear and you have to shoot at its belly to kill it faster.

After that, Dizzy will take you to a weapons storage. Grab the Hammer of Dawn and the Oneshot and go to high ground. Your squad will be dealing with Locust forces inside the base you are in so use the Hammer of Dawn to take out the Reavers. Target their huge orange backs for an easy kill. Once the Hammer of Dawn is out of ammo, use the Oneshot to kill off any remaining forces but do not use all of it on Locust, just in case a Reaver shows up.

Once all enemies are dead, head back to the ship to finish the level.

# Act 2 Chapter 7 - Insane

This is the easiest level in the game. You just have to shoot the ships and Reavers with the Boomshot cannons and avoid the Tempest's beams. That is all.

# Act 3 - Insane

## Act 3 Insane Walkthrough

- Act 3 Chapter 1 - Insane
- Act 3 Chapter 2 - Insane
- Act 3 Chapter 3 - Insane
- Act 3 Chapter 4 - Insane
- Act 3 Chapter 5 - Insane

# Act 3 Chapter 1 - Insane

This is a defending level with three phases and it isn't too hard. Grab the Longshot and your favorite rifle and head to the front.

Phase One: Hide. Yes, it is cowardly but the Reavers will kill you the moment they see you. You can help out when the Reavers are dead if you want.

Phase Two: Stay on the upper grounds and continue to snipe Locust. Spot any Bloodmounts and if you need more Longshot ammo, go back to where you got it. If any Locust rappel up, use shotguns to kill them immediately because they will destroy your squad. Near the end Maulers and Boomers will appear so take them out so focus on them before they begin to concentrate fire on your squad. Eventually the forces will break through and the final phase will start.

Phase Three: Take out all the Boomers, Grinders, and Maulers you can and Hoffman will eventually mention the Last Resort. When he does, a huge tank will appear, shoot it and the level will end.

Just a little bit to add on phase two, as with phase one you can blow up the cars there is also a pallet of gas cannisters overhead which you can shoot. They then drop down into the courtyard which will cause some damage. Ps added by TBONE3564. Cant seem to register with IGN for some reason.  
Happy Hunting

# Act 3 Chapter 2 - Insane

Choose to provide cover, it will make your life easier. Just snipe with whatever weapon you want until the Lambent Berserker appears. When it does, run inside and a cutscene will trigger.

## Lambent Berserker

This creature has four unique attack patterns as its life dwindles:

- (1) Shoot it when the chest is open and roll out of its way.
- (2) It Will gain the ability to jump at you and will result in a death.
- (3) A checkpoint is given and it will start to leak Imulsion. If you get exposed to the Imulsion, you die. On Hardcore or Insane, rolling over the glowing goo downs your character instantly.
- (4) The Lambent Berserker becomes faster and the Imulsion fumes are brighter and bigger.

This fight takes a very long time and will require some patience. Just remember to be observant and try to lead it into walls.

Seems simple but it ain't. Keep running round the central pillar to avoid the fumes. Suprisingly when you shoot it and turn to run away,if you keep running it will not catch you. Unless you stop for ammo or to revive a team mate. Quick turns and short burst's from the lancer did the trick for me,but it takes a while.TBONE



## **Act 3 Chapter 3 - Insane**

It's a very fun level and it isn't hard at all. Just hold down the trigger and target Reavers. Corpers also appear but they don't do anything just shoot them when they get on your truck. When you get stuck in sand target the Locust that jump out of the sand. When the Brumack is noticed, shoot all along the left side at everything and the level will end with the Brumack dead.

# Act 3 Chapter 4 - Insane

This level is pretty easy. Always have a Gnasher out and it is a piece of cake. Follow the pipeline until you meet the crazy old guy. Follow him and he'll die and that is when you meet the Formers.

Formers aren't hard because you can melee them and they'll die and if you surround yourself with your teammates, they will take all the damage while you shoot.

After exiting the sewer, you will see a Stranded and he'll say there is a machine gun that still works. Grab the gun and the Formers will attack you. Defend with the machine gun and the attack will be over soon.

After the attack, climb the later to end the level.

# Act 3 Chapter 5 - Insane

At the beginning is an attack by the Formers. Keep the Gnasher out and blow them away. They will return once more at the church, after activating the pumps.

After the church, keep walking and you will reach the fuel. From here, Locust will attack and all you have to do is hide in the back. Be careful of the Locust that climb up with grappling hooks and you shouldn't have a problem. Plant a grenade or two into the ground because Formers will try to attack but Sam will yell it, giving you enough time to move to the front. When she yells, the Locust stop attacking so the only enemies are the Formers.

After the Former attack, Lambent Stalks will appear so shoot the pods and survive. Eventually a cutscene will trigger, bringing you to the end of the Chapter.

# Act 4 - Insane

## Act 4 Insane Walkthrough

- Act 4 Chapter 1 - Insane
- Act 4 Chapter 2 - Insane
- Act 4 Chapter 3 - Insane
- Act 4 Chapter 4 - Insane
- Act 4 Chapter 5 - Insane
- Act 4 Chapter 6 - Insane

# Act 4 Chapter 1 - Insane

This is a walking level. Avoid the ashen remains if you want the secret achievement. Traps will go off as you follow the Ash Man. After avoiding his traps and Polyps, he will attack you. Hide and a few moments later a Lambent Stalk will appear. Shoot the pods and survive the attack and the Ash Man will take you to Griffin.

# Act 4 Chapter 2 - Insane

There is a Lambent attack near the beginning and most of the enemies are Drudges. Spot the Drudges and eventually they will go down.

Keep walking and there is another Lambent attack and so take out the pods and knock out the enemies. At one point, Polyps will come out of pipes to attack so keep an eye out for that. After the Polyp attack, you will come to a ruined building and two members of your squad will go down the stairs or continue walking, it depends on what you do. Take the top to knock out the pods and then spot the Drudges and look out for Lambent Wretches.

After that, continue walking and Polyps will attack you. This leads to the a huge battle with the Lambent. Shoot the pods and spot Drudges while taking out Drones. Hide where the Polyps attacked you and poke your head out every now and then to attack.

Go inside the building kick open all the doors. There is one with the power and one with a Mulcher. Hit the power and then the elevator to start a sequence which the Former will attack you. You can grab the Mulcher if you want but you can't maneuver with it.

After the attack, go up the stairs and go onto the elevator. A Gunker will drop down and use his hand to stab you. He tends to go for where the most squadmates are and always roll to the left of him. He will go down eventually, just be patient and do not stop moving. Don't use aim, just fire from the hip.

When he explodes, the level will end.

## Act 4 Chapter 3 - Insane

The level starts off prompting you to enter the cable car and move the Imulsion fuel to Griffin but it is stuck. Go through the barbed wire and Formers will attack you. Keep the Gnasher out, keep them away and get to the cable that needs to be cut. Cut it and then go back to the cable car and you will be surrounded by Locust air ships. Survive their attacks and you will be three floors below from where you are supposed to be.

Climb up the floors while on the lookout for Theron Guards with Torque Bows as well as Shriekers. The Theron Guards also toss Incendiary Grenades down the stairs so watch out for those. After going to the stairs, more Theron Guards and Shriekers will attack and once you fend them off, the level will end.

# Act 4 Chapter 4 - Insane

At the beginning, you will be attacked by Boomers, a turret, Guards, and some Shriekers. Take out the Shriekers because of their ability to fly around and then target the spot the turret while you work on the Boomer and Theron Guards. The next fight has the same enemies but without the turret so no big fuss.

Keep walking until you see a Guard pull a level and you'll fight a Serapede. Take out the Snipers and Guards that appear while avoiding the Serapede because it is a one hit kill. To kill it, shoot at its tail until all the blue sections are gone and it explodes. After it dies, another one will take its place. When that is killed, the level will end as soon as you go through the door.



# Act 4 Chapter 5 - Insane

This is the longest level in the game.

Start the level off by deciding to find fuel and your first firefight will be with Theron Guards. Let your squad give you cover fire and you go to the right so you can flank the Locust. There is a Kantus in the room so try to take it out first by spotting it because it is in the back of the room.

The next area has a Silverback so get into that and start blasting the Locust on the ship. Don't activate the ramp until everything is dead. Go up the ramp and prepare for another attack from the Locust. The attack includes Reavers, Bloodmounts, Theron Guards, and an airship makes a round. Hide from the airship and then kill the Bloodmounts and then the Reavers. Make sure to have a Torque Bow for the next part.

Maintenance Bay starts off with Wretches and Ticklers attacking. The next area is a full on attack with Theron Guards and a few Grenadiers. After that, there are two turrets blocking your way. Go to the carts in front of them and push the carts into the way to make an explosion and kill the turret operators.

The next area has a Kantus on a roof so take him out to make life easier. There is even a Longshot behind one of the sandbags if you did not grab a Torque Bow. The other forces to watch for are Grinders, Maulers, and a Boomer. The Guards don't last long enough to be a threat but the Boomer is a pretty good shot so I would kill him after the Kantus then kill the Grinder.

You will now enter a room that has a Kantus and a Mauler approaching you. Take out the Mauler and spot the Kantus. When both are dead, clean up the remaining Guards and go upstairs to find a loader. Use the loader to pick up the rotor and open the door. The next door leads to an attack with a Mauler and a Reaver with normal Locust. Take out the Mauler and spot the Reaver. Once everything is killed get back into the loader and open the door.

Once the two sections are done, you have to kill everything so the submarine can get into the water. Have your teammates kill everything else while you focus on the Boomer. After the first wave, run upstairs to find a Vulcan and use it to kill all forces and target the Reaver when it arrives. Before advancing, make sure you have as many grenades as possible and have a Torque Bow.

After killing everything with the Vulcan, you meet an Armored Kantus. To kill it, show an arrow at it and then another arrow at its mouth. Once the first dies, another Kantus will appear with a Theron Guard holding a Torque Bow, a Grenadier, and a Serapede. Whatever you do, do not shoot the Serapede or else it will focus in on you. Kill the Guard first with an arrow and then the Grenadier. Run to the Guard's body for more ammo for the Bow and then kill the Armored Kantus. Kill the Serapede now and another squad of Guard, Grenadier, and Armored Kantus will appear as well as another Serapede. Do the same thing but if you need more explosives, there is a Boomshot in the room and grenades next to ammo.

Once that is done, the level ends.

## Act 4 Chapter 6 - Insane

Again, not a hard level in the slightest. Shoot at the fish when they start to hit you. Eventually the Leviathan will start to chase you. All you have to do is shoot the mines and your teammates will keep blasting. The only time you should shoot the Leviathan is when his mouth is at you. When it is dead, Dizzy will lose control of the submarine and you will need to blast mines that are going all over the place. After that turrets will shoot torpedos. Shoot the torpedos and then the turrets. That is all this level is.

# Act 5 - Insane

## Act 5 Insane Walkthrough

- Act 5 Chapter 1 - Insane
- Act 5 Chapter 2 - Insane
- Act 5 Chapter 3 - Insane
- Act 5 Chapter 4 - Insane
- Act 5 Chapter 5 - Insane
- Act 5 Chapter 6 - Insane

# Act 5 Chapter 1 - Insane

Theron Guards are on high ground but aren't much of a threat, take them out and advance. Wretches will swarm and more Theron Guards on high ground again. Kill the Guards and a train will run by. Shoot the tank once the train stops to kill all the reinforcements.

Get the Silverback and kill everything that moves and be on the lookout for a Mortar. Continue killing Locust until you get to a dead end. Boomers will knock down a door and you can kill them. Advance and kill the Theron Guards but stay on the lookout for a train that may cross the tracks. Flip the switch and continue to run down the tracks.

There is one more fight with more Theron Guards and a Boomer. Spot the Boomer and kill it then finish the Guards. Once everything is dead, continue walking and you'll end the level.

## Act 5 Chapter 2 - Insane

Look for a green switch and hit it for a Silverback. This will make this level easier. With the Silverback, take the lift and you'll get attacked by Wretches and some Flamers. The next fight consists of Guards and a Reaver that joins in later. Target their orange backs and then kill the Guards. Grab a Torque Bow.

The next fight is up the stairs and has Theron Guards and some Shriekers. Open the door to enter a fancy room with two Guards. After they die, a Flamer comes out so stay back until he dies. The next area has two Flamers in a narrow space and some Theron Guards. Kill the Flamers to get rid of any problems beforehand.

In the generator room are a few Wretches and a Flamer. Nothing to worry about.

Next you have to turn off the coolants. The first two are easy enough just kill the Theron Guards then hit the switches. Use your Torque Bow to kill the Armored Kantus and then kill Theron Guards that are on the sides. With the third coolant turned off, go downstairs and kill the two Armored Kantus. There is a Boomshot nearby if you want to use that or are low on arrows. Kill them and hit the generators to trigger an explosion and you have 45 seconds to escape. At the end will be a Grinder so kill him fast and then make your escape.

# Act 5 Chapter 3 - Insane

The first fight has Wretches and Theron Guards so nothing bad since there is air support. Up the stairs is more enemies but the Raven takes care of it. Grab the Mulcher that the Grinder dropped and make way down into the next firefight. Kill all the Theron Guards and grab a Torque Bow and go the way the Theron Guards came from. This is a cavern that leads to a flanking point so you can take out all the Theron Guards that are focused on your squad.

A Seigebeast will take out the Raven and the beast is surrounded by Maulers, a Grinder, Theron Guards, and a Barge. Hide in the corner and grab the grenades. Spot the Maulers and shoot the Grinder. Toss grenades and clean up the remaining Theron Guards. Use the [Seigebeast] to take out the airship and that will lead to the next area.

For the second Seigebeast, take out the Theron Guards at the Seigebeast then take out the Theron Guards on the bridge. Move up and proceed to the Seigebeast watching out for more Theron Guards. When you get on the Seigebeast, Reapers will appear, kill them with the Seigebeast then target the dam to proceed to the next area.

There is going to be a firefight with Maulers, Bloodmounts, and Guards. Your team will take the high ground but stay on the ground to kill the Maulers. Spot the Bloodmounts and then kill the Theron Guards once the Bloodmounts are gone.

For the last Seigebeast, take out the Armored Kantus and move to the left to avoid the Barge's missiles and to be in a flanking position. Run to the Seigebeast as soon as the game says to use the Seigebeast to kill the Barge. Once the enemies are dead, push the Seigebeast to end the level.

# Act 5 Chapter 4 - Insane

This level is the shortest but is by far the hardest level on insane.

At the beginning you are told to go outside. However there are two sides and it does not matter which way you go because both have the same amount of enemies and cover.

After the cutscene where you see the Theron Guard with the mortar, enemies will start to rush at you. Spot the Bloodmount and get that out of your way but remember where the rider is because you will need that Torque Bow. Hide at the stairs to prevent the Mortar from hitting you. Your teammates will be falling constantly but it should not be a problem because the enemies will get go to them and then Jack will stun them. If this should happen, toss a grenade at your teammates and the Theron Guards will die. If you have the boomshot when you come onto this level you can take out the mortar from the stairs. May take a couple of tries but its worth it.

When the enemies are all dead, run for the Torque Bow dropped by the Bloodmount rider and run to the other end. Go up the stairs and enemies should appear. Immediately roll out of the way and toss a grenade if you have one. Your teammates will come up the stairs and take out any enemies. Target the Bloodmount and the rider if you can to make it easier for them. After that take out the Armored Kantus with the Torque Bow.

If your teammates die immediately run back to the stairs at the beginning of this section. One enemy will follow, making it an easy kill and repeat this until they are gone but always be careful of the Mortar. Once the Locust are dead, head to the sandbags and your teammates will kill the Mortar user. Caution: the Mortar can hit you in the sandbag area!

After that, you will get a checkpoint and Lambent will appear. Shoot the pods on one and then run to the side that doesn't have a stem. Eventually a second stem will appear and you have to take out the pods. Since your teammates are dealing with the enemies and you ran behind them, you can flank them. Use your Torque Bow to shoot Drudges in the stomach to prevent a mutation. Caution: there is a Gunker and he will kill you if he sees you! Eventually your team will kill the Gunker and you can finish any enemies that are left with the Torque Bow to finish the level.



# Act 5 Chapter 5 - Insane

Move up and kill the ground forces while looking out for the Boomer and grab the Boomshot when he dies. Go up the stairs and use the Boomshot to kill the Bloodmounts and Theron Guards. Trade the Boomshot out for a Torque Bow and prepare for a Reaver attack.

After the Reaver attack, hit the elevator and Lambent will attack. Shoot the pods and kill the Drudges with the Torque Bow. Eventually the elevator will be ready and you will enter it. Stay low and hidden on the elevator but watch out for Locust that will climb up.

Locust will attack once the elevator stops and Myrrah will appear. Evade her beams and run up the stairs. Once at the top, you will notice three cables. Evade Myrrah's beam and cut the cables. Once all three are gone, you will move to the next section.

Walk out of the dark area and you will surprise a Grinder and a Theron Guard. Kill them and then spot the Mauler and finish off all the Theron Guards in the room. Grab the Mulcher and shoot down the hallway while spotting the turret. Advance slowly and on the left past the first desk is a door that can be kicked to get into a flanking position. Once all the Guards are dead, Adam Fenix will say there are two switches.

On the left is a room full of Theron Guards which can be taken out with a grenade and then hitting the switch. The right room has a Grinder and a few Theron Guards so kill the Mauler first then toss a grenade to finish the job. Hit the switch and then go to Adam's room.

Once Adam is out, the Lambent will attack. Get on the turret and shoot the pods and any Lambent that come out. Once the enemies are gone, continue to the elevator and the level will end.

# RAAM's Shadow Campaign

**RAAM's Shadow Campaign** is DLC for Gears of War 3 available 2011 December 13. It consists of five firefight chapters where you play Lieutenant Minh Kim's Zeta Squad and General Raam's Elite something or other Locust fireteam.

This mini-campaign takes place before the events in Gears of War.

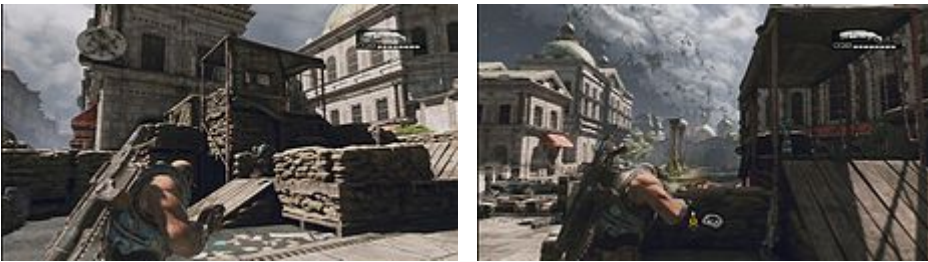
- Chapter 1 - Evacuation
- Chapter 2 - Darkness Spreads
- Chapter 3 - Hide and Seek
- Chapter 4 - Under the Shadow
- Chapter 5 - Kryllstorm
- Raam's Shadow Achievements

# RAAM's Shadow Chapter 1

Raam's Shadow Chapter 1 is the evacuation of the humans from a surface city as the Locust begin their attacks. You will be playing Zeta Squad for the duration of this level. The boss for this level is a massive engagement of Locust in tight quarters.

## Defend the Stockade

When you start the level, you will face a rack of infinite Gnasher Shotguns, ammunition boxes, and Frag Grenades. All players start with a Lancer and Gnasher Shotgun (unlike the mixed loadout for Delta Squad in the regular campaign). Consider lapping up a box of ammo for your Lancer; this way, you can shoot back without worrying about running out of ammunition.



Once have your allotment of ammunition, consider heading up the watchtower to operate the emplaced turret (basically a Troika). You will definitely need the firepower to get rid of all the enemies ahead of you.



The big emergence pit (E-hole) will be some peon Locust enemies as well as the larger types who cannot be "chainsawed" in one go; the Grinders and Boomers are perfect high priority targets for your COG Troika ... until the Reavers show up.



After you down a few Reavers, a Locust E-hole will spawn inside your little base. Around this time, your Troika will probably be destroyed by a pre-destined explosion; use this opportunity to migrate to the Mortar on the deck and blast the E-hole and Locust with shells.



Alternatively, you can stay on the ground level, use the infinite ammunition piles and snipe at Locust and Reavers through the passage under the walkway. Once you get Lieutenant Kim's orders to use the Hammer of Dawn, you can get to the command station via the back ramp.

## Fry the Little Guys

15G

Death From Above

Using the Hammer of Dawn command center, kill 50 Locust. You may accumulate this total over several playthroughs.



Get into the tent with the HOD control panel, and use the Hammer of Dawn as it was intended -- with a view from space.



Fire the beam right onto the Reavers' squishy heads. Once they are all destroyed, you can move from your COG strongpoint to the next area.

Before leaving, if you don't like the Gnasher or Lancer, you may want to use this opportunity to swap out one or the other for the Hammerburst from one of the dead Locust grubs. You can use the ammo pile at the base to max your ammo before leaving.

## Yard Fight

Head out of the strongpoint's gate, and follow the HUD marker to the next street. After some dialogue and a Brumak appearance (non-combat), you will be lured towards an innocent looking enclosed park / plaza.



If you choose to explore before approaching the small courtyard, you may find a gate to a private garden where some Frag Grenades are near a pile of corpses. Given how handy grenades are in closing E-holes (basically monster spawns), you wish you can carry more than four grenades. If you are maxxed out, remember this spot. You can come back and replenish your grenades after the next battle.



An E-hole will appear in the small courtyard and Locust will pour out. If you have your fill of grenades, throw one or two to close the grub hole; once you clear the area, and if you didn't take the grenades earlier, stock up and leave.

## Fight at the Fountain



The enemies at the fountain are usually occupied killing off the rest of Echo Squad and your teammates to be terribly interested in you. Sometimes, you can run the risk of firing right at the enemy guns ablaze to kill off the enemy Boomer and his band of sub-human buddies.

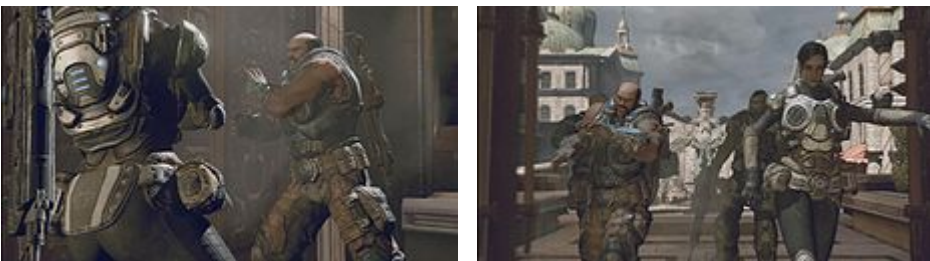


If you make it to the fountain without much trouble, there are snipers on the buildings over-seeing the plaza. You may want to take the Longshot at the fountain and down the enemy marksman; once you have you may want to look for the Boomshot to battle the next wave of enemies.



The Boomshot (and a little assistance from the Y-button alert command) will help you close the E-holes before too many Locust can escape. One well-placed round and the E-holes will be shuttered before too many enemies emerge. Clear the area and restock on ammo before moving on.

## Enter the Bank



Right there is a glamour shot of Zeta Squad. *Hehehehehe*



Locate the hallway to the vault and kick open a few doors to get to the security panel. This opens the gate to the vault and you may proceed.



If you choose to explore a bit longer, you will be able to pick up a Scorcher. The flamethrower in Gears of War 3 is chiefly a team-weapon -- you stun enemies with the fire stream, and your allies can kill enemies faster. Pick it up if you are playing with other players, but consider keeping the Lancer and your second weapon around if you are going at this campaign solo.



The choice for the Lancer (well, IGN's choice on Hardcore anyway) is evident once you step into the next set of rooms. Wretches will appear and attack. While the Scorcher is a neat weapon, the Lancer's chainsaw is pretty damn good if you back up to a cul-de-sac and wait for the enemy to run into your blades.



The final area where you do battle will be this vault room. The various security cages will have ammunition and a Sawed-off Shotgun, if you like the weapon. If not, just keep in mind where the ammo is. You may need it later.



While you can simply outlast the incoming enemies by backing up to a room (with a Lancer) so enemies have to come at you from one doorway or angle, you can also close some of the E-holes early by throwing a frag grenade into the pit. Once you've cleared the enemies from vault room, locate the survivor in the main vault.

This effectively ends Chapter 1.



# RAAM's Shadow Chapter 2

Raam's Shadow Chapter 2 is when the darkness spreads. You play as General Raam and his elite Locust team who escorts a hammer (or mallet) wielding Locust to various points in the city. The human COGs in these levels are your enemies.

## Team RAAM

General RAAM's emergence team consists of two Elite Maulers, an Elite Theron Guard, and himself. Depending on your Xbox Live squad make-up or (in-game) party, you will have access to the following characters.



### Maulers x2

15G

I'm Rubber You're Glue

As a Mauler, kill 10 Gears by reflecting their bullets back with your shield.

The two Elite Maulers have shields that deflect bullets back towards their origins. If you are a guest/client player lucky enough to play one of the Maulers, talk to your match's host to see if he will let you complete this task (which is pretty tedious). This is required for the I'm Rubber You're Glue achievement.

### Theron Guard x1

This is simply a Locust version of a COG armed with a Torque Bow and Sawed-off Shotgun with infinite ammunition (ammo reloads over time). While this can be interesting (infinite explosive arrows ...) it's nothing really interesting. What is *interesting* is the player using this character may hijack Silverbacks to attempt the Unarmed and Dangerous achievement (despite the description within the game).

## Tremor (NPC)

Your goal is to defend the hammer guy. While he hammers in some fancy Locust-sized nail into the ground. If he is killed by the enemy COG soldiers, you lose.

## RAAM Likes Killing Squishy Humans

15G

Finger of Doom

While playing as RAAM, kill 50 Gears using Kryll.



Unless you are really pushing yourself into the midsts of battle, the player playing as RAAM may probably never die. Hang back and use the Kryll Swarm attack. This not only is the safest method to dispatch the opposition, but you can earn points for the Finger of Doom achievement.



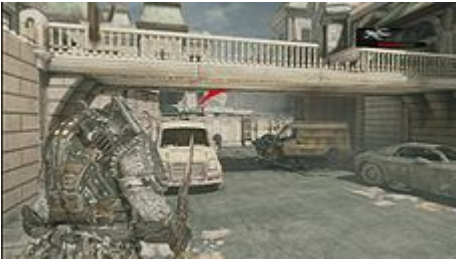
If another player (as a Mauler) needs to reflect bullets to get his achievement, let him. Otherwise, you may want to end the battle quickly using the Kryll Swarm. If you're out of Kryll (they are regrouping or whatever), charge in with the knife and make a mess of things. You may want to stand next to the COG Troika to make sure no other enemy uses it on you.

Once enough enemies are killed, the hammer wielding Locust will summon Mr. Seeder and you will go to the next area.

## Seeder Number 2 Electric Boo-Ga-Loo



Stay back and Kryll blast the two flamethrower soldiers in the underpass. Proceed to massacre the rest of the enemies in the courtyard -- the enemy One Shot will be destroyed once you destroy the enemy Raven (the VTOL or helicopter).



After the chopper crash, kick the van aside and cack the rest of the garbage at the pedestrian overpass to summon the second Seeder. The fat tick will emerge and give you some Locust support for the next area.

## Final Seeder



The final section of chapter 2 will feature COG Silverbacks supported by Troikas and foot-mobiles. It's a good idea to use the Kryll to swarm and kill the Silverback operator, then use melee attacks to destroy the machine (so it cannot be re-used). Silverbacks can put the hurt out on Insane difficulty (not so much on Hardcore), so you should watch yourself.



Past the first Silverback, there will be a COG garage that spawns two Silverbacks (at once), essentially doubling your potential problems. Turn the pilots into Kryll droppings, then work your way methodically down the threat ladder: active Silverbacks, active Troikas, enemies with Boomshots, snipers, and the rest. Once everyone at the evac point is slain, you will zip back to playing Zeta Squad as normal.

## Street Fight



Upon taking Zeta back on the streets, you will stumble into a firefight with some Locusts. Take out

their marksmen team on the buildings, then focus on destroying the E-hole to save yourself further trouble of killing things.



Take out the mortar crew next (you cannot get the mortar from them). Use the nearby Hammerburst to drop them dead, switch out your weapons, and head out.



A Boomer will cap the group of Locust in the area with the E-hole. It may be a good idea to pick up and keep the Boomshot after the battle -- your other weapon can be either the Lancer or the Hammerburst. You will need the explosive shot of the Boomshot later, and something to fire quickly at the boss.

## Whack a Seeder



There are a few ammunition piles (for the regular weapons, Lancer, Hammerburst, Snub Pistol, etc.) and a weapons rack for the Boomshot. If you have one from the previous street battle, restock it and start firing on the building columns across the street. By destroying the columns, you will collapse the facade of the building onto the enemy Seeders, killing them.



Of course, if the enemy forces were all simply Seeders and Nemacyst, it would be easy; Locust will use grappling hooks to constantly assault your position. They will also create an E-hole on "your left" (if you face the Seeders and have the Boomshot rack behind you). If you are quick, you can catch the E-hole once it opens and fire a Boomshot explosive inside to close it. That seriously reduces the number of Locust who wander into your safe zone.

## Kill the Brumak

Kill all the enemies and consider swapping out the Boomshot with something fast and hard hitting (e.g., the Hammerburst). Load up on ammunition, because once the COG caravan arrives, the Brumak appears.



Like the Brumak fight on the beach in the regular Gears of War 3 campaign, aim to destroy the arm and back cannons, then shoot the creature in the head to kill it. While it is possible to shoot the tank on its back (killing it instantly), the target moves around a lot, making sustained fire on the target difficult.

Remember that as the difficulty is increased, the life of the caravan is decreased (or more likely, the weapon damage is increased proportionally). You will be hard pressed to kill the creature alone on Hardcore, let alone Insane ... this is what additional players are for (if you need the help)!

Once the Brumak is slain, it effectively ends Chapter 2.

# RAAM's Shadow Chapter 3

In Raam's Shadow Chapter 3 Zeta Squad plays hide and seek with the Locust and try to make their way to the remaining evacuation points to collect human survivors. Players will be Zeta Squad for this level.

## Investigate Midwich Elementary



Enter the school via the open windows.



Team-open the locker barricade.



Follow the marker to the control panel. You can keep moving while everything is dark -- there are no enemies until you get to the basement.

## Beat Off the Wretched Ambush



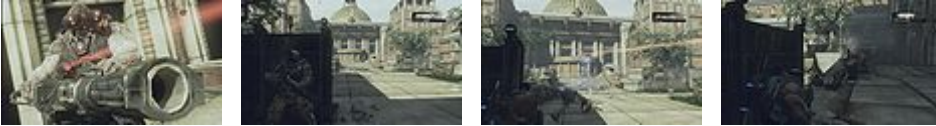
Head into the basement and trigger the Wretch attack by going towards the partly open gate. It may be handy to stay there with a Lancer and wait for them to come to you. The exit the Wretch blocked in the cut-scene gives you a perfect cul-de-sac to hole up and commit mass murder.

There is a Retro Lancer in the gated section; if you feel the need to have a wildly more inaccurate weapon with half the ammunition. For the most part, the Hammerburst / Lancer combination will be

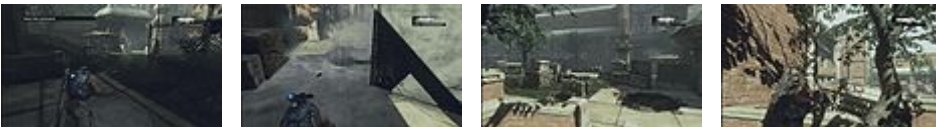
more serviceable.

## One Shot in the Courtyard

Outside the school, you will face some Locust with One Shot heavy sniper weapons. Since you can hang back and deal with incoming enemies, you can try that.

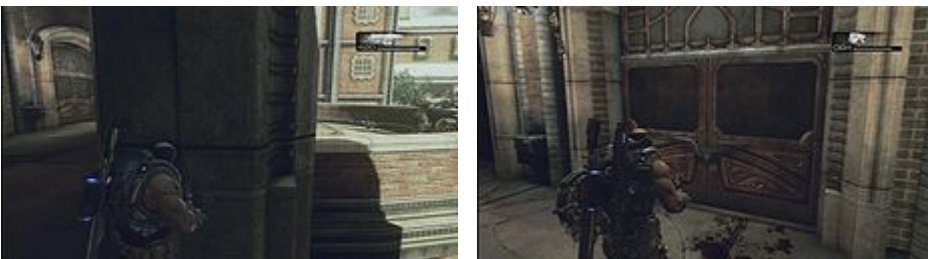


Use the wall to hide yourself and shoot down the Locust who appear from around the corner. If you are feeling generous with Frag Grenades you may use one to attempt to close the E-hole in the middle of the yard; just note that there are additional E-holes on the sides of the yard.



If you want to attempt a flanking maneuver, try the left side; there's enough cover to let you approach the E-hole and shut it down before it becomes a nuisance (a handy Plan B for a second player, if you are playing co-operatively).

Head past the E-hole on the left flank and hole up atop the stairs. You can take some measure of cover and deal with the incoming Maulers and other Locust scum. From the stairs, you may also attempt to snipe / blow away the One Shot marksmen, although it's probably easier if you hug the wall and get to their perch.



The fight's not over once you do kill the Locust operating the Longshot and One Shot; more enemies will come out from E-holes from where you came from. You may use whatever means you wish to dispose of the trash, but there are ammo boxes and plenty of weapons lying around afterward. Don't leave until you restock your arsenal.

## The Principal's Office



Before entering Principal Wisen's office (this action will spawn Wretches), you can explore the hallways around for an extra Boltok Pistol. In the office, the Lancer is your best friend. Some of us at IGN wonder why this weapon isn't available in a zombie game ...

## The Cafeteria



Chunky, juicy Tickers will assault you in the school cafeteria. If you kept a Boomshield you can literally hold the shield up and swat enemies with melee. If not, you will need to do some fancy footwork to avoid being turned into chum. You may find decent maneuvering room at the door where Jack is -- head there and use your NPC allies to soak up the damage.

## The Hallway



The hallway past the cafeteria has an E-hole and a Theron Guard with a Torque Bow. Unless you like seeing your COG explode into meaty bits, you may want to take the Longshot at the start of the hallway and use its five shots to headshot what Locust you can before moving in to finish the job.

## Sera-pede Spider-Mauler



There is a Sawed-off Shotgun in the locker room. You may want to pick it up when you go locate the Mauler later, but for the Sera-Pede, you can stick with the Lancer or something equivalent and shoot out its rear segments one by one.





The Mauler is the wild card in the Sera-Pede fight; while the two Sera-pedes are easy to combat, the remaining Mauler will add some danger in the confined space. You want to get the drop on it ... and preferably one-shot the mugger-sucker with the Sawed-off Shotgun so you can get back to killing oversized Lambent-polluted insects.

## The Sports Berserker



Use the Lancer's chainsaw to break the wood boxes. You may shoot them, if you have an abundance of ammo, but the chainsaw assures the obstacles' destruction *gratis*. Use the switch once the boxes are gone, and get around the barricade using the bleachers.



The Berserker shows up once you touch down into the second half of the sports court. Trick it into smashing the metal containers blocking the bleachers (it's the same puzzle as before, but you need to use the Berserker to destroy the boxes instead).



Once all the obstructions are gone, operate the lever and get into the second set of bleachers to escape.

## Fire Kills Lots of Things



Head outside the school and use the vehicles to set the enemy Berserker to make it vulnerable to gunfire. Without a Hammer of Dawn designator, this is your only option. Comfort yourself in that this is at least *not* a Lambent Berserker.



Since the fires from the cars are too small, locate the large fuel truck and use that conflagration to heat up the Berserker and take it down with weapons fire. When the Berserker is slain, it effectively ends Chapter 3.

# RAAM's Shadow Chapter 4

Your Locust summoning team will be under the shadow of the Kryll in Raam's Shadow Chapter 4. Kryll do not affect your Locust teammates as they would in the original Gears of War (Kryll kill indiscriminately there).

## RAAM Dares You to Pull His Finger

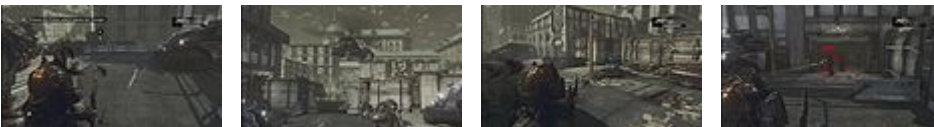


The first Seeder will be planted right after the COG soldiers are all killed at the checkpoint. While the ones on the ground are easy to spot, the marksmen atop the barricades or in the buildings will be plainly visible once they fire. Unless you are unguarded or careless, you should easily conquer this zone.

## The Last Seeder



Hang back from the gate and destroy the enemy Silverback that kicks down the barricade. Kryll swarm the rest of the crowd; Mauler players who want their achievement may want to march ahead with their shields up and reflect bullets back like crazy -- there's certainly more than enough enemies to go around.



Crash the gate and destroy the crew at the Troika, as well as its supporting Silverback. It would be a good idea to stay near the Troika and hose the enemy from there.

When the COG airship drops more Silverbacks onto the ground, head to the gate and wipe them out. A final squad of soldiers will appear from a monster closet near the Tremor .... kill them and you go back to controlling Zeta Squad.

## Clear the Bus Stop

There are some Frag Grenades in a small alcove before you kick open the gate to the bus stop. If you

need the frags from your last fight (which was the Berserker at the school in Chapter 3), you can fill up here. There are a few E-holes up ahead, but you will have the chance to pick up the useful Boomshot very soon.



Approach the bus stop to trigger the enemies. Take down the E-holes as you see fit, but if you can't don't worry -- you can use the ammo dropped by enemies to refill. The most important thing is to kill the Boomer and take the Boomshot. You need explosives to close the E-holes in the parking lot.

## Parking Lot



There are Locust armed with Scorchers in the first level of the car park. Stay back and hose them with the Lancer or Hammerburst, and you'll do fine. Weave through your way through the car maze to get to the ramp going up. Use one or two frag grenades if you need to.



Avoid the car wreck coming down the ramp (opens the gate) and head up to zap the rest of the bugs. Use a Boomshot or two on large groups (or pairs) of enemies. The Boomer will be a boon since it brings some reloads for the Boomshot. Kill it and take its weapon. You may want to use it up on the next encounter.



There are two Boomers at the bottom of the exit ramp; now would be a good time to expend your Boomshot ammo and kill both as quickly as possible (you need two direct hits, or three to four splash shots on Hardcore). Restock ammo from the fallens' Boomshots and move on.

## Choose Your Path

The only time you get to choose your path in RAAM's Shadow. You can take the street or the rooftop. If you opt to take the street, you can visit the rooftop area (but there's nothing there unless you play with other people). Otherwise, the door to the apartments (on the street) will be locked if you take the roof path.

## Roof Path



The roof is all about taking out the enemy Troika so the street team can move into the building without being destroyed. They can then return the favor and cover you from the safety of the windows.



From the rooftop, you can also fire into E-holes before hopping down to take the Mulcher past the gate (note you can climb the ladder if things are too tough on the ground).

## Street Path



Cover and patience are your allies for the fight on the street. Wait until the other team distracts (A.I.) or destroys (human) the Troika before you make your move. Zap the E-hole if the roof team is busy and head into the building.



Down the Locust in the building and come out blazing against the Locust rider as the roof team hits the ground.

## Regrouped



Take the Mulcher and deal with the remaining enemies and E-holes. You will skip to City Hall next, so load up on weapons -- you will be fighting Reavers and heavy Locust (Grinder, Boomer, Mauler, etc.) as well as regular Locust.

## Outside City Hall



On City Hall's grounds, move to the right so you can grab a Mortar. You may want to use it later, when enemies appear to assault your position instead of right off the bat. For sure, kill the Wretches in the corner before moving on using the side room as cover.

When you reach the front of the building, you will be attacked by a ton of enemies from the front and sides. Mortar the enemies on the sides and front (the explosion may collapse the E-holes) and save the Vulcan for the enemy Reavers.



When the Reavers land, the easiest solution is to hose them using the Vulcan, so don't go using that weapon earlier. It's best to have support (human) for this, as the bots don't help much when enemies close in (other enemies, not the Reavers).



Clean up and leave afterward. You will be unable to bring anything except the weapons on your backs, so you may want to collect ammo for the next fight.

## Inside City Hall

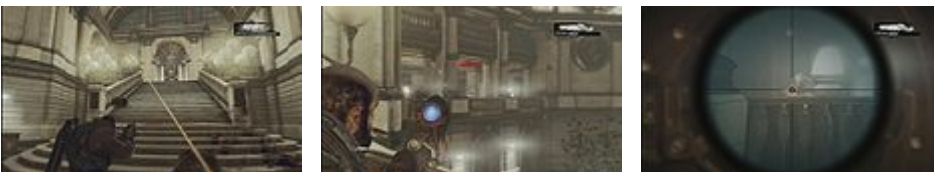
Inside the building, check out the entrance's other side for some Frag Grenades. You may find them handy in the next battle.



Attack the left or right side entrance of the main stairs when you enter the lobby. Your goal is to take out the enemy Grinder and its two escorts, take the Mulcher and attack the second Grinder from the back using the back hall.



The back hall also has some Frag Grenades, so come back down here if you need them before you use the Hammer of Dawn in the Mayor's office. Cut down the second Grinder and regroup at the bottom of the stairs.



Clear the stairs and take a Longshot at the top. Kill the enemies in the next hall then swap the Longshot back out again; sniping is very intermittent in the DLC missions. Work to the Hammer of Dawn room and take control over it.



Locate the Seeders on the satellite view and roast them all. You can also loiter and kill 50 Locust for the Death from Above achievement.

## Construction Yard



Go through City Hall and out the back to the construction yard along the way to Wisen's orphanage.



Take out the enemies at the construction yard methodically. While there is no boss, there is a large scale battle, and you may want to hoard weapons (chiefly grenades) just because you want to.



15G

Unarmed and Dangerous

Using the Loader, kill 10 Locust. You may accumulate this total over several playthroughs.

Look for the yellow Power Loader and use it to open the gate. Pick up the dozer blade and charge down the hallway. When you get to the end, you automatically destroy the two Troika hosing your position.





Get out of the 'mech and hose the enemies. Instead of going over the barricade, go up the small ramp to a look-over. The Mortar there lets you hose the enemies and perhaps collapse the E-hole.



Otherwise, you will need to do things the old fashioned way. If you can, kill the Boomer and hoard the Boomshot. If you have four ammunition cassettes with the Boomshot and four Frag Grenades, you will be well prepped for the final battle with General RAAM in the next level. Clearing the area and using the crane effectively ends Chapter 4.

# RAAM's Shadow Chapter 5

Raam's Shadow Chapter 5 has Zeta Squad fighting in the heart of the Kryllstorm.

## Plaza Battle



Dust the enemies ... or let your allies do it. If you kept the Boomshot from the previous chapter, hoards the shots and don't use it. You won't get much (if any) Boomshot ammo in this level, and you want the explosives for General RAAM at the end of the stage.

## Mauler-matic



Continue your genocidal activity and eradicate all E-holes and Locust. When you get their numbers down, you will face the two Elite Maulers who escorted RAAM in the DLC. Refrain from firing on their shields and opt to attack them from the back using what you have -- just remember to keep the Boomshot intact. You want to keep it for the boss.

Focus fire on one Mauler, then do the same for the second. Once you kill one, you have more than enough room to move around without fear of being brain-killed by their explosive Locust flails.

## Theron in the Water

Take the ammunition box at the door (a transition point) and know that you will be fighting another mini-boss in about five seconds.



The Elite Theron guard from RAAM's emergence team will be your next target. You basically shoot the Theron Guard when he is charging out of the Kryll swarm. When he shrouds himself and runs,

you avoid him until he reappears again and repeat the process.

With the enemies (Locust, Wretches, and Tickers), you will have some light resistance, and some weapon drops in the form of Hammerburst rifles. Take your time -- you want the Boomshot, but need something in the form of Lancer or Hammerburst for later.



There are also three ammo boxes in the water to refill the current weapon you're using -- clear them out once you have done the above to the Elite Theron Guard. Executing the sum'bitch is extremely pleasurable. In fact, we enlarged one of the gore pictures just for the hell of it. If we had a way of animating it as a GIF, that would have gone up instead <face\_dancing>

## Lock and Load for RAAM



Before entering the door, check the side tunnel for some Frag grenades. In the weapons rack room, pick your weapon: Lancer, Retro Lancer, Gnasher, or Sawed-Off Shotgun. You will want to keep the Boomshot (to close E-holes) and have a few grenades around for backing you up in case you miss with the Boomshot.

## Gears Free, RAAM Hard

The battle against General RAAM will take place over three phases, each requiring different tactical approaches.

## Phase 1



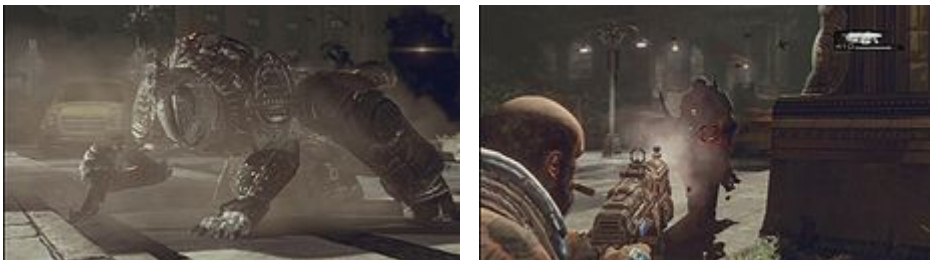
First thing's first; seize control of the center area so you can have access to two piles of infinite ammo. With that, you can pile on the hurt with the Lancer or Hammerburst (just take it from one of the dead enemies). Keep your Boomshot handy - you will use it soon enough.



There are a few E-holes here; try to use the Frag Grenades or Boomshot to close them but be sure to keep **4 Boomshot rounds** for the next phase (or you will be sorry).

Damage RAAM by evading the Kryll storm and shooting back at once. Without the Kryll, RAAM's Reaver is vulnerable; evade and shoot and you will slowly damage him to go into phase 2.

## Phase 2



Once RAAM is downed, your goal is the same -- evade the Kryll he shoots out and fire back to wear down his "boss life". His only attack are the Kryll Swarm and knife (don't get close), so keep your distance and pop shots back.

When RAAM is knocked down (to his Last Stand position or kneeling), he will slowly recuperate and come back at you -- during this time, he will summon new E-holes (one per downing).



Use the passageway under the stairs to go from the Thrashball Court (left, if you have the orphanage stairs behind you) to the Playground (your right, if you have the orphanage stairs behind you). This way, you can quickly go between the areas and get the drop on each E-hole.

The four Boomshot rounds (and any grenades) you've been hoarding all this time, will be used up here (afterward, ditch the Boomshot for the Lancer or Hammerburst in phase 3). One Boomshot round will collapse each of the E-holes ... and there are four of them (one after another, as RAAM is downed four times).

Should you miss, fire another round or throw a frag grenade ... closing the E-holes early mean you deal with no Locust, and you can always get ammo from the piles of ammo in the center of the level.



Repeat the process with downing RAAM. You may use some of the level's structures to confuse or impede the A.I. if you want, and fire through the obstacles while the boss attempts to navigate around them.

### Phase 3



When RAAM is in this stage of the fight, load up on ammo and take cover at the underpass. You can use the bulk to shield you from the Reavers' attacks and kill the sum'bitches with focused fire.





Defeating the two escort Reavers means RAAM's Reaver is vulnerable. It will try to swarm you as normal, but RAAM will fire his Kryll at you (instead of relying on Locust grenadier-riders). Again, use the bulk of the stairs to defend yourself.

Once RAAM's Reaver has had enough, it will strafe your position with Kryll bombs. Load up one last time and shoot the enemy as it makes its strafing runs. You may find the street a better vantage point as it moves randomly up and down the avenue. Once this enemy is destroyed, you effectively complete Chapter 5.

# Collectibles

There are 15 COG Tags and 42 **Collectibles** for a total of 57 things to pick up in Gears of War 3. The locations of each Gears of War 3 Collectible and COG Tag are below.

Below are videos, screens and a mini walkthrough for every Collectible and COG Tag in the game. You can see which of these you've picked up in the main menu before starting the game. In this same menu you can see precisely what act any missing COG Tags and Collectibles are in. Once you pick up a COG Tag or Collectible, it will no longer appear in the Campaign. You can start any Campaign chapter, pick up a COG Tag or Collectible and then quit and it will still count.

If you're playing with friends or other people, if just one person picks up the collectible, everyone does. If you've already collected it; however, you will not be able to see the collectible and will have to let someone else collect it for themselves.

## Video: All Act 1 COG Tags and Collectibles

### Prologue Troubled Past

There is 1 COG Tag in the Prologue.

#### Cog TAG 1

There's a COG Tag in cell right next to [Marcus]'s in the opening dream sequence of the Prologue. Open the door with X.



### Act 1 COG Tags and Collectibles

There are 4 COG Tags and 15 Collectibles in Act 1.

#### Act 1-1 Anchored

##### Twenty Dollar Bill

Just after waking up from the dream/flashback sequence, the Twenty Dollar Bill collectible can be

found in Marcus' bunk area on a desk



## Dom's Psych Report

[Dom]'s Psych Report is in the very first area after the flashback. Enter the room across from Dom's room, to find Dom's Psych Report by one of the bunk beds.



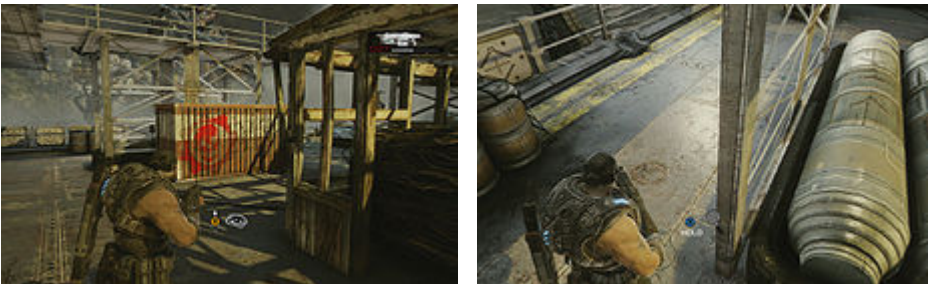
## Requisition Form

The Requisition form is in the very first area after the flashback. Head down the hallway and enter the last door on the left to find this collectible on a desk.



## Cog Tag 2

You can get this directly after watching the video of Marcus's father. You may notice a Crimson Omen (the red skull in a gear) on a yellow cargo container on deck, but there's no COG Tag to be found. To get it to appear, you must shoot the body on the catwalk above the area. A grenade will do the trick as well. COG Tag 2 will drop from the body above.



## Act 1-2 Abandon Ship

### Silverback Manual



In the small garage with the two Silverback mechs you will find the Silverback Manual on a shelf. It's to the left as you walk into the garage.



## Act 1-3 Homecoming

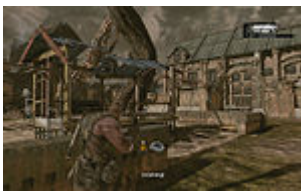
### Journal

After turning down the main street away from the ocean, past the 'Irish Seafood' sign, search the left side of the street for a sign reading 'The Best Breakfast In Town.' Break down the gate here and search the back corner of the outside dining area for the Journal. This is just before you come to the survivor camp.



### Child's Diary

After the first encounter with the stranded, you'll come to a children's playground with a few stalks and lots of enemies. There is a collectible on the platform with the slide. Walk up to the side of the platform and vault up onto it to find the Child's Diary.



### Grocery List

When the stalk comes up in the supermarket, search the checkout area for a Boomshot on the ground. Near this is a piece of paper on a register/checkout counter you can pick up.



### COG Tag 3

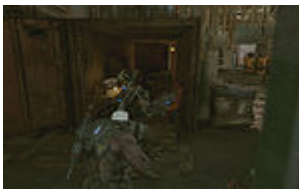
In the locker room, get in the mech and move the locker. Get out and enter the small side room with the crimson seal to find COG Tag 3 on the counter. Grab the Boomshot while you are in here.



## Act 1-4 Helping Hand

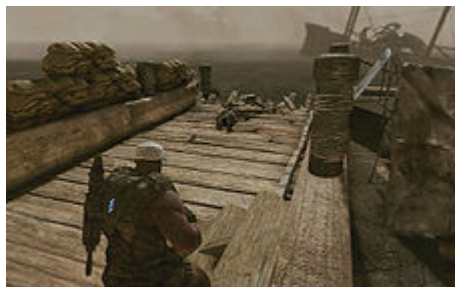
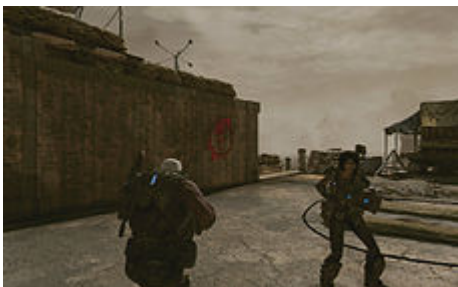
### Clipping Times-Tribune

After walking through the stranded camp with weapons down, you'll regain control with a weapon. At this point, walk right and backtrack past some storage pods and look for the Clipping Times-Tribune collectible on the ground by a 'Danger Hard Hat' sign.



### COG Tag 4

After the ammo pickup, the stranded camp will open a gate for you. As soon as they open the stadium gate for you, enter it and turn left and you should see a Crimson COG. Head for the nearby dock and COG Tag 4 is on a dead body on the water's edge.



## Act 1-5 MVP

### Cougars Season Program

Take the upper path in the stadium when given the option. From the start of the upper path, run to the end, at the end of the first hallway, across from a panthers banner, is an area with a counter. Behind the counter on the ground is the Cougars Season Program.



## Cougars Player Handbook

You can get this after the upper and lower paths in the stadium converge. Just before you enter the doors marked with a banner and "Sec T," look for a small area by the doors with a vending machine and the Cougars Player Handbook This is just before the long Cole/Thrashball cutscene.



## Cole's Championship Ring

After carrying the bomb to the giant stalk on the Thrashball field, look for a small tent marked UXO. Below this is a body with Cole's Championship Ring next to it.



## Act 1-6 Hanging By A Thread

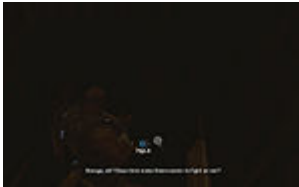
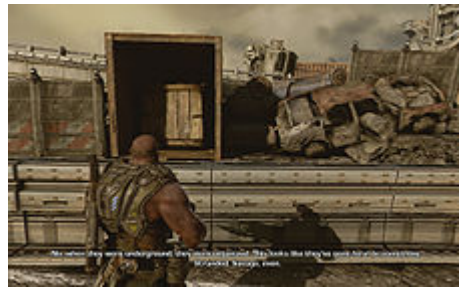
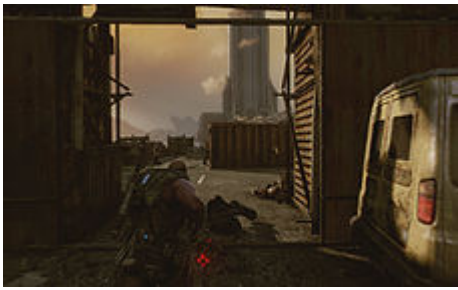
### Toll Booth Tokens

The Toll Booth Tokens can be found to the right of a turret at the bottom of the toll booths where you first encounter the Locust.



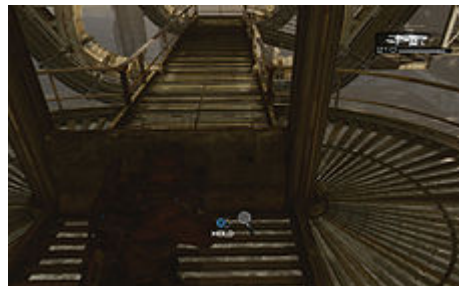
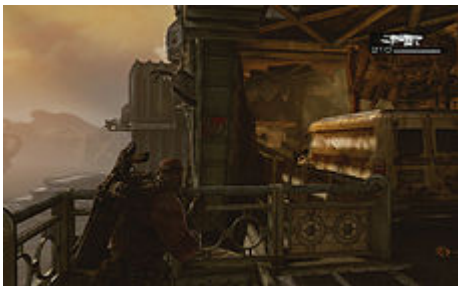
### Bayonet

Just after the toll booth and the first Boomer encounter, head through the door the Boomers came through and look for a cargo container over the small wall on your right. Inside is a crate. Destroy the crate to reveal the Bayonet collectible.



## COG Tag 5

On the toll bridge, two ladders lead down below to a walkway under the bridge. You'll come to one ladder just before the turret, on the left side of the bridge, and another is on the right side a bit further up. COG Tag 5 is on the walkway under the bridge.



## Sightseeing Book

On the bridge, after taking out the first Locust air barge, the Leviathan will knock some cars out of the way allowing you to continue along the bridge. At the end of this segment, a ladder leads back to the bridge's surface. Go out the door into daylight and turn right immediately. A small area here has the Sightseeing Book collectible on the ground. This is right before you see the box of Tickers for the first time.



## Video: All Act 2 COG Tags and Collectibles

Click this link to see the video

<http://www.ign.com/videos/2011/09/28/gears-of-war-3-cog-tag-and-collectible-locations-for-act-5-hd>

# Act 5 COG Tags and Collectibles

There are 3 COG Tags and 9 Collectibles in Act 5.

## Act 5-1 Home Away From Home

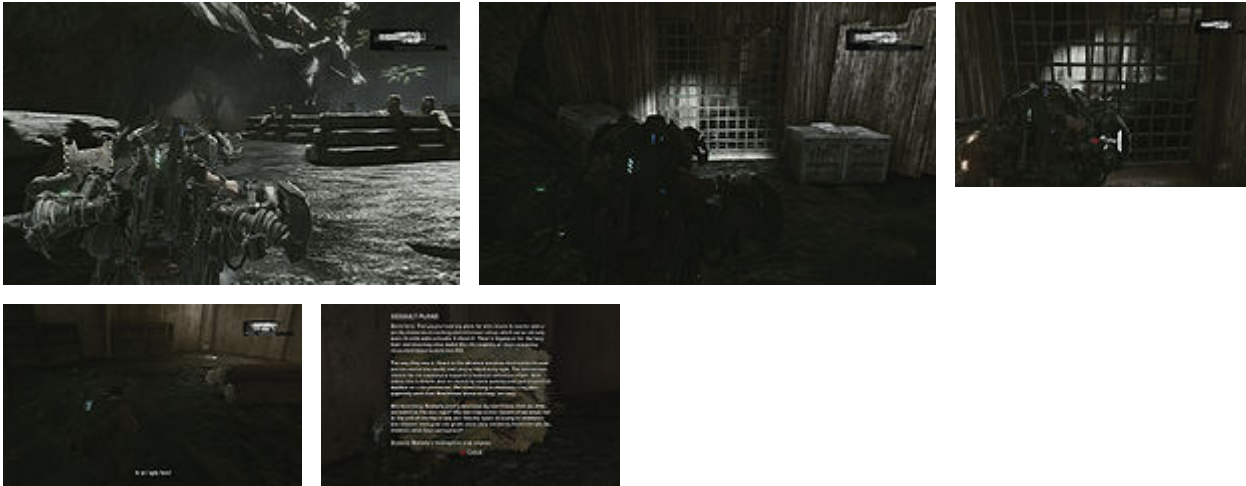
### Pamphlet

Move from the docks up into the train station and, at the top of the stairs, before the train, turn left and look for the Pamphlet at the end of the hallway.



### Assault Plans

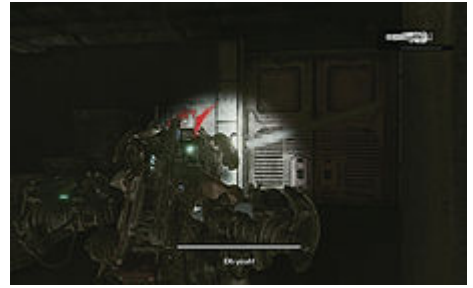
You need the Silverback for this one. Cross the rainy exterior area and slip into the caves on the left (don't get hit by the mortar!). In the caves you'll find a gate the Silverback can knock down. Just walk up to it and hit the B button. Beyond the gate is a secret area with the Assault Plans on the ground.



## Act 5-2 Blackout

### COG Tag 13

Grab the Silverback at the very start of the area (there's a green button behind some boxes that opens a garage right where you start this act). Enter the elevator and, when it stops, take the hallway marked "3." On the left side is a red door with a Crimson Omen next to it. The Silverback can kick this door down if you just walk up to it. Inside this room is COG Tag 13.



## Schematics

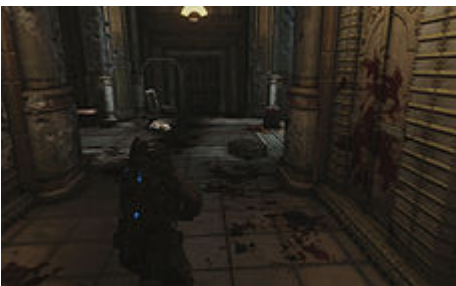
Before you enter the room with the multiple generator shutoff switches, you'll be in a well-furnished room with a desk in the middle. On the desk is a red button. Hit it and you'll open a wall safe in the room with the Schematics inside.



## Act 5-3 Shattered Paradise

### Money Stack

After taking out the barges, you'll head inside to a decadent hallway strewn with luggage. Turn left and follow the hallway to the very end. At the end of the hallway are two doors. In front of one of the doors is a loose tile you can move with the X prompt. Under it is the Money Stack.





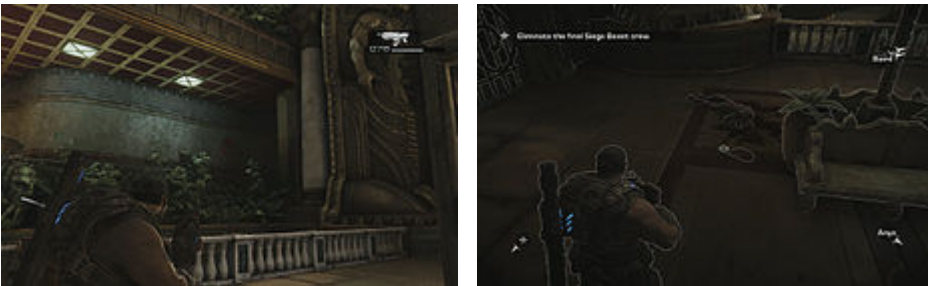
## Diary

After blowing up the dam, the first interior room you come to has a large, white angel statue. Head up the stairs and turn to face the statue. Walk around to the left of it and look for the Diary on a table between two of the red couches.



## COG Tag 14

Just after the room with the white angel statue, you'll enter a large hall with Locust coming down from the ceiling on ziplines. Run straight to the opposite side of the hall from the entrance. To the left on a distant wall is the Crimson Omen, but the COG Tag is near a body between the planter and the wall.



## Act 5-4 Threshold

### Memorial Announcement

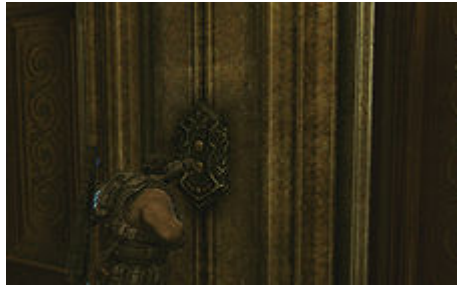
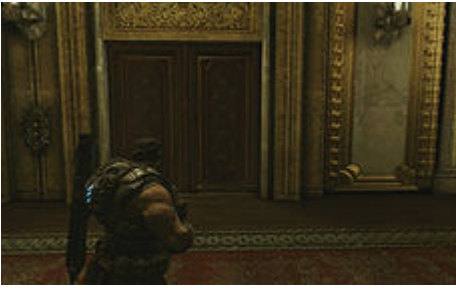
At the outset of the level, run up the first set of stairs and, in the large hallway with a high ceiling, run straight to the bust flashing in front of you. This bust is the Memorial Announcement.



### Announcement

Take the first elevator up and, when you get off, turn around and call the elevator using the button

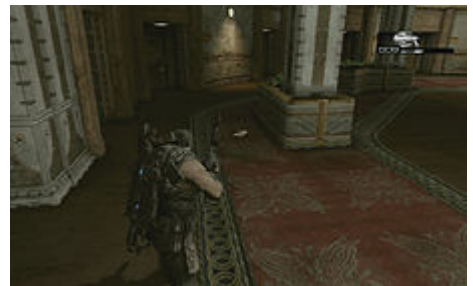
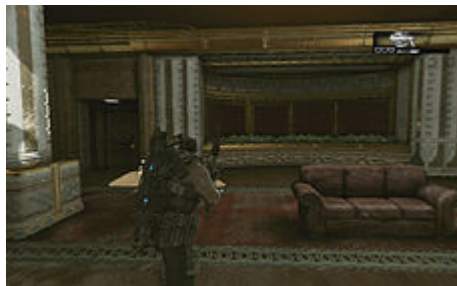
again. Another elevator will open up with the Announcement inside. It's flashing on the wall of the elevator.



## Act 5-5 Ascension

### Brochure

After your team splits up into two elevators you'll arrive safely in a large hallway with stairs leading up and down. Run all the way around the level and go down the stairs. You'll see a couch with two pillars flanking it at one end of the lower level. Behind one of these pillars is the Brochure.



### COG Tag 15

After dropping the counterweight on the queen, search very start of the dark area for a pile of boxes with the Crimson Omen and COG Tag 15 behind it.





## Fenix Research

After entering Adam Phoenix's office and witnessing the cutscene, this final collectible, Fenix Research, can be found on a small table by the telescope.



## Related Achievements

You'll need to find the hidden collectibles in order to earn four related Achievements in Gears of War 3, including:

- Collector
- Pack Rat
- Hoarder
- Remember the Fallen

# Prologue Collectibles

There is only one collectible in the prologue. Go over to the door next to Marcus' cell, open it and there will be a COG Tag on the floor.

# COG Tag 1

## Location

There's a COG Tag in cell right next to Marcus' in the opening dream sequence of the Prologue. Open the door with X.



# COG Tags

There are 15 hidden **COG Tags** in Gears of War 3's Campaign Mode. All COG Tag Locations can be found in the Collectibles section.

## What is a COG Tag?

They're like Army dog tags...except for Gears of War soldiers. "COG" stands for "Coalition of Ordered Governments."

In the Gears of War games, **COG Tags** are collectible items, often with background story attached to them. Discover a COG Tag to learn a bit about the fallen soldier that dropped it. In Gears of War 3, collecting all **COG Tags** is necessary for earning the Remember the Fallen Achievement.

Fallen Gear soldiers are marked by a Crimson Omen sprayed by another Gear or a Stranded near the body.

# COG Tag 1

## Location

There's a COG Tag in cell right next to Marcus' in the opening dream sequence of the Prologue. Open the door with X.

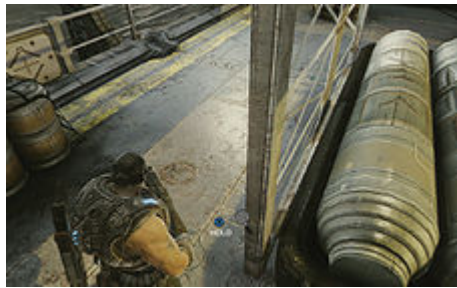


# COG Tag 2

## Location

- Act 1-1 Anchored

You can get this directly after watching the video of Marcus' father. You may notice a Crimson Omen (the red skull in a gear) on a yellow cargo container on deck, but there's no COG Tag to be found. To get it to appear, you must shoot the body on the catwalk above the area. A grenade will do the trick as well. COG Tag 2 will drop from the body above.



# COG Tag 3

## Location

- Act 1-3 Homecoming

In the locker room, get in the mech and move the locker. Get out and enter the small side room with the crimson seal to find COG Tag 3 on the counter. Grab the Boomshot while you are in here.

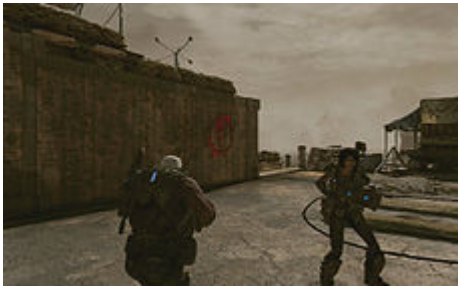


# COG Tag 4

## Location

- Act 1-4 Helping Hand

After the ammo pickup, the Stranded camp will open a gate for you. As soon as they open the stadium gate for you, enter it and turn left and you should see a Crimson Omen. Head for the nearby dock and COG Tag 4 is on a dead body on the water's edge.



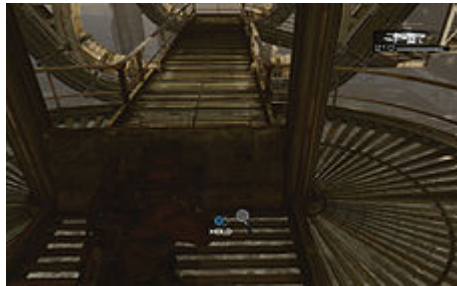
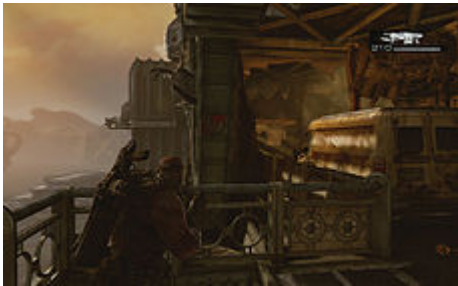


# COG Tag 5

## Location

- Act 1-6 Hanging By A Thread

On the toll bridge, two ladders lead down below to a walkway under the bridge. You'll come to one ladder just before the turret, on the left side of the bridge, and another is on the right side a bit further up. COG Tag 5 is on the walkway under the bridge.



# COG Tag 6

## Location

- Act 2-1 Shipwreck

Just after Prescott dies, look around for a Crimson Omen on a cargo container. Circle this container to find the tag on the ground opposite the omen.

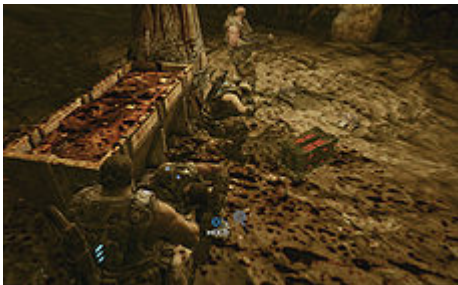
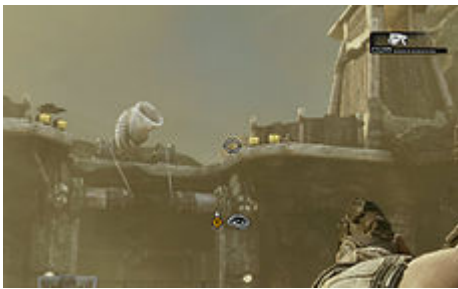


# COG Tag 7

## Location

- Act 2-3 Forced Entry

In the area with the Locust horns, you must snipe all of the Locust before they reach their horns and a side entrance (and alternate path through the level) will appear. This is easiest to do on Casual difficulty if you are alone. Equip a pistol with zoom for sniping, since the sniping tools in the level are far too slow. The hardest Locust to snipe are the pair over the final gate. Try to hit one in the head, then catch the one on the right in a blast of yellow canisters. If no horns are blown, the side door will open and some enemies will come out. Shoot the explosives next to them and head through the side door. COG Tag 7 is on the lower level of this area by the caged Tickers.



## Transcription

COPY transcription (wiki markup), images from Collectibles Information

# COG Tag 8

- Act 2-6 Airborne

On your way to the barge after raiding the ammo store, a gate will open and several giant spider enemies will appear on the other side. Some enemies will appear in a building with two levels. Run up to the upper level of this building and look for a Crimson Omen on the rear wall at one end. Inside the dark upper-level room you'll find Cog Tag 8.



# COGTag 9

## Location - Act III: Chapter 2 (Rescue)

While in Anvil Gate's courtyard during the Lambant Berserker fight. COG tag 9 is located immediately to the left (looking into the bulk of the courtyard) of the front gate that the Berserker was bashing to get into the courtyard. It's against the left wall behind a wooden crate.

# COG Tag 10

## Location

- Act 3-4 Ghost Town

Right after you confront the crazy old coot sabotaging the pipeline, you'll go through a house, a courtyard and a green-tiled interior before entering the sewers. In the green-ish place, just before the sewer entrance, a Crimson Omen is on the wall in a side room. In a nearby side room the COG Tag is on the ground behind a low wall.



# COG Tag 11

## Location

- Act 4-1 Ashes to Ashes

In the area with the small playground, don't open the door. First, search for this COG Tag in the lit up building opposite the playground. It's at the base of a cabinet in the building. A Crimson Omen can be seen high above on the building's exterior.



## Transcription

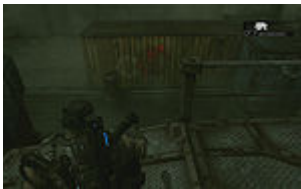
COPY transcription (wiki markup), images from Collectibles Information

# COG Tag 12

## Location

- Act 4-5 Bon Voyage

On the fuel route, the first battle takes place around a docked ship. Near the exit of this room, across the ship, is a yellow cargo container with a Crimson Omen on it. Behind this container is COG Tag 12.





# COG Tag 13

## Location

- Act 5-2 Blackout

Grab the Silverback at the very start of the area (there's a green button behind some boxes that opens a garage right where you start this act). Enter the elevator and, when it stops, take the hallway marked "3." On the left side is a red door with a Crimson Omen next to it. The Silverback can kick this door down if you just walk up to it. Inside this room is COG Tag 13.

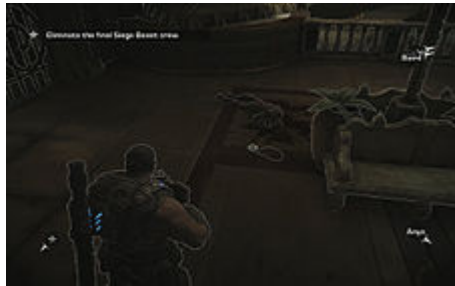


# COG Tag 14

## Location

- Act 5-3 Shattered Paradise

Just after the room with the white angel statue, you'll enter a large hall with Locust coming down from the ceiling on ziplines. Run straight to the opposite side of the hall from the entrance. to the left on a distant wall is the Crimson Omen, but the COG Tag is near a body between the planter and the wall.



## Transcription

Needed

# COG Tag 15

## Location

- Act 5-5 Ascension

After dropping the counterweight on the queen, proceed up the elevator. At the top move to the right into the dark area. Opposite 3 arcade machines there is a pile of boxes with the Crimson Omen and COG Tag 15 behind it. Break the boxes and retrieve the tag.



# Act 1 Collectibles

Note: All Collectibles can be found on one easy-to-use page, conveniently titled Collectibles. The following sections contain transcriptions and additional info on each collectible.

## Act 1 Collectibles

- Twenty Dollar Bill
- Dom's Psych Report
- Requisition Form
- COG Tag 2
- Silverback Manual
- Journal (Act 1)
- Child's Diary
- Grocery List
- COG Tag 3
- Clipping, Times-Tribune
- COG Tag 4
- Cougars Season Program
- Cougars Player Handbook
- Cole's Championship Ring
- Toll Booth Tokens
- Bayonet
- COG Tag 5
- Sightseeing Book

# Twenty Dollar Bill

## Location

- Act 1-1 Anchored

Just after waking up from the dream/flashback sequence, the Twenty Dollar Bill collectible can be found in Marcus' bunk area on a desk



## Transcription

*Marcus,*

*Here's that \$20 I owe you. A few years overdue, but better late than never.*

*-Dom*

# Dom's Psych Report

## Location

- Act 1-1 Anchored

Dom's Psych Report is in the very first area after the flashback. Enter the room across from Dom's room, to find Dom's Psych Report by one of the bunk beds.



## Transcription

*Private Santiago appears to be coming to terms with his wife's death, but I still have concerns about his mental state. I am an emergency physician, and in the absence of a psychiatrist, I can offer only general observation. He has been depressed -- a normal reaction -- but he has also admits to experiencing flashbacks and hypervigilance.*

*Almost everyone in this community has lost family and shares similar levels of traumatic stress, so he is surrounded by comrades who both understand and sympathize. However, very few have to take their loved one's life under such harrowing circumstances. Santiago warrants continued observation.*

*Dr. Isabel Hayman MD FTCS FTCO*

*Chief Medical Officer, CNV Sovereign*

# Requisition Form

## Location

- Act 1-1 Anchored

The Requisition form is in the very first area after the flashback. Head down the hallway and enter the last door on the left to find this collectible on a desk.



## Transcription

*These forms are worthless. Jack is pretty beat up, but it's not like we can point some rookie to the corner hardware store with a list and expect to get the parts we need to fix him. Do me a favor and keep your eyes out for the following junk:*

*-One plasma torch assembly. Any basic or busted cutter will do.*

*-CL8-330 load cells. These can be pulled from a Sliverback without any harm, not like we use 'em for loading cargo anymore*

*-NN-1101A Wireless transmission board for Jack's uplink. This is gonna be a bitch to track down but I might be able to hack something together with a NN2371R from a scrapped 'Dill.*

*You guys remember when we actually had the crap we needed to do our jobs? And working toilets? Man, those were the days*

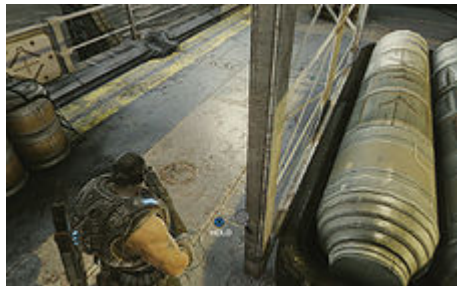
*-Baird*

# COG Tag 2

## Location

- Act 1-1 Anchored

You can get this directly after watching the video of Marcus' father. You may notice a Crimson Omen (the red skull in a gear) on a yellow cargo container on deck, but there's no COG Tag to be found. To get it to appear, you must shoot the body on the catwalk above the area. A grenade will do the trick as well. COG Tag 2 will drop from the body above.





# Silverback Manual

## Location

- Act 1-2 Abandon Ship

In the small garage with the two Silverback mechs you will find the Silverback Manual on a shelf. It's to the left as you walk into the garage.



## Transcription

*Once you're suited up, take a moment to adjust to hydraulic ambulation. It's a little different than you might expect. Joint stabilizers will keep your aim steady. All you've got to do is get the enemy in your sights and let the triple-barrel chain gun do the rest. Point, shoot, and ruin a grub's day. Hell yes.*

*Making use of the Silverback's deployable cover systems can mean the difference between life and death for your squadmates. Once engaged, the rig settles into a lower stance and raises rear plate shields to provide cover for your crew while you take care of business. With rockets. Damn, I love rockets.*

# Journal (Act 1)

## Location

- Act 1-3 Homecoming

After turning down the main street away from the ocean, past the 'Irish Seafood' sign, search the left side of the street for a sign reading 'The Best Breakfast In Town.' Break down the gate here and search the back corner of the outside dining area for the journal. This is just before you come to the survivor camp.



## Transcription

*Hanover's never really been what you'd call "secure," not by any stretch. But since these Lambent freaks started dropping in, everything we know about keeping ourselves safe out here has gone out the damn window.*

*The little crewly sons of bitches, they go down quik, but there's so many of them that we're burning through ammo like toilet paper at a chili festival. You put a round or two in 'em and they just tear into a dead sprint straight at you. They don't flinch, they don't take cover. Once they get within range, you're either gonna get torn to shreds or blown to bits right along with 'em.*

*The Locust were bad, but these things... How do you defend yourself against something that don't care if it lives or dies?*

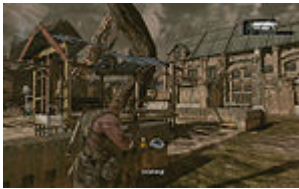
(From Kevin Mahoney's personal journal.)

# Child's Diary

## Location

- Act 1-3 Homecoming

After the first encounter with the stranded, you'll come to a children's playground with a few stalks and lots of enemies. There is a collectible on the platform with the slide. Walk up to the side of the platform and vault up onto it to find the Child's Diary.



## Transcription

*Dear Dr. Cragen,*

*I'm writing in this diary because you told me that the best way to get rid of nightmares is to write them down so you can see them like a story or a show on TV. I asked mom to buy me a diary and now im going to write down what happens in my nightmares for you.*

*In my nightmares I'm running away from something I can't see, and when I look at them (the monsters chasing me) I just see blurs but I know that they're monsters. And because they are all blurry nobody believes me that they are monsters. And they're chasing me for a really long time usually until I wake up.*

*Sometimes I wake up way before I'm supposed to get up to go to school and I can't go back to sleep because of my nightmares and the other night we had an earthquake and it woke me up from a nightmare. My mom and dad came in to ask if I was okay and I told them that the earthquake saved me from the monsters. And they thought that was funny and we talked about my nightmares before mom made me cocoa and I went back to sleep.*

# Grocery List

## Location

- Act 1-3 Homecoming

When the stalk comes up in the supermarket, search the checkout area for a Boomshot on the ground. Near this is a piece of paper on a register/checkout counter you can pick up.



## Transcription

*pasta milk eggs wine (2 bottles)*

*Butchershop order @ 1pm*

*Prep kit for these CRAZY-ASS earthquakes*

*bottled water canned goods*

*portable radio??? BATTERIES! first-aid pack*

*(holy CRAP!! theater ticket PICKUP!)*

# COG Tag 3

## Location

- Act 1-3 Homecoming

In the locker room, get in the mech and move the locker. Get out and enter the small side room with the crimson seal to find COG Tag 3 on the counter. Grab the Boomshot while you are in here.



# Clipping, Times-Tribune

## Location

### Act 1-4 Helping Hand

After walking through the stranded camp with weapons down, you'll regain control with a weapon. At this point, walk right and backtrack past some storage pods and look for the Clipping Times-Tribune collectible on the ground by a 'Danger Hard Hat' sign.



## Transcription

### *Cole Hangs Up Jersey, Enlists in COG Army*

*Hanover Cougars starting alpha Augustus "Cole Train" Cole has enlisted in the COG Army, the Thrashball star announced yesterday. The Grayson Cup champion's announcement came just minutes before kickoff at the first Cougars game since the Locust incursion began six days ago.*

*"I just enlisted. I'm a Gear now," Cole told fans and press at Cougars Stadium. "I came to say goodbye."*

*Though few expected Cole's return so soon after suffering the loss of his family in the attack, fans were nonetheless stunned by the announcement. Cole explained that he was leaving to do his part in the mounting war effort, and encouraged attendees to follow suit and enlist in the COG army.*

*"The Cole Train's gotta go kick some grub ass, but I'll be back when the job's done," Cole added. "Are you gonna enlist? You gonna help me put 'em back down the hole they came from?"*

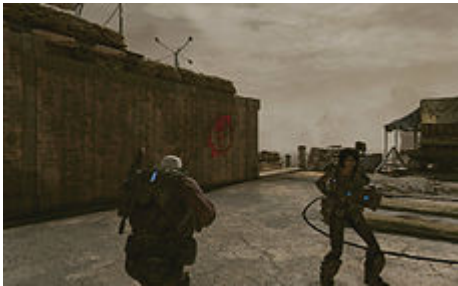
*Local recruitment officials reported a 390% jump in voluntary enlistment following the event. In his five year career in professional Thrashball, Cole has shattered dozens of long-standing records, including most injuries inflicted in a single play.*

# COG Tag 4

## Location

- Act 1-4 Helping Hand

After the ammo pickup, the Stranded camp will open a gate for you. As soon as they open the stadium gate for you, enter it and turn left and you should see a Crimson Omen. Head for the nearby dock and COG Tag 4 is on a dead body on the water's edge.



# Cougars Season Program

## Location

- Act 1-5 MVP

Take the upper path in the stadium when given the option. From the start of the upper path, run to the end, and, at the end of the first hallway, across from a panthers banner, is an area with a counter. Behind the counter on the ground is the Cougars Season Program.



## Transcription

*UNSTOPPABLE!*

*Get ready for the most explosive Cougars post-season yet! Two-time MVP Augustus "Cole Train" Cole leads the charge towards yet another Grayson Cup Victory!*

*UNBREAKABLE!*

*Cole is joined by breakout starting guardian Mitch Hilde, and the powerhouse attacker combo of Ryan "Big Bastard" Poole and Anton "Li'l Bastard" Chambers to form the deadliest starting roster Hanover's ever seen!*

*UNBELIEVABLE!*

*Tickets are going fast, so don't miss out ! Secure your seats on the front line be there to watch the Cougars write another page of Thrashball history!*

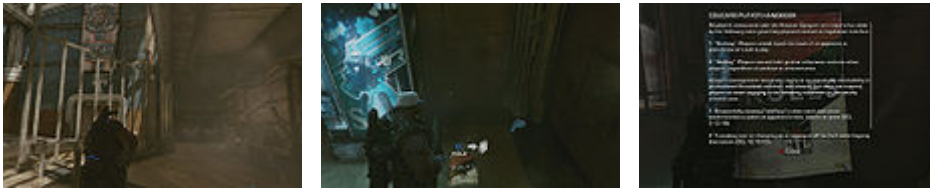


# Cougars Player Handbook

## Location

- Act 1-5 MVP

You can get this after the upper and lower paths in the stadium converge. Just before you enter the doors marked with a banner and "Sec T," look for a small area by the doors with a vending machine and the Cougars Player Handbook. This is just before the long Cole/Thrashball cutscene.



## Transcription

*All players associated with the Hanover Cougars are required to abide by the following rules governing physical contact in regulation matches:*

1. *"Backing": Players cannot touch the back of an opponent in possession of a ball in play.*
2. *"Holding": Players cannot hold, grab or otherwise restrain other players, regardless of position or circumstance.*

*Cougars management recognizes injury as an acceptable inevitability in professional Thrashball matches, and advises (but does not require) player to avoid engaging in the following actionable or potentially criminal acts:*

1. *Purposefully missing ("whiffing") a dive catch with arms outstretched to punch an opponent's face, mouth, or groin (CCL 5.13.19)*
2. *Trampling over or stomping on an opponent off his feet while feigning distraction (CCL 12.10.83)*
3. *Checking opponents over boundaries and into spectator stands (Alejandro v. Smits)*

# Cole's Championship Ring

## Location

- Act 1-5 MVP

After carrying the bomb to the giant stalk on the Thrashball field, look for a small tent marked UXO. Below this is a body with Cole's Championship Ring next to it.



## Transcription

*Augustus Cole*

*Hanover Cougars*

*Grayson Cup Champions*

*ANIMUS INDOMITABILIS*

# Toll Booth Tokens

## Location

- Act 1-6 Hanging By A Thread

The Toll Booth Tokens can be found to the right of a turret at the bottom of the toll booths where you first encounter the Locust.



## Transcription

*UNTIL FURTHER NOTICE*

*By order of COG Civil Defense, civilian passage across Centennial bridge is restricted to the daylight hours of 14:00-16:00 on the lower deck ONLY.*

*Do not slow, stop, or delay traffic for any reason, unless ordered by stationed military personnel.*

*Do not park or leave your vehicle for any reason, unless ordered by stationed military personnel.*

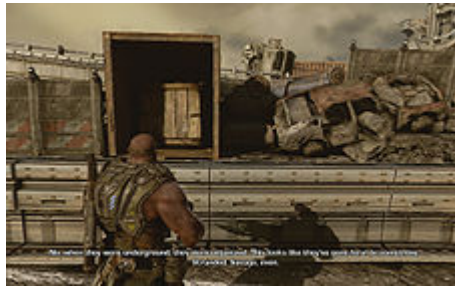
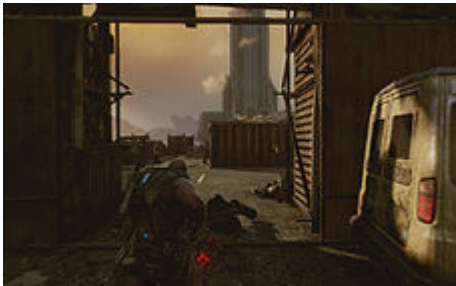
*Suspicious activity or failure to comply with official instruction will be considered a hostile act and will be dealt with swiftly and severely.*

# Bayonet

## Location

- Act 1-6 Hanging By A Thread

Just after the toll booth and the first Boomer encounter, head through the door the Boomers came through and look for a cargo container over the small wall on your right. Inside is a crate. Destroy the crate to reveal the Bayonet collectible.



## Transcription

*The Mk1 Lancer was the standard infantry assault weapon for COG forces during the later decades of the Pendulum Wars, undergoing very few modifications because of its reliability and its tolerance of a wide range of climatic conditions.*

*Its broad bayonet -- famed for its intimidating effect on UIR forces -- was replaced by an integral chainsaw in the Mk2 Lancer after operational experience against Locust. While the blade-type bayonet was effective against human enemies, it had difficulty penetrating the thick hide of Locust and was prone to snapping. The chainsaw modification, designed by Professor Adam Fenix a year after Emergence, was inspired by Private Tai Kaliso of 26 RTI successfully using a chainsaw to kill a Locust drone.*

*While the Mk2 Lancer resembles the Mk1 externally, an almost complete redesign was necessary to accommodate the cutting chain and drive mechanism.*

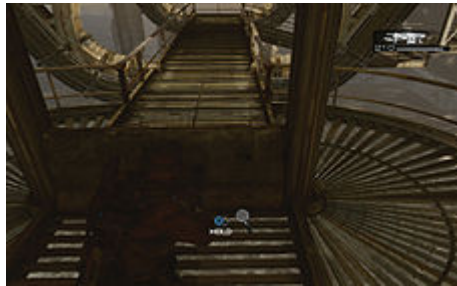
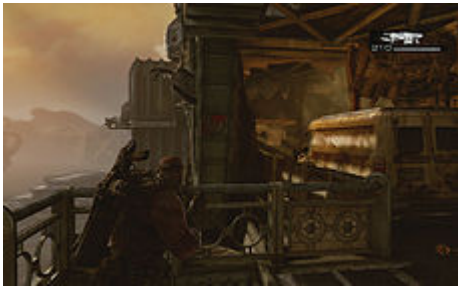
*(From "Small Arms of the Coalition," page 28.)*

# COG Tag 5

## Location

- Act 1-6 Hanging By A Thread

On the toll bridge, two ladders lead down below to a walkway under the bridge. You'll come to one ladder just before the turret, on the left side of the bridge, and another is on the right side a bit further up. COG Tag 5 is on the walkway under the bridge.

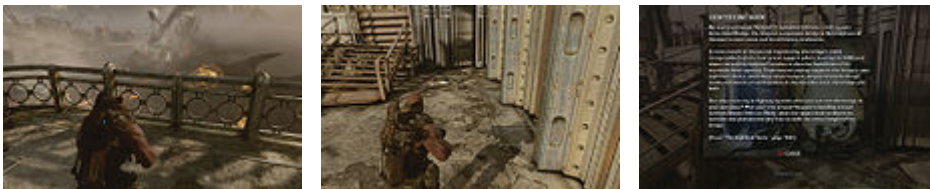


# Sightseeing Book

## Location

- Act 1-6 Hanging By A Thread

On the bridge, after taking out the first Locust air barge, the Leviathan will knock some cars out of the way allowing you to continue along the bridge. At the end of this segment, a ladder leads back to the bridge's surface. Go out the door into daylight and turn right immediately. A small area here has the Sightseeing Book collectible on the ground. This is right before you see the box of Tickers for the first time.



## Transcription

*No journey through Hanover is complete without a trek across Centennial Bridge, the longest suspension bridge in Sera and one of Hanover's most iconic and breathtaking landmarks.*

*A masterwork of structural engineering, the bridge's most recognizable feature -- four grand support pillars bearing the COG seal above intricately sculpted facades -- is also the foundation of its incredible load capacity. Triple-wound cabling supports the bridge's two eight-lane decks, which have never budged, despite seasons of high winds and dozens of earthquakes in the decades since the bridge was built.*

*But why cruise by at highway speeds when you can see the bridge at your own pace? Plan your trip around Hanover's bustling annual festival (Bloom 24th to 26th), when the upper deck is closed to vehicles and pedestrians are free to walk the entire length of the bridge.*

*(From "The Sights of Sera," page 162.)*

# Act 2 Collectibles

Note: All Collectibles can be found on one easy-to-use page, conveniently titled Collectibles. The following sections contain transcriptions and additional info on each collectible.

Click this link to see the video

<http://www.ign.com/videos/2011/09/20/gears-of-war-3-cog-tag-and-collectible-locations-for-act-2-hd>

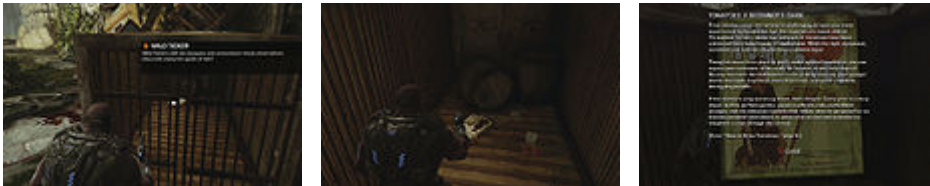
## Act 2 Collectibles

- Tomatoes: A Beginner's Guide
- Octus Medal Diploma
- Captain's Log
- COG Tag 6
- COG Tag 7
- Locust Hammer
- Queen's Symbol
- Manifest
- Cog Tag 8

# Tomatoes: A Beginner's Spotteruide

## Location

Tomatoes: A Beginner's Guide At the very start of the level, when you first see the Tickers, a cargo container on your left contains Tomatoes: A Beginner's Guide. You'll need to kick in the door.



## Transcription

*From seed to salad, the tomatoe is challenging for even the most experienced horticulturist, but the rewards are sweet indeed. Throughout the history, numerous varieties of tomatoes have been cultivated for a broad range of applications. With the right equipment, tomatoes can be even used to brew a potent liquor.*

*Though it varies from plant to plant, under optimal conditions, you can expect your tomatoes to be ready for harvest in the early days of Bounty. Increase the likelihood of a rich yield by covering your younger plants overnight to protect them from frost, and water regularly during dry periods.*

*If the season's crop comes up short, don't despair. Every year is a step closer to that perfect garden, awash in vibrant reds and brilliant oranges, and the delicious rewards that follow. Just be prepared for an intense personal investment; it takes a lot of care and attention to shepherd a crop through the season.*

*(From "How to Grow Tomatoes", page 6.)*



# Octus Medal Diploma

## Location

- Act 2-1 Shipwreck

At one point you'll have to hop up on a platform and traverse it to continue. After clearing out the Locust on the far side of this stage-like platform, look for the carcass of the Leviathan in the water. Head towards it and look for the Octus Medal Diploma on the ground amongst the wreckage.



## Transcription

*The Coalition of Ordered Governments*

*THE OCTUS MEDAL is hereby awarded to PROFESSOR ADAM FENIX in recognition of his outstanding contribution to ending global conflict and securing peace for all of Sera*

*Tomas Dalyell*

*'The Right Honorable Tomas Dalyell,*

*'Chairman of the Coalition*

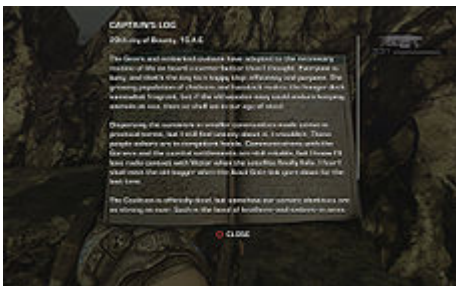
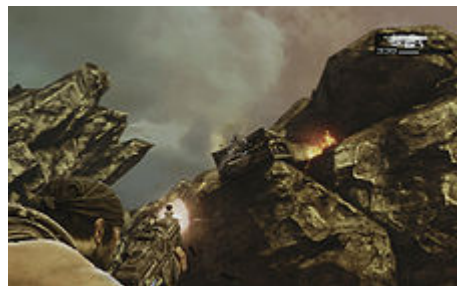
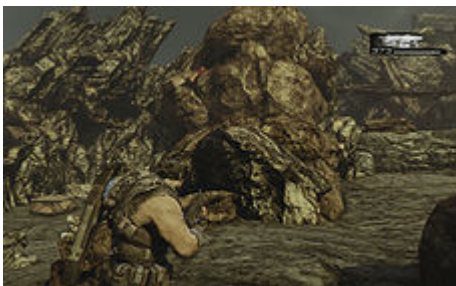
*'5th day of Bloom, '92*

# Captain's Log

## Location

- Act 2-1 Shipwreck

After the first Siegebeast you'll face a forked path. On the left is the way forward. On the right is a dead end with some boxes and a few Locust. Look above this dead end and you'll see a wooden box hanging precariously on a ledge. Shoot it and it will drop the Captain's Log to the ground below. You can collect it in the dead end area.



## Transcription

*29th day of Bounty, 15 A.E.*

*The Gears and embarked civilians have adapted to the necessary routine of life on board a carrier better than I thought. Everyone is busy, and that's the key to a happy ship: efficiency and purpose. The growing population of chickens and livestock makes the hangar deck somewhat fragrant, but if the old wooden navy could endure keeping animals at sea, then so shall we in our age of steel.*

*Dispersing the survivors in smaller communities made sense in practical terms, but I still feel uneasy about it. I shouldn't: Those people ashore are in competent hands. Communications with the Gorasni and the coastal settlements are still reliable, but I know I'll lose radio contact with Bictor when the satellite finally fails. I fear I shall miss the old bugger when the Anvil Gate link goes down for the last time.*

*The Coalition is officially dead, but somehow our service identities are as strong as ever. Such is the*

*bond of brotheres--and sisters--in arms.*

*And, against all expectations, Major Reid is proving not to be the waste of oxygen most Gears believed him to be. I must tell Victor that when I can.*

*(Private journal of Captain Quentin Michaelson, OSC, AM, NCOG. Commanding Officer, CNV Sovereign.)*

# COG Tag 6

## Location

- Act 2-1 Shipwreck

Just after Prescott dies, look around for a Crimson Omen on a cargo container. Circle this container to find the tag on the ground opposite the omen.

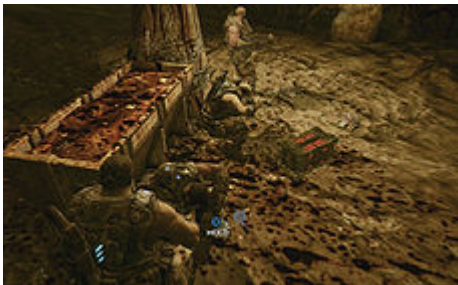
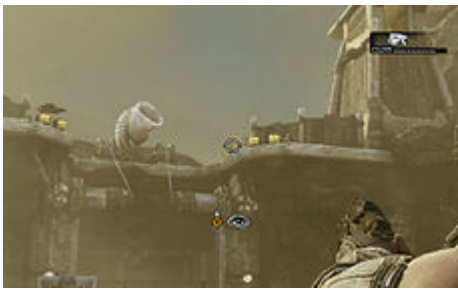


# COG Tag 7

## Location

- Act 2-3 Forced Entry

In the area with the Locust horns, you must snipe all of the Locust before they reach their horns and a side entrance (and alternate path through the level) will appear. This is easiest to do on Casual difficulty if you are alone. Equip a pistol with zoom for sniping, since the sniping tools in the level are far too slow. The hardest Locust to snipe are the pair over the final gate. Try to hit one in the head, then catch the one on the right in a blast of yellow canisters. If no horns are blown, the side door will open and some enemies will come out. Shoot the explosives next to them and head through the side door. COG Tag 7 is on the lower level of this area by the caged Tickers.



## Transcription

COPY transcription (wiki markup), images from Collectibles Information

# Locust Hammer

## Location

- Act 2-4 Trench Run

This is in the area where you must take cover from the attacking air barge in the tunnels. After the airship leaves you alone, The Locust Hammer can be found in the mines. Just before you exit the final tunnel, turn around and double back to this. It's just a few virtual feet before the cutscene with all the barges.



## Transcription

*Baird here. There's no more COG high command barking at me for fresh intel, but I figured I'd keep up with the research anyway. It's kinda turned in to a hobby. Some people knit, but I like staring a creepy Locust runes and finger necklaces.*

*Anyhow, we stumbled across this hammer in the fresh trenches the grubs have been digging up. It looked a little too ornate to be just another common tool, probably made out so some expensive poly-alloy. If I'm reading this right, this is a ceremonial object -- the fine china of Locust weaponry, you might say. Only to be used for very, very special occasions.*

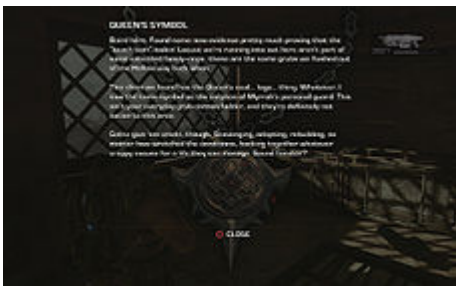
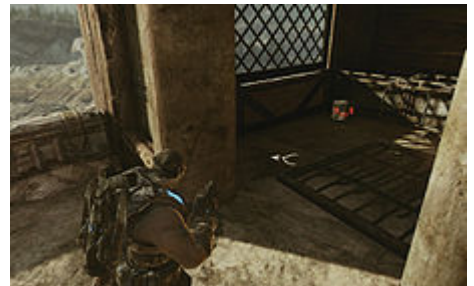
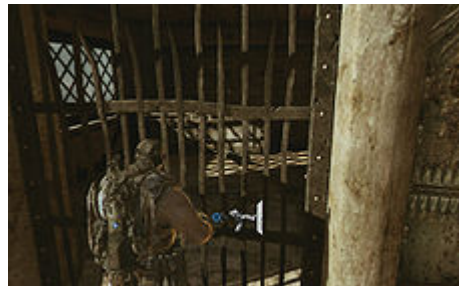
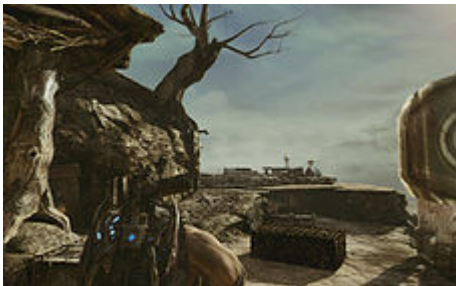
*But here it is, reduced to just another tool in the woodshed to get a dirty job done. Essentially the Locust equivalent of some Gear wiping his ass with the Octus Canon.*

# Queen's Symbol

## Location

- Act 2-5 Hijack

After seeing the Queen for the first time, you'll need to fight off a wave of flying enemies and enemies with Torque Bows. Soon after this a gate opens and there are Boomers on the far side. One side of this gate is a tower. Kick down the gate at the bottom and you can enter the tower and find the Queen's Seal on the floor -- along with a Boomshot.



## Transcription

*Baird here. Found some new evidence pretty much proving that the "beach bum"-lookin' Locust we're running into out here aren't part of some extended family--nope, these are the same grubs we flushed out of the Hollow way back when.*

*This chain we found has the Queen's seal... logo... thing. Whatever. I saw the same symbol on the corpses of Myrrah's personal guard. This ain't your everyday grub cannon fodder, and they're definitely not native to this area.*

*Gotta give 'em credit, though. Scavenging, adapting, rebuilding, no matter how wretched the conditions, hacking together whatever crappy excuse for a life they can manage. Sound familiar?*

# Manifest

## Location

- Act 2-6 Airborne

On your way to the barge after raiding the ammo store, a gate will open and several Reavers will appear on the other side. Through this gate and to the left is a burning truck wreck. Search amongst the wreckage for the Manifest collectible.



## Transcription

*Yep, it's your old pal Baird, back with another rip-roaring adventure in Locust social studies. If I learned anything living on that rusting crap-heap carrier, it's that nothing screams "we're hosed" like a sudden interest in strict resource management. The less you've got, the more precious whatever's left suddenly becomes -- even if it's the last few century-old cans of rancid baked beans in the galley. (Whoever took my stash is gonna pay.)*

*But I guess we're not the only ones tightening the ol' belt. According to this manifest, the grubs are adhering to some pretty rigid rationing protocol. They're tracking each shipmemnt of cargo with a level of scrutiny that'd make Michaelson's head spin, and that's saying something. Best of all, any grubs caught taking more than their fair share is executed on sight. Times are tight.*

*Man, it's gonna be twice as stisfying to blow their crap up knowing all that. Who says reseach can't be fun?*



# Cog Tag 8

## Location

- Act 2-6 Airborne

On your way to the barge after raiding the ammo store, a gate will open and several giant spider enemies will appear on the other side. Some enemies will appear in a building with two levels. Run up to the upper level of this building and look for a Crimson Omen on the rear wall at one end. Inside the dark upper-level room you'll find Cog Tag 8.



# Act 3 Collectibles

Note: All Collectibles can be found on one easy-to-use page, conveniently titled Collectibles. The following sections contain transcriptions and additional info on each collectible.

Click this link to see the video

<http://www.ign.com/videos/2011/09/20/gears-of-war-3-cog-tag-and-collectible-locations-for-act-3-hd>

## Act 3 Collectibles

- Anvil Gate Plaque
- Watercolor Painting
- Sam's Father's Medals
- COG Tag 9
- Journal (Act 3)
- Panicked Note
- COG Tag 10
- Message
- Air Raid Shelter Sign

# Anvil Gate Memorial Plaque

## Location

- Act 3: Chapter 1, *Unbreakable*

As soon as you regain control of your character, after the cutscene reintroducing Colonel Victor S. Hoffman, turn to your left and look towards the back wall. There you will see the plaque, at about eye level, hanging on the wall.



## Transcription

*To the immortal memory of the Gears and civilians who held the Anvegad Garrison during the siege of 32 B.E. in the war against the Union of Independent Republics.*

*Prince Ozore's Artillery  
'2nd Bn. Royal Ephyra Engineers  
'26th Royal Tyran Infantry  
'Pesanga Brigade of Rifles*

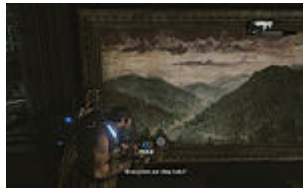
*"I will forsake the life I had before so that I may perform my duty as long as I am needed."*

# Watercolor Painting

## Location

- Act 3-1 Unbreakable

In the opening battle at the fort, from the start, take the stairs on the right as you head towards the front gate. On the upper level there is a living space with a large Watercolor Painting on the wall. This is the collectible.



## Transcription

*Fifth Dawn at Anvegad  
Captain R. F. Sander, AM  
Watercolor on cardstock*

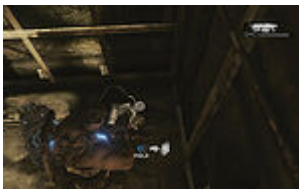
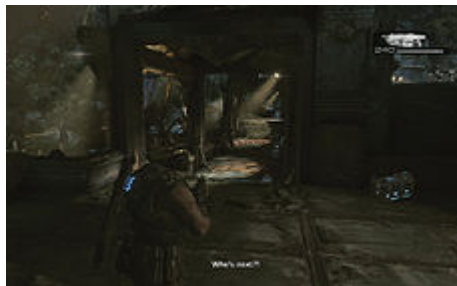
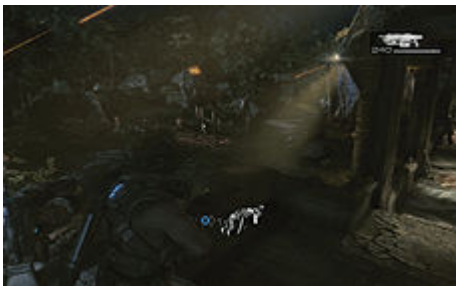
# Sam's Father's Medals

## Location

- Act 3-1 Unbreakable

## Sam's Father's Medals

From the front wall of the fort (facing the attack), turn left and head back through the hallways. In one of the small rooms is a bunch of ammo and Sam's Father's Medals on the ground in the corner.



## Transcription

26 TRI HQ  
Pomeroy Barracks  
South Ephyra  
Sergeant Samuel K. Byrne, Connought Platoon.

Dear Mrs. Byrne,

*It is with greatest regret that I have to inform you of the death of your husband during the defense of Anvil Gate Garrison at Anvegad, Kashkur.*

*Sgt. Byrne conducted himself with courage in the highest traditions of the regiment, and his actions enabled Coalition forces to hold the garrison, thereby preventing the UIR from invading Kashkur.*

*I hope it will comfort you at this difficult time to know that your husband is to be awarded the Sovereign's Medal for gallantry.*

*Yours respectfully,  
'R J Le Marcha  
'Lieutenant Colonel  
'26 RTI*

# COG Tag 9

## Location

- Act 3-2 Rescue

In the Lambent 'Berzerker battle within the walls of the fort, look for the Crimson Omen on the wall. If you face the wall the Berzerker hopped over, it's to the right. Below the Omen is COG Tag 9.



# Journal (Act 3)

## Location

- Act 3-2 Rescue

In the fight with the Lambent Berserker, there's a cylindrical structure in the middle of the open area. On one side of it is a tent and a small alcove with some ammo and the Journal in it.



## Transcription

*5th day of Bloom*

*Well, the grubs are around again. It's like they've got a schedule to keep to show they're still in business. Last night we finished off a few that were dumb enough to try getting near the walls, Dizzy came back with the supply convoy today and said he'd seen a couple on Bloodmounts heading south, which didn't bother anyone overmuch, but he also said they spotted Lambent stalks about seventy clicks from Mercy. Those things are creeping further inland all the time.*

*I can see why no army ever managed to capture the fort. The grubs can't even dig their way in. Once you shut the gates, you get that feeling that you can hold off anything. The Colonel's running the place like it's still a garrison, but that's kind of comforting. I mean, we're still at war, and it's a full-time job keeping everyone fed. Discipline's a good thing.*

*(From Dafyd Silvera's personal journal.)*



# Panicked Note

## Location

- Act 3-4 Ghost Town

Right after you confront the crazy old coot sabotaging the pipeline, walk through the house and down the stairs to the lower level. On a landing here is a Scorcher Flamethrower and a the Panicked Note collectible.



## Transcription

*STAY OUT!*

*NOT SAFE FOR HUMANS!! any actual people (not unpeople) coming to mercy should STAY AWAY because there is something REALLY WEIRD going on like some kind of CRAZY FEVER or SOME OTHER CRAP and im likely to SHOOT YOU if i cant tell you apart from those sickass freaks*

*Theyre not gonna stop unless i stop them!!!!*

# COG Tag 10

## Location

- Act 3-4 Ghost Town

Right after you confront the crazy old coot sabotaging the pipeline, you'll go through a house, a courtyard and a green-tiled interior before entering the sewers. In the green-ish place, just before the sewer entrance, a Crimson Omen is on the wall in a side room. In a nearby side room the COG Tag is on the ground behind a low wall.

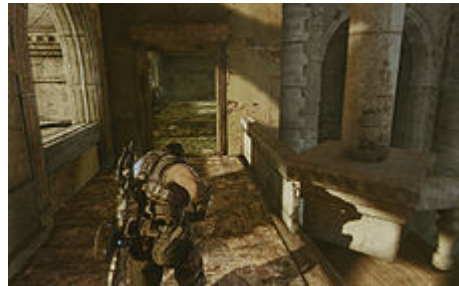
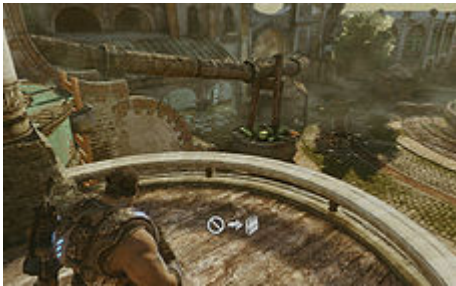


# Message

## Location

- Act 3-4 Ghost Town

After the first massive Lambent Human attack, climb the ladders and immediately go to the left to find the Message collectible. Do not go down the stairs -- this is on the top floor of the building you climb into.



## Transcription

*It is time that we acknowledge what we're dealing with and determine a course of action. Whatever this sickness is, it is most certainly real, and spreading rapidly -- at this rate, we'll be looking at a full-scale epidemic in a matter of weeks.*

*I'd like to discuss our options for quarantining the sick and disposing of the dead. It is vital that we isolate all infected citizens for everyone's safety, including their own.*

*Once that work is settled and the epidemic is contained, we may also consider conducting a town meeting to assuage the public's concerns. My first suggestion would be the town square, but please feel free to propose any alternatives you may have in mind.*

# Air Raid Shelter Sign

## Location

- Act 3-5 Brothers to the End

Just as you cut through the boards to enter the church basement, hop down the ledge and turn left. The path runs into a dead end with the Air Raid Shelter Sign.



## Transcription

*AIR RAID SHELTER MERCY A37*

*MAXIMUM PERSONS 250*

*The following precautions are for your safety and well-being:*

- 1. Do not leave this shelter until you hear the all-clear siren.*
- 2. Do not leave litter, especially food -- it encourages flies and vermin.*
- 3. Keep the ventilators open for fresh air unless a chemical alert is in progress.*
- 4. Keep all bedding within the bay lines to allow unimpeded access.*
- 5. Remove all bedding from the shelter for airing.*
- 6. Do not smoke.*
- 7. Keep noise to minimum -- consider your neighbors.*

*By order of the Secretary for Civil Defense, Coalition of Ordered Governments.*

# Act 4 Collectibles

Note: All Collectibles can be found on one easy-to-use page, conveniently titled Collectibles. The following sections contain transcriptions and additional info on each collectible.

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<http://www.ign.com/videos/2011/09/20/gears-of-war-3-cog-tag-and-collectible-locations-for-act-4-hd>

## Act 4 Collectibles

- COG Tag 11
- Journal (Act 4)
- Fuel Order
- Old Magazine
- Tabloid
- Bulletin
- COG Tag 12
- Contractor Report

# COG Tag 11

## Location

- Act 4-1 Ashes to Ashes

In the area with the small playground, don't open the door. First, search for this COG Tag in the lit up building opposite the playground. It's at the base of a cabinet in the building. A Crimson Omen can be seen high above on the building's exterior.



## Transcription

COPY transcription (wiki markup), images from Collectibles Information

# Journal (Act 4)

## Location

- Act 4-2 Crater

At the very start of 4-2, a metal gate on the right of the path can be kicked down to reveal a hidden area with this Journal.



## Transcription

*Going on six hours with no sign of the crew that got sent off on today's fuel run. No cable-car, neither. I got a funny feeling that the boss is gonna want to get rolling on a search and rescue op. For the fuel, I mean, because who gives a crap about the guys getting mauled to death by the Lambent, am I right?*

*But that's how guys like Griffin tick. He's used to being in charge. I cringe every time the dude calls us "employees", like we're still drawing a wage and health benefits. He acts like he cares, but tell that to all the guys we've lost carrying out his orders. The others are looking at me like I'm the walking dead. I get the sense I'm next in line.*

*I wonder if the COG is still conscripting. Can't imagine it being more hazardous to my health that working for Griffin Imulsion.*

*(From Miles Carver's personal journal.)*

# Fuel Order

## Location

- Act 4-3 Hang 'em High

When you attempt to get the cable car moving and find it attached by a safety cable, crawl through the barbed wire and eliminate the Lambent. After this, don't enter the building. Pass the entrance and search the far side of the area for the Fuel Order.



## Transcription

*Hey Hondo, Griffin here,*

*I need another batch like 5 minutes ago! Cook up 13 gallons and I'll send a runner after it tomorrow night.*

*Remember to keep the blend ABOVE 26! You send me any more of whatever weak mix we got last time and I'll be up in your ass. I need to keep these sleds moving.*

*-Grif*



# Old Magazine

## Location

- Act 4-3 Hang 'em High

You can find this after you ride the cable car back to the first tower. When you get to the roof to save Dizzy, the path takes you into a living room area. Under a couch in this area you can find the old Magazine. Destroy the couch to pick it up.



## Transcription

*Last week's explosion at a Lopus Energy-operated refinery outside Denava drew harsh criticism from Griffin Imulsion Corporation CEO Aaron Griffin.*

*"(\*\*\*) amateurs," Griffin says. "I catch hell for being a tough boss, but you know how many men and women we've had killed on the job? None. And that's because I ain't trying to be anybody's friend. You either get it done right, or you find yourself another job."*

*"This is a competitive industry. Dangerous. Lot of bad (\*\*\*) happens to good people on the job, lives and limbs on the line. Every CEO should work a decade on a fuel rig, get familiar with the worst of it like I did. That right there is the only business education you'll ever need."*

*"If they're not afraid of you, you're doing it wrong. On the other side of the coin, y'know, they gotta like you just enough to stick around. My employees ain't my friends--they're my family.*

*Tough love."*

# Tabloid

## Location

- Act 4-4 Batten Down the Hatches

When the Locust first release the centipede enemies, look for a small alley behind a cargo container leading to the Tabloid by some Frag Grenades. If you face the enemies, this is to the right of the area.



## Transcription

### GOV'T SOURCE: MISSING SCIENTIST MAY HAVE DEFECTED

*Coalition officials suspect that a recently vanished scientist may have defected to the Union of Independent Republics, a government source has revealed to Dispute.*

*Speaking on the condition of anonymity, the source further disclosed that investigators have found no leads in the search for Dr. Gabrielle Ornar, 31, reported missing eight days ago. The researcher is the third Tyran scientist to vanish under mysterious circumstances in two years.*

*"Frankly, they've never seen a trail this cold," the source said. "No evidence of foul play, no disputes, no prints or signs of coercion. Kidnappings are never this clean. If she was taken, she didn't fight back."*

*Ornar, a rising star in the field of theoretical physics, was last seen in her car leaving a wedding reception in downtown Jacinto. The vehicle was later discovered abandoned in an alleyway six blocks away.*

*Our source could not confirm whether the COG has any evidence of UIR subversion, but said the officials have "good reason" to investigate further.*

*"Officially we have no comment. But we're not blind. If Ornar is a traitor, I don't see why we should waste another minute looking for her. Same goes for the others."*

*COG officials have urged citizens with information regarding the whereabouts of any missing persons to contact investigators immediately.*

# Bulletin

## Location

- Act 4-5 Bon Voyage

(Take the Maintenance Bay route when given the option). On your quest to find the rotor for the sub, you'll enter a door labeled 'Maintenance Bay.' In the first battle that ensues, there are stairs leading down to a ship under construction and a hallway leading off to the left (when facing the enemies). In this hallway you'll find the Bulletin on the ground in a corner.



## Transcription

*From: Captain Octavia Findlay, COG NS Endeavour*

### *NOTICE TO ALL EMPLOYEES*

*The frequency of Locust incursions into the Endeavour area requires me to bring forward the closure of this shipyard by two months. This means that your decommissioning and removal schedules have been accelerated. In the event that we fail to meet these objectives by the time COG Command gives fifty-two (52) hours' notice of evacuation, the following emergency measures will take place.*

- 1. All non-removable IT systems are to be disabled by the physical destruction of servers and drives.*
- 2. Any remaining vessels in seaworthy condition are to be disabled, either by destruction of propulsion systems or by scuttling.*
- 3. All fuel remaining in storage is to be drawn and burned off or dumped into Basin A6.*
- 4. All classified engineering documentation is to be destroyed by controlled burning.*

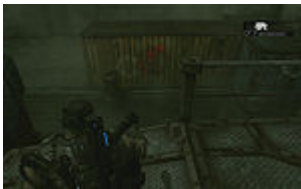
*Every item that you leave intact is a windfall for the enemy. It is essential that we leave behind nothing that can be used against our own forces.*

# COG Tag 12

## Location

- Act 4-5 Bon Voyage

On the fuel route, the first battle takes place around a docked ship. Near the exit of this room, across the ship, is a yellow cargo container with a Crimson Omen on it. Behind this container is COG Tag 12.



# Contractor Report

## Location

- Act 4-5 Bon Voyage

When the final gate opens and sub is ready to move out into daylight, a room will open at the end of the catwalk with a Vulcan inside (the two-man weapon). In one corner of this room, on the ground, is the Contractor Report. It's hard to spot since it's amongst other pieces of paper.



## Transcription

*Date: Frost 25, 12 A.E.*

*SCHEDULE ACTIVITY NUMBER: 69332/A*

*WORK LOCATION: D Flotilla Submarine Facility, North Rail Jetty*

*DESCRIPTION: Inspection of damaged main turbine, CNV Adamant*

*INSPECTION CONDUCTED/ SAFETY ACTION TAKEN: Following blade breakage after dye penetration testing revealed no flaws, ultrasound test show extensive microfractures in shaft and blades. (Test images filed with DoO NS. Ref as above.)*

*REMARKS: Dye penetration testing is not adequate to detect the extent of metal fatigue in this type of turbine. If ultrasound had been used earlier, the damage could have been detected before the microfractures became widespread. The entire unit is beyond repair and now needs to be replaced.*

# Act 5 Collectibles

Note: All Collectibles can be found on one easy-to-use page, conveniently titled Collectibles. The following sections contain transcriptions and additional info on each collectible.

Click this link to see the video

<http://www.ign.com/videos/2011/09/28/gears-of-war-3-cog-tag-and-collectible-locations-for-act-5-hd>

## Act 5 Collectibles

- Pamphlet
- Assault Plans
- COG Tag 13
- Schematics
- Money Stack
- Diary
- COG Tag 14
- Memorial Announcement
- Announcement
- Brochure
- COG Tag 15
- Fenix Research



# Pamphlet

## Location

- Act 5-1 Home Away From Home

Move from the docks up into the train station and, at the top of the stairs, before the train, turn left and look for the Pamphlet at the end of the hallway.



## Transcription

*Welcome to Azura, a haven of security, stability and comfort for humanity's most precious resource: you. Like all of Azura's citizens, you have been selected for your outstanding contributions to society. Undoubtedly, you have many questions.*

*What is Azura? This island, isolated and hidden from the troubles of the mainland, was developed to protect and allow society's greatest minds to continue their work, free from fear or peril. When the war is over, the combined efforts of this community of Azura will be the shining beacon by which we shall lead humanity out of the darkness. You will be the architects of a grand reconstruction.*

*We understand how difficult it has been to leave behind everything and everyone you knew, and that you will often feel disoriented and question your purpose here. This is not a prison, but a haven. To reduce your anxiety, we have worked to make your stay here as pleasant and stress-free as possible. You have access to state of the art recreational facilities and the complete cultural archives of humanity in our six libraries. You will enjoy the very highest standards of cuisine. See your orientation materials for more information.*

*We highly recommend the "Welcome to Azura" day spa and counseling session to prepare you for your stay here. If you require any assistance with stress or insomnia, several sedation options are available from our trained and professional medical staff.*

*No matter what fate befalls the rest of the world, Azura -- and its citizens -- will carry on. Your diligent work ensures the enduring survival of mankind. Thank you for the sacrifice you have made in joining us.*

# Assault Plans

## Location

- Act 5-1 Home Away From Home

You need the Silverback for this one. Cross the rainy exterior area and slip into the caves on the left (don't get hit by the mortar!). In the caves you'll find a gate the Silverback can knock down. Just walk up to it and hit the B button. Beyond the gate is a secret area with the Assault Plans on the ground.



## Transcription

*Baird here. The Locust have big plans for this island. It starts with a pretty elaborate trenching and defensive setup, which we've already seen. It ends with -- actually, it doesn't. They're digging in for the long haul, and directing what looks like the majority of their remaining resources towards this new HQ.*

*The way they see it, Azura is the ultimate vacation destination to wait out the end of the world, and they're absolutely right. The terrain was chosen for its capacity to support a massive defensive effort. And unless the Lambent plan on mutating some pulsing vestigial organ that doubles as a life preserver, the island thing is obviously a big plus, especially with that Maelstrom device to keep 'em cosy.*

*One last thing. Anybody paying attention by now knows that we shot ourselves in the ass, right? We can crap on the Locust all we want, but at the end of the day it was our favorite sport of trying to annihilate one another that gave the grubs what they needed to finish the job. So, children, what have we learned?*

*Screw it. Nobody's reading this crap anyway.*

# COG Tag 13

## Location

- Act 5-2 Blackout

Grab the Silverback at the very start of the area (there's a green button behind some boxes that opens a garage right where you start this act). Enter the elevator and, when it stops, take the hallway marked "3." On the left side is a red door with a Crimson Omen next to it. The Silverback can kick this door down if you just walk up to it. Inside this room is COG Tag 13.



# Schematics

## Location

- Act 5-2 Blackout

Before you enter the room with the multiple generator shutoff switches, you'll be in a well-furnished room with a desk in the middle. On the desk is a red button. Hit it and you'll open a wall safe in the room with the Schematics inside.



## Transcription

*Mr. Chairman,*

*In an effort to elaborate on previous discussions regarding the ongoing maintenance of the Adaptive Atmospheric Manipulation System ("MAELSTROM"). I have attached schematics outlining the basic operations of the device and projected potential issues over the next two years. Though we anticipate relatively light use over the near term, operations protocol mandates that we prepare for extended periods of continuous use of the Maelstrom system.*

*As mentioned earlier, diagnostics of the microwave radiation satellite array have come back clean. Maelstrom's terrestrial operations facility, on the other hand, will require the same regular maintenance as it has since it was deployed. See sheets A-26 through A-31 for specifics.*

*Thanks to the extensive efforts of our team including additional assistance from Dr. Koenig, Dr. Hoshi, and Prof. Fenix, we have a general outline for necessary resources over the next two years.*

*Maelstrom has proven to be an effective pillar of our defensive systems on Azura. It pains me to issue this request when these resources are so obviously needed on the mainland; however, in keeping with priorities outlined by the COG, these defenses are crucial. Our recommendation is to continue support of Maelstrom indefinitely, or until such a time as it is no longer required.*

# Money Stack

## Location

- Act 5-3 Shattered Paradise

After taking out the barges, you'll head inside to a decadent hallway strewn with luggage. Turn left and follow the hallway to the very end. At the end of the hallway are two doors. In front of one of the doors is a loose tile you can move with the X prompt. Under it is the Money Stack.



## Transcription

*Alan,*

*Professor Fenix has called for help up in the tower. I'm heading that way now and I imagine you'll be coming along as well. Before you leave, get all the valuables into the safe and lock it down. We'll need it when this mess blows over.*

# Diary

## Location

- Act 5-3 Shattered Paradise

After blowing up the dam, the first interior room you come to has a large, white angel statue. Head up the stairs and turn to face the statue. Walk around to the left of it and look for the Diary on a table between two of the red couches.



## Transcription

*Jason's off at the lab so much more often than when we first arrived. There was a time when I'd have seen that as a sign that he was cheating on me with one of those cute grant fellows he's got following him around. I don't really worry about that anymore.*

*He's staying late for the same reason that I'm keeping this stupid diary. We're grappling with something, but neither of us has the courage to acknowledge it. We lie awake in bed at night, sometimes for hours at a time, but we never say the words that are weighing us down, and becoming heavier every day.*

*We haven't heard anything about what's happening on the mainland. Nobody will tell us. And when we ask, they spout some nonsense about our luxurious spa this, our therapy center that, foie grass and wine this afternoon, or would we like something lighter?*

*It's guilt. What I feel is guilt. I am trapped in a cotton bathrobe hell while everyone we left behind dies at the hands of something that we just can't stop. I'm going to tell Jason about this when he gets home, and if there's any humanity left in him, he'll tell me the same thing. We'll choke the truth out of Prescott himself, if we have to. .*

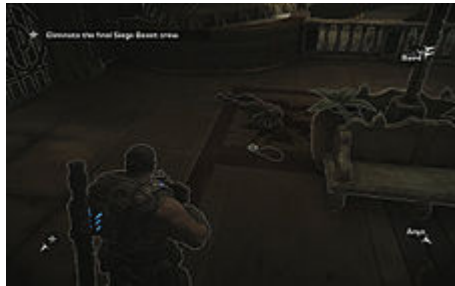
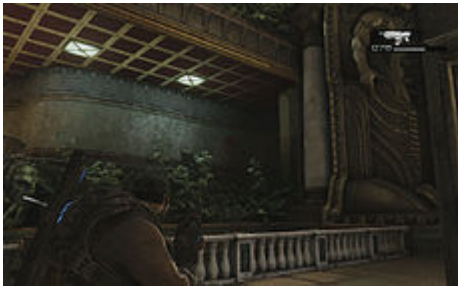
*(From Dr. Zoe Almsted's personal journal.)*

# COG Tag 14

## Location

- Act 5-3 Shattered Paradise

Just after the room with the white angel statue, you'll enter a large hall with Locust coming down from the ceiling on ziplines. Run straight to the opposite side of the hall from the entrance. to the left on a distant wall is the Crimson Omen, but the COG Tag is near a body between the planter and the wall.



## Transcription

Needed

# Memorial Announcement

## Location

- Act 5-4 Threshold

At the outset of the level, run up the first set of stairs and, in the large hallway with a high ceiling, run straight to the bust flashing in front of you. This bust is the Memorial Announcement.



## Transcription

*Valued citizens of Azura,*

*It is with profound sadness that we inform you of the passing of Dr. Gabrielle Ornar, who died peacefully in her apartment yesterday. She was 78 years old. A dear friend and colleague, Gabrielle's work was vital to the collective efforts of this community. She will be missed, and her sacrifice will not be forgotten.*

*We would like to remind everyone that grief counseling is available 26 hours a day.*

*A memorial service in Dr. Ornar's honor will be held tomorrow, 1900, in the west library. A variety of rare teas and delicious pastries will be served.*

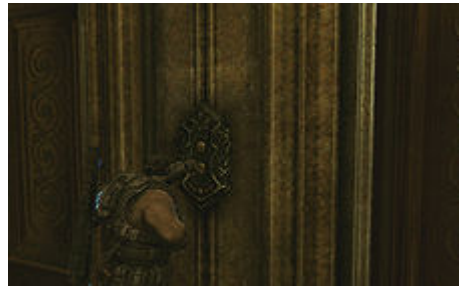
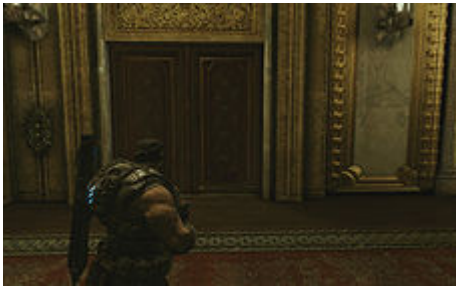


# Announcement

## Location

- Act 5-4 Threshold

Take the first elevator up and, when you get off, turn around and call the elevator using the button again. Another elevator will open up with the Announcement inside. It's flashing on the wall of the elevator.



## Transcription

*Valued citizens of Azura,*

*Due to the detection of increased offshore activity, the Maelstrom generation array will remain active until further notice. Please remain indoors at all times unless absolutely necessary. When inside, secure all doors and windows. In case of emergency, contact your administrative agent for assistance.*

*Remember, you are Sera's most precious resource and the hope for humanity's future. Please help us ensure your safety by complying with all security bulletins and announcements.*

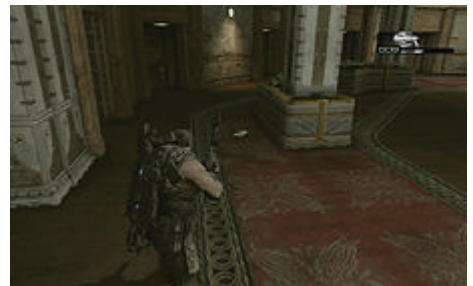
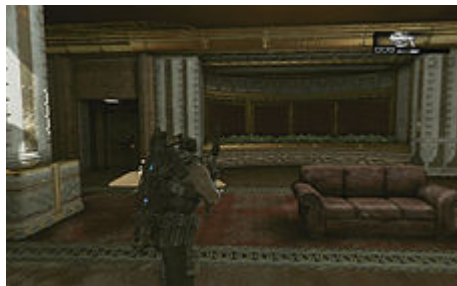
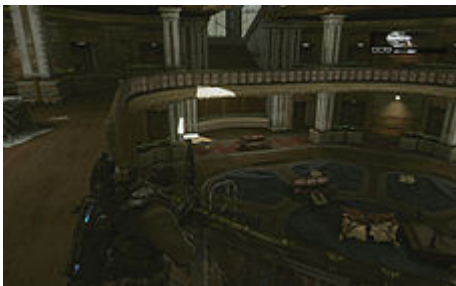
*Have a pleasant and productive day.*

# Brochure

## Location

- Act 5-5 Ascension

After your team splits up into two elevators you'll arrive safely in a large hallway with stairs leading up and down. Run all the way around the level and go down the stairs. You'll see a couch with two pillars flanking it at one end of the lower level. Behind one of these pillars is the Brochure.



## Transcription

*Upcoming Events at the West Library*

*Multipurpose Hall*

*LECTURE - "Agronomic Engineering," Dr. Alex Mayfield*

*17th Day of Thaw, 1630-1830*

*In the second of four lectures on restoring fertility to Seran farmlands, Dr. Mayfield presents his team's latest findings in the search for effective soil restoration techniques. Topics of discussion include rapid desalination, nutrient restoration, and chemical contaminate neutralization, followed by a Q&A session.*

*ROUNDTABLE - "The Population Problem," Dr. Toru Hoshi*

*23rd Day of Thaw, 1500-1700*

*when the time comes for reconstruction, how will we best cope with potential population explosions in the absence of war? In this roundtable discussion moderated by Dr. Toru Hoshi, we shall discuss the ramifications of government-regulated family planning, resource management and distribution, and*

*other possible pains of rebuilding civilization.*

# COG Tag 15

## Location

- Act 5-5 Ascension

After dropping the counterweight on the queen, proceed up the elevator. At the top move to the right into the dark area. Opposite 3 arcade machines there is a pile of boxes with the Crimson Omen and COG Tag 15 behind it. Break the boxes and retrieve the tag.



# Fenix Research

## Location

- Act 5-5 Ascension

After entering Adam Fenix's office and witnessing the cutscene, this final collectible, Fenix Research, can be found on a small table by the telescope.



## Transcription

*At the time of its discovery, there was no reason to believe that Imulsion was a living organism. It exhibited no observable characteristics typical of life; no response to stimuli, no apparent method of reproduction, and no metabolic process. It has since become clear that this is not the case.*

*Though our examinations were sound, the assumptions upon which they were based-our narrow definitions of life-were not. It is very definitely alive, mutagenic, and highly invasive.*

*Viewed in the light, Imulsion exhibits characteristics that resemble the structure and life cycle of many fungi. The bulk of the organism-in liquid form-is underground like a mycelium. The evidence of its existence that we have begun to observe on the surface in the form of stalks is the equivalent of fruiting bodies. Its periodic vapor-like emissions are perhaps best likened to spores. Its behavior is parasitic yet simultaneously viral; It not only colonizes its host, it also reproduces in the host at the cellular level. Its life cycle appears to be a long period of dormancy followed by accelerated activity before maturation, but I cannot establish whether it has existed on Sera since the first origins of life or if it somehow developed or was introduced during human history.*

*A successful parasite does not kill its host, Imulsion does. It may be inept, but I suspect the death of its host organisms-which appears to be every living thing on Sera, plant or animal-is part of its reproductive strategy, not an unfortunate side effect. Its high-energy content may be part of that.*

# COG Characters

**Aaron Griffin:** Earn the Big Money Onyx medal; alternately "Like" the *Gears Of War 3* Facebook page for a redeemable code.

**Anthony Carmine:** Reach level 75.

**Benjamin Carmine:** Reach level 34.

**Chairman Prescott:** Earn the Silver Allfathers medal.

**Civilian Anya:** Reach level 45.

**Classic Baird:** Reach level 30.

**Classic Cole:** Reach level 23.

**Classic Dom:** Reach level 17.

**Classic Marcus:** Earn Silver Veteran Medal (Complete 250 versus matches)

**Clayton Carmine:** Reach level 14.

**COG Gear:** Reach level 2.

**Cole Train:** Play the multiplayer beta.

**Colonel Hoffman:** Reach level 50.

**Dizzy Wallin:** Reach level 7.

**Golden Gear:** Earn the Bronze War Supporter medal.

**Jace Stratton:** Reach level 10.

**Samantha Byrne:** Reach level 4.

**Superstar Cole:** Earn the Gold MVP medal.

**Unarmored Marcus:** Finish the *Gears of War 3* campaign on any difficulty

# Multiplayer

Gears of War 3 has some pretty intense multiplayer experiences, each with their own flavor of COG on Locust combat. If you're new to the Gears of War multiplayer experience, check out the Essential Maneuvers page for the basics.

For those with a competitive edge, you can check out the Versus Mode and Multiplayer Maps section for some tips from your fellow gamers.

Beast Mode and Horde Mode can be experienced solo, but for the most fun and to get the most out of the experience, one should always try and get some friends to join in on the kills.

Remember that there is a ton of unlockable content, just for multiplayer alone! For some tips on how to unlock everything, [click here](#).

And for anyone interested in what they missed out in during the Multiplayer Beta, we still have the info on what was unlocked for full game use.

If you don't want to enter the deep and dangerous but fun-filled waters of Gears of War 3 multiplayer right away you can just practice against computer controlled bots to get better with the weapons and become more familiar with the layout of the maps first.

# Essential Maneuvers

The Gears of War series offers several features that set it apart from other games in the shooter game genre. There is much more to the game than running and gunning. Here are the most important maneuvers that when correctly used improve player effectiveness.

## DO A ROLL!!! ...or an Evade

A tap of the "A" button while pressing the Left Thumb Stick in a particular direction performs an evade in that specific direction.

While not a weapon, the evade or more familiar "roll" maneuver is one of the most valuable tools in Gears of War 3. A quick evade move can get you out of harm's way or place you in a better position to unload a Gnasher shot to an enemy.

The evade maneuver can also be the faster way to get to a specific spot. Stopping, turning, and running takes longer than a quick evade and run.

If you are between a group of enemies, simply do an evade to escape and regroup. You can then take the fight to them later.

Be careful on when to evade however, a smart enemy will blast you with their shotgun while you are rolling. Similarly, pause when an enemy is rolling in a close quarters fight and shoot him full of holes as he finishes his roll.

- If a Hammer of Dawn strike is about hit the area near you perform a quick evade move. More often than not you will come out standing.

## Cover

A tap of the "A" button while towards a nearby wall or similar surface pins you to that object. This is called taking "Cover". Moving the Left Thumb Stick in the direction opposite to the surface you are covered behind frees you from cover. A tap of the Left Thumb Stick makes the player duck while in cover.

With bullets and almost everything else flying towards you, seeking cover is essential to anyone playing Gears of War 3. Cover is your only refuge, as while you stay in cover you are safe from bullets or other projectiles. Try to plan your next move while in cover, and switch between them constantly.

You should also remember that some points of cover are destructible, so try and keep your time spent



behind them as short as possible or you might just end up as colored splatter along with it.

The Cover System is improved from Gears of War 2. Players no longer get "stuck" onto a surface unintentionally as easily while running near vertical surfaces.

From a cover position, players can press the Right Trigger to blindfire with their weapon around or over their cover object. Another option is to press the Left Trigger to lean out and aim before firing. This over-the-shoulder view gives the player more accurate shots.

In Gears Of War, when you vault over a cover, you will get down near to the cover. In Gears Of War 2, you will jump down of the cover. AI allies sometimes roll or glitch through the cover.

## Running

A feature unique to Gears of War, holding down the "A" button initiates a "Roadie Run" so long as you hold down the "A" button.

A Roadie Run is a fast method of travel that minimizes your profile. While Roadie Running, you hunker down and run while you crouch low to the ground. Keep in mind that you will slow down if you start running into a hail of fire, so try to keep your running distance short and into other cover spots

You can evade, take cover and reload your weapons while you are Roadie Running, so use this to your advantage when facing off against multiple opponents or even when charging at one to get in close.

## Mantle Kick

**How to use it:** Hit the "A" button when behind cover

**What it does:** When an enemy is on the other side, you'll vault over and kick him, which will knock him back and briefly stun him, giving you the upper hand for just a split second.

## Tac/Com

**How to use it:** Hold down the "Left Bumper" button

**What it does:** The vision mode is called 'Tac/Com' for tactical communication. Using it, you can see your teammates -- even through walls. You can see where weapons spawn on the map. And it will also identify wall-tagged proximity grenades as friendly or not. And when you're the leader in Capture the Leader, you can also see enemies through walls so that you can call out orders to your protectors.

## Spotting

**How to use it:** Click the left stick

**What it does:** You can aim at an enemy and click the left stick to put an icon over his head for your teammates to see. It's non-verbal communication.

## Trading Weapons

**How to use it:** Get near someone and press a button

**What it does:** You can trade weapons and share ammo now by aiming at a nearby teammate and pressing the corresponding button.

## Iron Sight Aiming

**How to use it:** Click the right stick

**What it does:** The Hammerburst has iron sights now where you can click the right stick [zoom], and it will put the gun into a first-person perspective.

# Versus Modes

Versus mode is the online multiplayer mode for Gears of War 3. There are 3 options, Casual, Standard, and Private.

## ACCESS

First off is the brand new **Casual** Mode design to help newcomers learn the basics and give old players a chance to adjust to the new setup of Gears of War 3. This option is available until you have earned the "Welcome to the Big Leagues achievement" then you have to progress to Standard Mode.

**Standard** Mode is the normal way to enter any game mode Ranked or Quick Match.

- **Ranked** is a playlist in which teams must be full of players before a game can start, and after a game is over, the player is returned to the Versus menu to find another game.
- **Quick** is a playlist in which teams do not need to full of players (in which case bots will take the spot) and after a game is completed, players will remain in the lobby unless they leave, and a new match on a new map will begin in 20 seconds.

**Private** is the same as before, where you and others can face each other or bots to build up your skills and can easily unlocks the new unique features which can be used in Standard Mode.

## MODES

### Team Deathmatch:

This is a new mode to the series. Each team shares a life count of 15. Players are able to respawn after dying as long as there is a life count but a number is lost for each death on each team. When all 15 lives are lost, each player of the team has 1 last life to use and will no longer respawn. Once a team has lost all lives, the other team wins.

### Warzone:

Teams of up to 5 a side compete to eliminate all of the other team's members. Players who are downed may be revived by a teammate, allowed to bleed out, or executed by the opponent.

### Execution:

Execution is similar to the mode Warzone in that the objective of each team is to kill all members of the enemy team before the time limit runs out. Players must perform an execution type kill or single shot kill.

### Capture the Leader:

2 teams of 5 players battle each other in an attempt to capture the enemy leader. The goal is to down the leader of the opposing team and hold him hostage, as a meatshield, for 30 seconds straight meanwhile keeping your leader safe.

**King of the Hill:**

Teams of 5 must control a constantly alternating point (hill) on the map. Teams score one point per second they control the hill. Control is achieved by occupying the hill long enough so that the meter fills all the way with your team's symbol.

**Wingman:**

4 teams of 2 players are pitted against each other. Similar to Warzone, each player has one life. "Execution" style kills are required to kill an opposing member, meaning assault rifle shots and other weaker non one-hit kills will not kill downed players.

**Alpha:**

*Alpha is a new playlist incorporated into Gears of War 3 that offers players a familiar, yet different experience from our standard playlists*

**Team Size:** 4

**Gametypes:** Team Deathmatch, King of the Hill, Execution

**Loadout:** Lancer/Gnasher

**Weapon Pick-ups:** Default with the some custom swaps.

**Weapon Respawn:** Set to "After Pick-up" with quicker respawn times.

New to Gears? Check out each page for some help!

# Team Deathmatch

## Summary

This game mode consist of 5 on 5 battle where the team first to win two rounds wins the game. When you start off the match you and your fellow squadmates will share the default number of 15 lives. This count of lives goes down as members of your team die. Once it comes down the final five lives, pictures of the members faces will appear in the live count circle at the top of the screen on the left hand corner. When it comes down to you being the last person on the team, in big bold letters "Last Stand" will appear to pretty much let you know that you are the last man standing on your team. Rather you die or not you still receive the Last Man Standing ribbon as a reward for performance.

## Tactics

The idea of this game play is to truly work as a team. You should get learn the details of each map so that you and your fellow squad members can come up with a offensive and defensive plan to overcome the enemy. Staying away from your team is not a wise way to go, as in saying that you are on one side of the map while your fellow members are on the other side of the map is a bad choice of planning. If you suddenly spawn and not around any members you should either rush to your fellow mates to assist or pick up the nearest power weapon and/or grenades then assist.

This Wiki Guide does include pictures of the maps in the Multiplayer Maps section on each map, study these and try and understand the distances within each map.

- Watch out for the Shotguns! For some reason, shotguns seem to be a favorite weapon on any map, no matter the preferable distance of the map. Anyone who rocks the shotgun will do their best to catch you off guard and blow you to bits. Close range combat will always be something to worry about.
- Location, location, location. Keep track of not only your location, but that of your teammates via the tac/com button (LB). When in cover, ensure that no one with a shotgun lines up on the other side in order to secure a Mantle Kick. If you do, move to the side or roll away to keep them from securing another kill
- Pick you starting weapons to fit the map type. Not only will it stop you from picking firefights at a range that your weapon wont work in, but it will keep you effective throughout most of the firefights that occur within the map.
- Revive downed teammates! You don't have unlimited respawns and no one likes to see the respawn counter tick back down only a few seconds after they just finished spawning. Remember that if you do it for them, they will try and do it for you.

# Warzone

## SUMMARY

Teams of up to 5 a side compete to eliminate all of the other team's members. Players who are downed may be revived by a teammate, allowed to bleed out, or executed by the opponent. The game ends when one team defeats all of the players on the other team within a specified amount of times, otherwise the game is considered a stalemate when time runs out.

The winning team gets one point every time they win a match, and neither team gets a point in a stalemate, no matter whose still alive or how many are left when time runs out. The first team to reach the specified number of points set by the players is the winner of the entire round.

Possibly the most popular multiplayer game mode. Formerly known as "Elimination" in Gears of War 2.

## TACTICS

Teamwork is critical in this mode since you will only have one life per round. Obtaining power weapons and grenades (if not on the map Checkout) will help you in the long run as long you do not run into the enemy. Making sure they do not obtain the power weapons and grenades is a major key winning the match.

Spotting opposing team members becomes very crucial in this mode. If everyone has a general idea of an opponent's location, your teammates will be able to pick out a different route that will ensure their survival, as well as keep them away from the suicidal shotgun runs toward their location.

Lone wolves don't belong in this game mode. If you don't stick with your team or at least communicate with them your gonna get burned really quick. Never rush in, this isn't a game mode where getting one kill makes you a hero. You either live as a team or you die as one, your call.

Playing with players on your friends list, who's style of play you are familiar with, always makes your squad more effective than random teammates.

# Execution

## SUMMARY

In Execution you 5 on 5 with the team first to win 3 rounds wins the match. Same concept as Warzone but with a twist where you must "execute" your opponent. When an enemy is down but not out you must pick up, kick'em, or perform an execution or perform some sort of one shot one kill move all together. There is only one life per round. Going into Down But Not Out status three times will also result in a death, so watch out!

## TACTICS

Any tactics you have for Warzone will work fine for Execution mode but you must remember what you must do to actually kill your opponent. If you do not then their ally will revive them or they will revive themselves after the 10 second mark.

Go in for the Kill! As stated in the previous tactic you need to perform an execution on an opponent before he/she will be permanently erased from the map. That being said, ensure that you have enough distance from your enemies in case they attempt to revive their buddy.

Keep track of your downs! If your lucky enough to have been downed twice and survived, another down kill kill you for sure. Avoid the fatal down by keeping to cover as much as possible and providing cover fire for whomever is left.

# Capture the Leader

## SUMMARY

Essentially a combination of both Guardian and Submission from Gears of War 2. In this new mode, you must knock down the opponent's leader, then pick them up and hold them for 30 seconds like a meatshield; if however both leaders are captured, the timers will stop until one of the leaders is released. The leader characters are the Queen from the Locust and the President of the COG. Players on each team will be randomly picked to play the leader at the beginning of the round. Mostly, just like Guardian on Gears 2, the new leader is picked by whoever is the one who either captures the opponent team's leader from the round or gains the most amount of points in one round. First team to win two rounds wins the match.

## TACTICS

- Protecting the leader and the leader constantly moving away from the battle is very important. When both leaders are caught and being held the timer will stop. Thus someone will have to leave to rescue their leader. The leader cannot die at all, other members of the team will have a respawn time as always to get back in the action. The leader can however press the B button to try to jerk away, this will help with stopping the captor's movement so that the leader's team can rescue them. It is okay to fragtag the captor since your leader cannot die.
- Smoke Grenades can also be used to quickly remove a captured leader from an opponent, however, the leader must take it upon himself to quickly roadie run away from the would-be captors.
- The 30 second timer to end the round will stop the moment both leaders have been captured. You can use this as an opportunity to quickly change the tide of battle by grabbing the opposing leader and then have an ally free your leader with a well placed smoke grenade
- Go down fighting! As the leader, if you ever get captured start hammering down on **B**! You will start to struggle and will do so at regular intervals, distracting your captor long enough for him to be killed and drop you.
- The leader is able to see enemies through walls only when you hold down LB (Tac/Com).
- Keep your leader fully stocked on ammo. As you can die and respawn you basically have an endless supply of ammo. Your leader however cannot and can easily run out. An ammo-less leader is a defenseless leader.



# King of the Hill

## SUMMARY

King of the Hill has been reborn. In a 5 on 5 battle, two teams have to get to a score of 120 to win the round. 2 rounds are needed to win the match. The blue ring you capture will only be available for a short period of time until it moves to another location. There is multiple locations where it spawns at and always at least 5 different locations. Additionally, you do not need to be within the ring once it is captured to continue gaining points.



## TACTICS

The new King of the Hill is basically the child of King of the Hill and Annex from Gears 2. Some hills will be in open areas while some are in closed up areas. Depending on the area that it is in and what map you are on will help you determine which way you want to progress this. Best way to go is to have someone grab the power weapon of the area, rather there be one or two. Frags are a must in this game mode. Frag tag the area of the circle so that when enemies try to take your hill, they will be sorry.

Running around with a shotgun will help your team if you are actually in and around the objective, not just going for kills while the last few points are scored for the enemy.

If you see a few teammates heading toward the objective, and they are trying to cap it while under fire, help them! You're more formidable as a team, so stay relatively close. You won't win unless you obey the golden rule.

Don't stand in the open. This should be applied to Gears of War in general. If you see a few enemies darting toward the objective, fire some potshots with your Hammerburst or a stream of lead from your Lancer. Force them to use cover, and pin them down so your team can get the objective. Keep them pinned down. If they can't move, they can't contest the objective.

Sometimes, even with your best efforts, the enemy gains the lead. Break the objective ring! You just have to be inside it to do so, and they have to cap it again. This will buy you time until the objective moves. Keep in mind that if your opponents drop you near the ring, you can crawl to it and still break it! Even better, the game will also reward you with a ribbon for it!

Battlefield awareness is crucial in this game mode as your enemies could be anywhere. A great way to find an enemy in this game mode is to keep an eye on the ring. If it turns the opponents color, Boom! you just discovered the location of at least 1 player. The thing about this game mode is if you

don't see the enemy at the ring, there probably flanking you or have set traps. Never wander into the ring area expecting a walk in the park. This game mode attracts people who are just out to kill people so never let your guard down. It's not uncommon for a player to hunt you down on the other side of the map when the objective is a mile away from him.

## **Tips**

- When a ring is about to change to another location players should start fanning out to prepare to find the next ring before the opposing team.
- You need 1 person more than the other team present in the ring to break it. For example, if there is one enemy within the ring then you would need two in order to break it.

# Wingman

## SUMMARY

In this game mode, four teams of two members face each other until only one team remains. A point is rewarded to a team for every kill made. The goal to win the match is 15 points. An execution and/or one shot one kill must be performed to successfully kill an opponent. Like in Gears 2, both members in each team look exactly the same. This helps identify players of opposing teams.

## TACTICS

Since that in this game play you only have one life per round, you will have to use extreme teamwork as if you were playing Warzone or Execution except with fewer teammates.

Communicate! This can't be stressed enough. In fact, try to get a buddy to join you in a party, that way you will always be on the same team and therefore a more effective fighting force. If you can't talk to your teammate, make sure you utilize the spotting function! Using this will let your teammate know which enemy you focused on so you both can focus on him. It's also a good way to keep note of who's where. Remember though that sticking too close may just end up with you splattered on the streets.

Try to play with someone you know well and you can cooperate with. It's no use playing with the idiot of your group that runs around with the Lancer chainsaw fully revved up. Though it may prove hilarious, you will eventually end up by yourself.

Again keep in cover and listen to audio cues. It's the only way to keep both your head on your shoulders and your chances of success. Audio cues will save you from Oneshots, HODs, Mortars, and Diggers.

Bag and Tag. If you have a lethal grenade, grab someone's wingman as a meatshield. If someone else comes up close, you can press up on the D-Pad to stick your hostage with a grenade and toss him/her at your opponent!

# Multiplayer Maps

These are the available **Multiplayer Maps** in Gears of War 3. As of October 4, 2011 the details of the November DLC, The Horde Command Map Pack, three new maps have been announced. The maps are as follows with a description courtesy of Epic Games.

Multiplayer Map	Brief Description
Checkout	<p>Checkout's combat takes place in the carcass of an abandoned superstore. The shop owners tried to move their inventory with a closeout sale in the weeks leading up to the HOD evacuations, but ultimately had to walk away and leave everything to time and history. The intense close-quarters combat of the store aisles makes every decision important. Weapon selection is key, cover is essential to survival and every move has an impact. When facing your enemy, remember what the sign says: "Everything must go."</p>
Drydock	<p>Much has been written about the beauty of Seran culture, but people often forget the backbone of industry upon which it all relies. This shipyard stands full of undelivered goods and the necessary tools of a society's infrastructure. Its most prominent landmark is the rotting husk of a cargo ship that will forever stand in Drydock.</p>
Gridlock	<p>This ashen street was once a bustling tourist destination known for its quaint inns and waterfront cafés. Even the water is gone now, replaced by the burnt shell of a crater that stands as a testament to the loss of Seran humanity.</p>

Hotel	<p>Small island resorts such as this one catered to the opulent tastes of vacationing Serans. But as the Lambent infection spreads across the globe, tides are shifting to flood once popular beaches, and fierce winds batter and push at the walls of humanity's creations.</p>
Mercy	<p>This area was once a bustling town square filled with people, but it never recovered from the UIR mortar shellings of the Pendulum Wars. Emergence soon followed, and the already heartbroken residents were shown no mercy by Locust forces, leading to an almost immediate evacuation. This large and open central square is surrounded on all sides by sheltered passageways and buildings. A raised dais yields powerful weaponry and a view of virtually everything within range, but the power located there must be hard-earned and well-protected to provide any lasting advantage.</p>
Old Town	<p>Several remote areas of Sera managed to stave off the impact of Emergence for quite some time. Island towns such as this one were able to sustain themselves with small farms and a steady bounty from the ocean. But all good things must come to an end, and eventually they could hide no more. This is an excellent map for team-based play, with multiple areas that are well-suited to both attack and defense scenarios. A well-executed plan will often reap great rewards, and an enemy caught unaware can be flushed into a trap like a chicken free of its coop.</p>
Overpass	<p>As the Lambent infection spreads across Sera, the planet is quite literally falling apart. And as the substrata beneath this forgotten overpass begin to disintegrate, the entire city block is collapsing along with it, sliding into a vast underground cavern. Head for the high ground or you just might slide along with it. Battles in this highly dynamic map often focus around the elevated Overpass, where teams can hole up and take advantage of the protected position and emplaced weaponry located there. But gaining the high ground can also be a trap, as the team left below will most assuredly use mortars and orbital lasers to regain their lost footing.</p>

Sandbar	<p>This observation post once had a commanding view of the distant horizon. Never threatened, it was thought to be impenetrable due to its unpredictable coastline and the constant shifting of sandbars along the shallow water of the coastline. And it never did fall; it was simply abandoned when humanity fled from a threat that nobody could ever see coming.</p>
Thrashball	<p>This stadium was once home to a different sort of national hero, one who fought for honor and glory, instead of scrambling for survival. The invigorating roar of the crowd has been replaced by the melancholy moaning of wind in the empty stadium seats. Stadium matches are no longer restricted to the playing field, and the team that controls the concession stands earns a great advantage. The scoreboard still keeps track of every point earned, but its frayed support cables also make it a precarious trap for anyone foolish enough to run underneath it.</p>
Trenches	<p>The Locust have begun to carve mines and tunnels into the rocks of the Seran Deadlands, eking out any existence that resembles the underground passages of the Hollow they once called home. But this harsh environment is as relentless and unforgiving as any enemy they've ever had to face. The Locust Trenches are small and tight, with clean lines of sight across virtually the entire battlefield. The central hill leads to a fortified bunker with a strategically important vantage point. Once taken, it is rarely surrendered, unless opposing forces can manage to sneak up under the cover of a passing sandstorm that leaves everyone blind for a short while.</p>

# Azura



## **GEARS OF WAR 3 SPOILERS!**

Azura was an artificial island and part of the Lesser Islands chain. Azura island is located in the Southern Serano Ocean. It was made by the COG to keep its high value scientists. Besides the Onyx Guard protecting it, the island's waters were also protected by several defensive mechanisms, such as a minefield as well as several dozens automated torpedo turrets.

A short time after E-Day, multiple elite teams were sent to find the Coalition's high value scientists and evacuate them to Azura. From a list of over 20, the teams found just 7. One of these scientists was Adam Fenix. Shortly after Operation Hollow Storm, in the year 16 After E-Day, the Savage Locust got past the island's defences and overran the island, killing anyone except Adam Fenix, who was kept captive. Richard Prescott escaped the island with the Onyx Guard onboard a King Raven and returned to the CNV Sovereign, where he gave a message from Adam to his son, Marcus.

Marcus and his squad saw a part of the message, the full message being revealed some time after. He then found out his dad was being kept on Azura, and traveled there hoping to save him. Marcus and the other COG soldiers reached Azura via submarine. He was unable to save his father because Adam injected Emulsion on himself and after detonating the weapon he built over the years he too perished along with the Lambent and the Locust. Queen Myyrah was killed by Marcus Fenix moments after this.

Information on Azura's whereabouts and defenses were on data disc A2897, information that Chairman Prescott kept secret from the rest of the COG. Before he died he gave Marcus a device to unencrypt the data disc that contained Azura's location. Colonel Hoffman had stolen this disc from Chairman Prescott earlier. Marcus sought out the unpopular Hoffman and found the elusive island's location.

# Blood Drive



Blood Drive is a multiplayer map in Gears of War 2 and an upcoming multiplayer DLC map for Gears of War 3 made available through the Horde Command Map Pack on November 1st. It is a fan favorite map in the Gears of War series.

The map takes place in and outside of a hospital as implicated by the title Blood Drive. The map consists of two sets of stairs on either side of the map both leading up to another level of the map. Cover consists of pillars towards the middle of the map and several walls and benches throughout the map.

The new Blood Drive appears it seem a lot darker than the old Blood Drive map. It has parts that are damaged as well.

Some of the default weapons that spawn on the map include

- Torque Bow
- Longshot
- Scorcher
- Ink Grenade
- Bolo Grenades
- Gorgon Pistol
- Boltok Pistol

NOTE: The default weapons are that of Gears of War 2 and will likely change in Gears of War 3 with the new weapons that were not featured in Gears of War 2.

## Strategies

- The Torque Bow is really a great weapon to use on this map's high areas. Stay perched up above and shoot arrows at unlucky enemies.



# Checkout

## Map Tactics

The map Checkout is available in all three of Gears of War 3's Multiplayer modes.

The map is Symmetrical, meaning it is the exact same layout on each side of the map. The layout is a side versus side type, with each team spawning adjacent to each other on each side of the map, giving equal opportunity to get the strong weapons, located in the central areas. Holding Left Bumper will give you an indication of what weapon spawns where, letting you know where to go for a certain weapon. (Note: It still shows the weapon even if the weapon has yet to respawn, so don't count on this tool to tell you when a weapon is up).

## WEAPONS/ Weapon Spawn Locations

### ***Weapon Spawn 1:Checkout***

This weapon spawn is located at the checkout counters, generally this is a high danger zone with teams usually charging this area at the start of a round, be careful when entering this part of the map, as this is a "power weapon" spawn location. These 2 weapons alternate each round at the same spawn location.

**Longshot Sniper Rifle:** Long range weapon, extremely accurate with a zoom function. Headshots will warrant an instant kill, with 2-3 shots for a down, less shots if the bullet has an active reload charge. Accuracy decreases when moving, and works best at long range on targets that are not moving.

Both of these guns are well worth going for in any gametype. Both the Digger and the Longshot are extremely useful for helping any team mates who are having a stand-off at the Photo-Center, which happens often. Both are extremely useful for long range support, with the Digger able to take out multiple enemies at once in this close-quarters environment. I suggest sending two people for this weapon. One can assist other teammates with the Digger/Longshot while the other continues to flank the opposing team, heading off any enemies who may also be after the Digger/Longshot.

### ***Weapon Spawn 2: Photo Center***

This weapon spawn is located at a central area in the middle of 3 walls and connected to the inside of the "Electronics" area on the map. This area is also a hot zone with another power weapon spawning here, many people will be battling in this area. (Note this part of the map is generally closed quarters with fights taking place inside and outside of the "Electronics" area, so be careful when using longer range weapons.

**Mulcher:** Just as the name implies, this weapon will turn people into mulch, good for the wielder bad for the receiver. This weapon is basically a chaingun or "mini gun" with high speed, high power rounds that will down, and kill people with ease. You do not need to reload this weapon but be careful not to overheat it. Hold the reload button when the meter in the top left underneath the gun is long or red, this will cool the weapon down for more use. Be aware this weapon is a tertiary weapon, and will

not take the place of any of your current weapons. It is heavy thus you can not run, dive or hop over cover with it, making you an easy target at close range, it also slows your movement speed. This weapon is very accurate at mid to long range but is slow to aim and is unreliable at closer ranges though still very strong. If necessary at close range the weapon can be shot without aiming for less accurate high power shots more likely to hit closer range targets, but it is risky.

#### ***Weapon Spawns 3/4:***

Located at more central areas of the map, these 2 spawns are adjacent to each other with each spawn being directly north or south of the other 2 weapon spawns (Checkout and Photo Center) These 2 spawns have alternating grenades, these alternate between incendiary, and fragmentation grenades, with each spawn carrying one of the two alternating each round, so when one has a frag, the other will have incendiary and vice versa.

**Fragmentation Grenade:** A High powered explosive on a chain. Swung, then thrown or lobbed at target area, causing a delayed explosion on contact. Can be set on players or "tagged" to players causing death using the melee button, or placed on the map by also using the melee button (placed on wall or floor, etc.) When the grenade is placed it becomes a proximity mine, exploding when an enemy comes near. This grenade gives a beeping warning when it is about to explode giving enemies a small window to escape. Any enemy in direct contact with the explosion will die instantly with less damage being done the further from the explosion the enemy gets. Beware that planted Frag Grenades can be exploded by weapon fire, or by the explosion of another grenade (smoke, ink, or incendiary) When an enemy detonates your grenade with these methods it becomes hostile, and will harm you.

**Incendiary Grenade:** This grenade offers a low power explosion that creates a small area of fire for a decent amount of time, any enemy that comes into contact with the fire will take damage over time, with more damage being done the longer the enemy is exposed to the flame. As with all explosives these will cause harm to the user if the user steps into the fire. Also if an enemy gets hit directly by this grenade they will be engulfed in flames and die instantly with a cool animation. These can also be planted on to enemies and the environment, when placed on the environment it becomes a proximity grenade when an enemy comes close it explodes releasing flame onto the small area around the explosion.

#### ***Weapon Spawns 4/5: Bathrooms***

These spawns are located in the bathrooms on each side of the map, they are adjacent to each other, and each bathroom location spawns the same weapon on both sides, with weapons alternating each round. There is less danger in this area of the map because most of the fire fights happen more around the "power weapon" spawns, so you're a lot safer here, but there's ALWAYS the chance of an enemy being nearby so stay on your toes.

**Boltok Pistol:** A high power semi-automatic magnum, this gun offers high power shots at close to long range, this weapon can cause a headshot if the enemy has been damaged enough, and the player using this weapon shoots them in the head, it can cause the head to "explode" causing death. The clip is fairly small, with a longer than average reload time this gun is deadly, but slow. It has a zoom type function that offers slightly more zoom than just aiming. Can also be used to melee enemies at close range. Takes the place of your pistol weapons slot (Replaces Snub Pistol)

**Gorgon Pistol:** A fully automatic machine type pistol with each individual shot doing a medium amount of damage in a fairly small amount of time, the more bullets you hit the more damage gets done. Has a fairly small clip, with an average reload time, takes the place of your pistol weapons slot (Replaces Snub Pistol). Works extremely well when using a downed enemy as a hostage, as you have a high rate of fire and decent damage output while also having shield protection (also works with boomshield)

## **Versus Mode**

The map checkout has many closed quarters areas in which you will find yourself using more close range oriented weapons. I suggest either the Retro Lancer, the Sawed-Off Shotgun or the Gnasher Shotgun. These weapons all work really well in close to mid range (aside from the sawed off which only works at point blank), with the Retro Lancer doing well at longer ranges too (if you burst your shots to make up for accuracy lost with recoil). The reload time for the Sawed off is extremely long, and longer if you jam the active reload, make sure to not make an unnecessary shot (this gun requires a reload after each shot fired.), and that you are judging your distance accurately (it will only kill if in basically point blank range.) If you decide to use more long range oriented weapons (Lancer, Hammerburst) be aware that many enemies will do what they can to close the distance gap between you and them making your weapon harder to use, if an enemy exceeds your weapons comfort zone (range) then make sure to make use of your second weapon or even your pistol, and/or grenades.

In standard deathmatch type games involving only 2 teams, each team will spawn on adjacent sides of the map, with respawns taking place at the original points.

In King of The Hill and Wingman supplemental spawn points are located in the Electronics, and Checkout areas, meaning players will Respawn in these places plus the original spawn points upon death.

Make sure to stick with your team when necessary and help each other out. Winning the game will take teamwork and motivation, along with player skill. Good players who work well together will win games.

## **Horde Mode**

Checkout is a very close quarters map, and becomes especially so during Horde Mode. Keep to the strategies defined in the Map Tips section and you should come out on top. The best area to hold is the actually "checkout area". Theres a little high ground (where the Incendiary/Ink Grenade usually spawns in VS) so you can spot enemies from afar, then also fall back into the lineup, using your shotgun to keep enemies at bay.

## **Beast Mode**

As always, great starting units are the Wild Tickers and Wretches. Tickers get around the map easily since its a uniform surface, meaning if you duck in between cover you should be able to stay safe fairly easy. Use wretches to bypass barriers and flank enemies often time you have access to higher units. Savage Drones make great units because theres plenty of cover to us and blind firing makes a great tactic to use when your worried about taking damage. The elevated portion of this map makes a

great vantage point for any unit with firearms or long range capabilities. Bloodmounts are great for this map too, since they have the ability to climb over cover and are quite fast, this means you can bypass most of the COG fences, plus your rider will spot hiding enemies for you.

## Media

### Map Image



**Checkout Area:** Located at very bottom of map pictured above, it as an upside down "T" shape.

**Electronics Area:** Adjacent to the Checkout Area, this spot is located at the very top of the map pictured above.

**Photo Center:** Located in the little box directly connected to the bottom of the Electronics area at the top of the map pictured above.

**Bathrooms:** Little rooms Located on each side of the Electronics Area at the top of the map pictured above.

**Grenade Spawns:** Directly below the Photo Center area at the top part of the map pictured above (located between two shelving units), and directly above the Checkout Area of the map pictured above (located on top of metal crates).

**Main Player Spawns:** On the left most, and right most sides of the map pictured above, is where the players will spawn initially in standard 2 team games.

**Easter Eggs** there is one Easter egg on this map in which you can see a dancing wretch

A walkthrough is shown here [http://www.ign.com/wikis/gears-of-war-3/Easter\\_Eggs](http://www.ign.com/wikis/gears-of-war-3/Easter_Eggs)

### Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2011/04/07/gears-of-war-3-beta-map-tour-checkout>

# Drydock



## Map Tactics

The map Drydock is available in all three of Gears of War 3's Multiplayer modes.

This map is a GENERALLY symmetrical type map with each side of the map being similar but not identical. Many parts aren't exactly equal but the basic layout for each side is the same, each side has one or two varying elements to keep things fresh. The map is generally a symmetrical layout giving each team equal opportunity to access the power weapons located at central spawn areas equal distance from each team's spawn. Though there are some asymmetrical differences between team spawns with 2 of the weapon spawns in each area being in opposite locations instead of directly adjacent to each other. Hold the Left Bumper to display an indication of where each weapon's spawn location is (Note: This tool will show the weapon's spawn location even when the weapon has yet to respawn, so don't count on this to tell you when a weapon is up).

## Weapons/ Weapon Spawn Locations

### *Weapon Spawn 1: Anchor*

This weapon spawn is located at the center of the southern most part of the map. This spot is a high danger area with many fights going on here over the power weapon that spawns. This section is close quarters so use weapons to give you an advantage in this type of area. There's 3 main access routes to this spot, one from each spawn side and one from the very center of the map, which is also connected to the Cargo Bay Area. The following two weapons spawn here, and alternate each round.

**Long Shot Sniper Rifle:** Long range weapon, extremely accurate with a zoom function. Headshots will warrant an instant kill, with 2-3 shots for a down, less shots if the bullet has an active reload charge. Inaccuracy decreases when moving, and works best at long range on targets that are not moving.

**Torque Bow:** A high power, mechanized bow that shoots explosive tipped darts at target. The bow has a one shot clip requiring reload after each shot. This weapon is extremely accurate at mid to long

range, the accuracy depends on how long you hold the Fire Button for, holding the fire button charges up the shot causing for greater speed and penetration, if the trigger isn't held long enough the arrow will not go as far as it could and it will likely bounce off the target and fail to penetrate, so always hold the Fire Button for maximum damage, speed, accuracy, and penetration. When a target is hit with a fully powered shot they explode causing instant death, alternately the bow can be shot at the head, a headshot with a charged arrow will cause the head to explode resulting in a "headshot" indicator along with instant death of the victim. The bow can be shot at inanimate objects, it will penetrate any surface as long as the Fire Button is held long enough for maximum charge. The further from the explosion an enemy is the less damage it will do, with an active reload granting increased damage and faster charge time for a charged shot.

### ***Weapon Spawn 2: Cargo Bay***

This section is adjacent to the Anchor Area, and also houses a power weapon spawn. Thus this area is also a high danger zone, with frequent fire fights between teams trying to gain access to the weapons or just fights over control of this part of the map, both Anchor and Cargo Bay are connected by a central bridge making this the best area to secure for an advantage against an opposing team. The following two weapons alternate on this spawn point between each round.

**Mortar:** This is a high powered tertiary weapon (doesn't replace any other weapon) but it is cumbersome and prohibits the wielder from running, diving, and jumping over cover, it also slows the movement speed of the wielder. This weapon shoots a rocket like projectile into the air which then explodes into several missile like projectiles forming a line shot hitting the ground, causing several explosions. Any enemy to come into direct contact with an explosion will die instantly with less explosive damage being done to enemies the further away the enemy gets from the explosion. This weapon can be charged for longer range, and requires a reload after each shot fired. Active reload grants increased damage, and charge speed along with a faster reload. This weapon can be blind fired causing an explosive ball type projectile to shoot out, this then bounces several times before exploding. The main rocket projectile that is fired upwards can be forced down if it hits a roof or something above it, making the weapon almost unusable indoors. This can also cause it to come down directly above the wielder killing the player controlling the weapon.

**One-Shot:** This is a high powered tertiary weapon (doesn't replace any other weapon) but it is cumbersome and prohibits the wielder from running, diving, and jumping over cover, it also slows the movement speed of the wielder. This weapon shoots a high powered long range shot that causes the enemy hit to explode, killing them in one shot, hence the name. Though it does have an extreme amount of power the wielder must charge the shot before it can be fired, this also creates a target line, and a buzzing noise revealing to the enemy player that they are being targeted, giving them the chance to escape and find cover (this will not penetrate cover). This weapon can kill more than one person if they are standing in the direct line of fire. This weapon requires a reload after each shot is fired. This weapon has an incredible zoom triggered with the aim button (Left Trigger) which zooms it in even more than the Long Shot. This makes it perfect for mid to long range and deadly accurate, but also makes it so you can't see anything or anyone within a close proximity unless they are directly in front of you.

### ***Weapon Spawn 3: Pump Station***

Located on the western side of the map, close to one of the teams spawn locations known as "Pier Spawn". This part of the map is generally pretty safe with little early to mid game action going on here. Though people like to hide out here late game, especially if they are losing. But remember always be careful and aware, there can always be enemies at any place at any time. This Area is also closed quarters, as it's inside a small building, but just outside is 2 pretty open areas, one being Pier Spawn and the other leading toward the central area of the map.

**Ink Grenade:** An explosive type weapon with a very small explosion. This grenade releases a potent poisonous, thick black gas as well as a black liquid that spreads from the main explosion site in a small area. Much like the incendiary grenade the small field created by this device causes damage over time the longer you are inside the gas/on the liquid the more damage you will take. The ink grenade does quite a bit more damage than the incendiary in a shorter amount of time, steer clear of black gas, and you should be fine. This grenade can also be "tagged" onto players using the Melee Button which will then slowly kill them as they are constantly exposed to the gases coming off of their own body. The Ink Grenade can also be tagged onto other surfaces, which will cause it to act like a proximity mine, which detonates when an enemy comes into close contact. The grenade can be destroyed while it is planted by other grenades (of any type) and gunfire, or other explosions.

### ***Weapon Spawn 4: Security Trailer***

This is what I would say is the most prominent difference in symmetry between the 2 spawn points on Dry Dock. This spawn would normally be adjacent to the Ink Grenade spawn in a perfectly symmetrical map, but instead it is in a different spot that is adjacent in a diagonal form. It will make sense later when you see the map layout below. This area is slightly more dangerous than the Pump Station as it is accessible from the area near the center of the map, and it is also visible from the middle vantage point atop the main bridge. Not much battle happens directly inside the trailer, but players will exchange fire frequently between people inside the trailer and those near the central area of the map.

**Scorcher Flame Thrower:** This weapon just as the name implies, is a flame thrower. It shoots a steady stream of fire to a set close range distance causing damage over time, more damage the longer an enemy is exposed to the flame. The Scorcher doesn't do much damage initially and it seems like you need to hold the flame on them for a considerable amount of time making this weapon less effective at close range than a standard Gnasher shotgun. BUT When active reloaded the fire gets hotter (does more damage) and it also gets increased range making it an accessible mid range weapon. But remember you have to have a constant stream at an enemy for a certain amount of time to down them and finally kill them.

### ***Weapon Spawn 5: Central Bridge***

This weapon spawn is at the very center of the map there's generally lots of gunfire going on around here, and enemies too. So be careful in this section of the map, because as it's the very center there's



bound to be lots of danger. It's generally closed quarters, but with room to exchange fire with players in more open areas of the map. The following two weapons alternate in the same spawn location between rounds.

**Fragmentation Grenade:** A High powered explosive on a chain. Swung, then thrown or lobbed at target area, causing a delayed explosion on contact. Can be set on players or "tagged" to players causing death using the melee button, or placed on the map by also using the melee button (placed on wall or floor, etc.) When the grenade is placed it becomes a proximity mine, exploding when an enemy comes near. This grenade gives a beeping warning when it is about to explode giving enemies a small window to escape. Any enemy in direct contact with the explosion will die instantly with less damage being done the further from the explosion the enemy gets. Beware that planted Frag Grenades can be exploded by weapon fire, or by the explosion of another grenade (smoke, ink, or incendiary) When an enemy detonates your grenade with these methods it becomes hostile, and will harm you.

**Incendiary Grenade:** This grenade offers a low power explosion that creates a small area of fire for a decent amount of time, any enemy that comes into contact with the fire will take damage over time, with more damage being done the longer the enemy is exposed to the flame. As with all explosives these will cause harm to the user if the user steps into the fire. Also if an enemy gets hit directly by this grenade they will be engulfed in flames and die instantly with a cool animation. These can also be planted on to enemies and the environment, when placed on the environment it becomes a proximity grenade when an enemy comes close it explodes releasing flame onto the small area around the explosion.

### ***Weapon Spawn 6/7: Pump Station/ Opposite side of Security Trailer***

These 2 weapon spawns are located adjacent to each other on each side of the map, with one weapon spawning inside the pump station a little ways away from the ink grenade, and the other spawning adjacent to it on the other side of the map just across from the Scorcher on the same side. These 2 areas are generally safe, they are closed quarters, with access to the central area, and you may exchange fire with enemies outside of your area. Enemies generally don't stay around these areas too often, but never let your guard down, always pay attention when going for weapons or ammo. The following 2 weapons will alternate each round, with each side of the map having the same weapon each round.

**Boltok Pistol:** A high power semi-automatic magnum, this gun offers high power shots at close to long range, this weapon can cause a headshot if the enemy has been damaged enough, and the player using this weapon shoots them in the head, it can cause the head to "explode" causing death. The clip is fairly small, with a longer than average reload time this gun is deadly, but slow. It has a zoom type function that offers slightly more zoom than just aiming. Can also be used to melee enemies at close range. Takes the place of your pistol weapons slot (Replaces Snub Pistol)

**Gorgon Pistol:** A fully automatic machine type pistol with each individual shot doing a medium amount of damage in a fairly small amount of time, the more bullets you hit the more damage gets done. Has a fairly small clip, with an average reload time, takes the place of your pistol weapons slot (Replaces Snub Pistol). Works extremely well when using a downed enemy as a hostage, as you have a high rate of fire and decent damage output while also having shield protection (also works with

boomshield)

Those are all the weapons located on the map Dry Dock.

## Versus Mode

This map has many open areas, but also some close quarters areas. Choose a weapon suited for each situation before entering battle. Make sure you're using weapons designed for close combat in tighter areas, otherwise you could be at a disadvantage, and vice versa for open areas. There are a few vantage points at which people have a view of a large portion of the map, and can shoot you with longer range weapons. Be careful of people at vantage points and make sure you are always covered from fire, and aware of the enemies position at all times.

A strategic advantage would be to take control of the top central area of the map, this will give you a vantage point to see enemies as well as significant cover, and several escape routes (which are also entry routes, so make sure your team has these enterances covered.) This area is also where the 2 main power weapons spawn, so it's a good idea to control this part of the map for power, and cover advantage.

Standard Deathmatch Gametypes: Each team will spawn on adjacent sides of the map with respawns happening in the same areas as the start spawns. Make sure you rush the main power weapon spawns or flank around them to secure the vantage areas and power weapons to have an advantage and a more likely chance to win the game.

King of The Hill and Wingman Spawns: When 2 teams are present they spawn at the standard spawn points adjacent to each other, with respawns happening in those locations as well as at the Cargo Bay and Anchor locations, all 4 spawns are used in wingman games right off the start for each team.

## MAP Layout



Sorry if the image appears pixelated or blurry, it will work for what I need to show you. Everything circled in a color is an area previously explained, I will explain which color is which area so you get the idea of where the weapons are. ps.above the lime green in the bottom right is a light blue, with BLACK to the VERY right. Very bottom center of the map is ANCHOR Area. didnt color it, ran out of greatly differing bright colors.

### **Yellow: Pier Spawn**

This is the location where one of the two teams will be spawning in, and respawning to as well. fairly open with some cover here and there, most of the fight will take place everywhere but the team spawns, this area is generally safe, always be aware of your surroundings, and stay sharp.

### **Red: Pump Station**

This is the location where both the Ink Grenade, and the varying pistols will spawn, close to the Pier Spawn. This location is pretty safe with most action taking place just outside near the central areas, and power weapon spawns. It's close quarters here as you are indoors so use the weapon that fits the situation, and stay sharp, be careful when picking up weapons or ammo.

### **Pink: Foreman's Office**

Nothing spawns here, and you can't go inside. This is a part of the map that sees a bit of action as it leads up to one of the main power weapon spawns so be careful around here as there is most likely enemies nearby.

### **Blue: Cargo Bay (Very Top Center)**

This spot of the map sees tons of action, as it's the main spawn for the One-Shot and the Mortar, many people are usually around this area, and the area adjacent to it. Be careful here, it's mostly closed quarters here, but this spot offers site to spawn sides which are quite open so use weapons based on enemy distance, etc. This area is really good to have control of because not only do you get a power weapon but it's ONE HALF of the central structure, meaning if you have control of Cargo Bay and Anchor you will have an advantage, as you get more cover, great vantage, and awesome power weapons.

### **Not Colored: Anchor (Very Bottom Center)**

This spot of the map sees tons of action as well, as it's the main spawn for the Long Shot Sniper Rifle and the Torque Bow, many people are usually around this area, and the area adjacent to it. Be careful, it's mostly closed quarters here, but this spot offers site to spawn sides which are quite open so use weapons based on enemy distance, etc. This area is really good to have control of because not only do you get a power weapon but it's ONE HALF of the central structure, meaning if you have control of Anchor and Cargo Bay you will have an advantage, as you get more cover, great vantage, and awesome power weapons. This along with Cargo Bay are both linked to the central bridge which is the main vantage point in the entire map, if you have central bridge control you have a greater chance of winning the game.

### **Central Bridge (Very Center of the Map)**

Inceniary, and Frag Spawn. This spot has 2 levels, a top and bottom. The top is a bridge, that can be accessed from either Anchor or Cargo Bay, and it's the greatest vantage point on the map, making it the best spot to have control of. The lower level is a rectangular box much like a platform in a train station, it has 2 stairways leading into it, one on each side, and also a platform you can hop up onto to

get inside. Not much action happens on the lower part because most of the action is happening above, though there are people who pass through this area to flank the other side of the map, and it's definitely one of the more dangerous spots on the map. Use the underside to easily go from one side of the map to the other. Now above is the top level of the bridge, this is where 2 of the main parts of the map connect, so there's bound to be a ton of enemies and gunfire in this area. People will exchange fire from Anchor to Cargo Bay, or Cargo Bay to Central Bridge, or Anchor to Central Bridge, or Central Bridge to either side of the map. Be very careful in this area and stick with your team!

### **Lime Green: Security Trailer**

This is where the Scorcher spawns, as you can see it's close to the other team spawn. This area is fairly open and a bit dangerous, so be careful when getting the flamethrower. Inside the trailer is very tight but there's windows and a door that lead to a more open area, so you can shoot people before they get to you. Lots of foot traffic by this area as it leads to Anchor where the Torque/Sniper Spawn.

### **Light Blue: Directly Above Security Trailer on Map**

This is where the Boltok/Gorgon Pistols spawn, directly across the map from the pistol spawn on the other side. Closed quarters area inside shipping crates, there's access points through the doors, or over the barricades inside. There's a line of sight from here to central bridge, so be very careful. Also there's quite a bit of foot traffic by here as well because it leads to the Cargo Bay area.

### **Black: Cargo Spawn (Very Right of Map)**

This is another team spawn area, generally open with some gas pumps providing some cover. This area leads to the Scorcher spawn and the pistol spawn on this side, which also leads out toward the center of the map, and towards the stairways for Anchor and Cargo Bay.

## **Horde Mode**

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## **Beast Mode**

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# Gridlock



## Map Tactics

The map is available in all three of Gears of War 3's multiplayer modes.

### Versus Mode

On Gridlock there are two key choke-points with power weapons waiting to be acquired. Get these weapons and your team can dominate the map. Send a team of about three to the area where the Longshot spawns (hold LB for weapon locations in-game). While these three players are grabbing the Longshot, send two to retrieve the Boomshot which lies on the opposite side of the map than the Longshot.

If your team can get these weapons and control their spawning areas, then they are well on their way to victory.

### Horde Mode

Gridlock contains 3 prime locations for defending against the waves of locust. Boardwalk for you long range lovers and close quarter supporters, and Restaurant and Bank for universal purposes. Both locations offer equal protections so it's just a matter of preference of where you like to position yourself. Boardwalk gives a great view of the map but the fortifications are limited to mainly the two barriers protecting each side of the boardwalks, other fortifications are outside the boardwalk and offer you little protection from the horde.

Restaurant and Bank will provide more protection and easier defending so it's probably best to start there. All it takes is 2 teammates to watch the entrances to the bases so the rest are free to mess the horde up as they please.

### BEAST MODE

This works like any other map really. You'll want to start off as either Wretches or Wild Tickers to bypass and destroy their fortifications. Some areas of this map are pretty wide open so steer clear of those areas. Traveling around the map can be easy because there is plenty of cover and lots of routes to take to get around the enemies. Enemies hunkered down in the restaurant and Bank will prove difficult to enter, plan good team strategies to send multiple units in at once.

## Media

### Map



### Gameplay

Click this link to see the video

<http://www.ign.com/videos/2011/09/20/gears-of-war-3-multiplayer-gameplay-gridlock-hd>

# Hotel



## Map Tactics

The map **Hotel** is available in all three of Gears of War 3's Multiplayer modes. This map looks very similar to the Mansion map from the two previous games. Hotel is a lot brighter than Mansion however.

## Versus Mode

Hotel can be good for most game types, because it has lots of cover inside and out. Most people will rush right in for the Torque Bow or Longshot by the elevator. This spot gives you vantage over the entire inside so it can be tricky to take this spot back. Luckily though the Boomshot/Digger spawns outside which can help.

Good weapons in this map are the Retro Lancer, then Gnasher or Sawed-Off. It's really your preference on shotgun, but most of the combat is close quarters inside.

## Horde Mode

The best vantage point you can take is definitely inside the hotel. It makes for a prime location to build all your fortifications and is easily defensible. The buildable Turrets have a wide range so targets from any direction can be hit. The Balcony gives a great view of the rest of the indoors so it's a great place to have a couple long range players set up camp. There are 3 doors you will need to keep an eye on which isn't much so teams should be aware of what Locust are attacking them. Sentry turrets work great for a first line of defense. Locust will have to get past them in order to enter the hotel. Torque bows and Longshot fair extremely well up on the balcony as they allow you to nail enemies anywhere in the hotel.

## Beast Mode

Beast mode on this map can be fairly difficult do to the large open areas and number of fortifications

in your way. Starting off with a couple Wild Tickers to take down some fortifications or as Wretches to bypass them all together is a great idea. On higher difficulties it's likely that Stranded will take out your Wretches long range with Boltoks or Snubs which can be really annoying. If they are set up outside a great way to get past them is to go threw the hotel and flank them from behind. Them being bunkered down in the Hotel is the worst thing that could happen. Sentry Turrets, Manned Turrets and Barriers will all stand in your way of just getting through the doors. If you manage that it's likely that enemies are standing right there ready to take you out. This area requires a team attack from all sides of the hotel in order to work so plan a strategy to get units flowing in there from all sides.

## **Media**

### **Gameplay**

Click this link to see the video

<http://www.ign.com/videos/2011/09/20/gears-of-war-3-multiplayer-gameplay-hotel-hd>



# Mercy



## Map Tactics

The map Mercy is available in all three of Gears of War 3's Multiplayer modes.

### Versus Mode

If you have a friend (or two) attempt to rush the Oneshot/Mortar spawn, if you can overwhelm your enemies, it will give you a big advantage during the rest of the match.

Set to Private: all weapons to boomer easiest map to get the 100 Hail Mary kills. stick to the 3 raised stair cases each is the distance needed from the spawn point to get the kill run between them for ammo.

### Horde Mode

#### Survival Tips:

As the rounds get tougher, and the enemies more numerous, you will want to bunker down in either the church or the Oneshot/Mortar Spawn. (Church is preferred, but more expensive to defend.) The turret placements in these areas are key to surviving in the higher rounds.

Upgrade your barriers and turrets, these are key to your survival.

Mercy is a large map with quite a few wide open positions. Don't worry though, it has plenty of good defensive positions.

The First spot is the Balcony. Easily defensible with only 2 ways the locust can get to you, it's an easy spot for even a small team to defend. Buying the outpost will allow barriers to be places right at the bottom of the steps, highly convenient for keeping the locust at bay, while easily being able to pick

them off. For when times seem bleak and you feel overrun by Boomers and Grinders, the Oneshot and the Mortars spawn here giving you an edge right when you need it. This is also the best view of the map making ideal for the headshot bonus rounds.

The Second location is the Sanctuary, the building that looks like a church on the opposite side of the Balcony. Only 3 locations where the locust can enter from and each have their own barrier locations for easy defense. This spot caters to the close range crowd more than the long range players. (Note: The Brumak can still get in this location on occasion, but usually he will just hang out outside). This is a good place to defend on the boss waves, except for when Lambent Berserker/Bezerkers are present. The tight quarters make movement difficult. However, it does provide adequate cover from any boss that can shoot you. (Reavers, Gunkers, etc).

The Third spot is the Cellar. This spot is very defensible. Buying the outpost allows you to barricade yourself indoors completely. However, there are no turrets close by, so most of the fire will come from the ammo on hand. It's a close quarters area, but with Shotguns, and chainsaws, it should be easily manageable with Drones or other small infantry. Bigger enemies like Grinders or Maulers can be difficult.

## **Beast Mode**

In the first couple waves, use Tickers to blow up their fences, then continue with a Savage Drone to kill any remaining COG. Maulers and Boomers are good ones to use later, because of the range of the Boomer, depending where they set up, or if they're in the church, the force of the blast from the Mauler will take them out close range.

## **Media**

### **Gameplay**

Click this link to see the video

<http://www.ign.com/videos/2011/09/20/gears-of-war-3-multiplayer-gameplay-mercy-hd>

# Old Town



## Map Tactics

The map **Old Town** is available in all three of Gears of War 3's Multiplayer modes.

## Versus Mode

Old Town is a good map for all types of game modes. Good things to remember is that the Digger/Boomshot and the Torque Bow/Longshot span opposite sides of the map, so watch when you rush for one or the other, if someone else got to the other one first, you might be walking into a trap.

It is one of the better maps for King of the Hill because pretty much anywhere the ring goes, there's room for cover and setting up. Don't underestimate the Scorcher! If you're controlling the ring, it can take multiple people down, fast!

Ideal weapons for this map would be Lancer/Hammerburst and the Gnasher. Use the rifles to do damage at a distance and if people try to close in, the Gnasher still has some range.

## Horde Mode

Old town is a solid map for larger teams to hold off in. Market is a solid area to bunker down because of how well rounded of an area it is. The turret in the center will allow your team to tear through the hordes and the grenades in the middle are ready when you need them. Belltower and Alley are equally great places to defend at. Belltower caters to the sharpshooting crowd and Alley will cater to the explosive lovers. All three areas have one thing in common, they only allow two ways for the locust to reach you. This concept make all of these areas easy to defend with little chance of you being flanked.

## Beast Mode

Use Tickers! The COG usually set up right in the middle, so for the first couple spawns you have, use tickers to blow up their fences, then use the Butcher to go right in and cleave them down. Wretches make a great first unit as they can move quickly around the map and flank the enemies fast without worrying about the barriers. Since Oldtown has limited areas to flank this is particularly great since a teammate can distract them as you go all the way around and flank them without them even knowing.

## **Media**

### **Gameplay**

Click this link to see the video

<http://www.ign.com/videos/2011/09/20/gears-of-war-3-multiplayer-gameplay-old-town-hd>

# Overpass



## Map Tactics

The map **Overpass** is available in all three of Gears of War 3's Multiplayer modes.

### Versus Mode

A good strategy for Overpass is holding the top with your whole team. If you can hold down the stairs, you've got the round. A good favorite tactic on Overpass is to have four players on the team rush the stairs, and have the fifth go for the Hammer of Dawn.

What you want to try to do is take the hammer to the top of the stairs where your team is at, so while they're providing cover fire, you're dropping the HOD. To make it even sweeter you can spawn trap your enemy right from the top. As soon as they spawn you're waiting to rain death upon them. No matter which mode your playing, it is always a good idea to have atleast one player on the top of Overpass. This will allow extreme cover fire to be put on your enemies and a great view of the map. It will be difficult for enemies to hide from you while your up here.

### Horde Mode

Trying to get that wave 50 achievement? Well look no further, Overpass is the perfect map for Horde mode. With a command post on the highground, multiple turrets, and even sentry guns covering most of the horde spawns, this is the ideal map to beat wave 50.

The best weapon combination for this map is the normal Lancer, and the Gnasher shotgun. In the later waves you will want to keep the Lancer, but trade the shotgun for a boomshot or some other explosive weapon. Hammerburst will also be very effective on this map. You may choose which you prefer and still be equally as effective.

When you begin you will want to setup your first command post on the high ground, your first priority

for setting up fortifications will be the two turrets (one on the bridge, and one right next to the command post).

After you have your turrets setup (this should be done as soon as possible) you can then start setting up sentry guns and other command posts in order to expand your map control. You may have noticed that I haven't mentioned barriers yet. The reason being is that they are a huge waste of money. You should build the lowest amount possible in order to cover vital chokepoints, don't upgrade them beyond wire fencing because they will be destroyed constantly by Tickers/Boomers and Berserkers.

Because you haven't blown thousands of dollars on laser fences being destroyed, you have a little bit of extra money if you happen to die in the later waves and want to get back into the fight.

Finally Scorcher's spawn right by the command post on the highground if you run into Berserkers, that coupled with the turrets you have already built will melt them.

## **Beast Mode**

As usual during the first couple waves use Tickers to destroy any fences the COG build and then Savage Drones to kill the rest. This can be one of the harder Beast mode maps do to, since the middle high ground is hard to breach. Boomers are good to use because the Boomshot can get some range in, and try to destroy any turrets they build from afar. Maulers are good too, since you can hold your sheild until you get close enough, and they can destroy gates pretty quick. Savage Corpers can take a lot of damage and are fast too, so they're good for climbing to the top of the stairs.

## **Media**

### **Gameplay**

Click this link to see the video

<http://www.ign.com/videos/2011/09/20/gears-of-war-3-multiplayer-gameplay-overpass-hd>

# Rustlung Map



The Rustlung is part of the Horde Command Map Pack DLC. It will be available on November 1.

"Once the pride of the Royal Tyran Navy, the foredecks of this decommissioned battleship are now riddled with bullet holes. Any team with the fortitude to hold the exposed central torpedo bay will find that the ship's Loader has been replaced with a battle-ready Silverback mech suit. "\*\*

- <http://www.computerandvideogames.com/321182/gears-of-war-3-horde-command-dlc-announced/>

# Sandbar



## Map Tactics

The map **Sandbar** is available in all three of Gears of War 3's Multiplayer modes.

### Versus Mode

When playing this map in versus, especially in TDM, Warzone or Execution, you should focus on trying to quickly attain top control, as this is the dominant play area of the map. Not only does it provide great vantage points for the spawns, but Digger/Boomshot spawn there and height advantage with Lancer fire is a great advantage to any team. Some teams will push One Shot/Hammer of Dawn but from personal experience it is rarely a benefit, given it isn't easy to get a clean shot on much of the top area with either weapon. Finally, both teams should obviously each grab their own Longshots, as being the biggest map in Versus, there are plenty of chances for doming someone across the map.

### Horde Mode

In terms of defense, Sandbar makes a great map to play Horde Mode on. It has a high ground area which will give you a complete view of the map. Snipers and long range users will love this spot. This is easily the best spot to hold off, 3 locations for the horder to enter from, easily defensible. Snipers and Turret users can utilize the high ground while everyone else can keep the barriers free of locust and other threats. Turrets have a view of nearly the entire map so they make a great buy.

Sandbar is huge so make sure your well aware of the enemies, they will be well spread out. The huge view will make it easy to spot target, but that works both ways. There is limited cover out on the peak so be wary when wandering out there to pop some heads. The Silverback also pops in the location so it's a great base area all around.

### Beast Mode



Sandbar can prove difficult to beat on Beast Mode at times but wide open areas and plenty of room to flank enemies gives you some flexibility when fighting. In the center of the map you'll notice the huge cliff that give the COG a really big upper hand on you. At times there will be turrets placed up here capable of hitting you while you're on the ground. Obviously this isn't good for you. When these things make an appearance you'll want to do your best to take them out with any unit capable of ranged attacks. Boomers and Grenadiers will fare well in these situations. If you get a wave where the COG bunker down in the center of the map you will truly have to go Beast Mode. There are only 3 ways to enter this area. This makes it pretty easy for the COG to defend against you and it also makes it difficult to flank them.

Here team work is really important because you must coordinate attacks and come at the humans as a force. Sandbar may give your enemies the upper hand, but good team work and well planned attacks will have you take your places as the true victors.

## Media



===Map Image===

## Gameplay

Click this link to see the video

<http://www.ign.com/videos/2011/09/20/gears-of-war-3-multiplayer-gameplay-sandbar-hd>

# Thrashball



## Map Tactics

The map **Thrashball** is available in all three of Gears of War 3's Multiplayer modes. The map is dynamic, so there are two red and blue posts on each side of the map that light up when someone is killed. The scoreboard actually keeps the score of the match. The "Cougars" are the blue team, and the "Visitors" are the red team.

## Versus Mode

In Versus Mode, one of the most powerful positions is the concession stands. If your team controls it, you pretty much control the match. At the beginning of the game, rush to the middle of the field and try to pick up the Torque Bow as it's one of the best weapons possible for the Thrashball map. A second teammate should rush for the Frag/Incendiary Grenades as well because it's very common for enemies to toss these at the people who go for the Torque Bow right away. If the enemy team controls the middle of the field, shoot the scoreboard continuously and it will drop on top of them.

## Horde Mode

I have found it very helpful to buy the command post in the concession stands area first. Next the one in the middle of the trashball field. Then either of the two on the field. Have one person build a mounted turret in the upper area and one in the lower, center of the field. The other two people can move freely, providing cover fire and distractions for the two turrets. I also found it useful to build as many barriers as possible, it is fine to leave them as spikes. Anything helps to slow down the horde. The Mulcher and the Mortars pop at the bottom of the stands. This area will allow you to put great offensive strain on the enemies. Beware though, if your whole team is down there it will be possible for enemies to pop directly behind you.

## Beast Mode

Beast Mode on Thrashball isn't as bad as some maps, there is plenty of cover to move around the map with. Playing as Wretches will allow you to get around the map really fast compared to other units. Going through the concession stands proves great for getting around their defenses. When their defenses are higher the enemies will sometimes come to you. This is great since you don't have to bypass any of their defenses to take them out. Drones prove themselves as effective first units since there is plenty of cover to utilize. Blind firing around these corners is a good way to down enemies without taking any damage. Thrashball has quite a few open areas but also features plenty of cover to get to as well as several areas that allow you to flank the enemies.

## Media

### Map Image



### Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2011/04/05/gears-of-war-3-beta-map-tour-thrashball>

# Trenches



## Map Tactics

The map **Trenches** is available in all three of Gears of War 3's Multiplayer modes.

## Versus Mode

Trenches is a symmetrical map meaning both teams having the same ground layouts. The bulk of the action will take place near, or around the crane in the center of the map. A few soldiers will want to secure the high ground up the hill though as this is a power position. The Oneshot also pops here making it even more of a priority to secure. The start of the match will usually be greeted by teammates scrambling for the Ink/Incendiary Grenade position. Right off the bat it's a good time to throw it across to the enemies grenade spawn as they are likely doing the same thing you are. The rest of the teammates will scramble to either the crane which is equipped with the Hammer of Dawn or the Mortar, or they will try to secure the hill, which will secure your team the Oneshot. Gnasher Shotguns and Sawed-Offs do exceptionally well on this map due to close quarter areas and the overall size of the map which is relatively small.

Keeping an eye on the deck under the crane proves useful as enemies caught in this location make easy target to take out. A Digger Launcher pops just before climbing up the hill to the power position. This is not only a great tool to get people out of the Hill, but also to keep them from reaching the hill when you are positioned at the top. So grab it before you make the climb. Hammerburst Rifles and Snub Pistols make great weapons to use while at the top as their range and accuracy will be enough to down enemies nearly anywhere on the map.

## Horde Mode

Waves 1-30 run mobs down with Lancers. Chainsaw kills get you a nice chunk of change and conserve ammo, plus it's a great way to keep grubs at bay. Save your cash for the Silverbacks on waves 10, 20, 30, 40, and 50. Try and keep up the Fortifications as well. Waves 31-40 split between

using Retro Lancers and Lancers. The Formers can easily overtake an ally especially with the large numbers that spawn, the same goes Polyps. 40-50 go for the higher ground up by Oneshot and Mulcher spawns. Keep an eye on left side by Ink Grenades one or two enemies pop up in there. Right side they can't really get you unless it is with a grenade, so spread out up top and don't crowd around the wall above the bunker. One grenade and its game over.

Keep the digger area fortifications repaired at beginning of every wave as well as the one in the bunker. Your Oneshot/Mulcher guy should keep the Maulers, Grinders and Kantus at bay from a distance. Keep up your marks so it helps your teammates out. Smoke Grenades are useful if you are being overrun with Drones, they will help stall fire for a good 3-4 seconds. When fighting the Grinders, aim for their heads and remove their helmets so they become easier to kill. The Brumack fight is easy. A nice little trick is to get him up behind the crane by the Mortar and get into the bunker and stick out to pop shot him. You won't take damage there and plus there is an ammo box right behind you. Power weapons such as Torque Bow and Boomshot(if arched properly) will do the trick.

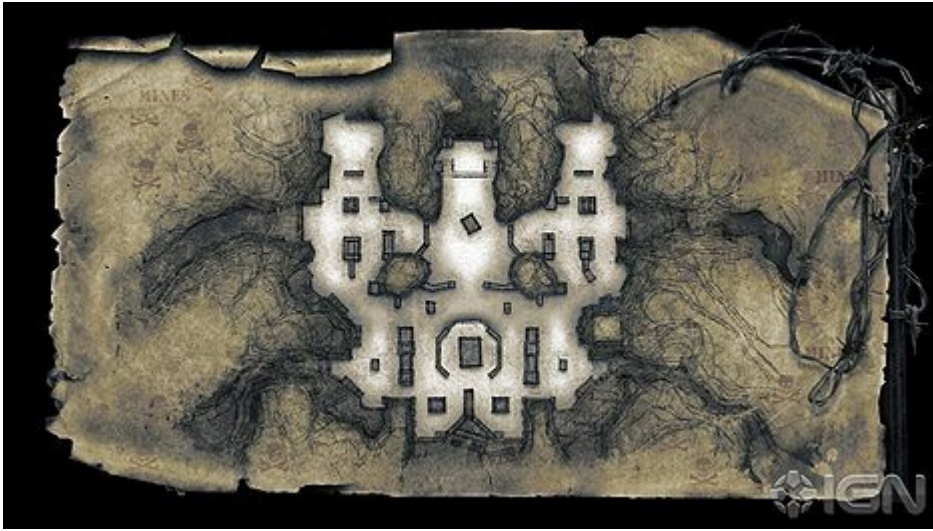
## **Beast Mode**

For the first couple rounds, start of with a mix of Tickers and Savage Drones. Tickers can easily destroy barriers by lodging yourself into them and exploding and Drones take out Stranded with no problems. As you start to unlock more Locust pay attention to where the COG set up. If they set up in the middle in the mountain, use a Ticker to destroy any barriers to get in and use a Savage Corpser, Bloodmount or other strong melee character to go in and wreck them. Corpser are really handy because they can take and dish out a lot of damage. If they fortify the crane, Savage Drones and Grenadiers are handy, you could even use the Mauler since his attack has a pretty good blast radius. Wretches prove useful for getting around the map quickly and hoping over the barriers. Plenty of way to flank your enemies mean the Wretches can take them by storm.

## **Fun Fact**

During the Multiplayer beta, Trenches never had that underground area to access. Both team spawns had no back door leading there and the hill didn't have the hole in it that lead players down their. Thanks to the beta, Trenches was made more balanced and polished.

## **Media**



## Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2011/04/08/gears-of-war-3-beta-map-tour-trenches>

# Beast Mode



Beast Mode has a concept similar to the concept behind Horde Mode, but this mode has players playing as the different Locust variants against 12 waves of well fortified humans. The humans you face in early waves will mostly be the Stranded; but as the you progress through the waves, they will escalate in difficulty by increasing the A.I. difficulty and the quantity of bots, also having you face off against "Heroes" such as Marcus, Dom, and Hoffman. The "Heroes" must be executed unlike the Stranded, making it harder to kill them. With each kill, revive or other supportive action, cash is rewarded. Cash is used to buy other types of Locust, and as more Locust are bought, you may progress through higher and more powerful tiers of monsters to use. In the last wave, you have to kill Presscot, along with several onyx guards.

## Tiers and Strategies

As you play through Beast Mode and earn kills and cash, you will eventually unlock the higher tiers of the Locust Horde. Higher tier Locust cost more than the lower tier, but can take more damage as well as have a wider range of strategies that you can take advantage of.

- **Tier 1**
  - Wild Ticker
  - Ticker
  - Wretch
  - Savage Drone
  - Butcher
- **Tier 2**
  - Kantus
  - Blood Mount
  - Mauler
- **Tier 3**
  - Giant Serapede
  - Savage Corpser
  - Savage Grenadier
  - Boomer
- **Tier 4**
  - Berserker
  - Armored Kantus
  - Savage Boomer

## General Strategies

- If you don't really care for getting the medals, or are just trying out Beast Mode for the first time. Don't get frustrated with failing a few waves. Failing a wave will not only refund the money you lost during the wave, but will also add on the money you did earn from any kills. Essentially you will end up with a bigger pool of cash that you can then spend on the higher tier Locust.
- Don't always go for the more expensive Locust. Though they may be powerful, you may just end up losing money if you die too early. Remember that even the smallest of the Locust can be a hassle on Horde, so why not turn their tactics into yours.
- Keep in mind that most of the Locust can't regenerate health and will need a Kantus to stay alive for longer periods of time.
- Remember that you can also earn more time by destroying the defenses, not just taking kills.



# Tier 1 Beasts and Strategies

## Wild Ticker

**Cost:** \$75

**Description:** The Wild Ticker is primarily an anti-barricade unit. It is one of the few beasts that can actually take down barricades without damaging itself.

**Strategy:** Your main purpose when playing as the Wild Ticker is to clear the path so the bigger teammates can rush in without getting caught on spikes and other barriers. Avoid attacking enemies alone as much as possible as the Wild Ticker is quite hard to actually kill someone with, and you only take 1 or 2 hits from most weapons!

Sentry guns ignore Wild Tickers, so if a sentry is giving your team an issue. Be a team-player and spawn in as a Wild Ticker and take it out for them!

A few team members each match should at least be the Wild Tickers to clear a path for the larger Locust. It can make a round go 10 times more smoothly and effectively (with less deaths).

As your money builds up and you can be the Giant Serapede, go for it. It has a way better survivability rating than a Wild Ticker. Consider whether or not you need a lot of barriers destroyed or just one. Wild Tickers will only cost a fraction of what a Giant Serapede cost.

## Ticker

**Cost:** \$75

**Description:** The Ticker is basically a walking grenade. Great for rushing in and getting a quick insta-kill on an unsuspecting stranded.

**Strategy:** Stay behind cover as you scuttle your way towards the dug in humans. Your speed makes you a hard target to hit, but if they do nail you... BOOM! Try and get as close as possible to your target before initiating the explosion process. You can move a little bit once you start it, but if they dodge then you just wasted a life (And valuable respawn time!). Generally you should avoid using them past rounds 6 or 7 as the explosion is only strong enough to down an enemy at best and you'll usually end up dying first. Try using it in tandem with a friend playing as a wretch, so when the humans are cringing from its scream, you can rush in and blow them apart.

[Alternate tactics]

Personally my friends and I beat Beast Mode on Insane using about 80% tickers. Anyways, if you and your buddies make a team effort to have one ticker down a hero, and another rush in and finish him off, then this is a very effective and cheap way to get past all the rounds up to the final few waves! (Which is when you do unfortunately have to change things up a bit and use a Berserker at least once.) I really never thought the Tickers were so useful until I tried them, but now I know that an army

of Tickers can trump a Silverback any day!

## **Wretch**

**Cost:** \$225

**Description:** The Wretch is a very fast melee unit with a few unique abilities. Its special stun scream makes life a lot easier for you and everyone on your team and it can jump right over barricades by pressing RB!

**Strategy:** The Wretch is a very good at supporting your team with its stun scream. Get near an enemy and press the X button. This scream will stun nearby enemies and makes it easier for your allies (or you) to close in for the kill. The Wretch also has a very fast and deadly melee attack, it is best to circle the enemy and use your speed to dodge the incoming fire as you whack your way to victory. Wretches make a great unit to choose when the battle is nearly over and your teammates are already controlling power units. They may be small but they finish strong. Remember not to use the scream aimlessly by getting yourself killed by not stunning all the Stranded in your area.

## **Savage Drone**

**Cost:** \$450

**Description:** Savage Drone is going to let those of you who want to wield a Retro Lancer in Beast Mode do so. He should allow players who don't feel as comfortable with other beasts a little familiarity in the mode.

**Strategy:** The Savage Drone is very good as a long range or a sneak attack with the charge ability. If a second player chooses Kantus you can take cover and pick off the Stranded while The Kantus stays behind a wall providing a medic for the Savage Drone. Blind Firing in cover is a great way to down enemies without taking damage. To increase your survivability, don't use the Retro Lancers bayonet while enemies are trying to gun you down.

## **Butcher**

**Cost:** \$300

**Description:** The Butcher is a slow beast, but once in range he takes a lot of damage. Wielding a Cleaver in his right hand he's great for close range.

**Strategy:** When using sneak attacks make sure enemies are occupied or distracted before approaching them, once clear swing away. Try to do this with a wretch who can stun the opponent allowing you to close in.

# Tier 2 Beasts and Strategies

## Kantus

**Cost:** \$975

**Description:** Kantus cannot take cover, but they can revive fallen allies from a distance and heal nearby allies. They are also equipped with Ink Grenades.

**Strategy:** Stay at a good distance with these guys. They cannot take cover but they can dodge pretty well. Because of the dodging effectiveness it's always good to stay on the move. Throw your Ink Grenades and firing away should get some kills with the Kantus. Heal and revive your teammates as they go down with the X button prompt as this is your primary objective when playing as a Kantus.

## Bloodmount

**Cost:** \$750

**Description:** Bloodmounts are primarily melee but have an AI-controlled gunner that can be directed using spotting, allowing them to attack two targets at once.

**Strategy:** The Bloodmount is extremely fast, so use this to your advantage to get into battle fast. The AI controlled gunner can hold his own with minimal spotting assistance, so focus on using the Bloodmount's melee attack so you can deal the most damage! This beast can also take down barricades without injuring itself by using the melee attack.

## Mauler

**Cost:** \$1350

**Description:** Maulers are walking siege creatures. They can close in on enemies by protecting themselves with their Boomshield and then attack at close range with their powerful explosive flail.

**Strategy:** Keeping your shield engaged when an enemy notices you will allow you to bridge the gap between you and the enemy. If close just let the flail fly to take care of him; It can down or even kill multiple enemies. These guys are great for taking out barriers as well. Try to keep a distance from any Stranded with Scorcher Flamethrowers since they can go around shields.

# Tier 3 Beasts and Strategies

## Giant Serapede

**Cost:** \$1,350

**Description:** It's a long thin snake like creature with the power to shock someone to their death using its deadly pincers. Only dies when shot at the end of the tail.

**Strategy:** Good for rushing into battle and getting around, the Giant Serapede does a good amount of damage. They can also drain barriers. Try to keep your fragile tail away from gunfire. You can overlap your head over your tail to keep it from gunfire. Due to their high defense these units prove useful for charging the base and keeping enemies distracted while more powerful units clean up kills. A pair of Giant Serapedes can easily destroy their defenses and take out heroes. They can also overlap each other's tail. Watch out though because heroes are known to dodge directly behind you, giving them a clean shot of your tail.

## Savage Corpser

**Cost:** \$900

**Description:** It's a giant sized spider looking thing that has armored plated legs can only die if shot in the back or face. Digs under ground for a deadly surprise trap.

**Strategy:** Good for rushing because of the armored plated legs, can also regenerate health by digging to the ground at any time by simply pressing the X button. Its attack proves most useful for unit who lie stationary. Don't allow enemies to catch the Corpser from behind or it will take a severe hit to its health.

## Savage Grenadier

**Cost:** \$1,050

**Description:** Medium-sized Locust armed with a Gnasher shotgun and one Frag Grenade.

**Strategy:** Best used for getting up close and personal. Again use the same strategy from the previous Savage Drone as this one also supplies you with grenades for those annoying turret emplacements. Grenadiers will clean up stragglers and any other unit you catch off guard. These guys are best used after some wild tickers clear out the majority of the defenses. Power units will usually distract the majority of the stranded and allow you to move swiftly and strike with efficiency.

## Boomer

**Cost:** \$1,500

**Description:** Large looking Locust armed with a Boomshot, has the ability to charge at a good speed

**Strategy:** Don't rush with this guy, stay back at a good distance and rain hell down on the COG. Also a good tip: have a Kantus next to you to keep him nice and healthy. Their reload time is about that of a Sawed-off shotgun so be prepared. Downed heros will still need to be executed with their melee strikes sometimes. Well placed shots however will kill instantly.

# Tier 4 Beasts and Strategies

## Berserkers

**Cost:** \$5,625

**Description:** Immensely strong, myopic, female drone. Blind at far distances, but highly durable and near bulletproof.

**Strategy:** Run through the barriers to add tons of time to the countdown. Then take out the enemies with ease by either running towards them or smashing them with the melee button. Avoid spamming the Melee button as it will cause your Berserker to attack the same location multiple times. Make sure you are looking where you want to strike. Berserkers will be the center of attention while it's attacking, use this to your advantage and send in other units to clean up kills.

Killing a lot of Stranded, destroying fortifications, and finishing heroes can easily payoff the crazy price of this huge hulking behemoth, so they are worth the investment.

## Armored Kantus

**Cost:** \$3,375

**Description:** Bullet resistant metal plated Kantus carrying two Gorgon pistols. Has the same abilities as a normal Kantus but is more resistant to bullet fire. Very vulnerable to Boomshots, Grenades and Silverback rockets. (Explosives)

**Strategy:** Stay close enough to allies to revive/heal them. Their forward roll attack will have the Armored Kantus roll into a ball and dash forward, damaging anything in its path; use this to kill any downed opponent and conserve ammo. Be careful when shrieking, if humans manage to hit you in the mouth while doing so you will suffer far more damage.

Don't use when the Stranded get more weapons that explode. With that said, watch out for Cole because he is equipped with a Boomshot.

## Savage Boomer

**Cost:** 1,650

**Description:** Large heavy looking Locust equipped with a 3 bullet Digger Launcher. Destroys wire barriers with its big heavy foot.

**Strategy:** Don't use this beast for laser barriers, firefights, or rushing into battle for you will be met by a swift death. Use the Digger for COG soldiers behind barriers and turrets. Try to fire in areas populated by a group of soldiers. Doesn't down enemies and can shoot for medium distances so there is no need to get up close with this beast. Stay far away from turrets. Not good for destroying barriers. Overall they are solid units for clearing enemies out from behind cover, but it's usually better

to opt out for using a Boomer instead.

# I'm a Beast and Savage Theron

To achieve the **Onyx: I'm a Beast Medal** you will need to beat Beast Mode on insane, without losing a single round. Now, you might think it sounds easy, but those Insane Bots are difficult... REALLY difficult. What you get out of this is a sick multiplayer character, the Savage Theron, along with a shiny Onyx medal for your collection to show off to the world. Now, how does one go about achieving such a goal? Well in my experience the only possible way to get this is with 5 people, otherwise, it's just not possible or highly unlikely. Now how to DO it (note: reading this does not mean you will automatically be able to get the medal, you will lose, alot it's only after trial and error will you achieve your goal, changing tactics etc.) When you lose make sure you hit "restart from wave 1". This will take dedication, effort, and time so make sure you set aside at least 3-4 hours for getting this done.

Remember money is scarce on this difficulty, and with 5 people getting killed constantly you burn through your wallet fast, it's important to know when to use lower tier beasts at higher levels to avoid running out of cash.

## Maps

**Mercy:** This map is one of the smaller ones available that also offers quite a bit of cover for you and your beastie boys. Also the human enemies tend to come towards you frequently giving you some free kills (and occasionally getting you killed at your spawn). Having said that it also houses 4 areas where the humans have access to man-able turrets, from which they WILL kill you, A LOT. These turrets are virtually inaccessible without destroying barricades. Later in the game HERO characters man the turrets, so simply downing them and shooting them isn't an option, you will need to access the turrets and finish the downed enemies up close before they get back up and begin to attack once more. Whichever waves the humans start in the church are the easiest, they come right outside to their death if you play correctly. Then alternately the hardest waves are the ones where they start on the side of the map housing the balcony area (where the one shot or mortar spawn) as they man 2 almost inaccessible turrets which kill you and your team. a good strategy for defeating these enemies (especially heroes) is to down them, kill them with gunfire if able, or focus fire on the turret to destroy it while they are downed, they may retreat the area if this is done making it easier to kill them. Fortifications become a huge pain later in the game, but fear not as the regular humanoid characters have ways to jump over or get around the fortifications in some way or another, with acceptions at the turret locations previously mentioned, at which loacations you WILL need to destroy barricades.

**Trenches:** This map is one of the better maps if you have trouble with the final enemies hiding behind a laser wire, but it also has a risk of becoming a MAJOR spawn trap. It is extremely small with relatively no barricades per base, and the majoirty of the enemies will rush straight into the middle area below the Mortar spawn. Make sure to mow them down when they are out of cover! Typically there will only be 1-2 people camping at the enemy base; one is usually on a turret behind a barricade, and the other is usually glitched and stuck behind the Flagpole Base thing. If they spawn on either side of the hill they will send a mass of 6-10 enemies (Depending on the wave) and the rest will stay back. If they spawn on top of the hill then you will have some trouble... The front gate should



be taken out ASAP with Tickers so that you don't get stuck with 1 enemy hiding by the Mulcher/One-Shot spawn. If done correctly each Ticker should damage both the front gate, and the sentry that is behind it; thus killing two birds with one stone. Savage Grenadiers are the prime Locust to use on this small map, both their Gnasher and Frag Grenades can wreak havoc on the group of enemies that rush into the center. Kantus players will have some trouble finding good cover to hide behind because the hill's turret can hit them almost everywhere, but their Ink Grenades are vital to blocking off the entrances to the spawns, and knocking enemies out of Silverbacks. In case the COG start a spawn trap, spawn as Tickers since they are cheap and if they get shot they still have a chance of downing/killing the enemies. Once you get to about round 10 buying a Berserker would be a good idea only if you know you will be able to make enough money to buy another for wave 12. Play wisely and you should be able to do this in one or two tries!

Good Luck!

## **Strategy**

**Disclaimer: I am in no way responsible for lost friendships, broken controllers, broken television screens, broken bones, broken anything, or cursing, discrimination, and/or mean comments about peoples mothers. This is also not a sure fire method. Any amount of tips and tricks won't help you if you don't know what you're doing, play smart, and good luck.**

Now that that's out of the way... Here is how it's done, or more how I did it, on a wave by wave basis. Remember success is based purely off of tactics, strategy, and SKILL you NEED to have GOOD players to do this! Success is also based off of TIME! It will take A LOT of it! Also there is a quantity of luck associated with it, as to where the humans spawn on which wave, having wave 12 spawn at the balcony side is going to be a huge pain.

### **HEROES:**

Think of these as a "time back guarantee" You WILL get MORE time back from heroes than COG Gears, or Stranded, but they're dangerous.

These guys are a pain to deal with, once downed you can't kill them from afar, they require an "execution" type kill to bring them to an end, so either shoot them at point blank, kick them with the melee button, tap the Y button to stomp their face in, or hold Y for a much more satisfying (and time consuming) end. Remember time is your friend, more time = better chances. Heroes will frequently get revived, it's important to communicate when an enemy is downed and where they're at! Communicate with your team and make sure you are eliminating the threat as quickly and efficiently as possible.

Onyx Guards: These are basically COG Gears with Hero properties, they have standard weapons, for the most part, but must be executed to kill. these guys show up on the 12th a final wave, and can take lots of damage, it's imperative that you kill them when they are down once the numbers start to dwindle they are fairly easy to kill.

### **Heroes to look out for: EXTREMELY DANGEROUS**

**Cole:** He has a Boomshot... it will kill you... easily. Make sure he doesn't get the chance to use it!

Down him, and take him out, getting into close range, as with all heroes works best on Cole.

**Baird:** He drops in with a Torque Bow. Yes this is deadly, and it will kill you. Stay out of his aim and make sure to down him before he can get some killing blows off, you'll be glad you did.

**C. Carmine:** This guy has a Boomshield... Because apparently his ability to take a bunch of damage before being downed just wasn't enough, being a Carmine he needs that extra protection I guess... Try and get around him when he's distracted, the shield makes him harder to kill but it also leaves him with only a pistol for damage, I'm not saying he's harmless because he's not, he can kill you. Take him out, and when he's downed be sure to finish him along with EVERY hero as soon as you or the nearest team mate can, the last thing you want is a downed carmine being revived after you just spent your precious seconds downing him.

**Hoffman:** Hoffman usually has power weapons, from the Scorcher to Mulcher and later on even a Hammer of Dawn so be careful! If you're playing as a Berserker he can take you out really fast with those weapons.

Those are really the deadly ones, aside from a few of the others having shotguns and chainsaws, these ones are really the dangerous ones. but ALL heroes should be dealt with asap.

### **SILVERBACK:**

Now, these specifically will make you crawl into a corner and cry repeatedly. They kill you with ease, and take out even the most expensive high tier beasts in a single rocket costing you boat loads of cash. You need to be aware of the SB's location at all times, and make sure to try and eliminate it as soon as possible, make sure your entire team is focusing damage on it, either with tickers and drones or whatever, just make sure it gets destroyed. It doesn't matter if the driver goes down, that empty shell is still a potential threat, the downed enemy can be killed later, TAKE THAT SB OUT! Focus damage until it's destroyed in a fiery display of awesome. Then take your damage back to the human enemies now that a major threat has been eliminated. The SB's chainguns, and rockets dole out a ton of damage, and will probably be responsible for a majority of your deaths later in the game.

### **Wave 1:**

You're going to want all 5 people to run wild as tickers, this is pretty standard just run around and blow stuff up. You may even want a wild ticker in there to destroy fortifications and such for this wave only, as they become almost useless wave 2 + (except for later in the waves when there's less enemies). That was easy wasn't it?

### **Wave 2:**

This is where things start getting a little more difficult, but still rather easy, nothing your crack team of pros can't handle! Right? So for this wave you're going to want to push in with 3-4 Savage Drones, and 1-2 Tickers, use the tickers explosions to destroy fortifications quickly (as wild tickers get spotted and killed too easily). Then use the tickers to blow up the enemy! With the drones giving each other support while firing on all the human enemies they can, making sure to revive each other when necessary. This wave is again rather easy, and shouldn't take long to complete.

### **Wave 3:**

So, things are a little tougher here, not to worry! Have your crack team use 3-4 drones again along with a ticker or 2 to destroy fortifications (by exploding on them) make sure the tickers are damaging multiple fortifications with each explosion. Then have the drones and tickers attack the enemy humans, they will be doing damage, but the enemies are fairly easy to kill in close range combat, so be sure to make use of opportunities such as a single enemy at your spawn etc. Take out those heroes as fast as possible, later in the game the bigger heroes, as previously mentioned will become top priority.

### **Wave 4:**

Pretty much the same as wave 3, tickers and drones are your best bet. If you have tier 2, don't waste your money on Kantus, or Bloodmounts, or Maulers... In the end it's a waste of money. Also by now you're going to want one person saving up as much money as they can for later in the game. Berserkers are expensive, also extremely necessary to win. Kantus are pretty useless as by the time a heal is started the people healed are already low health or down again, and Kantus are a big target, and easy to kill with less damage output than a drones retro lancer. Once everyone is dead the round will have ended... GOOD JOB!

### **Wave 5:**

Again, basically the same strategy, you're going to want more drones than tickers by now, I suggest only having tickers early to destroy some fortifications, and then late game to kill the enemies once a bunch are dead, and destroy the fortifications possibly guarding turrets. During the early mid wave have your drones killing whoever they can, make sure to kill downed enemies that aren't heroes from afar. Revive your team mates, and take out the Silverback! Make sure you stay in cover and focus fire until the SB is destroyed. Take out any enemies you can as quickly as you can to give yourself more time. Once that's all said and done... CONGRATZ on a victory!

### **Wave 6:**

This is where things start to get dicey, you probably won't have tier 3 yet, but it's not necessary, use the same tactics as before, have some early tickers to destroy fortifications, and then use a bunch of Savage Drones to take out the enemies as quickly as you can, there will be more heroes and dying will become second nature, don't worry! Just spawn in as fast as possible, and remember don't waste your money on tier 2 beasts. Also keep making sure that one player on your team is saving up money for the Berserker later... This person also has to be doing well enough to unlock the final tier! So remember that. Take out the heroes and the regular humans, get time kill more. If turrets become a challenge (which they will) maybe once the fortifications defending the turret are destroyed have a wretch go in and stun the turret user to make for an easier kill. If successful, you should be past the half way mark!

### **Wave 7:**

This is where people start to panic, wave 7. This is the point where things start going from hard, to frustrating. Make sure you use early tickers again and drones... But now if someone has the 3rd tier

available make sure they're jumping in as Corpser, because though costly they can heal themselves, and deal a ton of damage! Also they can destroy barricades rather effectively. You're not really going to use any other tier 3 characters, except a grenadier later to more easily take out turret users, but it's risky and costly. If nobody has tier 3, don't fret, just use drones and tickers to do as much damage, and take out as many enemies as you can, making sure to communicate when there's a down, etc. Also from here on there's probably going to be a Silverback every round, sometimes even two. Focus damage on them and eliminate them, be careful with the Corpser, because Silverbacks can kill basically any tier creature with ease using chainguns and rockets (rockets kill a Corpser instantly) so be mindful when playing as a Corpser or expensive higher tier beast. The Boomshot Cole wield is also a one hit kill, so take him out accordingly. And with determination, you've probably beaten the round! Congratulations.

### **Wave 8:**

Not a huge jump from wave 7, by now at least 2 people should have tier 3, make sure they're using Corpser, and make sure that one player is still hoarding cash! I suggest they only use drones and tickers to save themselves a lot of money, because a Berserker is almost required to beat the final wave. Being a ticker to destroy fortifications still works, it just takes more time, so make sure that early on when you're destroying KEY barricades that your drones and Corpser are getting kills. This is going to be a tough wave, and getting killed will come easy, be careful and make sure you're taking out heroes and Silverbacks! Also be sure that people on turrets behind barricades are dealt with too, nothing's worse than losing a round because nobody could get to the hero on the turret and execute him, have your Corpser taking out the barricades while the drones down the turret user, while they're down take out the turret, you'll be glad you did. Though by this wave turrets eat damage like a monkey eats bananas, so it can be hard and time consuming. If you managed to beat this wave, HUZDAH! I commend you.

### **Wave 9:**

You're starting wave 9! 4 more waves to go! Your adrenaline is pumping, and everything's just gotten more important, you can't lose now or else you'll need to restart! OK. This is where a majority of your team should have tier 3 if not tier 4. Have 3 Corpser and 2 drones, or tickers to destroy barricades, but make sure the Corpser don't die, they're expensive. Make sure the Corpser aren't completely grouped up either, that's easy pickings for a Silverback rocket. Attack the Silverbacks and get them out of the way, make sure your drones are telling the Corpser where everyone is and if they've downed someone, Corpser can killed downed heroes in 1 to 2 hits. Corpser can also soak up bullets, and burrow to heal. Later in the round when about half the enemies are dead, it's safe to have 4 Corpser, so long as the Silverbacks have been eliminated. If turret users are giving you MAJOR trouble and you're losing time, have a drone get killed and respawn in as a Boomer, or Grenadier instead of a Corpser (make sure this isn't the person saving up for a Berserker). Preferably boomer, they can down the turret user and kill him while he's down making turrets a little easier, but boomers can't take much damage, make sure while using the boomer you are staying out of turret damage and doing damage to it, hit the turret and if you can't hit the downed enemy unload your Boomshot on the turret to destroy it and eliminate a threat, all the while your team destroys the barricades, turret users have a tendency to win by draining the clock, don't run out of time!

### **Wave 10-12:**

From here on there isn't much anyone can say that will help you succeed. Sorry, but you're kind of on your own here, there's no tactics or strategies that are sure fire. Just be sure to use your money wisely and make sure that Corpser are owning people! Take out the Silverbacks, and the heroes! On the final wave, have that one player who's been saving up pull the Hail Mary, and spawn in as a Berserker, Berserkers fall easier on insane, so their primary objective is to run through and destroy as many key barricades, turrets, Silverbacks, and whatever else they can during their short life span, this will allow all the Corpser players to take out the onyx guard relatively easy, the enemy not having turrets, barricades, and Silverbacks makes everything a hell of a lot easier. Now if you have worked together, worked hard, and with a little bit of luck, you may have just defeated Prescott... CONGRATULATIONS! Give yourself a HUGE pat on the back! You've made a great accomplishment! Now, go pop on your shiny new Onyx Medal, and Savage Theron MP character, and make everybody jealous.

**Note: I know this works, because I've done it. Yes it's hard, and yes you may begin to hate the people playing with you, you need to stay focused! It took me and my group upwards of 4 or 5 hours to complete this, one time actually losing on wave 12 because of 2 turret onyx guards we couldn't get to in time! Keep trying, and be proud when you finally achieve this greatness! I wish you the best of luck in your endeavors.**

**Source: kemando**

# Horde Mode



In Horde Mode you and up to four other players go against a total of 50 waves of Locust and Lambent opponents. Every 10th wave is a Boss Wave in which not only must you defeat the enemies that are sent towards you, but must also face off against a randomized Boss.

Gears of War 3 improved upon the Horde Mode of Gears 2 with not only the boss waves, but also the addition of Command Centers and Fortifications that are bought, repaired, and upgraded with the money earned from killing off the Locust/Lambent. Another addition is the concept of a Bonus Wave, in which a specific condition is given and upon completion will award the players with money as well as a stash of weapons for each and every Command Center that had been built on the map

The newly announced DLC, The Horde Command Map Pack, will come with new additions to the Horde Mode experience, such as the ability to call in support from the command posts and as well as allowing players access to the Silverback rockets.

- Map Tips
- Fortifications
- Weapon Costs

## Enemies, Points Given, and Weapons Carried:

Horde Mode has you facing off against several creatures from the Locust Horde as well as the Immulsion infected Lambent. Keep in mind that as the bounty of a creature increases, so does its strength and potency to kill

### Locust:

1. **Wretch**(+70 Points)-Claws
2. **Wild Ticker**(+70 Points)-Claws and Teeth
3. **Ticker**(+105 Points)-Immulsion Bomb
4. **Drone**(+105 Points)-Hammerburst
5. **Grenadier**(+105 Points)-Gnasher, Boltok, and Grenades
6. **Savage Theron**

(+175 Points)-Cleaver

7. **Sniper**(+210 Points)-Longshot

8. **Butcher**(+210 Points)-Cleaver

9. **Grenadier Elite**(+245 Points)-Gnasher, Boltok, and Grenades

10. **Theron Guard**(+280 Points)-Torque Bow

11. **Boomer**(+385 Points)-Boomshot

12. **Kantus**(+420 Points)-Gorgon Pistol and Ink Grenade

13. **Grinder**(+525 Points)-Mulcher

14. **Mauler**(+525 Points)-Flail and BoomShield

15. **Flame Grenadier**(+245 Points)-Scorcher

#### Lambent:

1. **Lambent Wretch**(+140 Points)-Claws

2. **Headsnake**(+175 Points)-Teeth

3. **Lambent Drone**(+245 or +105 Points)-Hammerburst

4. **Drudge**(+420 or +280 Points)-Imulsion, Charge explosion, Mutate

5. **Formers**(+105 Points)-Claws

6. **Polyps**(+105 Points)-Claws, Blow Up

#### Bosses:

1. **Brumak**(+2800 Points)- Vulcans on each arm. Rocket Launcher on back.

2. **Lambent Berserker**(+2100 Points)Charge, Fists, Jump Attack

3. **Berserker**(+1400 Points)-Charge, Fists, Ground Smash

4. **Gunker**(700)-Cleaver and Imulsion Mortar, near hit causes Silverback to shut down

5. **Reaver Squad**(+700)- Missiles, Hammerburst, melee and Torque Bow

6. **Corpser**

For specific strategies in defeating the Bosses of Horde Mode, consult the Boss Strategies Section

## General Horde Tips

1. Don't wait until your 30 second down-time in between waves to gather ammo and weapons. Instead leave one enemy alive or downed. This way you still get to gather your ammo and have time to rebuild in between waves. (Note: all ammo and weapons will disappear in between waves. Grab it or it's gone.)
2. Refrain from upgrading your barriers to high. Laser fences will get destroyed just as easily as razor wire while being more expensive to keep repaired(\$3500 vs ~\$600). Stick to Razor wire, It will get the job done and keep your budget alive. It also has the added benefit of never turning off when you get near it.
3. Utilize the Spotting mechanic in both gameplay and when you're dead. Simply press left-stick while aiming at an enemy and your team will know what enemy your shooting at without even speaking a word, this is great for using team shots to take out bullet sponges such as Grinders or Boomers.
4. Even if you can't complete a Bonus Wave Challenge, make an attempt to make some progress on it. You will be rewarded for your efforts even if you can't complete it.
5. Staying tight as a group is better then spreading yourself throughout the map. Don't cluster up

- though, that will result in multiple downs from single Frags or Boomshots. If a teammate gets downed you're a lot more likely to save him than if he gets downed across the map.
6. You and your team should refrain from buying anything for the first 5-6 waves. The enemies shouldn't be much to handle and it will save you thousands in unnecessary repair bills.
  7. Generally, getting the kill will net you more money than the assist, even if you and a teammate caused equal damage to the enemy.
  8. Each wave you will get ammo back for primary weapons such as the Lancer or Snub Pistol. Wait for the wave to start before buying an ammo crate and you will practically double your primary ammo.
  9. During Boss waves it's usually more effective to kill all infantry before taking on the boss. 5 vs. 1-5 enemies is a lot better than 5 vs. 15 enemies.
  10. Decoys will save your life. Though its dumb that an enemy would attack a cardboard cut out, those paper cut-outs are tough and will distract the enemies. This leaves you free to attack enemies and move around the battlefield without the fire being focused on you.
  11. Weapons like the Hammerburst are great to have because the enemies will drop plenty of them.
  12. Being the last one alive will cause the Horde to bum rush with everything they have. Be prepared to go clutch. Many times the enemies will run directly at you to try and melee you. This also means they'll run directly in to a revved-up chainsaw.
  13. If a teammate is down, don't immediately rush to revive that teammate. First make sure there are no enemies nearby or within range of taking you down. Then when its safe you can pick up a downed teammate.
  14. Save the big guns. If you acquire a Boomshot or another hefty weapon don't use it on the minor enemies, save it for use large groups of foes or the very toughest foes. If you are taking heavy damage and need to escape or get to cover to heal, then a Boomshot is a great way to clear your way to safety.
  15. Whenever a new wave starts, wait and preserve an empty clip (by using melee or equipping another weapon) until you encounter your first enemies. That way you start off with a 100% active reload'-clip, saving bullets and time. \*Don't miss the reload.
  16. Take advantage of grenades lying around. Ex: When you already have 2 frag grenades and there's 2 more on the ground, stick your grenades to walls and pick up the frags on the ground. They do not disappear between waves.
  17. Use your microphone. Communicate with your teammates through a microphone if you have one. Give your squadmates information about nearby enemies so they avoid nasty surprises. Use your mic to ask for help if you are in a difficult situation. Voice your ideas about a group strategy.
  18. Try to bayonet charge drudges for a quick kill and high payout. If you bayonet charge a group of Lambent Humans in the early waves before the health increase, you just go through the whole group. Also for regular Berserkers try to have one person use a Flamethrower, one distract it and the other use a turret or a one shot for a quicker kill. Another fun fact Corpsers die from one hit from a...you guessed it a Oneshot, also if you have both Lambent and regular enemies take pop shots at both of them and they will engage each other.

## Strategies:

- To earn quick dollars Lancer chainsaws make the cash flow come in easily. Between waves 1-30. 30-50 you may want to divide up between Retro Lancers and modern Lancers. The Drudge



kills are cake with a nice chainsaw or a bayonet in their gut with a kick away.

- Save up for the Silverbacks and keep your fortifications up and repaired, the Silverback will quickly cut down the number of enemies trying to swarm your location while the defenses will slow them down enough for you to pick them off with your weapons. Keep it stashed in a corner on easier waves to save money since it is expensive to repair.

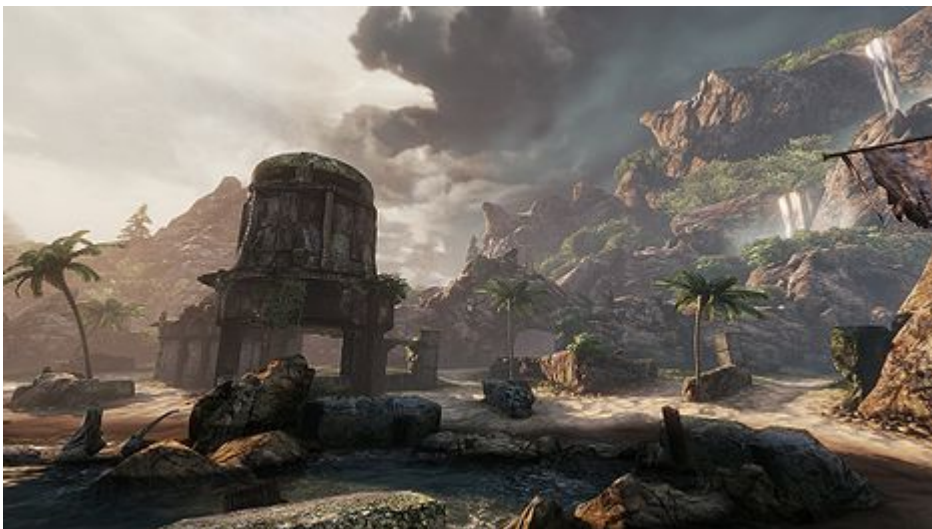
# Map Tips

## Checkout



As far as checkout goes the pharmacy and home goods are a good place to set up camp as the cost of the fortifications are cheap. Also there is a turret and a decoy. Another place to go is the checkout area as this is open and has a Longshot or Digger spawn that could become handy in the later rounds. The checkout's only downside is that the area is cramped in the electronics dept which is where the Silverback is located but checkout is more ideal for two to three players. This place may be small but is easy to get through the early rounds and if facing Brumak the best place is the pharmacy or home goods Dept. This place is fun in small groups.

## Sandbar



The ruins on Sandbar are one of the better fortification points on the map, seeing as it allows you to place fortifications at each access point along with the areas leading up to the main fortification point.

This location also gives you access to the cliff where you can have a birds eye view of the entire map, allowing for easy Lancer, Longshot, or Hammerburst kills. The Silverback can also be built here, provided you have unlocked it in the first place. Be aware though; if you can see an enemy, they can see you, so always stay behind cover and defend your fortifications as much as possible, always keeping them upgraded. Remember when choosing this location as a safe haven, so to speak, in that it is very enclosed should the locust get in. You just might end up trapping yourselves and have no avenue of escape. Nothing's worse than a Mauler, Boomer, or Grinder greeting you face to face in a tight spot. You can also place Manned Turrets at the cliff and one of the entry ways, both facing the Jungle Spawn area.

## Overpass



Overpass is another really great map, as it has a Command Center with only one way up. Which means fortify on top of the bridge! The only way up is a staircase that's divided into two stairways side by side separated by a divider. You can fortify the bases of the stairs and create man-able turrets at the top of the bridge to shoot down the stairs allowing for some easy grub killin'. It also gives access to a birds eye view of almost the whole map, so you can shoot the enemies before they can even attempt to break through your fortifications, and a man-able turret created at the edge of the bridge offers view of an entire side of the map, use this turret to blow the limbs off your enemies! Remember to always upgrade, and repair all your fortifications, reload your turrets, and repair them as well, upgrade when necessary or if able. Be mindful of enemies around the map, because while on the bridge you are susceptible to enemy fire, so watch your back and duck in cover. Also, if you have the cash, the Silverback can be spawned on the top of the overpass, providing a lethal overlook on the left side of the map, where there turrets cannot see, as well as offering a serious boost to your current fortifications and offensive power.

## Thrashball



Thrashball is another easily fortified map. By buying the outpost at the top of the steps in the concession stand area you are able to put two barricades on each entrance and a turret behind each counter. This method is great for surviving many waves and gives you a fair amount of cash in return, assuming that you only have to refill ammo and make minor repairs to the turrets. This area is also great for leveling up barriers and turret levels. Also if you are in a pinch and have locust swarming both entrances you can buy the Silverback in that area at anytime (provided you've unlocked it). If you have two people (or more), it is basically impossible for enemies to get into the concession stand area, unless it is a melee boss round. If you can get the Silverback at round 12, do so, as you can stand at the top of the stairs with a great line of sight and impressive accuracy. You can be almost hidden from the enemy apart from your weapon and a small window, and if there is no one there to defend you from the stairs on the other side get barriers placed down (2-3) so you can see the enemies charge at you (barriers take damage when an enemy is going through them and the health bar appears on screen).

**Alternate Strategy:** For those that don't like to be tethered to one location, try building up the 3 bases outside of the stands. Not only does this give you 3 turrets covering a large area with crossfire (useful for limiting melee-type boss damage as well), but you also have almost every enemy spawning in the stands. This includes Brumaks, which are so large that all of the boomers, grinders, etc. that appear with it can't exit the spawn while the Brumak is still alive, and trapped, in the area.

Add a couple of decoys and some razor-wire to control the enemies that get loose, and use your turrets will tear the locust apart! Also, just upgrading to the standard lancer turret pays huge dividends.

## Trenches



For starters, in any public match of horde you and your teammates should conserve funds until after the 20th round. Usually the bosses can easily destroy any fortifications you have made and it will be a waste of time and money for you and your teammates. With that in mind, in Trenches the best strategy would be to set up your command post right in the middle where the Mortar usually spawns. When playing with a team of 5, two players should be on either side of the base, each side has a turret that you can build as well as plenty of fortifications to keep oncoming enemies away. There is also a Silverback located nearby for the 5th player to use once the game gets into the higher levels. If you hold up there you should be able to get into the high 30's and if you can beat the boss on the 40th you should be clear to break into the high 40's. There are also decoys located in front of the fortifications to draw enemy fire while you shoot from higher ground.

- A Brumak boss is not too hard if your on Trenches.it is relatively easy to get the Brumak to stand behind the crane while you are inside the bunker under where the one shot and Mulcher spawn. He tends to get stuck.
  - From time to time he ports magically around the board.
  - During the last 10 or so waves try and take the fight in trenches up by the Oneshot and just fortify the middle and the lower sections keep an eye on left side by Ink Grenades and don't worry so much about the right you are set back far enough to not get hit by them.
  - Don't be so clustered behind the barrier above the entryway coming out from the bunker, grenades can easily kill a whole group. Use your Lancers and Hammerburst to quickly dispose of the easy grubs and one shot for the Maulers and Grinders. With Lambent Berserker you need to keep your distance. Get around the beast and take your time. Stay spread out and only aim for her chest when it opens. All other shots will have been wasted otherwise.

## **Mercy**



**Mercaris** is a large map with quite a few wide open positions. Don't worry though, it has plenty of good defensive positions.

The **First** spot is the **Balcony**. Easily defensible with only 2 ways the Locust can get to you, it's an easy spot for even a small team to defend. Buying the outpost will allow barriers to be placed right at the bottom of the steps, highly convenient for keeping the Locust at bay, while easily being able to pick them off. For when times seem bleak and you feel overrun by Boomers and Grinders, the One Shot and the Mortars spawn here giving you an edge right when you need it. This is also the best view of the map making it ideal for the headshot bonus rounds.

The **Second** location is the **Sanctuary**, the building that looks like a church on the opposite side of the **Balcony**. Only 3 locations where the Locust can enter from and each have their own barrier locations for easy defense. This spot caters to the close range crowd more than the long range players. (**Note:** The Brumak can still get in this location on occasion, but usually he will just hang out outside). This is a good place to defend on the boss waves, except for when Berserkers are present as they will flush you out of your close quarter locations in no time. The tight quarters make movement difficult so it's important to allow yourself enough room to dodge. However, it does provide adequate cover from any boss that can shoot you. (Reavers, Gunkers, Etc).

The **Third** spot is the **Cellar**. This spot is very defensible. Buying the outpost allows you to barricade yourself indoors completely. However, there are no turrets close by, so most of the fire will come from the ammo on hand. It's a close quarters area, but with shotguns and chainsaws, it should be easily manageable when only Drones or other small infantry attack you. Bigger enemies like Grinders or Maulers can be difficult.

The **Fourth** defensive position is the **Courtyard**. It is to the left of the **Balcony** (if facing the **Sanctuary**) and is great for team coordination. Supporting 2 turrets, a decoy, and plenty of barriers, it can be an easy choke point to have the enemy come to you. With plenty of defensive counter measures, it is an ideal place for your team to gather in one corner. Due to its positioning it will allow a lot of fire power to rain down on the wave. Be cautious however, for there is a bridge like structure on the corner furthest away from the **Sanctuary** that can be ideal for horde flanking, but the turret and barrier can slow down or stop any advances they might make.

## Silverback Strategy

For team members with plenty of cash the Silverback is practically a fail-safe way to dispense enemies. Of course waves 30 and up will probably destroy your Silverback within a minute. Using the Cellar as your Silverback's base is a smart move. Move to the back of the corner and you have a position where your mech can not only take out enemies in the far distance, but dispense the ones that try to enter the cellar from either side within seconds. This spot lets you unleash the Silverbacks fury without worrying about taking to much damage. It's important that your other teammates keep an eye out for Tickers or other small enemy types that can easily out maneuver you due to the Silverback's size. Using this strategy, Waves 46-49 went down easily, and there is absolutely nothing easy about these waves.

## Gridlock



Gridlock is probably the best level for smaller teams and well as a full squad. Many Gears veterans will remember this level but those of you just joining the COG should take note of two excellent fortifying positions. When you first spawn into the level, you will have to come around a corner to see the main street of the level. The level is basically a mirror of itself, so both sides of the map have a covered, elevated position available to control across the street from the end of the spot where you spawned at. They both have clear and well-placed locations for barricades and a roof over your head. Having the elevated ground will help significantly during the boss battles, allowing for an extra level of protection and a sort of bunker to "hunker down" into. Work on upgrading your barricades and make sure to have plenty of ammo for your long range weapons and you can succeed here. It's also worth noting that the two above locations work very well if you have a player with the ability to buy the Silverback. If you are fortunate enough to have a Silverback, the player that has it should stay in the elevated area with the roof, hiding behind the pillars while shooting so they do not take damage.

## Old Town



Old Town is a good mixture of open areas and cover. At first glance there would seem to be many places to hold off against the horde. 3 stick out in particular though. Roadblock Spawn and Seaside Spawn are the two areas you DON'T want to use as a base. They have little cover and no weapon spawns worthwhile. If that's not enough the enemies are capable of popping right near your base. This leaves you with Alley, Market, and Belltower for your choices.

**Alley** - Alley is a great place due to a number of factors. The Digger Launcher and Boomshot are conveniently placed here. There are only 2 areas the locust can attack from. The large ally placed on both sides of this area practically funnel enemies into your teams scopes. The barriers allow for easy defense on both sides. Easily defensible with only 2 people.

**Market** - Market is probably the best spot for a large team to hold off in. Like Alley, Market only allows the locust to enter from 2 areas aside from a couple enemy types that can jump the walls, though they pose little threat. Frag and Incendiary Grenades pop right in the center which is great for easy access. The placement will allow you to take out Grinders or other heavies that make it into your base with a simple grenade tag. The Manned Turret that can be built in the center of Market allows for easy defense on both sides. It's easy to allow the turret user to hold one side while the rest of the team takes on the other. If that's not enough, this is the area in which the Silverback can be built.

**Belltower** - This is probably the best area to hold off if your playing solo. Again only two sides in which locust can attack you. Easily defensible, and enough room to dodge enemies that break your defenses. The Longshot and Torque Bow both spawn here allowing you heavy weaponry at a whims notice. To hold this position effectively simply have one or two teammates watch each side of the area and atleast one guy as a wingman serving which ever side requires the most attention.

## Drydock



Drydock.jpg



Drydock is a map that only has four places to hold off in. Pump Station, Security Trailer, Banner, and Anchor; I will talk about each.

**Pump Station** - At first glance this is not the best area to hold off on. Too many ways to get flanked and far to little cover. Pump stations makes up for it in allowing a large number of fortifications to be built. You can block nearly every route the locust can take to get you but ultimately that would be to expensive. Well place manned turrets allow for extreme offense. Ultimately this is not the place to defend the horde early on, but my prove more useful when the team has some cash in their pockets.

**Security Trailer** - This is basically the same thing as Pump Station. Little cover and large open areas make this area difficult to defend against the enemy waves. Having a lot of cash will allow you to build a fortress though and this makes a good area to fight off some bosses because it has plenty of space to dodge and keep on your feet.

**Banner** - This would be my area of choice for defending. There is zero chance the enemy will be able to flank you from behind. The Locust will be funneled into your scopes meaning searching for the enemies never seems to be a problem. At first glance Banner would seem like a last stand type of area since it has no way out if you get cornered but since it has 2 sets of cover, one for the front line and one for the back, it is easy to defend. If the enemies break the front line you and your team can fall back to the other set of cover. A manned turret is also placed here making it easy for you to take on even the largest number of enemies. Due to its postioning Banner is basically just one big game of tower defense. The object is to strike the enemies down before they can even break through your defenses. Even if they do, the One-shot and the Mortar both spawn conviently right in the base for times when you need the extra fire power.

**Anchor** - Anchor is basically a box with three openings. Not the best place for teams that like to bunker down rather then keep on their feet. The bulk of the horde will usually attack from the left or the right but due to poor view and angles you will not be able to easily dispatch enemies before they get in the base. Even if the Torque Bow pops here this spot can prove difficult to keep enemies at bay. To make Anchor the most effective you would have to purchase both the Security Trailer and the Pump Station outpost because they will allow the team to place barriers at the bottom of the ramps which more effectively keeps the horde at bay then the ones that Anchor provides you.

## Hotel



So this map is obviously centered around a big Hotel. This is by far the best place to hold off. The Lobby is big enough to accommodate a 5 person team and then some. It has a nice overview in the back for all your sharpshooters to set up camp and the ground floor will cater to the close-range crowd. There is a little bit for everyone right here in the Lobby. The balcony will spawn either the Torque Bow or the Longshot and the front door will spawn either the Incendiary Grenades or the Frag Grenades. Each doorway entering the Hotel can be fortified two times with a third one in the center of the Lobby. Two turrets placed right in front of both side doorways will cut through the hordes like butter. The best set up would be two guys on the turrets, 1 or 2 guys sharpshooting from the balcony and the rest playing wingman to the teammates that need the most assistance. The two other places you could fortify feature wide open areas so they don't cater to those who prefer defense over brute force. If your match has gone on long enough it is probably a good idea to buy these areas in case you get overrun in the Lobby. This is pretty unlikely and it's much more effective to drop back to the balcony with the sharpshooters and defend there. Sawed-Off Shotgun will be your best friend in this area if your dropping back. It's capable of instantly killing Boomers or Grinders in one shot up till wave 41. Grinders may require a beat down or two after the shot though as they have insane health at this point. That said, Hotel makes a great map for a group of friends to play on and is really great for those wishing to upgrade fortification levels because of how many fortifications can be built. So next time you plan a vacation with the Horde, remember to check into the Lobby first.

## Bloodrive

A great plan to win this map on insane is when you spawn (which should be in a area called hospital) you will be able to see a door close but leading to the outside are the best idea is to line your self and your team up at the wall opposite the wall so you should have a clear line of site at the enemy when they come in, this usually only works with teams of 5 or 4 but as long as you stay in a line formation and keep the barrier in the door way up and running you should be fine. An even easy way to do it would be to use the strategy but has some mutators on such as super reload or the instant mellee one (forgot the name). This strategy is great for defeating the higher rounds such as rounds 31-50. Until then try settle a base around the area just outside the room where one of your players are all the way through the corridor and the rest of your team right at the front line defending the other guy while he watches your back. If you do need any help on this map or any other on insane then send me a message on xbox live( UN1T3 TH3 P0W3R or F1NK TH3 P0W3R ) and i will help you out. or send

me a message if you just want a good game.

## **Final Notes**

If you plan on being well fortified and consistently safe, use Overpass or Gridlock, the other maps just don't have good positions to bunker down in. Mercy's church might be ok, but without visuals of the outside areas from inside it's not your safest bet as you can't kill the enemies before they have access to your fortifications, which will cost you money in the long run. All horde maps are fun to play, but to be the safest it is suggested to bunker down in these 2 maps in the locations stated above, your best bet is to always opt for a location that has the best safety, visibility, and damage output. So, have fun Hording, be safe, and kill them glowie grubs!

# Fortifications

The major change to the Gears of War Horde Mode is the addition of fortifications. Fortifications can be built around a central command post, the first command post is free and is required to start the match. The fortifications range from basic spikes that slow down enemy movement to the walking armor of the Silverback.

If you have just started playing Gears of War 3 and have decided to take on Horde Mode, you will first start out with just the basic Caltrop Spikes at barrier fortification level 1. As you pay to build, repair and rebuild your fortifications, you gain experience which will allow you to do new things. While doing all this you level up, which allows you to unlock a new fortification to help against the horde.

## Uses of the Fortifications



**Barrier:** This is used to slow down or prevent enemies from getting to certain places. They will cause small amounts of damage to the enemies as they try to cross them.



**Decoy:** This fortification will draw the fire of enemies, giving you valuable time to maneuver and attack. Higher upgrades even allow them to cause your enemies damage. The final upgrade; An Onyx Guard COG Soldier can prove to be a valuable ally on certain maps, with the capability to pick up friendly soldiers he works as well as any other player, but with a tendency to move around the map freely.

**Sentry:** This fortification does not do much damage, but it will stun the locust (once upgraded enough) and will help you defend key areas on the map. It will fire itself when an enemy is near but don't expect it to take down the enemies for you. Any enemy soldier under fire from a sentry will be

highlighted on your tactical hud (LB).

**Turret:** Heavy hitting static defence ment to tear apart the enemy forces. This must be controlled by a character. You'll be required to pay for reloads as well as the repairs.

**Silverback:** This is a heavy mech ment to soak up damage as well as deal it. Unlike the Campaign mode, [Silverbacks](#) don't have a rocket fire option. They are also capable of melee strikes and running. The machine gun has unlimited ammo so fire away. Repairs will cost a lot of money so avoid enemy fire whenever possible.

**Command Center:** The command center acts as a relay to fire support, the Sniper fire support is a great help to thin out the enemy's numbers, the Mortar fire support can kill a number of enemies, and the Hammer of Dawn fire support is capable of annihilating half a dozen boomers and dealing a good deal of damage to a Berzerker, great to use when you are being overrun.

## Fortification Costs

### Barrier:

**Upgrade 1** - Small: 500 - Large: 1,000 (Caltrops)

**Upgrade 2** - Small: 1,500 - Large: 2,500 (Razor Wire)

**Upgrade 3** - Small: 2,000 - Large: 4,000 (Electrified Barrier)

**Upgrade 4** - Small: 3,000 - Large: 5,000 (Laser Barrier)

### Decoy:

**Upgrade 1** - 500 (Cole Train Thrashies Standee)

**Upgrade 2** - 1,000 (Dummy)

**Upgrade 3** - 1,500 (Boombox Dummy)

**Upgrade 4** - 2,000 (Explosive Dummy)

**Upgrade 5 (Horde Command Pack only)** - 5,000 (Onyx Guard)

### Sentry:

**Upgrade 1** - 1,000 (Light Sentry)

**Upgrade 2** - 1,500 (Heavy Sentry)

**Upgrade 3** - 3,000 (Static Sentry)

**Upgrade 4 (Horde Command Pack only)** - 3,500 (Incendiary sentry)

### Turret:

**Upgrade 1** - 1,500 (Retro Lancer Turret)

**Upgrade 2** - 2,500 (Lancer Turret)

**Upgrade 3** - 4,000 (Troika)

**Upgrade 4** - 5,000 (Armored Troika)

### Silverback:

**Upgrade 1** - 12,500 (Silverback)

**Upgrade 2 (Horde Command Pack only)** - 10,000 (Silverback Rockets)

### Command Center:

**Upgrade 1** -

1,000 (Sniper Command Center)

**Upgrade 2** - 2,000 (Mortar Command Center)

**Upgrade 3** - 3,000 (Hammer of Dawn Command Center)

## **Progression to Next Fortification Level**

### **Barrier:**

**Level 1** - Already Unlocked

**Level 2** - To Unlock: Spend 2,000 on barriers.

**Level 3** - To Unlock: Spend 8,000 on barriers.

**Level 4** - To Unlock: Spend 20,000 on barriers.

**Level 5** - To Unlock: Spend 45,000 on barriers.

**Level 6** - To Unlock: Spend 75,000 on barriers.

**Level 7** - To Unlock: Spend 120,000 on barriers.

**Level 8** - To Unlock: Spend 170,000 on barriers.

### **Decoy:**

**Level 1** - To Unlock: Spend 2,000 on barriers.

**Level 2** - To Unlock: Spend 5,000 on decoys.

**Level 3** - To Unlock: Spend 20,000 on decoys.

**Level 4** - To Unlock: Spend 35,000 on decoys.

**Level 5** - To Unlock: Spend 75,000 on decoys.

**Level 6** - To Unlock: Spend 110,000 on decoys.

**Level 7** - To Unlock: Spend 170,000 on decoys.

**Level 8** - To Unlock: Spend 220,000 on decoys.

### **Sentry:**

**Level 1** - To Unlock: Spend 35,000 on decoys.

**Level 2** - To Unlock: Spend 15,000 on sentries.

**Level 3** - To Unlock: Spend 30,000 on sentries.

**Level 4** - To Unlock: Spend 90,000 on sentries.

**Level 5** - To Unlock: Spend 105,000 on sentries.

**Level 6** - To Unlock: Spend 135,000 on sentries.

**Level 7**

### **Turret:**

**Level 1** - To Unlock: Spend 20,000 on barriers.

**Level 2** - To Unlock: Spend 15,000 on turrets.

**Level 3** - To Unlock: Spend 50,000 on turrets.

**Level 4** - To Unlock: Spend 90,000 on turrets.

**Level 5** - To Unlock: Spend 140,000 on turrets.

**Level 6** - To Unlock: Spend 200,000 on turrets.

**Level 7** - To Unlock: Spend 270,000 on turrets.

**Level 8** - To Unlock: Spend 360,000 on turrets.

### **Silverback:**

**Level 1**

- To Unlock: Spend 170,000 on barriers.
- Level 2** - To Unlock: Spend 200,000 on silverbacks.
- Level 3** - To Unlock: Spend 500,000 on silverbacks.
- Level 4** - To Unlock: Spend 900,000 on silverbacks.
- Level 5** - To Unlock: Spend 1,500,000 on silverbacks.

#### **Command Center:**

- Level 1** - To Unlock: Spend 360,000 on turrets.
- Level 2** - To Unlock: Spend 5,000 on command centers.
- Level 3** - To Unlock: Spend 25,000 on command centers.
- Level 4** - To Unlock: Spend 40,000 on command centers.

## **Fortification Level Unlocks**

#### **Barrier:**

- Level 2** - Spike Barrier Repair Cost 8% Less - Level 1 Decoy Unlocked
- Level 3** - Razor Wire Barrier Unlocked
- Level 4** - Razor Wire Repair Cost 8% Less - Level 1 Turret Unlocked
- Level 5** - Electrified Barrier Unlocked
- Level 6** - Electrified Barrier Repair Cost 8% Less
- Level 7** - Laser Barrier Unlocked - Silverback Unlocked
- Level 8** - Laser Barrier Repair Cost 8% Less

#### **Decoy:**

- Level 2** - Light Decoy Expert - Dummy Decoy Unlocked
- Level 3** - Repair Cost Reduced
- Level 4** - Dummy Decoy with Red Paint Unlocked
- Level 5** - Repair Cost Reduced
- Level 6** - Explosive Decoy Unlocked
- Level 7** - Repair Cost Reduced

#### **Man-able Turret:**

- Level 2** - Increased Accuracy
- Level 3** - Lancer Turret Unlocked
- Level 4** - Repair cost Reduced
- Level 5** - Troika Turret Unlocked
- Level 6** - Repair Cost Reduced
- Level 7** - Armored Troika Turret Unlocked
- Level 8** - Repair Cost Reduced

#### **Sentry:**

- Level 2** - Light Sentry Repair Cost 11% Less.
- Level 3** - Heavy Sentry Mechanic - Heavy Sentry Guns Unlocked
- Level 4** - Heavy Sentry Repair Cost 11% Less
- Level 5** - Static Sentry Mechanic - Static Sentry Guns Unlocked
- Level 6** - Static Sentry Repair Cost 11% Less

**Silverback:**

**Level 2** - Silverback Repair Cost 33% Less.

**Level 4** - Silverback Repair Cost 11% Less.

**For more information on Horde 2.0 go here**

**[http://forums.epicgames.com/threads/819823-\\*All-About-HORDE-2-0\\*](http://forums.epicgames.com/threads/819823-*All-About-HORDE-2-0*)**



# Weapon Costs

Unlike Versus and Campaign, Horde Mode does something completely different with the weapons on each map which means that you must use your hard earned money not only for fortifications, but also in buying weapons should you run out or wish to change your loadout.

Take note of which weapon spawn points are constant and which are randomized, as it can later help you prepare for the oncoming waves.

## Costs of Weapons and Other Useful Items

### Weapons:

- Boltok Pistol:** \$300 (Strong single shot pistol with slow fire rate)
- Gorgon Pistol:** \$200 (Strong vs. infantry melee range)
- Frag Grenade:** \$500 (Strong vs. armored units)
- Ink Grenade:** \$250 (Strong vs. infantry units)
- Incendiary Grenade:** \$400 (Strong vs. Tickers/Wild Tickers)
- Longshot:** \$700 (Strong vs. infantry)
- Torque Bow:** \$700 (Strong vs. infantry)
- Scorcher:** \$500 (Strong vs. Berserker and Armored Kantus)
- Digger:** \$500 (Strong vs infantry)
- Boomshot:** \$800 (Strong vs infantry and Boomer class)
- Hammer of Dawn:** \$800 (Strong vs. bosses)
- Oneshot:** \$900 (Perfect active reload can shoot through Boom Shield)
- Mortar:** \$900 (Strong vs. infantry groups and boomer class)
- Mulcher:** \$900 (Strong vs. infantry and boomer class)

### Other:

**Ammo Boxes:** \$500, \$1,000

### Buy Back In (Respawn):

**(1-10)** - \$1,500

**(11-20)** - \$3,000

**(21-30)** - \$4,500

**(31-40)** - \$6,000

**(41-50)** - \$7,500

### Command Posts:

**(First Post)** - \$0

**(Second Post)** - \$2,000

**(Third Post)** - \$4,000

**(Forth Post)** - \$6,000

**(Fifth Post)** - \$8,000

For more information on Horde 2.0 go here [http://forums.epicgames.com/threads/819823-\\*All-](http://forums.epicgames.com/threads/819823-*All-)

**About-HORDE-2-0\***

# Boss Strategies

## General Boss strategies

- Taking care of all units on the field before engaging the boss makes things a whole lot easier
- Killing a boss too soon within the wave can result in another one being spawned.
- It's usually a good idea to have 1 or 2 players draw the attention of the boss or bosses while the other players work to clear the battlefield.
- Finding a good place to bunker down usually evens your odds against the boss
- Fortified barriers will prove useless against bosses, they will usually walk right over them or simply destroy them instantly.
- If everyone attacks the same boss at once they will go down much faster, 1 Berserker is better than 2.
- Keeping your distance from any boss will make your life a whole lot easier.

## Brumak: gridlock: wave 10



### (Weakness: Chainguns, Fuel Tanks)

Brumaks have four major weak points:

- Left wrist chaingun
- Right wrist chaingun
- Left backpack fuel tank
- Right backpack fuel tank.

The strategy for Brumaks changes depending upon their positioning and the map they spawn on. Generally, the quickest way to down a Brumak is to destroy both fuel tanks, which will cause it to explode. Often, the situation calls for taking out its wrist chain chainguns first so players can maneuver behind to hit the tanks. Be aware that Brumaks can step on you if you get too close. An effective strategy will include distracting the boss with one or more players to turn it while others shoot at the tanks.

Another great strategy is to be in cover while you are fighting, so that you can wrap around cover constantly. Everytime it goes to shoot you, go back into cover. This will make it extremely difficult to shoot you.

Try not to defend against a Brumak within a structure. Due to inconsistencies with the collision detection system a Brumak will be able to get into the buildings found in Hotel and Mercy.

**Silverback Strategy** - Going toe to toe with a Brumak is unavisable even with your vamped up firepower. The Brumaks missiles and machine guns will tear down a Silverback in a second. That being said the Silverback still makes a great weapon vs a Brumak, but you must be indoors or behind plenty of cover. The Silverback can easily take out the left and right machine guns if you just concentrate fire on them. This is the best route because without those the Brumak can't do much to you. If a teammate can distract the Brumak for you, the Silverback is a prime machine to destroy the Fuel tank, just don't get caught in the open.

## **Berserker:**



### **(Weakness: Scorcher, Shotguns, Vulcan, Explosives)**

Almost the same as the Lambent Berserker but this one is a little easier. If you are on a map that has the Hammer of Dawn, head for it. It will make the fight a lot easier. Always make sure you have room to maneuver.

The best way to fight a Berserker is to stay really close to it. Try to get cover in between you and the Berserker. A bench is fine. When you have that cover in between you just keep circling around it while dealing damage to the Berserker. If you do it right the Berserker will be unable to do any damage to you.

Another great way to take Berserkers down fast is have one person with a scorcher and another with frag grenades. Scorcher person lights her up and the Frag person tags her. Do this a couple times and the thing is sure to go down. Spamming the Scorcher isn't the effective way to use it. Though it will do more damage, tapping the scorcher on the Berserker every few seconds will keep it paralyzed and allow your team to destroy her.

**Silverback Strategy** - Berserkers can be really easy to fight with a Silverback as long as you keep your distance. A charging Berserker will be really hard to dodge with a Silverback, which is why you want to keep your distance far enough so it doesn't do that. So if the Berserker catches up to you, just turn around and run away at a safe distance. When your safe just light her up and she will go down in no time.

## **Lambent Berserker: Thrashball: wave 10**



**(Weakness: Open chest cavity)**

The best thing to do is get somewhere out in the open where you have lots of room to maneuver. Equip a Lancer or Gnasher and get some distance between you and her. As she charges, unload as much as you can but make sure you roll/dodge out of the way before she gets too close, then just keep repeating.

One way to defeat her, that poses risk to all members of the Squad, is to find and equip Scorchers. These weapons ignore the Lambent Berserker's armored skin and do direct damage to the Imulsion Core in her chest. Just keep away from her as she charges and have the rest of your team come from behind to kill her with fire!

You will want to stay out of the Imulsion. Imulsion does damage to you over time, and on difficulties above normal it can kill you almost instantly.

A good tip, spread out. Do not let this thing get your entire team, make it hard for it to get more than one person alone.

**Silverback Strategy** - This strategy is largely the same as a normal Berserker. Keep your distance so that it doesn't decide to charge you. If it leaps in the air just run away and it won't hit you. Keep a piece of cover in between you and the Lambent and she won't be able to do anything to you.

**Savage Corpser:**



**(Weakness: Abdomen, face, chainsaw)**

These just take time. Grab some cover with some good distance away from it and use any long range weapons you have to pick away at it. The Lancer, Vulcan, Mulcher or even Gorgon Pistol are all great choices.

When it digs underground, get some distance from where you last saw it. You'll see its path as it moves underground, highlighted by dust moving in a straight line. If it's coming towards you, roll/dodge when it gets close to avoid its arm attack. It usually only attempts one of these attacks before re-emerging from underground.

**Silverback Strategy** - The Corpser can be one of the hardest enemies to take on using a Silverback. Above ground, the Savage Corpser doesn't pose much of a threat to a Silverback. Similar to the Berserkers, all you have to do is stay away from them. The real problem is when they dig underground. This attack can be hard to dodge in a Silverback and it can also destroy it in one hit. Best thing you can do is start running the second they go underground and keep dodging left to right to avoid being hit by the arm. If you can manage that, the Silverback will take out a Corpser pretty quick as long as your landing shots on its backside.

## **Gunker: Sandbar: wave 10**



### **(Weakness: Any gun will do)**

Gunkers can be tough enemies to fight. When you're far away from them, they'll toss mortar-like globs of gunk at you. If you get too close, then they have an arm-reach attack that extends out and can even get you if you're behind cover. For this reason, the best thing you can do is \*keep your distance\*. Gunkers are relatively easy if you're on maps like Overpass, Trenches, Thrashball, or Mercy. Just go into a building or somewhere with overhead cover and use your Lancer or Hammerburst to shoot at them from a distance. If you can't get any overhead cover, keep your distance while shooting at them, but watch for the falling gunk and roll to dodge it. A strong way to damage the Gunker is to have a teammate tag it with a Frag Grenade. It won't kill it in one shot, but it will bring it to very low health. This is a last-chance method though; keeping your distance is always the advisable solution.

**Silverback Strategy** - Gunkers must be fought while being inside. The Silverback won't last 20 seconds out in the open when 4 Gunkers are raging around the map. While the Silverback can easily take out the Gunkers, they can easily take out a Silverback. With their Mortar attack, Silverback must be indoors; otherwise, they will get torn apart. Get indoors and stay away from the doors and you should be able to land shots on a Gunker from the inside.

## **Reaver Squad:**



### **(Weakness: Exposed underbelly)**

This boss can be either really easy or really hard. Dodging is very important as the Torque Bow wielding beast riders and the Reavers can both down you in one shot. The Reavers will let out a laser beam of light when they are about to fire a missile at you, so watch for it and be ready to dodge. The reason this can be such an easy boss fight is the fact that the Reavers are fairly weak. If 2 or more teammates concentrate fire on the Reavers it will go down in just a matter of seconds. The only kicker is that there can be 4-6 Reavers in just a single wave. There is nothing special about taking down these guys, just shoot at them and they'll die. It's important to note that you can kill the Reavers and the Beast rider will still get up and continue his onslaught. If you wish your team can focus on gunning him down first to even your odds against the Reavers. Being inside and using Mulchers can be a quick way to dispose of Reavers.

In Campaign, you can equip a Sawed-Off Shotgun and have your Squad cover you while you run underneath and fire onto its exposed underside.

### **Silverback Strategy**

Another strategy is to use a Silverback to take out the Reaver Squad, as the only thing that limits its damage dealing capability is the high propensity for overheating. Have your teammates keep the rest of the Locust occupied as you take out the biggest threats, then help them once you're finished. The Reavers will go down in about 4-5 seconds of concentrated fire from the Silverback.

# Fortification Leveling Tips

## General Tips

- Saving all your money for a at least 10 waves gives you plenty to work with.
- Playing solo or with only 1 or 2 friends ensures you get a lot more of the cash.
- Upgrade fortifications higher so that in doing so, your repair bills will also be much higher.
- Dying won't matter because you get to keep all your cash afterwards, minus a small death penalty.
- Start on waves 7-9 because the enemies fought during those waves will yeild the most cash per kill. Simply die before beating the wave a repeat for a incredible cash flow.
- Buying more outposts will allow more places to build fortifications.
- Levels like Drydock and Hotel has outpost you can buy that allow for a large number of fortifications to be built. The Lobby in Hotel has a Decoy, two Manned Turrets, two Sentry Guns, and several barriers that can all be built with the purchase of a single outpost.

## Barriers

- Build barriers in high traffic areas. The more damage that is done to them the more the repairs will cost making your levels raise fast
- Upgrade your Barriers to atleast Razor Wire, they will still be easily destroyable but still keep you safe while earning money.
- Buy an outpost with lots of Barrier locations, run through and buy them all for a quick boost in level increase.

## Decoys

- Always have a decoy set up where you are fighting, it will draw all the fire and take lots of damage. Huge repair bills mean faster leveling.
- Buy Decoys wherever possible because there is a limited number of places to buy them.
- Draw enemies to decoy locations if they are reluctant to attack them.

## Turrets

- Using these at the start of every round is a good idea. Reloading them will cost money and increase progress on your leveling.
- If enemies start attacking your turret, let them! in addition to your reload bill you'll have a turret repair bill on top of that.

## Sentry Turret

- Since these are limited, build theme where ever possible, the first upgrades are cheap.



- Be sure to build turrets in areas where enemies actually wander by, if they don't take damage you can't gain level progress.

## **Silverback**

- Save up atleast \$15,000 before starting to level your Silverback. The intial payment will be \$12,500 and after that you should make enough each wave to keep it well repaired.
- Even without enough funds to repair your Silverback to maximum, you can still dump all your remaining funds into keeping your Silverback going.
- If you keep your Silverback indoors you'll be able to keep it alive during higher waves since it will take far less damage but still a significant amount in order to keep the repair bills rolling in.
- The Silverback is pretty easy to level since using it allows you to bring in funds much faster then traditional fighting. Fight with the Silverback, repair, and repeat on the next wave.

# Mutators

Mutators are in-game unlockables that modify Arcade and Horde gameplay. Similar to skulls from Halo, they add different attributes to gameplay and adjust difficulty. There are 15 unlockable mutators, 5 of each kind.

Easy and Hard Mutators, as they imply, change up the difficulty of these modes. Another change they bring is the amount of EXP you would gain per kill. Easy Mutators lowers the EXP gained, just as Hard Mutators increases it.

Fun Mutators on the other hand, are there only to provide a bit of humor to the game.

- *See also: Mutator Unlock Guide*

Name	Effect	How to Acquire
<b><i>EASIER</i></b>		
Instagib	Instant Kill Punches	Acquire 200 Kills as a Wretch in Beast mode.
Super Reload	Active reloads no longer fade away, cause extremely high damage, and don't use up ammo	Earn Bronze "Master-At-Arms" medal.
Infinite Ammo	All starting weapons and pistol have unlimited ammo	Earn the "Combat Engineer" medal 100 times.
Big Explosions	Larger and more powerful explosions	Earn "Hail Mary" medal 100 times.
Comet	Roadie run to build up energy and release it upon impact for a kill	Earn gold "Shock Trooper" medal.
<b><i>Harder</i></b>		
Enemy Regeneration	All non-lambent enemies regenerate health	Earn Silver "Aficionado" medal
Vampire	Only way to regenerate health is to deal damage	Earn the "Executioner" medal 100 times
Must Active Reload	Not active reloading your gun jams it	Earn Silver "Active Reloader" medal
Friendly Fire	Enables Friendly Fire	Complete every chapter in 4 player co-op campaign (Standard or Arcade).
No Ammo Pickups	Cannot pick up ammo off ground	Unlocked by default
<b><i>Fun</i></b>		
Big Head	Big heads, big feet, small voices	Earn gold "Horder" medal.
Pinate	Enemies drop tokens for points upon death	Earn Gold "Investor" medal
Flower Blood	Gore is removed and blood is replaced with flowers.	Earn Silver "King of COG" medal
Headless Chicken	Headless enemies run around and attack each other	Unlocked by default

Laugh Track

Adds a sitcom style laugh track to the game

Earn the bronze versions of "Tour of Duty", "For The Horde", "I'm a Beast", and "Warmonger"

## **SPECIAL**

Epic can turn on any kind of mutators they want in any mode for special events. These mutators cannot be unlocked or used by players. A good example is when Epic gave everyone bunny heads during the easter weekend of the beta.

# Mutator Unlock Guide

## Intro

Mutators are new to Gears of War. Similiar to Halo's skulls, Mutators add either difficulty or other fun things to Gears such as enemies that still run around and shoot with their heads blown off. This guide is to help people unlock these Mutators as they are no easy feat.

### **Big Head - Unlock** [ Obtain the Gold Horder Medal ]

To unlock this medal you must complete 1,000 waves of Horde, simple right? Now unless your a Horde mode enthusiast, unlocking this can take a long time. The first 10 waves of horde are by far the simplest, so you'll want to focus on sticking to those. The map you do these on will be your preference as the hordes will be no thinner than another map. Doing waves with friends will double or even triple how fast waves go by. More firepower means waves go by a lot faster.

### **Pinata - Unlock** [ Obtain Gold Investor Medal ]

To do this you need to earn \$500,000 cash in Beast Mode. Another one that requires you to play a certain mode a lot of times. This one works opposite to Horde Mode because you'll actually want to be at the later waves more then the early wave. Why? Because you'll earn far more cash in the later waves due to increased enemy sizes and upgraded fortifications to destroy. Your first instinct will be to kill all the humans and end the rounds but destorying their fortifications will also earn you money so if you have time go break some things, it pays well and earns you time.

### **Laugh Track - Unlock** [ Obtain the Bronze Tour of Duty, For the Horde, I'm a Beast and Warmonger Medals ]

*\*This Mutator has 4 parts so I'll explain each of them.*

Tour of Duty - Complete the Campaign mode on casual or above. This one is pretty simple, just play through the game.

For the Horde - Complete all 50 waves of Horde on casual. This one is fairly simple since in can be done on casual. Having a friend for this one will make it a whole lot easier. Just go through and beat each of the 50 waves, this doesn't need to be done all at once or without dying so it shouldn't be to hard.

I'm a Beast - Beat all 12 waves of beast mode on casual without failing once. Again this one is much easier with a friend or 2. While the Stranded won't put up much of a fight either way, having a friend ensures that the entire fleet won't focus on you all the time. You basically just need to make it to wave 7ish, once you can unlock the Berserker its game over for the COG.

Warmonger - Beat Arcade mode on casual. Same thing as Tour of Duty.

### **Flower Blood - Unlock** [ Obtain the Silver King of Cog medal ]

To get this one you need to obtain 2,000,000 points in Arcade mode. Unless you play a lot of campaign mode, this one can be tedious. Best to find places in the campaign mode where you get lots of point and keep repeating them.

### **Comet - Unlock** [ Earn the First Blood Ribbon 1,000 times ]

This one is pretty annoying. It requires loads of Multiplayer to be played in order to unlock. You must be the first one to get the kill of a round 1,000 times. This is not something that can be done through pure skill, sometimes other players just beat you to the punch. Doing this offline against bots would be simpler because your most likely to be the first to get a kill in those game modes. My only tips are to play lots of multiplayer and get right into the battles instead of letting your team members lead you into battle. Play a mode like Warzone that have plenty of rounds per a match.

### **Super Reload - Unlock** [ Unlock the Bronze Master at Arms medal ]

To get this one you'll need to score 300 kill with each of the 5 starting weapons. This includes the Lancer, Retro Lancer, Hammerburst, Gnasher, and Sawed-Off. I recommend playing a game type like King of the Hill as it will allow for more kills per a match then other game modes.

### **Infinite Ammo - Unlock** [ Earn a Combat Engineer ribbon 100 times ]

To get this you must repair, rebuild, or upgrade 5 fortifications during a round of Horde Mode. This works better if you have a little spending money first so earn some cash by playing through some waves. Another thing to do is to buy atleast 2 outpost next to eachother because it will allow a lot of fortifications to be made. Keep the fortifications at base level because they will be cheap to build and repair.

### **Enemy Regeneration - Unlock** [ Obtain the Silver Afficiando Medal ]

To do this you must complete 150 chapter in Arcade mode. Yet another tedious one to unlock because it requires you to play the campaign so much. If you don't feel like playing through the campaign 10 times, pick a chapter thats short and do it a lot of times.

### **Vampire - Unlock** [ Obtain the Executioner medal 100 times ]

To do this you must obtain the most Executions in a match 100 times. It sounds difficult but many people don't execute that much do to how much time it takes, so if your actually trying to execute enemies you should prove victorious of this ribbon quite often. Any of the Rifles will be your friend with this one because they are the most likely to down someone.

### **Instagib Melee - Unlock** [ Earn 200 kills as Wretches in Beast Mode ]

Though Wretches are a particularly weak unit, they are more then capable of getting kills. Through the first couple waves of Beast mode they will probably earn you the majority of you kills. If you have a friend who wants to help you, have him be a Savage Drone and let him down Stranded for you so you can rush in a clean up the kill. In later waves, be a wretch while your teammates are some of the bigger Locust, such as the berserker. All the enemy fire will be focused on the larger threat, enabling you to approach the humans undetected and get easy kills.

### **Big Explosions - Unlock** [ Obtain 100 Hail Mary ribbons ]

To do this you must earn a kill with the Boomshot from over 200 ft away. This one proves difficult as its not likely you'll just randomly score kills from 200 ft away, you have to really try to get this kinda kills. 200 ft might not seem that far, but trust me, you have to land kills from across the map to get these. Horde mode is definitely the best mode to do this in because there are plenty of enemies to hit. One trick I've found is to have a team mate gather either Formers or Polyps and take them in to an easy to shoot area, while he's dodging them fire a shot and hopefully nail a few Hail mary ribbons in one shot. If you don't have any team mates another way is the map sandbar, there is a hole in side of the cliff on the right side where you and shoot boomshots start as the cog as you will come out on the left side and march to the middle and grab the Boomshot as you going to the hole in the side of the cliff rain down shots when the locust are either at the first wall as they run around the corner or the wall before the stairs.

### **Must Active Reload - Unlock** [ Earn the Silver Active Reloader Medal ]

To do this you must earn 2,500 perfect reloads. Not very hard, just takes some times. If you choose to grind this out rather than just let it unlock naturally through gameplay, use the Snub pistol. It has a uber fast reload meaning you can fire a bullet and active reload in about a second.

### **Friendly Fire - Unlock** [ Beat the Campaign with 4-players ]

Simple enough just grab 3 friends and beat the campaign together. Nothing to it!

# Multiplayer Unlockables

There are many different things to unlock in Gears of War 3 multiplayer.



## Multiplayer Unlockable Sections

- Unlockable Characters
- Multiplayer Level Unlocks
- Ribbons
- Medals
- Mutators
- Weapon Skins

# Unlockable Characters

You can unlock many characters in Multiplayer by just leveling up, but other characters have different requirements.

## Unlockable COG Characters

Level	Unlock
COG Gear	Reach Level 2
Dizzy Wallin	Reach Level 7
Samantha Byrne	Reach Level 4
Jace Stratton	Reach Level 10
Clayton Carmine	Reach Level 14
Classic Dom	Reach Level 17
Classic Cole	Reach Level 23
Classic Baird	Reach Level 30
Benjamin Carmine	Reach Level 34
Civilian Anya	Reach Level 45
Colonel Hoffman	Reach Level 50
Anthony Carmine	Reach Level 75
Unarmored Marcus	Finish the campaign on any difficulty level
Golden Gear	Unlock the bronze War Supporter Medal
Classic Marcus	Unlock the silver Veteran medal
Chairman Prescott	Unlock the silver Allfathers Medal
Superstar Cole	Unlock the gold MVP medal
Aaron Griffin	Unlock the Big Money Onyx Medal / OR 'Like' the Gears of War 3 Facebook page
Mechanic Baird	Preorder bonus (Best Buy)
Commando Dom	Preorder bonus (GameStop)
Adam Fenix	Preorder bonus (Gears of War 3 Limited or Epic Edition)
Cole Train	Play the multiplayer beta

## Unlockable Locust Characters

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Miner	Reach Level 3
Beast Rider	Reach Level 5
Hunter	Reach Level 8
Theron Guard	Reach Level 12
Spotter	Reach Level 20
Flame Grenadier	Reach Level 26
Grenadier	Reach Level 39
Hunter Elite	Reach Level 60
Sniper	Unlock the bronze Headshot medal
Golden Hunter	Unlock the gold Master-at-Arms medal
Golden Miner	Unlock the gold Rifleman medal
Kantus	Unlock the gold Medic medal
Savage Theron Guard	Complete Beast Mode on all difficulties without losing a round
Savage Grenadier Elite	Preorder bonus (Walmart)
Savage Kantus	Preorder bonus (Amazon)

# Multiplayer Level Unlocks

Your level represents the amount experience (Exp.) that you receive in the game. The more Exp. you accumulate, the closer you get to advancing in level. With most levels you receive unlockable items such as titles, characters and weapon skins. All of the things you do unlock are purely aesthetic. Similar to Halo: Reach, Exp. is acquired throughout all game modes including Campaign, Horde, Beast, and Versus.

The highest obtainable level possible is level 100.

## Multiplayer Level unlocks

Level	Unlock
Level 2	COG Gear
Level 3	Miner
Level 4	Samantha Byrne
Level 5	Beast Rider
Level 7	Dizzy Wallin
Level 8	Hunter
Level 10	Jace Stratton
Level 12	Theron Guard
Level 14	Clayton Carmine
Level 17	Classic Dom
Level 20	Spotter
Level 23	Classic Cole
Level 25	Bronze Field Service Medal
Level 26	Flame Grenadier
Level 30	Classic Baird
Level 34	Benjamin Carmine
Level 39	Flame Grenadier
Level 45	Civilian Anya
Level 50	Colonel Hoffman, Silver Field Service Medal
Level 60	Hunter Elite
Level 75	Anthony Carmine, Gold Field Service Medal
Level 100	Gold Omen Weapon Skins, Onyx Field Service Medal

You can also level up medals and ribbons to gain unlocks such as characters and other weapon skins

not listed.

# Execution Unlocks



## Execution Unlock Guide

Executions are the unique way in which an enemy can be finished off in Gears of war. They are not only a good way to embarrass your enemies but they also net you more EXP giving you good incentive to perform them. To unlock these simply amass the following amount of kills with each weapon in Online mode. To initiate them simply hold the Y button near a downed enemy, you will be prompted when you are close enough.

Weapons	How to Unlock
Lancer	200 Kills
Retro Lancer	200 Kills
Hammerburst	200 Kills
Gnasher Shotgun	200 Kills
Sawed-off Shotgun	200 Kills
Boltok Pistol	40 Kills
Boomshot	40 Kills
Torque Bow	40 Kills
Scorcher	40 Kills
Gorgon Pistol	40 Kills
Mulcher	40 Kills
Mortar	40 Kills
One Shot	40 Kills
Hammer of Dawn	40 Kills

Digger Launcher	40 Kills
Cleaver	40 Kills
Longshot	40 Kills

# Ribbons

there are 133 Ribbons that are awarded for specific in game actions, like killing two opponents in quick succession or killing an opponent from over 200 feet with a Boomshot. Some Ribbons can be earned through any gametype, just as others are gametype specific.

<b>Ribbon</b>	<b>Award Requirements</b>
MVP	Highest point total for the match
First Blood	Earned the first kill of the round
F.I.F.O.(First In First Out)	First to die in a round
Last Man Out	Last man standing on your team
Better Man	Won a Sudden Death showdown
Clutch	killed 3 or more as last man standing to win the round
Never Had a Chance	Won every round in the match
The Double	2 quick kills in a row
The Triple	3 quick kills in a row
The Quad	4 quick kills in a row
The Quinn	5 quick kills in a row
Nemesis	Killed same opponent 5 times
Retribution	Killed your nemesis
Swift Vengeance	Revenge killed you last killer
Solid	More kills than deaths in a match
Denied!	Ended an opponent's kill streak
Killing Spree	killed 5 opponents without dying
Rampage	killed 10 opponents without dying
Unstoppable	Killed 15 opponents without dying
Invincible	Killed 20 opponents without dying
Godlike	Killed 25 opponents without dying
Trick Shot	1 Torque Bow headshot leading to a double kill
Hat Trick	Scored 3 headshots in a row without dying
Mortaried	Killed multiple opponents in a single Mortar shot
Clusterluck	killed multiple opponents with one grenade
Grenade Hug	killed an opponent after being grenade tagged
Sapper Star	Killed an opponent with the opponent's own planted frag grenade
Ole!	Grenade tagged a Retro charging opponent
Boombardier	Killed multiple opponents with a single Boomshot blast
Hail Mary	Boomshot kill from over 200 feet

Kaboom!	killed multiple opponents with a single Sawed-Off Shotgun blast
Roadblock	Stopped a Retro charge with the Sawed-Off Shotgun
Lumberjack	Chainsawed 3 opponents in a row
Charge!	Retro charged 3 opponents in a row
Military Intelligence	5 opponents spotted ending in a kill
Not So Fast	Killed an opponent who was executing a teammate
Negotiation Over	Headshot an Opponent with a meatshield
Oscar Mike	Killed a Roadie Running opponent with a headshot
The Super	Killed an evading opponent with a headshot
Death From Below	Killed an opponent with a grenade while downed
Death From Beyond	Killed an opponent after you have died
Death From Above	Killed multiple opponents with a single HOD blast
Untouchable	Never captured when playing as the leader
Lead by Example	Killed 5 opponents as the leader in a round
Want Something Done	Captured the enemy leacer when playing as the leader
Captiv-ating	Captured the enemy leader
Secret Service	Most leader rescues in a match
Rear Guard	Survived every round of wingman
Avenged	Killed your Wingman's assassin
Top of the Hill	Killed 5 opponents from inside the ring
Ring Breaker	Broke opposing ring 3 times in a round
Ring King	Captured a ring 3 times in a round
Eye on the Prize	Most points earned in the ring
Sacrifice	Broke the ring alone while DBNO
No, Wait!	Killed and opponent while they reloaded
Special Delivery	Killed an opponent with a bag & tag
No Smoking	killed an opponent with a smoke grenade
Never Surrender	Came from defeat to win a match
Unlucky Bastard	Only player on your team to die in a round
Team Player	Most Assists in a match
Personal Assistant	Assisted 10 kills in a round
Medic	Revived 5 teammates in a round
So Close	Killed while recovering from DBNO
Survivor	Revived yourself 5 times in a round
Methodical	5 executions in a round
Stop Thief!	5 kills stolen by others in a round
First to Fight	First kill in every round of a match
Final Word	Final kill of the match
The Cleaner	Final kill in every round of a match
Coup de Grace	Final kill with an execution

Vigilant	Win a match with no deaths and 10+ kills
Smooth Operator	Highest K/D ratio in a match
Tough Guy	Fewest deaths in a match
Rough Day	Most deaths in a match
Stay Down	More downs than kills in match
Executioner	Most executions in a match
Evasive	Least damage taken in a match
Contender	Most melee hits in a match
Pacifist	More revives than kills in a match
Spray and Pray	Most blindfire kills in a match
headhunter	Most headshot kills in a match
Carmine's Star	Most headshot deaths in a match
Grenadier	Most grenade kills in a match
Pistoleer	Most pistol kills in a match
Quick Clips	Most perfect Active Reloads in a match
Clear!	Most revives in a match
Well Protected	Most revived player in a match
Guys?Hello?	Most time down but not out in a match
Buttoned Up	Spent the most time in cover
Under the Radar	Earned no other ribbons in a match
Pop Goes the Weasel	Blew Up 3 3enemies at once (Ticker)
Indigestion	Killed an enemy with a swallowed grenade(Wild Ticker)
Monkey-Dog	Multiple enemies you stunned were killed (Wretch)
Meatshop	Killed 4 enemies without dying (Butcher)
Team Shaman	Healed 4 teammates at once (Kantus)
Team Savior	Revived 3 teammates at once (Kantus)
Pillager	Destroyed 5 fortifications in a round
Test Driver	Player as 5 different locust in a round
Antihero	Killed 5 different Heroes in a round
Ready for the Heavies	Unlocked the final row of Locust
Just in Time	Completed the wave with only 1 second left
Long Hauler	Completed all 50 waves in one session
Point Man	Earned the most cash in the wave
Combat Engineer	Worked on 5 fortifications in one deployment
Founder	Established a COG Base
Financier	Gave &5,000 to teammates
Reconnaissance	In Ghost Cam, spotted 3 weapons before the were picked up
Observer	Survived the wave but with no kills
Phat Loot	Completed a wave Challenge Objective
Last Hope	Survived the wave as the last one alive



Go on without Me	Completed the wave as the only one dead
High ROI	Killed 5 enemies with a weapon you purchased
I Gotcha	Revived all 4 teammates in one wave
Like a Boss	Survived a Boss Wave without going down or dying
Rope-a-Dope	Killed 3 enemies in a wave that were attacking a decoy
Botanist	Shot 5 Lambent pods in a chapter
Mech Jockey	Killed 10 enemies with a Silverback
Flyswatter	Killed 5 Shriekers
Quick Kicker	kicked 5 small enemies
Pull!	Killed a ground bursting enemy in the air
Dewormer	Killed 3 Lambent Headsnakes
Pruner	Sever 5 Lambent mutant arms
Pig Sticker	Retro charge 4 formers in one charge
Ace	Most kills in an Arcade Chapter
Hand Holder	Most revives in an Arcade Chapter
Wingman	Most assists in an Arcade Chapter
Stockpiler	Most ammo taken in an Arcade Chapter
Conservationist	Least ammo taken in an Arcade Chapter
Number 1	earn the highest score in an Arcade Chapter
Priority Target	Highest score for a single kill in an Arcade Chapter
On Your Feet, Soldier	Completed Arcade Chapter without going down but not out

# Medals

Each medal contains a title for players to attach to their Gamertag to show off to their friends and opposing players. Players can read these titles and witness the medal next to the player's Gamertag before a match starts. The medal is also next to the player's Gamertag after every information update within a match. (If this player earns a kill or unfortunate events like killing themselves arises.)

**Seriously 3.0** is achieved partly through earning every Onyx Medal. Every medal **can be obtained offline** with the exception of one, **WAR SUPPORTER**. (These are Gears Events, which are hosted by Epic Games.) Below are different methods of earning each Medal grade followed by titles.

Earning certain medals also unlock various weapon skins.

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## BETA TESTER

Participated in the Beta. (Not required for Seriously 3.0)

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**Title:** Beta Tester

## OLD GUARD

Earn Veteran Gear achievement in Gears of War 2.

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**Title:** Member of the Old Guard

Play **Gears of War 2** during **exp** Events to reach level 100 quickly.

## SERIOUSLY

Earn Seriously 3.0 achievement.

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**Title:** Extremely Serious

## EMBRY STAR

Reach Level 100 and Earn 30 Onyx Medals.

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**Title:** War Hero

## IT HAS BEGUN!

Welcome to Versus! Complete one VS. match.

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**Title:** Just Getting Started

## VENGEFUL

Execute \_\_\_ nemesis.

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---

**Titles**

**Bronze:**

K.C.

**Silver:** Best Served Cold

**Gold:** Lambda Lambda Lambda

**Onyx:** My Name is Inigo Monotoya

Method(s): *'Start a private match in the Versus Playlist of your choosing and allow an AI to kill you. Casual is recommended as its difficulty is easiest. Recommended Playlist is **Execution.**'*

## **CAPTOR**

Kill \_\_ enemies with a captive.

---

### **Titles**

**Bronze:** Pickup Artist

**Silver:** Body Snatcher

**Gold:** Meat Shielder

**Onyx:** Dances with Death

**Method(s):** Once again, start a private match in the Versus Playlist of your choosing. Recommended Playlist is **Team Deathmatch** or **Warzone**. Make AI difficulty Casual and immediately down an enemy to hold captive. Kill all other enemies while holding the captive.

## **WAR SUPPORTER**

Play in \_\_ Gears events.

---

### **Titles**

**Bronze:** Wall Flower

**Silver:** Social Butterfly

**Gold:** Partygoer

**Onyx:** Party Animal

**Method(s):** Keep a sharp eye on the **EVENT CALENDER** in the Main Menu. Then, of course, play online at these events.

## **MVP**

Earn \_\_ MVP ribbons.

---

### **Titles**

**Bronze:**

First Star

**Silver:** MVP

**Gold:** All Star

**Onyx:** Brutal Legend

**Method(s):** Create Private Versus match with Casual AI. Earn the most points in the Playlist of your choosing. **Capture the Leader** is recommended as capturing the leader immediately ensures MVP quickly.

## FIELD SERVICE

Reach Level \_\_\_\_.

---

### Titles

**Bronze:** Gears Adept

**Silver:** Gears Expert

**Gold:** Gears Elite

**Onyx:** Gears God

**Method(s):** Playing online with other players in Versus ensures quickest experience gain.

## VETERAN

Play \_\_\_\_ Matches.

---

### Titles

**Bronze:** Seasoned Gear

**Silver:** Battle-Tested Gear

**Gold:** Hardened Gear

**Onyx:**

**Method(s):** Private Versus in Playlist of your choosing. Casual AI, **Capture the Leader** recommended for quick matches. **KOTH** is also quick.

## MATCH WINNER

Win \_\_\_\_ matches.

---

### Titles

**Bronze:**

Maker of Chicken Dinner

**Silver:** Sir Wins-a-Lot

**Gold:** Opposite of Loser

**Onyx:** Victory is Mine!

**Method(s):** Creating Private Versus matches with Casual AI in any Playlist should ensure a win...We're so very sorry if you can't win against Casual AI and are not quite sure how to aid you with that...

## HEADSHOT

Get \_\_\_ headshots.

---

### Titles

**Bronze:** Marksman

**Silver:** Sharpshooter

**Gold:** Headhunter

**Onyx:** Lobotomizer

**Method(s):** Create Private Versus match with Casual AI and replace all weapons with Longshots. **Team Deathmatch** is recommended.

## HEAVY WEAPONS

Get \_\_\_ heavy weapon kills.

---

### Titles

**Bronze:** Heavy Weapons Specialist

**Silver:** Heavy Weapons Expert

**Gold:** **Onyx:** Heavy Weapons Master

**Method(s):** Private Versus. Replace weapons with desired heavy weapon.

## EXPLOSIVES

Get \_\_\_ explosive kills.

---

### Titles

**Bronze:** Explosives Specialist

**Silver:** Explosives Expert

**Gold:** Explosives Artisan **Onyx:** Explosives Master

Method(s): **Private Versus, explosive weapons. Use previous methods from above and insert them here.**

### **FINISHER**

Get \_\_\_\_ executions.

---

#### **Titles**

**Bronze:** Finisher

**Silver:** Assassin

**Gold:** Grand Executioner

**Onyx:** Angel of Death

[Recommended Method(s): Private Versus, Execution Gametype]

### **SKUNKER**

Skunk the enemy team \_\_ times.

---

#### **Titles**

**Bronze:** Streak Sweeper

**Silver:** Steamroller

**Gold:** Dominator

**Onyx:** P3P3 L3 P3W P3W

[Recommended Method(s): Private Versus, Execution Gametype]

### **LEADER**

Earn 25 Untouchable ribbons

---

#### **Titles**

**Bronze:** Absconder

**Silver:** Vigilant Warrior

**Gold:** Quick like a Bunny

**Onyx:** Untouchable

[Recommended Method(s): Private Versus, Casual Bots, Capture the Leader]

## **ABDUCTOR**

Capture \_\_ enemy leaders.

---

### **Titles**

**Bronze:** Mate Checker

**Silver:** Bounty Hunter

**Gold:** Trophy Hunter

**Onyx:** From Stockholm with Love

[Recommended Method(s): Private Versus, Casual Bots, Capture the Leader]

## **ASSISTANT**

Get \_\_ assists in Versus multiplayer

---

### **Titles**

**Bronze:** Personal Assistant

**Silver:** Plays Well with Others

**Gold:** K/D Indifferent

**Onyx:** Team Player

[Recommended Method(s): Private Versus, Insane Bots, Fire shots into enemy bots then spot them to get your team to kill them for you]

## **MEDIC**

Revive \_\_ squadmates.

---

### **Titles**

**Bronze:** Medic

**Silver:** Lifesaver

**Gold:** Field Surgeon

**Onyx:** God Complex

[Recommended Method(s): Private Versus with friends, stick to each other and get downed by the opponents, reviving as you play.]

## **COVER**

Earn \_\_ Buttoned Up ribbons

---

### **Titles**

**Bronze:** Pop and Stopper

**Silver:** Got it Covered

**Gold:** Undercover Agent

**Onyx:** Lee's B.F.F

[Recommended Method(s): Private Versus, Just stay in cover throughout the match]

### **ACTIVE RELOADER**

\_\_\_ perfect active reloads.

---

### **Titles**

**Bronze:** Weaksause

**Silver:** Hotsauce

**Gold:** Winsauce

**Onyx:** Awesomesauce

[Recommended Method(s): Private Versus, Fire off a few shots then active reload]

### **LANCER**

Get \_\_\_ Lancer kills.

---

### **Titles**

**Bronze:** Lancer Specialist

**Silver:** Lancer Expert

**Gold:** Lancer Artisan

**Onyx:** Sir Lancers-a-lot

[Recommended Method(s): Private Versus, Casual Bots]

### **HAMMERBURST**

Get \_\_\_ Hammerburst kills.

---

### **Titles**

**Bronze:** Hammerburst Specialist

**Silver:** Hammerburst Expert



**Gold:** Hammerburst Artisan

**Onyx:** Hammerburst Master

[Recommended Method(s): Private Versus, Casual Bots]

## **RETRO LANCER**

Get \_\_ Retro Lancer kills

---

### **Titles**

**Bronze:** Retro Specialist

**Silver:** Retro Expert

**Gold:** Retro Artisan

**Onyx:** Retro Master

[Recommended Method(s): Private Versus, Casual Bots]

## **GNASHER SHOTGUN**

Get \_\_ Gnasher Shotgun kills.

---

### **Titles**

**Bronze:** Gnasher Specialist

**Silver:** Gnasher Expert

**Gold:** Gnasher Artisan

**Onyx:** Gnasher Master

[Recommended Method(s): Private Versus, Casual Bots]

## **SAWED-OFF SHOTGUN**

Get \_\_ Sawed-off Shotgun Kills

---

### **Titles**

**Bronze:** Sawed-off Specialist

**Silver:** Sawed-off Expert

**Gold:** Sawed-off Artisan

**Onyx:** Sawed-off Master

[Recommended Method(s): Private Versus, Casual Bots]

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## **PISTOLS**

Get \_\_\_ pistol kills.

---

### **Titles**

**Bronze:** Pistol Specialist

**Silver:** Pistol Expert

**Gold:** Pistol Artisan

**Onyx:** Pistol Master

[Recommended Method(s): Private Versus, Casual Bots]

## **SPOTTER**

Spot \_\_\_\_ enemies.

---

### **Titles**

**Bronze:** The Designator

**Silver:** Eagle Eye

**Gold:** Eye in the Sky

**Onyx:** Captain Obvious

[Recommended Method(s): Private Versus, Casual Bots, continuously spot the enemy team]

## **PYRO**

Kill \_\_\_ enemies with fire.

---

### **Titles**

**Bronze:** Fire Starter

**Silver:** Arsonist

**Gold:** Pyromaniac

**Onyx:** Hellfire & Brimstone

[Recommended Method(s): Private Versus, Casual Bots. Use Incendiary Grenades and Scorchers]

## **SAPPER**

Destroy \_\_\_ enemy grenades

---

**Titles**

**Bronze:** Sapper

**Silver:** Assault Pioneer

**Gold:** EOD Technician

**Onyx:** EOD Master

[Recommended Method(s): Private Versus with friends, One team will stick all their grenades at one spot and one person from the other team uses his smoke grenade to detonate them.]

**GUARDIAN**

Rescue \_\_\_ leaders in CTL

---

**Titles**

**Bronze:** Henchman

**Silver:**

**Gold:** Private Security

**Onyx:** Guardian Angel

[Recommended Method(s): Private Versus with friends, Other team should be human players. Get Get leader captured and other team should let the leader escape]

**CTL**

Play \_\_\_ CTL matches

---

**Titles**

**Bronze:** CTL Specialist

**Silver:** CTL Expert

**Gold:** CTL Elite

**Onyx:** CTL Master

[Recommended Method(s): Private Versus, Casual Bots]

**KOTH**

Play \_\_\_ KOTH matches

---

**Titles**

**Bronze:** KOTH Specialist

**Silver:** KOTH Expert

**Gold:** KOTH Artisan

**Onyx:** Hail to the King

[Recommended Method(s): Private Versus, Casual Bots]

## **WARZONE**

Play \_\_ Warzone matches

---

### **Titles**

**Bronze:** Warzone Specialist

**Silver:** Warzone Master

**Gold:** Warzone Artisan

**Onyx:** Warzone Master

[Recommended Method(s): Private Versus, Casual Bots]

## **EXECUTION**

Description/Goal Play \_\_ Execution matches

---

### **Titles**

**Bronze:** Execution Specialist

**Silver:**

**Gold:** Execution Artisan

**Onyx:** Execution Master

[Recommended Method(s): Private Versus, Casual Bots]

## **TDM**

Play \_\_ TDM matches

---

### **Titles**

**Bronze:** TDM Specialist

**Silver:** TDM Expert

**Gold:** TDM Artisan

**Onyx:** TDM Master

[Recommended Method(s): Private Versus, Casual Bots]

## **WINGMAN**

Play \_\_\_ Wingman matches

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---

### **Titles**

**Bronze:** Wingman Specialist

**Silver:** Wingman Expert

**Gold:** Wingman Artisan

**Onyx:** Wingman Master

[Recommended Method(s): Private Versus, Casual Bots]

## **ALLFATHERS**

\_\_\_ Medal in all game modes

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### **Titles**

**Bronze:** Allfather

**Silver:** Senior Allfather

**Gold:** Executive Allfather

**Onyx:**

[Recommended Method(s): Private Versus, Casual Bots. This will be unlocked at the same time you unlock the last gametype medal for the bronze, silver, gold, and onyx tiers]

## **MASTER-AT-ARMS**

\_\_\_ Medal with all 5 starting weapons

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### **Titles**

**Bronze:** Man-at-Arms

**Silver:** Master-at-Arms

**Gold:** Master-at-Arms Elite

**Onyx:** God-at-Arms

[Recommended Method(s): Unlocked after getting all 5 starter weapons medals to bronze,silver,gold, and onyx]

## **RIFLEMAN**

\_\_\_ Medal with all 3 starting rifles

---

## **Titles**

**Bronze:** Rifle Specialist

**Silver:** Rifle Expert

**Gold:** Rifle Artisan

**Onyx:** Rifle Master

[Recommended Method(s): Will unlock after getting all 3 rifles to bronze,silver,gold, and onyx]

## **HARD TARGET**

Description/Goal Earn \_\_\_ Last Man Out ribbons

---

## **Titles**

**Bronze:** F.I.L.O.

**Silver:** Hard Target

**Gold:** Last of a Dying Breed

**Onyx:** I Am Legend

[Recommended Method(s): Private Versus, Casual Bots ,Wazone. Stay back] and let the bots fight it out.]

## **SHOCK TROOPER**

Earn\_\_ First Blood Ribbons

---

## **Titles**

**Bronze:** Eager Beaver

**Silver:** Shock Trooper

**Gold:** First to Fight

**Onyx:** Tip of the Spear

[Recommended Method(s):Private Versus, Casual Bots. Rush to the front lines with a Sawed-off and blow a bot ot pieces before anyone else]

## **OLD SCHOOLER**

Curb Stomp \_\_\_ enemies

---

## **Titles**

**Bronze:**

**Silver:** Romper Stomper

**Gold:** Curbing Enthusiast

**Onyx:** Kickin' it Old School

[Recommended Method(s) Private Versus, Casual Bots, Execution Gameype. Remember to just tap the Execution button.]

## **BATTLEMISTRESS**

Play as a female in 25 matches

---

### **Titles**

**Bronze:**

**Silver:** She-Devil

**Gold:**

**Onyx:** Warrior Goddess

[Recommended Method(s): Private Versus, Casual Bots. Choose one of the female COG Soldiers and Queen Myrrah as your default characters, then play away!]

## **SOVEREIGN**

Win 25 CTL rounds as leader.

---

### **Titles**

**Bronze:** High Value Target

**Silver:** Military Advisor

**Gold:** Field Commander

**Onyx:** Supreme Commander

[Recommended Method(s): Private Versus, Casual Bots.]

## **SPECIAL TEAMS**

Get \_\_ map-based weapon kills.

---

### **Titles**

**Bronze:** Resourceful

**Silver:** Big Gun Runner

**Gold:** Power Collector

**Onyx:** Lives of the Land

[Recommended Method(s).Private Versus, Casual Bots. Grab any map weapon and grab some kills!]

### **FOR THE HORDE!**

Description/Goal Complete all 50 Waves of Horde on \_\_\_\_\_

---

#### **Titles**

**Bronze:** Horde Specialist

**Silver:** Horde Expert

**Gold:** Horde Artisan

**Onyx:** Horde Master

[Recommended Method(s): Follow the tips and tricks of fellow gamers found here]

### **HORDER**

Complete \_\_\_\_\_ waves of Horde.

---

#### **Titles**

**Bronze:** Horder

**Silver:** Active Horder

**Gold:** Compulsive Horder

**Onyx:** Pathological Horder

[Recommended Method(s). Follow the tips and tricks found here to earn this medal]

### **ARCHITECT**

Earn Founder ribbon \_\_\_\_\_ times

---

#### **Titles**

**Bronze:** Founder

**Silver:** Flagstaffer

**Gold:** Team Patron

**Onyx:** Epic Architect

[Recommended Method(s): Start Horde Mode, buy the first command post, leave the game. Rinse



and Repeat]

### **SUAD LEADER**

Earn Point Man ribbon \_\_\_\_ times.

---

#### **Titles**

**Bronze:** Team Leader

**Silver:** Squad Leader

**Gold:** Platoon Leader

**Onyx:** Leads by Example

[Recommended Method(s) Private Horde Mode, Casual Bots.]

### **FIELD ENGINEER**

Complete \_\_\_\_ fortification modifications

---

#### **Titles**

**Bronze:** Tinkerer

**Silver:** Base Builder

**Gold:** Combat Engineer

**Onyx:** Horde Mode

[Recommended Method(s).]

### **BIG MONEY**

Earn \$\_\_\_\_\_ cash in Horde Mode

---

#### **Titles**

**Bronze:** Mind on My Money

**Silver:** Makin it Rain

**Gold:** Soldier of Fortune

**Onyx:** I'm Rich, \*\*\*\*\*!

[Recommended Method(s): Private Horde Mode, Casual Bots]

### **LOOT COURTESAN**

Complete \_\_\_\_ challenges in Horde

---

#### **Titles**

**Bronze:**

Common Looter

**Silver:** Uncommon Looter

**Gold:** Rare Looter

**Onyx:** Epic Looter

[Recommended Method(s): Private Horde Mode, Casual Bots. Challenges come every four waves, try and complete them first, then begin taking out enemies as you please]

### **I'M A BEAST!**

Complete Beast without failing on \_\_\_\_\_

---

#### **Titles**

**Bronze:** COG Tease

**Silver:** COG Bite

**Gold:** COG Blocker

**Onyx:** COG Killer

[Recommended Method(s): Follow the Tips and Tricks provided by fellow gamers at the Horde Mode page of the wiki]

### **BEASTLY**

Complete \_\_ waves of Beast

---

#### **Titles**

**Bronze:** Myrrah's Minion

**Silver:** For RAAM!

**Gold:** For Skorge!

**Onyx:** For the Queen!

[Recommended Method(s).]

### **MOTIVATOR**

Heal or revive \_\_\_\_\_ teammates in Beast

---

#### **Titles**

**Bronze:** Chanter

**Silver:** Witch Doctor

**Gold:** Shaman

**Onyx:** Faith Healer

[Recommended Method(s): Beast Mode with friends or randoms. Unlock the Kantus, then stay back while your team goes in for the kill]

## **DISMANTLER**

Destroy \_\_\_\_ Fortifications in Beast

---

### **Titles**

**Bronze:** Demolitions Expert

**Silver:** Wrecking Ball

**Gold:** Agent of Destruction

**Onyx:** Ripping and Tearing

[Recommended Method(s): Private Beast Mode with friends. On lower tiers, use the wild ticker as it is cheap and will not be attacked by auto turrets. With higher tiers, one should use either the Boomer, the Corpser, or the Berzerker]

## **RUTHLESS**

Kill \_\_\_\_ humans in Beast.

---

### **Titles**

**Bronze:** Savage

**Silver:** Butcher

**Gold:** Genocidal

**Onyx:** Evil Incarnate

[Recommended Method(s):]

## **INVESTOR**

Earn \$\_\_\_\_\_ in Beast.

---

### **Titles**

**Bronze:** Investor

**Silver:** Floor Trader

**Gold:** Fund Manager

**Onyx:** Power Broker

[Recommended Method(s): Money is earned through kills/destruction, so if you're about to fail try to destroy anything you can to earn extra cash]

## **HIGH ROLLER**

Ready for the Heavies ribbon 5 times

---

### **Titles**

**Bronze:** H.E.N.R.Y.

**Silver:** Top Tier Beast

**Gold:** Taster of Blood

**Onyx:** Like a Truck

[Recommended Method(s).]

## **KING OF COG**

Earn \_\_\_\_\_ total points in Arcade Mode

---

### **Titles**

**Bronze:** On the Board

**Silver:** High Scorer

**Gold:** Screen Killer

**Onyx:** King of COG

[Recommended Method(s): Play on your own with Hardcore/insane difficulty and some mutators to quickly rack up points. Remember to keep the multiplier meter going!]

## **NUMBER 1**

Number 1 in Arcade \_\_\_ times.

---

### **Titles**

**Bronze:** First Among Equals

**Silver:** Top Gear

**Gold:** #1 With a Bullet

## **Onyx:** Numero Uno

[Recommended Method(s): When playing with friends, remember that Assists will hand over points as well.]

### **WARMONGER**

Complete all Arcade chapter on \_\_\_\_\_

---

---

#### **Titles**

**Bronze:** Casual Competitor

**Silver:** Friendly Rival

**Gold:** Die-hard Challenger

**Onyx:** Crazy Adversary

[Recommended Method(s).]

### **FORCE MULTIPLIER**

Maintain max multiplier in 10 chapters of Arcade.

---

---

#### **Titles**

**Bronze:** All for One

**Silver:** Maximizing Potential

**Gold:** Perpetually Optimistic

**Onyx:** Force Multiplier

[Recommended Method(s): Going into DBNO Status will quickly decrease the bar, so help down teammates quickly]

### **SURVIVALIST**

Complete \_\_\_ chapters without dying

---

---

#### **Titles**

**Bronze:** Still Standing

**Silver:** Standing Strong

**Gold:** Never Down, Never Out

**Onyx:** I'm a Survivor!

[Recommended Method(s).]

### **AFICIONADO**

Play \_\_\_\_ chapters of Arcade.

---

**Titles**

**Bronze:** Arcade Mouse

**Silver:** Arcade Rat

**Gold:** Arcade Junkie

**Onyx:** Misspent Youth

[Recommended Method(s).]

**DOORMAN**

Manipulate 200 objects in campaign.

---

**Titles**

**Bronze:** Doorman

**Silver:** Button Masher

**Gold:** Gate Keeper

**Onyx:** I've Got the Codes

[Recommended Method(s).]

**TOUR OF DUTY**

Complete campaign on \_\_\_\_\_

---

**Titles**

**Bronze:** Proud to Serve

**Silver:** Served with Honor

**Gold:** Hardcore Soldier

**Onyx:** Major Malfunction

[Recommended Method(s).]

**[ONYX MEDAL TITLE]**

**Description/Goal**

**NOTE:** Each "\_\_\_" is the cap number/difficulty to reach the next medal grade.

**NOTE:** Every Private match created **MUST** have "Number of Bots" to "Fill," otherwise ribbons will not count. Therefore Onyx Medals cannot be rewarded.

# Mutators

Mutators are in-game unlockables that modify Arcade and Horde gameplay. Similar to skulls from Halo, they add different attributes to gameplay and adjust difficulty. There are 15 unlockable mutators, 5 of each kind.

Easy and Hard Mutators, as they imply, change up the difficulty of these modes. Another change they bring is the amount of EXP you would gain per kill. Easy Mutators lowers the EXP gained, just as Hard Mutators increases it.

Fun Mutators on the other hand, are there only to provide a bit of humor to the game.

- *See also: Mutator Unlock Guide*

Name	Effect	How to Acquire
<b><i>EASIER</i></b>		
Instagib	Instant Kill Punches	Acquire 200 Kills as a Wretch in Beast mode.
Super Reload	Active reloads no longer fade away, cause extremely high damage, and don't use up ammo	Earn Bronze "Master-At-Arms" medal.
Infinite Ammo	All starting weapons and pistol have unlimited ammo	Earn the "Combat Engineer" medal 100 times.
Big Explosions	Larger and more powerful explosions	Earn "Hail Mary" medal 100 times.
Comet	Roadie run to build up energy and release it upon impact for a kill	Earn gold "Shock Trooper" medal.
<b><i>Harder</i></b>		
Enemy Regeneration	All non-lambent enemies regenerate health	Earn Silver "Aficionado" medal
Vampire	Only way to regenerate health is to deal damage	Earn the "Executioner" medal 100 times
Must Active Reload	Not active reloading your gun jams it	Earn Silver "Active Reloader" medal
Friendly Fire	Enables Friendly Fire	Complete every chapter in 4 player co-op campaign (Standard or Arcade).
No Ammo Pickups	Cannot pick up ammo off ground	Unlocked by default
<b><i>Fun</i></b>		
Big Head	Big heads, big feet, small voices	Earn gold "Horder" medal.
Pinate	Enemies drop tokens for points upon death	Earn Gold "Investor" medal
Flower Blood	Gore is removed and blood is replaced with flowers.	Earn Silver "King of COG" medal
Headless Chicken	Headless enemies run around and attack each other	Unlocked by default

Laugh Track

Adds a sitcom style laugh track to the game

Earn the bronze versions of "Tour of Duty", "For The Horde", "I'm a Beast", and "Warmonger"

## **SPECIAL**

Epic can turn on any kind of mutators they want in any mode for special events. These mutators cannot be unlocked or used by players. A good example is when Epic gave everyone bunny heads during the easter weekend of the beta.



# Weapon Skins

These are the available **Weapon Skins** and packs available in Gears of War 3.

Click on the following links to find out how to unlock them.

- [Chrome Weapon Skins](#)
- [Flaming Weapon Skins](#)
- [Gold Omen Weapon Skins](#)
- [Gold Weapon Skins](#)
- [Infected Omen Weapon Skins](#)
- [Liquid Metal Weapon Skins](#)
- [Onyx Weapon Skins](#)
- [Rainbow Weapon Skins](#)
- [Thunderstorm Weapon Skins](#)
- [Team Pulse Weapon Skins](#)
- [Oil Slick Weapon Skins](#)
- [Ocean Weapon Skins](#)
- [Electric Weapon Skins](#)
- [Imulsion Weapon Skins](#)
- [Haze Weapon Skins](#)

# Co-Op

Co-Op campaign is a feature included in every Gears of War Game in which multiple people can team up and play through the story cooperatively. It can be played both locally or online over Xbox Live. In Gears of War 3 you can play with 2 players locally through split-screen or with 4 players online throughout the entire story, a first for the entire series. There are also a few achievements attainable by completing the game in co-op.

Gears of War 3 also features, "Arcade Mode." In this mode, you can randomly join another player's campaign on any difficulty. Each kill awards you with points. You can activate mutators in this game mode as well as earn specific ribbons specific to Arcade Mode.

Co-Op is highly recommended for playing through on Insane difficulty. If you are still having trouble, unlock some mutators, specifically Super Reload and play it through on Arcade mode. Everything will count the same whether played in standard or arcade!

## Co-op Tips

- Sticking together will make your team more effective, 2-4 vs. any enemy is better than going it solo
- In 4 player co-op the buddy system is a great way to play, 2 teams of 2 will allow you to spread the battlefield, flank enemies, and keep each other alive much more easily.
- The Vulcan Cannon is a co-op Weapon, 1 holds the gun, 1 holds the ammo box, this is still highly effective as the Cannon will dish out more damage than 2 players could ever deal with their basic weapons.
- Communication is always important for any co-op scenario, but if for some reason that can't be done, use the Spotting Marker (Aim + LS) on enemies and weapons to let your team know of potential threats and goodies scattered across the battlefield.
- Focus Fire will devastate enemies twice as fast, shoot at the same target to down enemies even quicker.
- While important to stick as a team, avoid clustering together too close. Enemy Frags, Boomshots, and Gunkers are likely to down multiple teammates during these situations.
- Spread out the Weapons. While co-oping it's not advisable to have one guy with a Torque Bow and a Boomshot and to leave the other guy using his basic weapons. If you find another power weapon, spot it for your team, this strategy will spread out firepower and allow more damage to be dealt twice as fast. Don't forget that you can also share ammo and swap weapons with each other!
- You don't have to be a hero, but you should always be the medic. A downed teammate is always a high priority no matter what mode you're playing. Rush to save teammates whenever possible. Please note that in Campaign if even one of your teammates die, you will get a game over.
- Straying from the pack is rarely a good idea unless it's to flank enemies. Hanging out by yourself while your team is in the heat of battle is likely to cause lots of problems for the team.
- Actively participate and communicate! Use the LIVE Party system or in-game chat so everyone in the party knows of the team strategy and situation.
- Selfishness has absolutely no place in Co-op. If the team needs you to man a turret and lay

down cover fire, don't go grab a Longshot and start sniping because you prefer it. You must do what is needed to benefit the team. Remember, you're only as strong as your weakest link.

# Multiplayer Beta

The Gears of War 3 multiplayer beta is closed.

Click this link to see the video

<http://www.ign.com/videos/2011/04/27/ign-strategize-gears-of-war-3-beta-tips>

Epic Games announced the Gears of War 3 multiplayer beta would begin on April 25 and conclude three weeks later on May 15. Those who purchased the Bulletstorm: Epic Edition got into the beta one week earlier starting on April 18. The Gears 3 beta was the first beta to be released for Gears of War. The main reason for this being the large number of problems that Gears 2 had at launch.

Over the course of the beta, three new competitive multiplayer modes and four maps became available. Epic also allowed players to unlock content in the beta that would be carried over into the full retail game when it launched on September 20, 2011. The Beta was released with 4 gears of war 3 maps including Trenches, Thrashball, Checkout, and Old Town.

**Fun Fact:** Did you know that huge underground area of Trenches and the entrances on both the hill and starting areas was originally never in the map? Beta testers never had these features in the map's original incarnation which is probably what influenced Epic to update there map to be more balanced.

## Unlockable Content

Players that participated in the **Multiplayer Beta** were able to unlock items that will carry over to the full version of the game.

- Beta Tester Medal
  - Complete one match in the beta to unlock the Beta Tester medal, which will carry over to your gamer profile in the final game. The Beta Tester title will be featured in the "Gears 3" multiplayer lobby as well.
- Thrashball Cole
  - Complete 50 matches in any game type to unlock the Thrashball Cole character variant in the beta. Once unlocked, complete 10 matches as Thrashball Cole during the beta and the character will carry over to your gamer profile in the final game.
- Gold-Plated Retro Lancer
  - Show your ultimate "Gears of War" fandom by unlocking the Gold-Plated Retro Lancer. Complete 90 matches in any game type to unlock it for the beta, and score 100 kills with it once unlocked to carry the exclusive weapon skin over to your gamer profile in the final game.
- Flaming Hammerburst
  - Complete one match by Sunday, April 24 and unlock this weapon variant.
- Flaming Lancer

- Complete one match during the week of April 25 and unlock this weapon variant.
- Flaming Sawed-Off Shotgun
  - Complete one match during the week of May 2 to unlock this weapon variant.
- Flaming Gnasher Shotgun
  - Complete one match during the week of May 9 to unlock this weapon variant.

Source: Gears of War 3 Beta Dates and Details

# Weapons

Click this link to see the video

<http://www.ign.com/videos/2011/09/21/ign-strategize-gears-of-war-3-multiplayer-weapons-unlocks-guide>

From the Lancer, with its chainsaw bayonet, to the devastating Oneshot there is nothing like seeing your opponent turn into nothing but bits and pieces of gory flesh. Checkout the following pages to learn more from the expertise of veteran COGs, and what they have to say about how to get the most gore for the least amount of hassle.

- Starter Weapons
- Pickup Weapons
- Heavy Weapons
- Buildable Weapons
- Grenades

If you need some stat comparisons for your favorite weapons, make sure to go through the Weapon Statistics Chart. Or if you can also check out the Quick Facts: Weapons Quick Facts section of the Weapons Guide.

Tired of using a plain Lancer with nothing cool to separate it from the rest of the pile? Then look no further than the Weapon Skins Unlock guide to find out the easiest way to grab hold of the Gears of War 3 weapon customization skins.

**Note:** Though he's not a weapon per se, you can also unlock the Thrashball Cole skin prior to the release of Gears of War 3. Check out Augustus Cole's page in the wiki.

Sources: IGN, MMGN, Facebook

# Starter Weapons

Starter Weapons are the weapons that you begin with in any of the missions in Gears of War. These weapons also have unlockable and purchasable skins, as well as their own strengths and weaknesses. You can't however, change your pistol with a grenade loadout, and will always be outfitted with the starter weapons.

Each of the starter weapons has distinctive attributes. Try all of the guns and choose the guns which suit your own playing style.

## Rifles

- Lancer- The COG's primary assault rifle. Sports the iconic Chainsaw Attachment for close quarters pain. Large mags and fierce stopping power makes this a great medium range weapon.
- Hammerburst Rifle- The Hammerburst is the locust 's own solution to combating the Lancer. It's a semi-auto rifle, that's not only accurate, but functional at even the longest of ranges.
- Retro Lancer- A Pendulum Era rifle, the Retro Lancer was reintroduced to the battlefield following the sinking of Jacinto. With an angry recoil that hinders long range effectiveness and high power, the Retro packs a punch at closer ranges. Instead of the newer "Chainsaw" bayonet the Lancer has, the Retro Lancer has a classic, knife bayonet.

## Shotguns

- Gnasher Shotgun- A powerful shotgun with an 8 shell capacity, effective at medium range, but even deadlier up close. Accurate fire can cut down several foes quickly.
- Sawed-Off Shotgun- A double-barrel shotgun that packs a punch at close range, and impossible to use at any other distance with a very long reload time. It has a total of four shells of ammo but can hold six total.

## Pistols

- Snub Pistol- The standard sidearm for the COG. Low damage with high accuracy and firing rate. Unique in that you can melee directly after firing the weapon.

## Grenades

- Smoke Grenade- The smoke grenade is very useful in some situations. Not only does it deploy smoke but it also stuns enemies that are caught in the blast as well as making an enemy drop a meatshield or a weapon.

**Note:**

If you change your preferred weapon loadout your selected weapon skin may not appear on the weapon



# Lancer



"A medium-range rifle with a deep clip, fierce stopping power, and a chainsaw bayonet for cutting your way out of sticky situations."\*

<b>Background Information</b>		<b>Faction:</b>	<b>COG</b>
		<b>Type</b>	<b>Assault Rifle</b>
<b>Usage</b>	The workhorse of the COG army, the Lancer Assault Rifle is a proven and visceral weapon.	<b>Size</b>	<b>Medium</b>
		<b>Damage per hit</b>	<b>Low/Instant (chainsaw)</b>
<b>Basic Tips and Tricks</b>	The main feature of the Lancer is its chainsaw attachment. A high RPM, high torque tool of death and bloodletting. Press and hold the melee button to rev up the motor, once close enough an instant kill is awarded to the aggressor. Its high rate of fire and large magazines also make the Lancer an excellent support weapon, a skilled player can keep his foes heads down allowing his team to get into position.	<b>Magazine Size</b>	<b>60 Rounds</b>
		<b>Maximum Ammo</b>	<b>600 Rounds</b>
		<b>Firing Rate</b>	<b>High</b>
<b>Weaknesses</b>	Stick mainly to a mid range type of engagement, the Lancer's fire rate and accuracy works best when at a medium distance. Generally avoid using the Lancer in very close distance battles though the Lancer can kill instantly thanks to its chainsaw, using it causes you to move more slowly and makes you an easy target. Even if it connects there is a good chance that an angry teammate of your victim will kill you while you finish.	<b>Firing Mode</b>	<b>Full-Auto</b>
		<b>Accuracy</b>	<b>High</b>
		<b>Range</b>	<b>Short-Long</b>
		<b>Special Ability</b>	<b>Chainsaw Bayonet</b>

Although the Lancer has the biggest clip and the fastest fire rate, each hit doesn't do much damage. Try to stick to a medium range to avoid the power of the Retro Lancer but try not to fight at long range because a Hammerburst Rifle will easily out gun you in long range gunfights.

## Tips

- The Lancer is by far the easiest rifle to use, if you doubt your abilities or are just having a bad day, switch to the Lancer.
- Although the Chainsaw results in an instant kill, the animation will leave you vulnerable in multiplayer.
- The Lancer is always great to have because even without a clip it's still a deadly weapon due to its chainsaw.
- If you see someone charging at you with a chainsaw revved up, rev up yours! You both will enter into a chainsaw duel, where you both have to mash the melee button in order to come out on top.
- A revved chainsaw will always beat a Retro Lancer charge unless you are forced to lower the chainsaw.
- Don't chainsaw Lambent Drones because they will explode and wound you in the resulting explosion.
- In the campaign the Lancer has a big advantage over the other two assault rifles because you can save ammunition by using the chainsaw on enemies. This is also a lot easier than using the Retro Lancer charge.
- Chainsaw Etiquette. If you are playing multiplayer and your opponents all are using the Hammerburst Rifle or avoiding the use of the chainsaw on their Lancers then it would be the honorable thing to avoid using the chainsaw against them. A Hammerburst wielding player is totally helpless against the chainsaw at close range. Following this etiquette will save you from hearing a lot of angry fellow players on Xbox Live after a match.

## Weapon Variants

Variant	How to Unlock It
<b>Chrome Lancer</b>	Earn the highest point score and complete a ranked match Achievement called "Don't Hate the Player."
<b>Flaming Lancer</b>	This was a reward available in the Gears of War 3 Beta. Complete one match during the week of April 25 and unlock this weapon variant.
<b>Golden Lancer</b>	The Golden Lancer was part of the Epic edition of Gears of War 2. If you had the Golden Lancer in Gears of War 2 it will carry over to Gears of War 3. You can also unlock the skins by playing in an online match during the release week of Gears 3.

<b>Liquid Metal Lancer</b>	The Liquid Metal Lancer is unlocked in tandem with the purchase of the Gears of War 3 Season Pass.
<b>Onyx Lancer</b>	Get 6,000 kills.
<b>TEAM INSIGNIA LANCER</b>	Earn the silver Veteran Medal by playing 250 multiplayer matches.

(\*Courtesy of Epic Games )

# Hammerburst Rifle



"A long-range rifle with iron-sights and manual firing speed. Longer reload time is compensated by the damage boost of an active reload." \*

The Locust standard issue rifle, designed to rival the Lancer's rate of fire with its extended range, this is the only rifle in the game to use iron sights. It is lacking, however in clip size, as continuous fire will find players in a constant state of reload.

Those with a quick trigger finger and accurate aim should find this to be their weapon of choice. The best way to use the Hammerburst is by using the unique zoom ability of the weapon (you will go first person mode) for long range use. It is also the only weapon that has iron sights.

It may not have the close quarter power of the other guns, but it will make you support your team with accurate suppressive fire. A perfect active reload will give you a damage boost and a faster rate of fire (Note: Perfect Reload for this gun is at the end of the Active Reload bar as opposed to the beginning).

## Disadvantages

The Hammerburst has a fairly small magazine size making it hard to finish off an enemy from a longer distance, creating such situations in which someone else will steal the kill from you. An active reload is pretty hard to accomplish and may annoy many players, both beginner and experienced.

<b>Faction</b>	Locust Horde
<b>Type</b>	Battle-Rifle
<b>Size</b>	Medium
<b>Damage</b>	Medium
<b>Magazine Size</b>	20 rounds
<b>Maximum Ammo</b>	323 Rounds
<b>Range</b>	Mid to Long
<b>Accuracy</b>	Medium to High
<b>Rate of Fire</b>	Semi-Automatic (Fully-Automatic When Holding the Trigger)
<b>Features</b>	Iron Sights

## Background

The Hammerburst is a standard battle rifle designed and made by the Locust. It's widely used by the Locust forces as their main battle-rifle.

Originally a six round burst weapon with a larger magazine but less powerful rounds, the Hammerburst was upgraded into the Semi-Automatic weapon we know today.

## Weapon Variants

Variant	How to Unlock It
<b>Chrome Hammerburst</b>	Gears of War 2: Complete at least ten waves of Horde Mode. Works on any difficulty.
<b>Crimson Omen Hammerburst</b>	Earn the "Welcome to Beast Mode" Achievement.
<b>Flaming Hammerburst</b>	The Flaming Hammerburst was a reward available in the Gears of War 3 Multiplayer Beta. Complete one match by Sunday, April 24 and unlock this weapon variant.
<b>Gold Hammerburst</b>	Play Gears of War 3 online the week of September 20 or have the golden Hammerburst in Gears of War 2. If you had the gold skins from the Epic Edition of Gears 2, they should also carry over.
<b>Onyx Hammerburst</b>	Get 6,000 Hammerburst kills.
<b>Team Insignia Hammerburst</b>	Earn the gold Veteran Medal.

## Tips and Tricks

- Using iron sights is helpful for long range shooting.
- Holding the trigger allows you to fire automatically but at a much slower rate than pressing the trigger button as fast as possible.
- Though discouraged, the Hammerburst can work in medium range combat. However, since the clip size for this rifle is pretty small, it is recommended that you use another rifle.
- Even though this gun is semi-automatic, try to control the rate of fire in which you shoot it, short bursts work wonders at long range while aiming down the sight.
- Suppressive fire! If anything, the Hammerburst is a very effective weapon in the means of providing cover fire. As the weapon is effective at long range and is a much more accurate rifle than the Lancer, providing a few potshots once in awhile to long distance enemies can help your team move up and take them by surprise.
- For most Gear of War veterans, the Hammerbursts' effectiveness at all distances makes it the supreme assault rifle in the game.

(\* Courtesy of Epic Games )

# Retro Lancer



"A deadly short-range rifle, its widespread and strong recoil hinders long range effectiveness. Equipped with a Bayonet blade for more personal attack scenarios." \*

An older version of the modern-day Lancer, the Retro can still roll with the best of them. The Retro Lancer lacks modern recoil compensators and exhibits decreased accuracy for greater firepower, it's suggested that you fire short bursts while using this weapon at medium to long ranges.	<table border="1"> <tr><td><b>Faction</b></td><td>COG</td></tr> <tr><td><b>Size</b></td><td>Medium</td></tr> <tr><td><b>Type</b></td><td>Rifle</td></tr> <tr><td><b>Damage per Hit</b></td><td>High/Instant (bayonet charge)</td></tr> <tr><td><b>Magazine Size</b></td><td>30 Rounds</td></tr> <tr><td><b>Maximum Ammo</b></td><td>210 Rounds</td></tr> <tr><td><b>Firing Rate</b></td><td>Low</td></tr> <tr><td><b>Accuracy</b></td><td>Low</td></tr> <tr><td><b>Range</b></td><td>Short/Med</td></tr> <tr><td><b>Features</b></td><td>Bayonet Charge</td></tr> </table>	<b>Faction</b>	COG	<b>Size</b>	Medium	<b>Type</b>	Rifle	<b>Damage per Hit</b>	High/Instant (bayonet charge)	<b>Magazine Size</b>	30 Rounds	<b>Maximum Ammo</b>	210 Rounds	<b>Firing Rate</b>	Low	<b>Accuracy</b>	Low	<b>Range</b>	Short/Med	<b>Features</b>	Bayonet Charge	The Retro Lancer lacks modern recoil compensators and exhibits decreased accuracy for greater firepower, it's suggested that you fire short bursts while using this weapon at medium to long ranges.
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<b>Accuracy</b>	Low																					
<b>Range</b>	Short/Med																					
<b>Features</b>	Bayonet Charge																					
Should an enemy wander in close to you (Gnasher range) feel free to fire full auto as the damage inflicted outweighs the loss of accuracy associated with full-auto. Blind firing the weapon is fairly effective, as the high damage means less shots need to connect for a down.		Blind firing the weapon is fairly effective, as the high damage means less shots need to connect for a down.																				
The Retro has its own special melee capability sure to delight the bayonet. Primitive, but effective, the bayonet will kill instantly should your charge connect. Press and hold the melee button to begin your charge. Be warned however, a keen enemy will either move to safety or worse shoot you as you charge at them causing death. The player should stay at a significant distance when charging with the bayonet in order to allow for an instant kill. If you are standing too close to your opponent when charging then the player will not be killed and will receive some damage.		bayonet. Primitive, but effective, the bayonet will kill instantly should your charge connect. Press and hold the melee button to begin your charge. Be warned however, a keen enemy will either move to safety or worse shoot you as you charge at them causing death. The player should stay at a significant distance when charging with the bayonet in order to allow for an instant kill. If you are standing too close to your opponent when charging then the player will not be killed and will receive some damage.																				
Be close, make sure your shots count and carefully choosing when to charge is key to effective use of the Retro Lancer.		and carefully choosing when to charge is key to effective use of the Retro Lancer.																				

Along with the Sawed-Off Shotgun, Gears of War 3 marks the first appearance of the Retro Lancer Rifle.

## Tips

- In close quarters vs. a Gnasher Shotgun this can be more effective seeing as it shoots faster but don't depend on it to win against the Gnasher in really close quarters
- Burst-fire when your enemy is medium-long range. Fully automatic will cause major recoil.

- Use the Charge by pressing "B". This will impale the first enemy in your path, instantly killing them.
- The Retro has a relatively small magazine size for a fully automatic gun. Keep it topped off by reloading constantly.
- Allow adequate distance when charging an enemy with the Bayonet, a short charge will result in a melee hit rather than an instant kill.
- The Retro Lancer works best when fired in shorter bursts, as its recoil will simply cause the operator to miss some shots from mid range or outright failing to hit at longer ranges.
- A simple way to judge if your foe is in range is to compare their size to your reticule size. If the reticule is much larger than them (twice their size), it is generally a waste of both ammo and time to engage.
- Even if you do manage to kill a person with a retro charge, the long recovery can allow a friend to avenge his teammate's death with a quick shot to the face courtesy of a shotgun.
- Charging into a group is also an exercise in futility as death is nearly certain and a kill may not even be achieved.
- Also, if shot while charging, you will slowdown, so if you do achieve contact, you may not kill them and instead only achieve a melee hit.
- When attempting a charge, there is a brief period where the charge will only cause a melee hit as opposed to spearing your enemy. When your character begins his battle cry is when you'll be able to spear your foe.
- Engaging your Bayonet will let out a sound similar to steel piercing something. This noise has a pretty good distance so listen for it. Once heard quickly look around the battlefield to prevent them from giving you the business!
- If you don't manage to get an instant kill with the retro charge, tapping the melee button will usually get a down on your enemies.

## Weapon Variants

Variant	How to Unlock It
<b>Chrome Retro Lancer</b>	Complete at least ten co-op chapters as . Works on any difficulty.
<b>Crimson Omen Retro Lancer</b>	Earn the "Welcome to Horde Mode" achievement.
<b>Gold-Plated Retro Lancer</b>	The Gold-Plated Retro Lancer was a reward available in the Gears of War 3 . Show your ultimate "Gears of War" fandom by unlocking the Gold-Plated Retro Lancer. Complete 90 matches in any game type to unlock it for the beta, and score 100 kills with it once unlocked to carry the exclusive weapon skin over to your gamer profile in the final game.
<b>Onyx Retro Lancer</b>	Get 6,000 kills.
<b>Team Insignia Retro Lancer</b>	Earn the bronze Veteran medal by playing 100 multiplayer matches.

( \* Courtesy of Epic Games )



# Sawed-off Shotgun



Twin sawed-off barrels mean an extremely wide spread capable of taking down multiple targets in a single shot, but zero effectiveness beyond melee range. This weapon makes its first appearance in Gears of War 3.

A single shot weapon, the Sawed-Off Shotgun's power is tempered by a long reload time and short range. Should a potential target be any further than this range, they can take next to no damage leaving you with an angry hostile gunning for you. For this reason it is wise to retreat after each shot, regardless of whether or not your target was killed. It has a very limited range so it is practically useless for anything other than a powerful close-range weapon.

## Tips

- Since this gun is able to hit 180 degrees wide there is no need to aim down the site, just hip fire and make sure your facing them
- Make your shot count, due to the high reload time you could be vulnerable for 3-5 seconds if you miss.
- Tight hallways and low visibility give the Sawed-off an advantage; enemies are forced closer than they normally might be.
- The Sawed-off shotgun actually has a longer instant kill range than the Gnasher, but the Sawed-off is unable to do damage beyond that distance.
- If you miss an enemy with the Sawed-off shotgun then run away or seek cover. Reload and then face your foe again.

<b>Faction</b>	COG
<b>Type</b>	Shotgun
<b>Magazine Size</b>	1 Round
<b>Maximum Ammo</b>	6 Rounds
<b>Firing Rate</b>	Extremely Slow
<b>Damage Per Hit</b>	Instant/No Effect
<b>Range</b>	Melee Distance
<b>Accuracy</b>	High/Non-existent
<b>Features</b>	Wide spread, Multiple potential

## Weapon Variants

Variant	How to Unlock It
<b>Chrome Sawed-Off Shotgun</b>	Have earned any one of the Achievements in the PC version of the original Gears of War.

<b>Crimson Omen Sawed-Off Shotgun</b>	Earn the "Welcome to Arcade Mode" achievement.
<b>Flaming Sawed-Off Shotgun</b>	The Flaming Sawed-Off Shotgun was a reward available in the Gears of War 3 . Complete one match during the week of May 2 to unlock this weapon variant.
<b>Gold Sawed-Off Shotgun</b>	Beat Gears of War (the original) on Insane difficulty, or earn the "Veteran Gear" achievement in Gears of War 2.
<b>Onyx Sawed-Off Shotgun</b>	Get 6,000 kills.
<b>Team Insignia Sawed-Off Shotgun</b>	earn the onyx Veteran medal.

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# Snub Pistol

The Snub Pistol is the standard sidearm for the COG. The Snub has moderate zoom ability for longer range use.



<b>Usage</b>		<b>Faction</b>	COG
		<b>Type</b>	Pistol
<p>If you're a relatively new player, most of the time you probably won't use the Snub. Although it has high accuracy and behaves almost like a semi-automatic weapon, its relatively low damage per hit and small magazine size will make you use it just in case your main weapon has no ammo.</p>		<b>Size</b>	Small
<p>If you are an experienced player, the Snub may prove a weapon more efficient than the Lancer. The high accuracy will allow you to take down enemies easily with headshots. Because of its small magazine size you can squeeze the trigger without losing much focus on your target. And the fairly fast reloading time will allow you to get back to shooting in no time. A perfect active reload will result in fast reloading and a much faster fire rate.</p>		<b>Magazine Size</b>	12
		<b>Maximum Ammo</b>	132
<b>Tips</b>		<b>Firing Mode</b>	Semi-Automatic
		<b>Rate of Fire</b>	High
<ul style="list-style-type: none"> <li>One of the unique abilities of the Snub is that it can melee attack immediately after firing. You can use this ability in your advantage by firing a few rapid shots into the enemy and then use a melee attack. This way you can take down an enemy in less than 3 seconds, giving him almost no time to react.</li> </ul>		<b>Accuracy</b>	High
<ul style="list-style-type: none"> <li>The melee attack can be incredibly useful when being attacked with a meat shield, as a quick unloading of a clip followed by one melee attack is enough to down an enemy.</li> </ul>		<b>Range</b>	Medium
<ul style="list-style-type: none"> <li>Though the Snub may not be the best weapon to pull it off with, the pistol can still perform headshots. This is easier when an opponent is down, since they're unable to fire back until they stand.</li> </ul>		<b>Reload Time</b>	2.5-normal 1.5-active
<ul style="list-style-type: none"> <li>The Snub Pistol is an extremely good partner to the Retro Lancer. Because the Retro Lancer sports a horrific long range accuracy, it would be a good idea to save it's ammo for close reange</li> </ul>			

firefights and have the Snub take care of opponents from a distance.

# Pickup Weapons

Apart from your starting weapons, there exist other tools of death scattered around each map. Be there first to ensure that your opponents do not gain an upper hand. Pickup weapons include:

- Gorgon Pistol (SMG) - A locust machine-pistol, the Gorgon's fast fire-rate makes it an excellent close range weapon, particularly behind a meat shield.
- Longshot Sniper Rifle - Long ranged death, the Longshot can deliver melon-popping rounds at extreme ranges when in the hands of an experienced operator.
- Scorcher Flamethrower - An enemy the size of a fridge is scary, but an enemy spewing intensely hot flames is terrifying as hell. Continuous flames can burn the opposition into submission from up close. The active reload for the Scorcher yields further range.
- Hammer of Dawn - The most powerful weapon in the COG arsenal, the Hammer rains down death from above dealing massive damage on impact provided you have a line of sight and have access to open sky.
- Digger Launcher - Firing small diggers that tunnel underground before springing into the air and exploding. The digger is the ultimate cover negator.
- Boltok Revolver- A high powered six shooter and the Locust Horde's issued sidearm, the Boltok can kill in two shots provided the last meets the face. An excellent headshot weapon in the right hands. The active reload allows you to fire much faster.
- Torque Bow - the Torque Bow fires explosive arrows with supreme accuracy. Those unfortunate enough to be hit die in moments. A skilled user can achieve headshots, possibly catching others in the ensuing explosion.
- Boomshot - A grenade launcher capable of multiple kills. Aim for the feet from a medium distance for maximum effect. A wise operator will take care to not fire too close to avoid being killed.

# Gorgon Pistol



Featured in Gears of War 2, the Gorgon Pistol SMG is basically a sub-machine gun with the limited power and range of a pistol. It has 32 bullets in one magazine with a maximum of 544 bullets. It is a fully automatic pistol, not like the burst fire from the Original Gorgon seen in Gears 2. In both Gears 2 and 3 the Gorgon is the standard weapon of the Kantus Locust. It can be used with a Boom shield or behind a meat shield just like other pistols. It has fairly decent accuracy, however it makes up with the extreme damage rate and rate of fire. The damage output per bullet is lower than that of a Boltok, but with a larger magazine and higher rate of fire it is much preferred over the Boltok. Picking this weapon up will replace your Snub Pistol, located in the 3rd weapon slot, and accessed using "D-Pad"

<b>Faction</b>	Locust
<b>Type</b>	Pistol
<b>Size</b>	Small
<b>Damage</b>	Medium
<b>Magazine Size</b>	32
<b>Maximum Ammo</b>	544
<b>Accuracy</b>	Low-Medium
<b>Range</b>	Medium

## Tips and Tricks

- Even though the Gorgon is now fully automatic, it is preferable to burst fire for better accuracy. This is true for most guns but important for the Gorgon because of the decrease in accuracy over time of extended gunfire, caused by recoil.
- This gun works well if playing the Capture the Leader game type because the objective is to hold the leader as a meat shield for a certain amount of time. Using the Gorgon Pistol in this situation gives players the chance to fight off enemies with a decent amount of damage.
- This weapon makes for a good side-arm. Keep it reloaded when in a fight, in case you don't have enough time to reload your 2 primary weapons or throw a grenade.

# Longshot Sniper Rifle



The Longshot is the Gears of War sniper rifle. It only carries one bullet between reloads with a maximum of 12 rounds in multiplayer. It is a bolt action style rifle, meaning after each shot another round must be manually reloaded into the chamber, this weapon does not use a magazine. The damage per shot (DPS) is 350 damage per hit without an active reload and an instant kill when there is a headshot. This gun has a scope with a zoom function meaning you can get a scope kill by clicking right thumb stick on the controller. If a player uses an active reload it will do an enemy after 2 shots to the body. The rate of fire is really slow, it is compensated with the massive range and DPS it has. The Longshot is a great rifle, with deadly damage at long range. This gun is definitely for the player who loves to get headshots.

<b>Faction</b>	COG
<b>Type</b>	Anti-Personnel Sniper
<b>Size</b>	Medium
<b>Damage Per Hit</b>	High/Instant (headshot)
<b>Magazine Size</b>	1 Round
<b>Maximum Ammo</b>	24 Rounds
<b>Firing Rate</b>	Slow
<b>Firing Mode</b>	Bolt Action
<b>Range</b>	Medium-Extreme
<b>Accuracy</b>	High
<b>Features</b>	Enhanced Zoom Scope

## Tips and Tricks

- Many pros use the "Sweep" method in which you move the gun left to right while shooting (Scope/No Scope). This is extremely hard and unless you practice, you will miss a lot.
- If you can. Try to aim for a blind fire by using the middle of the screen, and when the enemy's head is in the middle, release. Again, it takes time and practice or else you will miss a lot. It is not recommended to use this method as the gun has a small amount of ammunition, and in versus multiplayer Longshot ammo is scarce.
- It is recommended that the player gets an active reload using this weapon, as it allows you to fire at a faster rate, and increases damage.
- You can press and hold the left-trigger and it will aim without using the scope. Use this when confronted at close-to-medium ranges. With practice, you can use at long ranges.
- A headshot will kill any non-armored Lambent or Locust. Make use of this, ammo is scarce for the Longshot.
- With much practice and skill the Longshot can be the most devastating power weapon in the game.
- Ammo crates no longer give the Longshot more ammo, as they did in Gears 1 & 2, the only way to get more is to find another Longshot on the map
- Since it a single shot weapon this rifle is better in larger maps. In these maps you can use the Longshot from a safe distance with being vulnerable while you reload.

Note: An active reloaded Longshot Rifle used to down a player in one hit in Gears of War 1; this was removed for Gears of War 2 & 3 because of complaints by players.

# Scorcher Flamethrower

## Weapon Details:

- \*Clip Size: 100 Fuel
- \*Max Ammo: 350 Fuel
- \*Range: Short
- \*Rate of Fire: Fast
- \*Damage: Medium



A dry chemical flamethrower, the Scorcher is generally carried by either a flame boomer or a flame grenadier during Campaign/Horde Mode. In multiplayer, the Scorcher spews intensely hot flames causing damage over time. Those on the wrong end suffer not only burns, but a loss of visibility as the flames can take up quite a bit of space.

## Tips

- Strong against Infantry and Berserkers (Lambent and regular).
- Killing 40 online opponents, Horde Mode kills count as well, will unlock the Scorcher Execution during online modes.
- The Scorcher can be useful in keeping the Locust and Lambent waves from breaching defenses during Horde Mode, just make sure to keep them in the flames to down them or have them dodge away.
- Keep in mind that the flames also go around a Boomshield, and that anyone behind it is a relatively easy target.
- In multiplayer use the Scorcher Flamethrower at a safe range from your opponents. This weapon doesn't instantly vanquish foes. So if they are too close to you they can walk through the flames and do very bad things to the Scorcher wielder (you).
- The scorcher can be used to clear out enemies behind cover, as the fire spreads over it.



# Hammer of Dawn



Stolen from the UIR scientists by the COG and later developed by the famed Adam Fenix, the Hammer of Dawn is an Imulsion-powered orbital satellite that can rain a devastating particle beam from above. Targets ranging from small squads to entire cities suffer equally from the Hammer of Dawn's deadly power.

Although it's the most powerful COG weapon, this weapon is not that easy to use and operator injury/demise is not uncommon. Someone on the ground must use the handheld laser designator to establish a line of sight relationship with the target. Because of that, the laser designator must be used outside, with clear skies. Incorrect handling can also lead to the operator's death should he/she attempt to use the Hammer at too close a range.

## TIPS:

- Though it cannot be used on a target that's indoors, you can kill people near entrances with the explosion.
- Do not use this weapon when you have enemies that are close to you, it takes too long for HOD to charge up.
- Don't move around a lot when using this weapon. If you move your targeting beam, it will reset the weapon.
- It is possible to move the beam around once it is on the ground by moving the right stick in the direction you want the beam to move, however the speed at which the beam moves is very slow and you can quickly sink all your ammo attempting to catch fleeing targets.
- Think of the Hammer as a large bomb that you guide to the ground. The large blast radius from when the laser hits the ground is enough to fell most at considerable ranges from the initial contact.
- When aiming at clusters of opponents, try aiming in between targets as the proximity is large enough to possibly kill most, if not all of them at once.
- The Hammer's charge up time is not very long, so charging enemies can be disposed of with little risk of death so be sure to aim in front of them. Take care, however, to avoid calling in the Hammer too close as accidental death is all too easy.
- The Hammer of Dawn is also one of the few weapons that can effectively dispatch either a Berserker or a Lambent Berserker
- The Hammer is used best if you are on high ground.
- Hide far away and use it. The Hammer of Dawn is the ultimate ranged weapon however it is designed for just for that. If you hit a target that is too close to the wielder weapon will incinerate

the intended target and the Hammer of Dawn wielder as well. Keep out of sight so enemies don't see you aiming it towards them. They won't have time to react and avoid the Hammer of Dawn's fiery beam.

# Boltok Pistol



The Boltok Pistol is a revolver-style pistol. It has 6 shots per cylinder. It has a slower rate of fire than both the Snub Pistol and Gorgon Pistol. What it lacks in rate of fire it makes up in stopping power. This is the strongest pistol in the game with 3 shots downing most players. If you make contact with the head on the "kill shot" it will be a 1 shot headshot. An active reload with this weapon will increase the rate of fire for the number of bullets actively reloaded.

## Tips

- The Boltok is a hand-held sniper, Fire one shot in the body, the next in the head and you'll score a headshot.
- If you are playing on a map with two Boltok spawns, pick one up yourself and have a team mate pick one up, then alternate shooting the heads of enemies. This will ensure quick downs and kills.
- When you are playing in any game mode you can melee an enemy then fire your Boltok and they will then go down and you can then execute them. It's a quick way of getting some solid kills.
- A perfect active reload yields a much faster rate of fire than normal.
- The Boltok often goes untouched on the battlefield. Grab it so your enemies don't and use it against them at a safe distance.
- If you are caught using the Boltok Pistol at close range then aim for the head. The gun's slow rate of fire means that you have to finish off a enemy fast at this distance.

<b>Faction</b>	Locust Horde
<b>Type</b>	Revolver
<b>Magazine Size</b>	6 Rounds
<b>Maximum Ammo</b>	30 Rounds
<b>Damage</b>	High/Instant (headshot after bodyshot)
<b>Range</b>	Close-Medium
<b>Rate of fire</b>	Slow/Fast (perfect active reload)
<b>Accuracy</b>	High
<b>Features</b>	Zoom Ability (right stick)

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# Digger Launcher



<b>Faction</b>	Locust Horde
<b>Type</b>	Organic-Explosives Launcher
<b>Size</b>	Medium
<b>DamagePerHit</b>	High/Instant
<b>Magazine Size</b>	1 "Round"
<b>Maximum Ammo</b>	6 "Rounds"
<b>Firing Rate</b>	Medium
<b>Firing Mode</b>	Single Shot
<b>Accuracy</b>	Low-High
<b>Range</b>	Short-Long
<b>Features</b>	Cover-Negation

The Digger Launcher fires a small, indigenous creature called a "Digger", attached to an explosive device that digs underneath and through the ground, making a loud, high-pitched scream sound as it approaches its target in addition to kicking up dirt along its path, making its approach obvious to enemies. The Digger then pops out of the ground and stays in the air for a split second where the trajectory was set, and then explodes releasing shrapnel in addition to the explosive blast. The heads of nearby enemies burst open into a flush of blood and brains.

It has 1 "Digger" explosive round per clip and the maximum clips is 6 (3 in multiplayer). When shot, it digs into the ground going under cover in the process. Then it emerges causing a delayed explosion, killing anyone within the radius of the blast and injuring anyone outside the radius.

If direct contact occurs, the "Digger" goes into the opponent digging into their chest, shortly before exploding. The Aiming is a curved aim trajectory line, similar to the Bolo Frag Grenade. It was inspired from the "Digger" grenade where the player takes a digger and shoves it down on the ground. Cliffy B. and the team ultimately decided on having no more grenades, so from the grenade it transformed into the launcher in the game now

## Tips/Tricks

- The digger explosive will automatically emerge and explode when it senses that an enemy is close to its path of travel.
- It is harder to master because of the few seconds that it takes after the "Digger" burrows out into the open. However the trade off is the explosive carnage that takes place behind cover.
- As such, this is an effective weapon to clear out campers that are hiding in cover.
- It is possible, if shot at the correct height, to impale an enemy with the digger which will instantly kill them.
- The digger can be easily avoided by both the loud characteristic sound of the digger projectile approaching, and the delayed explosion once it has emerged.
- The explosion has a slightly smaller proximity than the frag grenade, requiring more precise shots.

- If the user aims in the direction of an opponent, the aiming trajectory will automatically place itself onto the enemy, meaning trying to adjust the length the explosive travels is not necessary.
- Hip-firing the digger, though not encouraged, can still be effective so long as you aim in the general direction of an opponent. The explosive will dig forward and pop up the moment it encounters an opposing character.
- A digger shot directly at your feet will cause the explosive to pop up and explode almost as soon as it hits the ground. Useful should you find an enemy on top of you.
- The Digger Launcher is capable of being shot through a ceiling and detonating under an enemy's feet. It's a neat little trick that isn't easy to pull off with the Digger Launcher but can truly embarrass your enemy if executed right.

# Torque Bow



The Torque Bow fires high-powered explosive arrows that explode a half-second after impact, allowing it to blast the target from the inside out.

It's a unique weapon used by the Locust Horde. Its name comes from its unique launch system that uses a small motor to apply rotational force to the arrow - increasing kinetic energy transferred to the target.

## Usage

Although it has amazing accuracy even over extreme ranges, it is also a deadly close combat weapon; the large blades on top and underneath it enable it to use devastating melee attacks.

## Weaknesses

Its main weakness is its low ammo capacity and really slow reloading times. Another weakness is that the motor and the magnetic coil take time to charge and an uncharged bolt will probably fail to penetrate the target or even reach it. When it is fully charged, it emits a bright light from the inside, making you an easy target, especially in dark places. This is one of the worst weapons to hip fire with.

## Best Practices & Tips

The Torque Bow should not be used in any small maps because it takes time to charge, making you an easy target for the enemy. Also because of its explosive arrows it is possible to commit suicide with it. And in small maps that can happen a lot.

If you're not a pro at using the Torque Bow, you shouldn't use it in long maps either because the targeting system might seem confusing to many people and if you're not comfortable with it, you'll probably find yourself chasing your target that's running on the other side of the map.

The best maps you should use it on are the medium maps. Before taking your Torque Bow out you should first find yourself behind cover. Even if it doesn't completely protect you, it will at least give you some time to charge. Also, you can stand behind a pillar and because of the third person camera you should be able to see if it's worth to get out of cover and try to shoot.

- Sometimes you might be able to see an intended target behind an object. In that case you can hit an area just near the target and the explosion will take out the target.

<b>Faction</b>	Locust Horde
<b>Type</b>	Bow
<b>Size</b>	Medium
<b>Damage</b>	High/Instant
<b>Magazine</b>	1
<b>Maximum Ammo</b>	12
<b>Ammo Type</b>	Explosive Arrows
<b>Rate of Fire</b>	Slow
<b>Range</b>	Long
<b>Accuracy</b>	High

- The explosion can kill multiple enemies, provided they are close enough to each other.
- Don't begin charging the Torque Bow unless you're positive that you can hit your target or you'll have a wasted bolt. The arrows can't be deactivated after they are charged.
- To surprise enemies and reduce your chances of being seen while aiming, start to charge the Torque Bow from behind cover via blind fire, aiming away from your cover. Then once charged pop out, quickly aim, and release.
- If you are facing enemies at close range then fire an arrow and quickly roll out of the way of their fire. If you miss your target you can regroup and charge another arrow.

# Boomshot



<p>A grenade launcher, the Boomshot fires a high-explosive round that can kill several enemies at once. The round follows a arching trajectory as it moves downrange. At close to medium distances this is usually not a problem, though at longer ranges you must compensate for this by aiming higher. However long range shots are generally frowned upon as it is easy to avoid being hurt altogether. A perfect active reload yields several smaller explosions after the initial explosion.</p>	<p>The Boomshot can tip the balance of a Multiplayer match. The team to reach it first is granted a definitive edge. Two players should go after the Boomshot. One player offers protection while the second player grabs this devastating tool. Teamwork always trumps lone wolf play here.</p>	<p><b>Faction</b></p>	<p>Locust Horde</p>
<p><b>Tips and Tricks</b></p>	<p></p>	<p><b>Type</b></p>	<p>Grenade Launcher</p>
<p></p>	<p></p>	<p><b>Size</b></p>	<p>Medium</p>
<p></p>	<p></p>	<p><b>Damage Per Hit</b></p>	<p>High/Instant</p>
<p></p>	<p></p>	<p><b>Magazine Size</b></p>	<p>1 Round</p>
<p></p>	<p></p>	<p><b>Maximum Ammo</b></p>	<p>12 Rounds</p>
<p></p>	<p></p>	<p></p>	<p>6 Rounds (Horde)</p>
<p></p>	<p></p>	<p><b>Firing Rate</b></p>	<p>Slow</p>
<p></p>	<p></p>	<p><b>Accuracy</b></p>	<p>Low/High</p>
<p></p>	<p></p>	<p><b>Range</b></p>	<p>Medium</p>
<p></p>	<p></p>	<p><b>Features</b></p>	<p>Arching Trajectory</p>

- Aim for the feet or an adjacent surface. Hitting an opponent directly will kill but is much more difficult than aiming for a surface.
- Be wary of the distance. If the Boomshot is fired at a target that is too close it can also kill you.
- Using the Boomshot at long ranges is inadvisable but if you must, be sure to apply enough arch for your shot to reach its target.



# Butcher Cleaver



This is a tool/weapon used by the Locust to cut other creatures and feed the Locust Horde. It's the only weapon used by the Butcher Locust and Savage Theron.

## Tips/Tricks

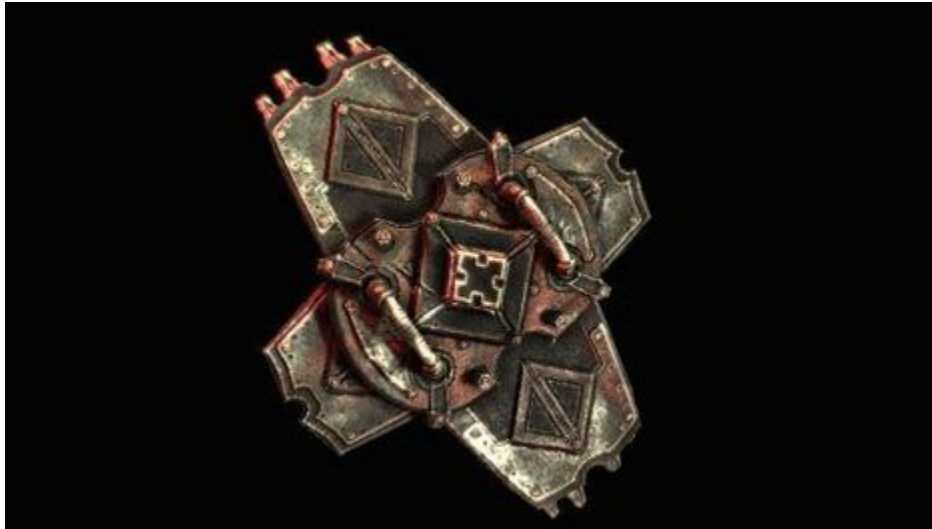
- This weapon is best used against Savage Locusts and Wretches because of their close range attacks.
- This weapon may be used in the Campaign after picking it up from a fallen Butcher or a Savage Theron after they have been killed.
- It is not recommended to use this weapon after wave 5 of Beast Mode or in the campaign. It slows down player movement, is slow to swing, and even as a one hit kill it opens you up to enemy fire. It's not effective at mid to long range, and only works in a point blank radius directly in front of the player.
- You can still sprint with this weapon.
- The best place to use this weapon effectively is on any enemies caught in your barriers in Horde Mode.
- There is a set number of times you could hit a Locust (much like ammo).

# Fire Extinguisher



The fire extinguisher is mainly found in the Gears of War 3 campaign. It is used to put out fires and does not deal any damage. It has unlimited use. It acts as a large weapon and does not replace weapons already possessed. The fire extinguisher can also be found on the multiplayer map Checkout. You have to find a red fire alarm near the spawn point. If you hit it, the door near the green "Sale" signs will open and there you will find a crate. If you shoot the crate you will find the Fire Extinguisher. You can actually perform a special execution with the fire extinguisher.

# Boomshield



As the saying goes, the best offense is a good defense, right? This is one of the most unique items in the game. Why? Well, because this is the only item in the game that you can pick up that isn't for offense.

The Boomshield is strictly for defense and has no offensive capabilities. This item is the perfect compliment to any sidearm because they are all you will be able to fire when holding a Boomshield. A good way to refer to the Boomshield is deployable cover. Not only can you walk around and stay defended, but by pressing left trigger and holding the "A" button you will be able to stick the shield in the ground and have your own personal cover you can drop in and out off.

Certain enemies will blow right through the deployed Boomshield while it will stop others right in their tracks. These shields can get rare at times. They are only carried by the Maulers who don't appear much in the Gears of War 3 campaign but can be seen frequently in Horde mode.

## Tips

- Always look directly at your enemies when using the Boomshield, you are only bulletproof from the front.
- You will not be able to dive when you have the Boomshield in your hands.
- The Boomshield is capable of blocking Boomshots and Torque Bows.
- The Boomshield is most effective when used at long range. Though you'll be much harder to hit, up close you still have a chunk of your body showing which enemies with decent accuracy will be able to hit.
- Pair the Boomshield with a sidearm your good with, it will enhance your offensive capabilities by a good amount.

# Cluckshot

The **Cluckshot** is an Easter Egg in Gears of War 3, a hidden weapon that requires various steps to unlock.

Click this link to see the video

<http://www.ign.com/videos/2011/09/25/gears-of-war-3-easter-egg-the-cluckshot>

## How to Get the Cluckshot

The **Cluckshot** is a special weapon that can be acquired in Act 4. There are a few easy steps to get this, but it can only be grabbed on Insane difficulty either alone or in co-op mode.

1. Start a new game in Act 4-1 and avoid all of the Ash people.
2. When you reach the tower, stop by the gated area before talking to Griffin for the first time.
3. Press X where the Chicken with the Pirate Hat is standing.
4. In Act 4-2, walk up to the car with ammo on it and watch it fall.
5. In Act 4-2, walk up to the ammo crate at the end of some railroad tracks.
6. In Act 4-3, walk up to an ammo crate on top of a box and a barrel. Press X and it should fall.

If done correctly, when the last ammo crate falls a chicken should fly up and drop off 4 "Cluckshots" for you. This is a variant of the Boomshot, but instead it features chickens as ammo and a feathery flight path. An active reloaded Cluckshot will fire one chicken that explodes multiple times.

You can actually acquire a **Cluckshot** on Act 1-1. After you complete the Fire-breathing, golden chicken Easter egg and killed it continue on with your mission. Once you reach the part of the mission where a COG Soldier activates the lift for you, instead of going left go right and jump over the barrier, proceed up the staircase and you should find a body with Frag Grenades and a **Cluckshot** near it.

# Heavy Weapons

Outside of the standard Gears of War armament, there are a few "heavy weapons" available. Heavy Weapons must be carried by two hands and in one instance requires the use of two players. These weapons limit your mobility, making you slower and preventing you from sprinting or sometimes from taking cover.

The Heavy Weapons are as follows:

- **Mulcher Chaingun-** With high damage and an insane rate of fire, the Mulcher spews lead like no other. Those caught in the way are sure to fall to pieces under the Mulcher's withering fire. Can be hip-fired although it is strongly recommended that you aim while you use it. You can also aim the Mulcher by mounting it on cover.
- **Mortar-** Basically a tube that propels high-explosive shells over long distances, the Mortar can massacre an entire team in the hands of an accurate gunner. Spot enemies to aid the Mortar gunner in his conquest for a body count.
- **Oneshot-** The most powerful weapon in the conventional COG arsenal, the Oneshot as its name suggests can fell most targets with one hit and can even destroy a deployed Boomshield. A brief priming sequence and a targeting laser belie this weapon's deadly intent.
- **Vulcan Cannon-** If the Mulcher has an insane rate of fire, the Vulcan possesses an even crazier rate of fire. Mere seconds pass before the Vulcan eats through its ammo supply. Additionally, a second player must also retrieve the ammo box to supply the gunner with a steady stream of munitions.

# Mulcher



The Mulcher is the gatling gun introduced and featured in various modes of Gears of War 2. The Mulcher is a heavy weapon, meaning it does not replace weapons already in possession. Also as a heavy weapon, it makes the player slower and it makes it impossible to vault over cover. The Mulcher has a high fire rate and deals great damage but is incredibly inaccurate when it is not mounted. To mount, aim the Mulcher while near cover to have the player mount the gun on cover. If there is no cover the player will mount on the ground. It runs out of ammo very quickly and now has an execution.

## Tips

- Firing in cover is the most effective way to use this weapon.
- In situation where you're being overrun, you can hip fire the Mulcher, you'll be slow, but you will have a lot of fire power to chip away at enemies while you slowly get away.
- Remember, the weapon will still overheats, you can quickly reduce the heat by stopping fire, then tapping the reload button
- Try and take down Grinders quickly to ensure that the dropped Mulchers will contain a large amount of rounds. Since you can only hold 200, being able to obtain 115 rounds will be better than only gaining 80.
- Have your teammates keep you covered from behind while you fire from cover, as you cannot move 360 degrees or see behind you
- An effective way to use this in combat is to start spinning the barrels before aiming and firing, this will prevent that precious time spent waiting for the Mulcher barrels to start spinning.

# Mortar



The Mortar is a devastating weapon. It fires one shell per reload which contains several "Imulsion fueled bombs" that rain down from the sky. It can carry 12 shells maximum. It is operated similarly the Mulcher or the One Shot. You can't pick up ammo, only replace it with another. You walk slowly, there are no evasive maneuvers like rolling or roadie running, and getting to cover is slow. However, each shell has a huge blast radius in which the center is instant death and those caught outside will be knocked off their feet. The only way to not get hit is by finding cover that is underneath a roof (yet it will still do splash damage as such). You can slide into cover, which is actually decent for a support weapon, but it doesn't mount onto cover like the Mulcher or the One Shot. When firing, hold down right trigger to increase the distance the shell travels. A tick mark on the reticule will tell you how far the round will launch. Release the trigger when it reaches the ideal distance and watch everything go boom.

## Tips and Tricks

- This weapon is most effective in Horde Mode. This will give you the most kills in a short amount of time behind cover. However, it still must be bought or found in bonus crates, so don't use the mortar until after Wave 5 when you get your fortifications up and running.
- This weapon takes a lot of time to reload and fire. Use wisely when encountered with enemies at close range.
- You can fire this weapon without setting it down, but it fires a bomb. Use it as a last resort or a distraction to keep away enemies until you can switch to a gun.
- Ask teammates for the areas where enemies are located. Then blast away in that general area.

# Oneshot



The **One Shot** (which is known for killing enemies in one shot) is a heavy-class Sniper rifle/Recoilless rifle. A single round can easily kill most targets, reduced to nothing more than a bloody mist. Its massive power is offset by a visible red targeting laser and a "charging" time before being able to operate.

It also makes an audible buzzing that can be easily heard by potential targets. Though it cannot go through most cover, destructable cover such as a crate can be shot through.

(Note: the rifle can only hold one bullet at time, and in Multiplayer, is loaded with 3 rounds)

## Tips:

- Do not use when confronted by an enemy that is close to you, because it takes too long to lock on.
- Aim for the chest. The chest is an easier target to hit than the head/legs/feet.
- When fighting a Brumak, aim for the fuel tank. It only takes one shot from this weapon to explode it.
- Do not aim for extended period of time, even against an open target. This will leave you an easy target, and the beeping noise emitted by the weapon may drown out the noise of an approaching enemy.
- The weapon must be aimed to fire; meaning there is no hip firing. This also means that hitting close targets will be next to impossible.
- Typically go after targets that are already engaged with fellow squad mates, they may not notice the targeting laser until it is too late.
- Can easily over-penetrate several foes, yielding multiple kills.



# Vulcan Cannon



The Vulcan Cannon is a COG two-man gatling gun first seen in the Gears of War 3 level "Unbreakable". The Vulcan is far more powerful than the Mulcher but it requires two players to operate (one to hold the weapon and another to hold the ammo case) and prevents the user from entering into cover. This weapon is not in Multiplayer but is found in Horde Mode after completing challenges. There is no execution for the Vulcan Cannon.

The weapon bears a small resemblance to the arm cannons used by Brumaks as it is also arm-mounted

## Tips

- Can be used solo but you must stop to reload the ammo box yourself and you will be tethered to the ground.
- Capable of killing the Reaver Bosses in Horde Mode in seconds.
- Can be fired in quick burst with no rev-up time if the bursts are close enough in time.
- Refrain from firing wildly, the Vulcan can burn around 20 bullets per second.

# Buildable Weapons

Buildable Weapons can only be found in Horde Mode as they are actually Upgradable Fortifications that are built around the Command Points.

Buildable Weapons should not be underestimated, as they are more than capable of taking out heavy infantry and bosses.

## Manned Turrets

- Retro Lancer Turret- The level one turret gained in horde mode and the only turret found in online competitive multiplayer maps and is very in-accurate.
  - carries 600 rounds in horde, unlimited online.
- Lancer Turret- the upgrade from the Retro Lancer Turret.
  - costing 2500 carries 600 rounds and is very accurate.
- Boomshot Turret - Mounted onto the Flying Gas Barges, the Boomshot turret holds 6 round of explosive ammo.
  - Used only in Act 2 of the Campaign
- Unarmored Troika- the upgrade from the Lancer Turret.
  - costing 4000 points, dealing very high damage carrying 400 rounds.
- Armored Troika- the final turret upgrade in horde that sports unbelievable accuracy and range, and an increased ammo count of 500 rounds.
- Chaingun- Found only in the Campaign missions, this turret boasts an unbelievable high rate of fire that is offset by the speed at which it can overheat

## Auto Turrets

Buildable in Horde Mode only, these turrets are also encountered in Beast Mode and can quickly turn any of the lower tier Locust into bits and pieces

## Mechs

- Silverback- Costs 12500 to buy and comes with arm-mounted chainguns, a "Cover Stance", and deadly rockets. This heavy machine can be found in Campaign, Horde, and Beast Mode.

# Troika Turret



The Troika is a high-powered mounted-turret machine gun designed and used by the Locust. It fires continuous rounds and is able to tear through bodies easily.

The Troika itself is a modified minigun, equipped with ammunition drums and active cooling systems to allow almost continuous firing.

## Unarmored Troika

Actually the first version of the Troika that is unlocked and built in Horde Mode.

## Armored Troika

Available as the final upgrade to the Turret in Horde Mode, this Troika keeps its user protected from oncoming fire with a bullet-proof shielding system at the front.

- Your back will still be exposed to enemy fire, so have your team cover your back while you keep the rest of them from overrunning everyone from the front.

**Faction** Locust

**Type** MachineGun

**Size** Large

**Damage** High

**Magazine** Infinite(Campaign)

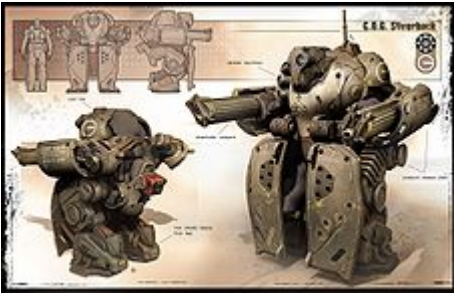
**Maximum Ammo** 400- Unarmored(Horde Mode)|500- Armored(Horde Mode)

**Rate of Fire** High

**Accuracy** Low-Medium

**Range** Short-Medium

# Silverback



The Silverback is a COG armored vehicle seen in various modes of Gears of War 3. In campaign it makes its first appearance in Act 1-2 towards the end of it just before the boss battle against the Lambent Leviathan and then another is found in the final act of the game.

It is a "mech" suit that provides extra firepower and defense to a single user. While slow, the Silverback is equipped with a machine gun and missile launcher. The machine gun becomes overheated after continuous fire.

The Silverback can also sprint which overheats the machine gun. Instead of using cover, the Silverback transforms into deployable cover (simple tap the A button instead of holding it down). In stationary mode, the Silverback can fire 4 rockets before needing to reload.

The Silverback's resemblance to the yellow power-loader used for cargo loading purposes offers strong proof that the machine was "militarized" for COG use, and not originally designed as a war machine.

In Horde Mode the Silverback's missile launcher cannot be used. However, the new Horde Command Map Pack will offer an upgrade for the Silverback, allowing you to use the suits rocket systems.

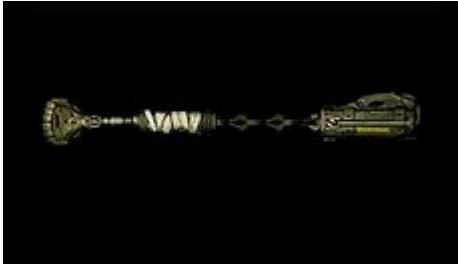
Trivia: The Silverback is presumably named after the Silverback Gorilla, known for having incredible strength.

## TIPS:

- The missile launcher on the Silverback takes awhile to reload, so only use when you have to.
- Sprinting in the Silverback also heats up the miniguns, and when the miniguns overheat, you stop sprinting. Keep this to a minimum, and especially out of combat.
- If your Silverback begins to run out of health in Horde Mode, quickly sprint it away and place it somewhere safe. This way if you fail, the Silverback will only need to be repaired rather than rebuilt.
- To ensure that the Silverback is most effective, make sure your teammates keep the rest of the enemies away from you, as the Silverback's mobility is too slow for you to react to a swarm of Locust or Lambent.
- The Silverbacks most effective location in Horde Mode is indoors, enemies that come in doors will drop faster than they can deal damage to you.

# Grenades

There are four different types of grenades, all of them a Bolo grenade meaning that the device must be swung before being thrown. You start out with a smoke grenade and must retrieve the other's scattered around the map. Taking a meatshield allows you to "inherit" your victim's grenades as well.



- **Smoke:** Your starting grenade, the smoke grenade doesn't do any damage but enemies caught in it's radius will flinch briefly and drop heavy weapons (like the Oneshot) and meatshields.



- **Frag:** An explosive device, the Fragmentation Grenade boasts a wide kill zone and an even wider blast radius. Even if a foe escapes death, grave injury can easily occur. Throw at the feet for maximum results.



- **Ink:** A baby Nemacyst attached to a bolo, the Ink grenade releases a deadly cloud of poisonous gas when thrown. Those caught close to the detonation will flinch, often allowing of several seconds of deadly exposure



- **Incendiary Grenade:** A flame grenade, the incendiary spews burning doom on those unlucky enough to be set ablaze. Instant death occurs on direct contact, slow death can also befall those standing in the flames.

# Frag Grenade

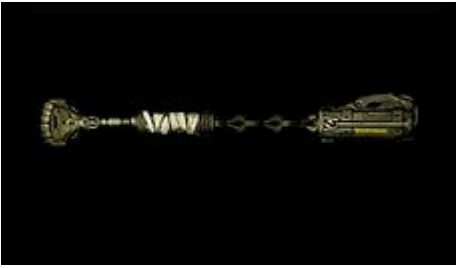


The Bolo Grenade, or the Frag Grenade is one of the most powerful weapons in the game. When you pick it up, you have two to start, with a maximum of four grenades (2 in versus). The accuracy is based on the position of the player. It arcs when thrown up in the air. There is a trajectory line path when aiming down sights by using the Left Trigger. The Damage per hit is 1000 splash damage outside the blast and instant death within. It can be tagged or stuck onto walls by using the melee button (B button), tagged onto players with an instant death afterwards, and even detonated while downed. New to Gears 3, when a player has a meat shield, he or she can tag the player with a Bolo and kick to other players with an intent to get multi-kills in the process.

## Tips

- When playing on campaign mode, tagging tough foes like the Gunker can almost instantly defeat them (depending on the difficulty setting) with one grenade.
- In Multiplayer, try to find hard-to-see areas to tag your grenades, so unsuspecting enemies run into them and explode.
- In Horde Mode, you can tag the walls for fortifying your defense.
- If you have frags and you have a meat shield, tag-and-bag them (by pressing up on the d-pad) and try to aim at other players for a multi-kill.
- In Horde Mode, Waves 11-50 enemies have considerably more hp (2x-2.5x more) Enemies such as Grinders and Boomers will drop instantly from a Grenade Tag.

# Smoke Grenade



Introduced in the first Gears of War, this non-lethal grenade is mainly employed by the COG. When detonated it releases a thick cloud of grey smoke that lingers for a short period of time afterwards. Primarily used to obscure an area for a quick escape or to assault a position relatively unseen. A secondary effect of the detonation is that those too close will flinch for several seconds and forcing them to drop heavy weapons and meatshields.

- Tagging an enemy in multiplayer will down them upon detonation.
- Enemies caught in the blast of the Smoke will flinch, but will be able to move freely.
- In Capture the Leader, a smoke grenade thrown next to your leader while he is being held will cause his captor to drop him, resetting the countdown.
- Combine the smoke with Frag Grenades. Throw a smoke and then have a teammate throw his frag immediately behind you. The smoke will obscure the second grenade and kill players caught unaware.
- The smoke, like all other grenades, can be tagged onto a wall by pressing B. Use this as an early warning system.
- Throwing a smoke (or any other grenade) close to an enemy will cause them to shout about an incoming grenade. Use this to test an area you believe a foe may be hiding. If you hear them say something, then they are reasonably close to the grenade.
- Smoke grenades can also be used to set off planted enemy grenades which can open a path and even score you a kill.



# Incendiary Grenade



The incendiary Grenade is new weapon in Gears 3 It can be picked up within certain maps. It starts out with 2 grenades when picked up with a maximum of 4 grenades altogether. It acts like a Molotov cocktail, bursting with flames on impact. Its range depends on the player like other grenades. It has the same trajectory line when aiming down sights. If the player makes contact, it is instant death to the opponent. Like the Ink Grenade, it spreads fire within the blast radius of the weapon after contact. It can be tagged onto walls but is easily spotted by an observant foe.

## Tips and Tricks

- Incendiaries can be useful to block certain paths with the flames being present. You can use that to your advantage by forcing them to take alternatives routes and killing them in between.
- Tagging an incendiary to a wall is generally a useless venture; the flames do not have the necessary area of effect type of damage to kill even if an enemy should wander too close.
- You can however Grenade-tag an Enemy Locust/Lambent during Campaign and Horde Mode, which will not only turn your target to ash, but bring down any helpless soul within range.
- Likewise, tagging a foe in multiplayer will kill them after a few seconds.
- Throwing the Incendiary Grenade from the hip proves much more effective and time saving, all you have to do is make contact, useful for Multiplayer matches where it's necessary to think quickly.

# Ink Grenade



The Ink grenade is an infant Nemacyst housed inside a bolo casing. When detonated it releases a thick, black, poisonous smoke that will linger for a short time and detonates on impact. Enemies standing close to the initial detonation point will flinch for a moment allowing for a few shots. This grenade generally swaps spawns with a smoke grenade on multiplayer and is otherwise carried by a Kantus Priest in other modes.

## Tips

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- This specific grenade is incredibly useful in flushing out opponents, as they will not be able to return to the afflicted location until the ink fog clears.
- Unlike other grenades, this one in particular will harm teammates, so try not mounting one near your teammate's base.
- In this grenade is very useful for keeping enemies out of the hill and preventing a capture.
- Tagging an enemy with this grenade will always down and kill them.
- Very useful when playing in small places.

# Weapon Skins

These are the available **Weapon Skins** and packs available in Gears of War 3.


Click on the following links to find out how to unlock them.








- [Chrome Weapon Skins](#)
- [Flaming Weapon Skins](#)
- [Gold Omen Weapon Skins](#)
- [Gold Weapon Skins](#)
- [Infected Omen Weapon Skins](#)
- [Liquid Metal Weapon Skins](#)
- [Onyx Weapon Skins](#)
- [Rainbow Weapon Skins](#)
- [Thunderstorm Weapon Skins](#)
- [Team Pulse Weapon Skins](#)
- [Oil Slick Weapon Skins](#)
- [Ocean Weapon Skins](#)
- [Electric Weapon Skins](#)
- [Imulsion Weapon Skins](#)
- [Haze Weapon Skins](#)



# Marketplace Skins

There are 21 skins available for purchase from the Xbox Live Marketplace. All non-animated skin sets cost 240 MP (\$3) and all animated skin sets cost 320 MP (\$4). There are also bundle packs such as all for all 5 guns or all skins for just the lancer.

The Marketplace skins are:

	Non Animated Skins
Arctic Camo	
Bloody	
Deadly Cute	
Desert Camo	
Desert Digital	
Distressed	

Flower	 A dark grey assault rifle with a pink flower decal on the side.
Garrish	 A dark grey assault rifle with a green and black camouflage pattern.
Haze	 A dark grey assault rifle with a yellow and black camouflage pattern.
Jungle Digital	 A dark grey assault rifle with a yellow and black digital camouflage pattern.
Omen	 A dark grey assault rifle with a red and black tiger face decal.
Team Insignia	 A dark grey assault rifle with a grey and black gear-like decal.
Team Metal	 A dark grey assault rifle with a blue and black metallic finish.
Tiger	 A dark grey assault rifle with a yellow and black tiger stripe pattern.

		
Lighting		
Pulse		
Oil Stick		
Ocean		
Black Digital		
Rainbow		
Impulsion		

# Chrome Weapon Skins

These are the available **Chrome Weapon Skins** (also known as Chrome-Plated Weapon Skins) in Gears of War 3.

Variant	How to Unlock It
<b>Chrome Lancer</b>	Gears of War: Earn the highest point score and complete a ranked match.
<b>Chrome Retro Lancer</b>	Gears of War: Complete at least ten co-op chapters as Dom. Works on any difficulty.
<b>Chrome Hammerburst</b>	Gears of War 2: Complete at least ten waves of Horde Mode. Works on any difficulty.
<b>Chrome Gnasher</b>	Complete the single-player campaigns for all three Gears of War games. Works on any difficulty.
<b>Chrome Sawed-Off Shotgun</b>	Gears of War: Have earned any one of the Achievements in the PC version of the original Gears of War.

# Flaming Weapon Skins

These are the available **Flaming Weapon Skins** in Gears of War 3.

Variant	How to Unlock It
<b>Flaming Lancer</b>	The Flaming Lancer was a reward available in the Gears of War 3 Multiplayer Beta. Complete one match during the week of April 25 and unlock this weapon variant.
<b>Flaming Hammerburst</b>	The Flaming Hammerburst was a reward available in the Gears of War 3 Multiplayer Beta. Complete one match by Sunday, April 24 and unlock this weapon variant.
<b>Flaming Gnasher</b>	The Flaming Gnasher shotgun was a reward available in the Gears of War 3 Multiplayer Beta. Complete one match during the week of May 9 to unlock this weapon variant.
<b>Flaming Sawed-Off Shotgun</b>	The Flaming Sawed-Off Shotgun was a reward available in the Gears of War 3 Multiplayer Beta. Complete one match during the week of May 2 to unlock this weapon variant.
<b>Flaming Retro Lancer</b>	It is unknown how this weapon skin is unlocked at this time. But rumors are that some people have gotten it after playing a few matches during the first week after the game was released.



# **Crimson Omen Weapon Skins**

## **Crimson Omen Lancer Skin**

Unlocked when you buy a promotional 12+2 XBL Gold Card. Or bought from the Marketplace for 80 Microsoft Points

## **Crimson Omen Retro Lancer Skin**

Unlock the "Welcome to Horde" achievement,( Complete 10 Waves of Horde on any map, and any difficulty.), to receive the Crimson Omen Skin for the Retro Lancer.

## **Crimson Omen Hammerburst Skin**

Unlock the "Welcome to Beast" achievement,( Complete All 12 Waves of Beast Mode), to receive the Crimson Omen Skin for the Hammerburst

## **Crimson Omen Gnasher Skin**

Unlock the "Welcome to Versus" achievement,( Get 10 kills in Team Deathmatch, any map.), to unlock the Crimson Omen Skin for the Gnasher.

## **Crimson Omen Sawed-Off Skin**

Unlock the "Welcome to Arcade" achievement,(Complete 5 Arcade Campaign in Co-Op, any 5 chapters, any difficulty), to unlock the Crimson Omen Skin for the Sawed-Off.

# Gold Weapon Skins

These are the available **Gold Weapon Skins** (also known as Gold-Plated Weapon Skins) available in Gears of War 3.

Variant	How to Unlock It
<b>Gold Lancer</b>	The golden lancer was part of the Epic Edition of Gears of War 2, and all who had it in Gears of War 2 will have it in Gears of War 3. The second way to obtain the Gold Lancer is to get the "Veteran Gear" Achievement in Gears of War 2.
<b>Gold Retro Lancer</b>	The Gold Retro Lancer was a reward available in the Gears of War 3 Multiplayer Beta. Show your ultimate "Gears of War" fandom by unlocking the Gold Retro Lancer. Complete 90 matches in any game type to unlock it for the beta, and score 100 kills with it once unlocked to carry the exclusive weapon skin over to your gamer profile in the final game. Also, you can get the Golden Retro Lancer by getting the "Veteran Gear" Achievement in Gears of War 2.
<b>Gold Hammerburst</b>	The Golden Hammerburst was part of a midnight-madness event for Gears of War 2. Also, if you get the Veteran Gear achievement in Gears of War 2 it will unlock the golden skin for all five starter weapons.
<b>Gold Gnasher</b>	Gears of War 2: Earn the "Veteran Gear" Achievement. To get "Veteran Gear," you need to reach level 100 in multiplayer and win a public match in each of the four maps in the Snowblind Map Pack. Also, you can get the Gold Gnasher by playing an online match during the first week after Gears of War 3's launch.

**Gold Sawed-Off Shotgun**

Gears of War: Beat Gears of War (the original) on Insane difficulty. Also, if you earn the Gears of War 2 Achievement "Veteran Gear" you will unlock all gold skins.

# Infected Omen Weapon Skins

These are the available Infected Omen Skins in Gears of War 3.

Variant	How to Unlock It
<b>Infected Omen Lancer</b>	The Infected Omen Pack is included with the Gears of War 3 limited edition console, limited edition version of the game, as well as the Limited Edition controller.
<b>Infected Omen Retro Lancer</b>	The Infected Omen Pack is included with the Gears of War 3 limited edition console, limited edition version of the game, as well as the Limited Edition controller.
<b>Infected Omen Hammerburst</b>	The Infected Omen Pack is included with the Gears of War 3 limited edition console, limited edition version of the game, as well as the Limited Edition controller.
<b>Infected Omen Gnasher</b>	The Infected Omen Pack is included with the Gears of War 3 limited edition console, limited edition version of the game, as well as the Limited Edition controller.
<b>Infected Omen Sawed-Off Shotgun</b>	The Infected Omen Pack is included with the Gears of War 3 limited edition console, limited edition version of the game, as well as the Limited Edition controller.

## Infected Omen Lancer

Epic Games posted a YouTube video showcasing the Infected Omen Lancer.

# Liquid Metal Weapon Skins

The Liquid Metal Weapon Pack is a bonus that comes with the purchase of the DLC Season Pass. It includes "liquid metal" skins of all five main Weapons.



Variant	How to Unlock It
<b>Liquid Metal Lancer</b>	The Liquid Metal Lancer is a part of the Liquid Metal Weapon Set which is unlocked in tandem with the purchase of the DLC Season Pass.
<b>Liquid Metal Retro Lancer</b>	The Liquid Metal Lancer is a part of the Liquid Metal Weapon Set which is unlocked in tandem with the purchase of the DLC Season Pass.
<b>Liquid Metal Hammerburst</b>	The Liquid Metal Lancer is a part of the Liquid Metal Weapon Set which is unlocked in tandem with the purchase of the DLC Season Pass.
<b>Liquid Metal Gnasher</b>	The Liquid Metal Lancer is a part of the Liquid Metal Weapon Set which is unlocked in tandem with the purchase of the DLC Season Pass.
<b>Liquid Metal Sawed-Off Shotgun</b>	The Liquid Metal Lancer is a part of the Liquid Metal Weapon Set which is unlocked in tandem with the purchase of the DLC Season Pass.

# Onyx Weapon Skins

These are the available in Gears of War 3.

Variant	How to Unlock It
<b>Onyx Lancer</b>	Get 6,000 kills.
<b>Onyx Hammerburst</b>	Get 6,000 kills.
<b>Onyx Retro Lancer</b>	Get 6,000 kills.
<b>Onyx Gnasher</b>	Get 6,000 kills.
<b>Onyx Sawed-Off</b>	Get 6,000 kills.

Note: Only kills in Versus Mode count towards the Onyx Weapons

# Green Liquid Metal Skins

To unlock the Green Liquid Metal Lancer, Hammerburst, Sawed-Off, Retro Lancer and Gnasher you need promotional codes from Jack-In-The-Box restaurants. These codes, from Large Drink cups, can be redeemed for the weapons.

# Weapon Statistics Chart

Note: "Damage" assumes user is operating the weapon within its effective range.

Note "The Mulcher and Vulcan Cannon's damage may appear off, but they are only that powerful due to the insane number of bullets they put out."

<b>Weapons</b>	<b>Damage</b>	<b>Rate of Fire</b>	<b>Clip Size</b>
<b>Lancer</b>	1/10	Fast	60
<b>Retro Lancer</b>	3/10	Medium	30
<b>Hammerburst</b>	2/10	Fast	20
<b>Snub Pistol</b>	2/10	Fast	12
<b>Gorgon SMG</b>	1/10	Fast	32
<b>Boltok Pistol</b>	6/10	Medium	6
<b>Gnasher Shotgun</b>	7/10	Medium	8
<b>Sawed-Off</b>	10/10	Very Slow	1
<b>Longshot</b>	7/10	Slow	1
<b>Torque Bow</b>	9/10	Slow	1
<b>Boomshot</b>	10/10	Slow	1
<b>Digger Launcher</b>	9/10	Slow	1
<b>Mulcher</b>	1/10	Really Fast	200
<b>Mortar</b>	10/10	Slow	1
<b>One-Shot</b>	11/10	Slow	1
<b>Scorcher</b>	4/10	Constant	100
<b>Vulcan Cannon</b>	2/10	Very Fast	Varies
<b>Hammer of Dawn</b>	10/10	Constant	15 Seconds
<b>Cleaver</b>	7/10	Medium	12



# DLC & Expansions

## Packs

- Season Pass
- There are 22 new weapon skins available as DLC.
- The Horde Command Map Pack DLC released on November 1, 2011. It costs 800 Microsoft Points or comes as "an automatic download" with the Season Pass. This download also adds 250 new Achievement points. [1]
- RAAM's Shadow
- Fenix Rising
- Versus Booster Map Pack

## Characters and Skins

- Adam Fenix (Available with the Epic and Limited Editions of Gears of war 3 and/or the Gears of war 3 Limited Edition Console)
- Commando Dom (Gamestop Pre-Order)
- Mechanic Baird (Best Buy Pre-Order)
- Savage Grenadier Elite (WalMart Pre-Order)
- Savage Kantus (Amazon Pre-Order)
- Aaron Griffin (Like the Official Gears of War Facebook Page, click get Griffin)
- Cole Train (Unlockable within the beta, play 50 matches, then play 10 more as Cole Train)

Content availability are subject to change.

## Prevent Missing Bonuses from Beta

If you are one of the many people who are missing beta unlocks, make sure you still have your beta save file and the account associated with it on your HDD. If you still have the problem, place the game save and beta save onto one saving device and load the game. Once in the main menu, Press Start and select Storage device. When prompted, select the device that is associated with the beta and that should do the trick. If that doesn't work, play and finish at least one online match and repeat the steps above. Results may vary.

Source: IGN

# Horde Command Map Pack

The first major DLC pack for Gears of War 3, **Horde Command Map Pack** DLC was released on November 1, 2011. It costs 800 Microsoft Points (\$10 US) or comes as "an automatic download" with the Season Pass. This download also adds 250 new Achievement points.

The new maps in this pack are exclusive to Horde Mode, Beast Mode, and Private Games. There is no map support for Blood Drive, Rust Lung, or Azura in the Quick Match and Ranked Match Playlists at this time.

## New Multiplayer Maps

**Blood Drive** - A remake of the Gears of War 2 classic of the same name, the newer version of Blood Drive has been made a little darker and grittier, with more direction toward the "Destroyed Beauty" look that Gears of War 1 was famous for.

**Rustlung** - A brand new map associated more toward Horde Mode, and Beast Mode.

**Azura** - A brand New Map associated more toward Horde Mode and Beast Mode.

## New Playable Characters

**Note:** New playable characters will not need to be unlocked after you have paid for and downloaded the "Horde Command Map Pack".

- **Onyx Guard**
- **Big Rig Dizzy**
- **Bernie**

## New Weapon Skins

**Note:** New weapon skins will not need to be unlocked after you have paid for and downloaded the "Horde Command Map Pack"

- **Team Plasma**
- **Jungle Camo**

## New Fortifications

- **Decoy Upgrade:** Will allow you to upgrade your decoy into an Onyx Guard which will fight the enemies for you in Horde Mode.
- **Command Center:** Allows you to hit a button and call in game controlled support, this support ranges from Sniper fire to Hammer of Dawn blasts to help you get rid of enemies, and maybe

turn the wave in your favor.

This Fortification has 3 Levels:

**Level 1:** Supporting Sniper fire, game controlled Snipers help eliminate enemies on the map.

**Level 2:** Supporting Mortar Strikes, game controlled Mortar Strikes will be deployed to help kill enemies on the map.

**Level 3:** Hammer of Dawn Strikes will be deployed to help kill enemies on the map.

- **Sentry Gun Upgrade:** Added Flame Turret upgrade, this adds a flaming turret upgrade to the 3 new maps to both Horde and Beast mode, this will make the game more challenging in beast, while making it "easier" in Horde Mode. To clarify this upgrade will only be available on the new maps.
- **Silverback Upgrade:** Will add rockets as a higher upgrade level as well as a further discount in repair/rebuild price.

Source: Major Nelson

# RAAM's Shadow

**RAAM's Shadow** is a prequel to the original Gears of War and will offer three new hours of gameplay. It takes place in Sera just after Emergence Day, as "Zeta Squad is enlisted to evacuate Ilima City and protect the citizens against a Locust Kryll storm."

- Chapter 1 - Evacuation
- Chapter 2 - Darkness Spreads
- Chapter 3 - Hide and Seek
- Chapter 4 - Under the Shadow
- Chapter 5 - Kryllstorm
- Raam's Shadow Achievements

## General Description

Gamers will play as Zeta Squad, which includes Michael Barrick from the Gears of War graphic novels, Minh Young Kim from Gears of War, Tai Kaliso from Gears of War 2 and new character Alicia Valera. General RAAM, the final boss of the original Gears of War, will also be playable.

"RAAM's imposing size and strength, along with his Kryll shield, make him one of the most powerful and daunting foes in the 'Gears' universe," Bleszinski said. "We think fans are going to have a blast unleashing hell upon the poor humans for the first time in a campaign setting."

The complete RAAM's Shadow DLC pack contains the following:

- The RAAM's Shadow campaign, which delivers more than three hours of new campaign gameplay set in a storyline that precedes the events of the first Gears of War
- Six new multiplayer characters
- Chocolate Weapon Skin Set
- An additional 250 Gamerscore.

The second major DLC package for Gears of War 3, RAAM's Shadow will be available on December 13th for 1,200 Microsoft Points. It will be free to anyone who purchased a Gears of War 3 Season Pass.

Source: [More Gears of War 3 DLC On the Way](#)

## Walkthrough

...

# Fenix Rising

Epic will launch the third downloadable content pack for Gears of War 3 dubbed "Fenix Rising" on 2011 January 17. The Fenix Rising add-on will add several new Achievements for a total available Gamerscore of 250 points. Players can obtain "Fenix Rising" and all the previously released add-on content for "Gears of War 3," including "RAAM's Shadow" and the "Horde Command Pack," and secure access to one more upcoming game add-on by purchasing the "Gears of War 3" Season Pass for 2400 Microsoft Points, which entitles them to the first four game add-ons for a total discount of 33 percent.

## Maps

Available on Xbox LIVE for 800 Microsoft Points or included as part of the "Gears of War 3" Season Pass, "Fenix Rising" expands the multiplayer battlefield with an arsenal of stunning maps that deliver endless hours of frenetic online action across Versus Multiplayer, Horde and Beast Mode:

- **Academy** – The lineage of the Fenix family can be traced back along a distinguished line of military officers. Officer training at the Oracle Academy was simply the expected path for Marcus, and he had visited the grounds many times in expectation that he would walk the same path as his ancestors. But it was not to be, and Marcus broke with tradition to be with his best friends Dom and Carlos. Like any number of fine Seran traditions, the Academy is now lost to the invasion of the Locust Horde.
- **Anvil** – The fortress of Anvegad was called Anvil Gate because its impenetrable walls were forged in the fires of war. Huge cannons sat atop battlements that guarded sprawling walls running the line of the UIR borders. Marcus went there to find Hoffman, and they both thought that Anvil Gate would offer protection from the incoming forces of Locust and Lambent. They were wrong, and little remains other than the ruined shell of a once mighty fortress.
- **Depths** – The excessive opulence of Azura defied all normal reasoning. But Adam Fenix could see the cracks in the veneer of splendor from the moment he arrived at this underwater processing center. And all that beauty mattered not at all once he was held captive by the Locust. Out of options, he had to find a way to contact Marcus, and finally reveal the truths he'd been keeping to himself for all these many years.
- **Escalation** – Haldane Hall has been the home of the Fenix family for countless generations. But the only history that matters to Marcus's are his memories of warm summer evenings spent with his mother, Elain, relaxing in the estate's gardens. Sadly, all the estate's history and beauty was lost when the Locust destroyed it in an attempt to kidnap his father.
- **The Slab** – Convicted for insubordination and treason, Marcus was incarcerated in Jacinto Maximum Security Prison. Known as "The Slab", this prison is not a correctional facility - it's a place where Sera's worst offenders are locked up and forgotten. The inmates are brutal, parole is not an option, and the average life expectancy is about two years. But that was before the Locust showed up, and what couldn't get worse, suddenly did. Now your life expectancy there is

around 2 minutes.

## Skins

Players who purchase “Fenix Rising” will gain access to the following character skins for use in Versus Multiplayer and Horde Mode (if COG):

- **Recruit Clayton** – Clayton was born a Gear, grew up a Gear, and on the very day he became eligible, he signed himself up to become the capable, confident, and devoted Gear he’d always known he could be.
- **Thrashball Cole (Limited Edition)** – The Cole Train prefers to take the most direct path to the Locust Horde in any situation. What he lacks in finesse, he makes up in raw energy.
- **Savage Marauder** – Locust Marauders were the first to form any sort of organization outside of the Hollow – if their brutal infighting and bloodthirsty raiding parties could truly be called organized.
- **Savage Kantus (Limited Edition)** – The Savage Kantus were profoundly impacted by the loss of the Hollow. They have reverted to a primal, shamanistic state, and their battle cries have taken a dark, melancholy turn. Few sounds are as terrifying to human ears.

## Re-Upping

With the purchase of the add-on, players who attain level 100 will have a choice to “Re-up” for another tour of duty to showcase their valor and dedication as elite “Gears of War” fans. Their experience and rank will be reset, but all other progression (including TrueSkill rating) will remain intact. Players can “Re-up” up to three times, earning a new rank icon color each time: Bronze (default level 100), Red, Green and Gold. Each “Re-up” level after Bronze also awards the player an exclusive, custom weapon skin that cannot be obtained by any other means:

- **Re-Up Plasma** – Animated flowing plasma in gold.
- **Re-Up Omen** – Shiny, red Omen.
- **Re-Up Electric** – Animated, golden electric shocks.

# Weapon Skin Packs

There are several downloadable weapon skin packs that can be purchased in the Xbox Live Marketplace ranging from 80 Microsoft Points (\$1 USD) to 3600 Microsoft Points (\$45 USD). All the weapon skin pack names and prices are as follow in alphabetical order.

**Every Skin with "Animated" in the Purchase Title has a certain in-game animation to make the skin look nicer, or cooler, thus these types of skins are generally more expensive. These Skins will be highlighted in BLUE below.**

- **Crimson Omen Lancer Skin: 80**  
Contains the Crimson Omen Skin for the Lancer.
- **Lancer Complete Launch Collection Skin: 1200**  
Contains every DLC "launch" skin for the Lancer.
- **Retro Lancer Launch Collection Weapon Skin Set: 1200**  
Contains every DLC "launch" skin for the Retro Lancer.
- **Shotguns Launch Collection Weapon Skin: 1200**  
Contains every DLC "launch" skin for both the Gnasher and Sawed-Off shotguns.
- **Urban Camo Weapon Skin Pack: 240**  
Contains Urban Camo Skin for each Starting weapon (Hammerburst, Lancer, Retro Lancer, Both Shotguns)
- **Weapon Skin Bundle - Arctic Camo Set: 240**  
Contains Arctic Camo Skin for each Starting Weapon (Hammerburst, Lancer, Retro Lancer, Both Shotguns)
- **Weapon Skin Bundle - Bloody Set: 240**  
Contains Bloody Weapon Skin for each Starting Weapon (Hammerburst, Lancer, Retro Lancer, Both Shotguns)
- **Weapon Skin Bundle - Deadly Cute Set: 240**  
Contains a Pink Weapon Skin for each Starting Weapon (Hammerburst, Lancer, Retro Lancer, Both Shotguns)
- **Weapon Skin Bundle - Desert Camo Set: 240**  
Contains Desert Camo Skin for each Starting Weapon (Hammerburst, Lancer, Retro Lancer, Both Shotguns)
- **Weapon Skin Bundle - Desert Digital Camo Set: 240**  
Contains Desert Digital Skin for each Starting Weapon (Hammerburst, Lancer, Retro Lancer, Both Shotguns)
- **Weapon Skin Bundle - Electrical Animated Set: 320**  
Contains Electric Weapon Skin for each Starting Weapon (Hammerburst, Lancer, Retro Lancer, Both Shotguns)  
*Note: This skin has blue or red electricity (depending on team) that moves around the weapon.*
- **Weapon Skin Bundle - Flower Set: 240**  
Contains Flower Weapon Skin for each Starting Weapon (Hammerburst, Lancer, Retro Lancer, Both Shotguns)

- **Weapon Skin Bundle - Garish Set: 240**  
Contains Garish Weapon Skin for each Starting Weapon  
(Hammerburst, Lancer, Retro Lancer, Both Shotguns)
- **Weapon Skin Bundle - Haze Set: 240**  
Contains Haze Weapon Skin for each Starting Weapon  
(Hammerburst, Lancer, Retro Lancer, Both Shotguns)
- **Weapon Skin Bundle - Imulsion Animated Set: 320**  
Contains Imulsion Weapon Skin for each Starting Weapon  
(Hammerburst, Lancer, Retro Lancer, Both Shotguns)  
*Note: This skin has immulsion that slowly moves around the base and mid area of the weapon.*
- **Weapon Skin Bundle - Jungle Digital Camo Set: 240**  
Contains Jungle Digital Skin for each Starting Weapon  
(Hammerburst, Lancer, Retro Lancer, Both Shotguns)
- **Weapon Skin Bundle - Ocean Animated Set: 320**  
Contains Ocean Weapon Skin for each Starting Weapon  
(Hammerburst, Lancer, Retro Lancer, Both Shotguns)  
*Note: This skin has a bluish white color that moves slowly around the entire weapon.*
- **Weapon Skin Bundle - Oil Slick Animated Set: 320**  
Contains the Oil Slick Skin for each Starting Weapon  
(Hammerburst, Lancer, Retro Lancer, Both Shotguns)  
*Note: This skin has a dark blue, green, black, and other colors that move slowly around the weapon, making it look like spilled oil.*
- **Weapon Skin Bundle - Rainbow Animated Set: 320**  
Contains the Rainbow Skin for each Starting Weapon  
(Hammerburst, Lancer, Retro Lancer, Both Shotguns)  
*Note: This skin has a rainbow of colors in the front of the gun, these colors slowly change and warp.*
- **Weapon Skin Bundle - Team Distressed Set: 240**  
Contains the Team Distress Skin for each Starting Weapon  
(Hammerburst, Lancer, Retro Lancer, Both Shotguns)
- **Weapon Skin Bundle - Team Metal Set: 320**  
Contains the Team Metal Skin for each Starting Weapon  
(Hammerburst, Lancer, Retro Lancer, Both Shotguns)
- **Weapon Skin Bundle- Team Pulse Animated Set: 320**  
Contains the Team Pulse Skin for each Starting Weapon  
(Hammerburst, Lancer, Retro Lancer, Both Shotguns)  
*Note: This skin has red/blue waves that pulse through the weapon from Barrel to Back, the color is based on Team.*
- **Weapon Skin - Thunderstorm Animated Set: 320**  
Contains the Thunderstorm Skin for each Starting Weapon  
(Hammerburst, Lancer, Retro Lancer, Both Shotguns)  
*Note: This has the same effect as a thunderstorm on the weapon, at the top is some storm clouds which strike lightning at different parts of the weapon over time.*
- **Weapon Skin Bundle - Tiger Set: 240**



Contains the Tiger Camo Skin for each Starting Weapon  
(Hammerburst, Lancer, Retro Lancer, Both Shotguns)

- **Weapon Skin Bundle - Tribal Set: 240**

Contains the Tribal Skin for each Starting Weapon  
(Hammerburst, Lancer, Retro Lancer, Both Shotguns)

- **Weapon Skin Collection - Launch Collection: 3600**

Contains every "launch" skin for every starting weapon, this will give you all the skins released on launch day for the Hammerburst, Lancer, Retro Lancer, and Both Shotguns.

- **Weapon Skin Gun Pack - Hammerburst: 1200**

Contains every "launch" skin for the Hammerburst Rifle.

# Season Pass

On August 29, Epic announced the **Season Pass** which officially went live on September 27, 2011.

## What's the Season Pass?

The Gears of War 3 Season Pass hooks players up with the first four DLC packs as they become available. The first is scheduled for November 1st it is titled the "Horde Command Map Pack", and the next three are scheduled to release "over the course of the next year." Epic stated that the packs would contain both multiplayer and campaign content, but has yet to go into specifics about them.

The Season Pass went on sale on the game's launch day, September 20, and retails for 2400 Microsoft Points (\$30) on the Xbox LIVE Marketplace. Microsoft stated that the Season Pass is a 33% saving over buying the four DLC packs separately. Fans who order the Season Pass will also get a Liquid Metal Weapon Set, including the Liquid Metal Lancer. One of the DLC is rumored to be similar to a deleted level like "Road to Ruin" from Gears of War 2, while Rodd said that the second DLC Pack will contain campaign content, he stated the content will be entirely new, and not part of the original Gears of War 3 Campaign.

Details about the first DLC Pack can be found at the Horde Command Map Pack page.



Source: Gears of War 3 Season Pass Announced

# COG Codes

## What are COG Codes?

In order to help with promoting the release of Gears of War 3, Epic made a fun little thing with something called COG Codes (can be found under this paragraph) , type in the code at [xboxcogcodes.com](http://xboxcogcodes.com) and you'll unlock various downloads (posters, ect). These downloads aren't connected to the actual game, but are a must for any hardcore fan.

There are more to find than what's on this list. If you find one, add it here and share it with the Gears of War community on .

<b>Unlockable Reward</b>	<b>COG Code</b>
Cole Train 3D Poster	A68GCEQZMFBK
Cole Train 3D Poster	6J8ANRPMXW7T
Cole Train 3D Poster	94WTFUCPE7DN
Locust Drone 3D Poster	GTA7EHJQK2Z6
Locust Drone 3D Poster	Z7JQVND2E3GH
Locust Drone 3D Poster	2JEPVQX9WNF9
Locust Drone 3D Poster	XPEUQMNGC838
Locust Drone 3D Poster	Q7Z2CVR7YHDK
COG Locker Wallpaper	Y6MJCGZA8N7V
COG Locker Wallpaper	AFN8GUZP77RJ
COG Locker Wallpaper	KUVAJPD633TE
COG Locker Wallpaper	8FPCQG2Z4XNY
COG Locker Wallpaper	W98G9AZJDHXE
Gears 3 Messenger Icons	Q94RGYWVXE8T
Gears 3 Messenger Icons	9DUXJKW8ZN9R
Gears 3 Messenger Icons	G4ERZNAH74QM
Gears 3 Messenger Icons	J2PDB6GYCAT7
Gears 3 Messenger Icons	XY8N49VMHGWT
Submarine Vehicle Certificate	2UTHRY4M3CPG
Submarine Vehicle Certificate	84PCA8YTXKUE
Submarine Vehicle Certificate	2M3EUNFA9BXG
Submarine Vehicle Certificate	HVMQW436ARUF
Submarine Vehicle Certificate	WCHD29EUKMQ6
Carmine's Tattoo Pattern	8DWBA9ZTEJ7V

<b>Silverback Schematic Poster</b>	EZ3QH YFK4D8V
<b>Hanover Cougars Iron-On</b>	QYXCKFB9E4J2
<b>Anya Stroud Papercraft</b>	ATX3GVND86JC
<b>Berserker Target Poster</b>	TR3FQ7WHUJ8Y
<b>Lancer Schematic Poster</b>	F9JZ47PNRBHU
<b>Hammer of Dawn Weapon Certificate</b>	64QZRJ8HKXVU
<b>Locust Drone Papercraft</b>	DQXB348MVCPF
<b>Marcus' Tattoo Pattern</b>	798VJTUNKFAD
<b>OG Slick Wallpaper Graffiti 1</b>	JX64HCZKDY9A
<b>OG Slick Wallpaper Graffiti 1</b>	9WBTDCJ3GX2R
<b>OG Slick Wallpaper Graffiti 1</b>	HK2P84MAUZEC
<b>OG Slick Wallpaper Graffiti 1</b>	E7JRQKBHCG46
<b>COG Oneshot Schematics Poster</b>	2TEK9HFZQRW8

# Versus Booster Map Pack

On November 24th—Thanksgiving in the U.S.—Epic will release the Versus Booster Map Pack, which will be available for free.

## Multiplayer Maps

**Blood Drive** - A remake of the Gears of War 2 classic of the same name, the newer version of Blood Drive has been made a little darker and grittier, with more direction toward the "Destroyed Beauty" look that Gears of War 1 was famous for.

**Rustlung** - A brand new map associated more toward Horde Mode, and Beast Mode.

**Azura** - A brand New Map associated more toward Horde Mode and Beast Mode.

**Swamp** - A classic Gears of War map.

**Clocktower** - A classic Gears of War map.

# Forces of Nature

Forces of Nature is a Multiplayer DLC pack which released on March 27, 2012. It contains five maps total, three new maps and two flashback maps.

## New Maps

- Cove
- Aftermath
- Artillery

## Flashback Maps

- Jacinto
- Raven Down

# Achievements

Gears of War 3 has a total of 50 Achievements and One Secret Achievement, "Respect for the Dead."

## Secret Achievement: Respect for the Dead

Click this link to see the video

<http://www.ign.com/videos/2011/09/20/gears-of-war-3-achievement-respect-the-dead-aka-the-secret-achievement-hd>

Got a tip? Click on an Achievement below.

50G

Ain't My First Rodeo

Complete all campaign Acts on Hardcore Difficulty (Standard or Arcade).

10G

All for One, One for All

Earn the Bronze "Force Multiplier" medal.

10G

Anvil Gate's Last Resort

Story Progression in Act 3 Chapter 1 (Standard or Arcade).

25G

Award Winning Tactics

Earn at least one Onyx medal.

10G

Baird's Favorite Kind of Toy

Story Progression in Act 4 Chapter 5 (Standard or Arcade).

10G

Brothers to the End

Story Progression in Act 3 Chapter 5 (Standard or Arcade).

5G

Collector

Recover 5 Campaign Collectibles (any difficulty, Standard or Arcade).

10G

Enriched and Fortified

Complete all 50 waves of Horde mode (any difficulty, any map).

25G

First Among Equals

Earn the Silver "Number 1" medal.

15G

Hoarder

Recover all 42 Campaign Collectibles (any difficulty, Standard or Arcade).

25G

It's All About the Loot!

Earn the Bronze "Loot Courtesan" medal.

10G

Judge, Jury and Executioner

Get a kill with every possible execution finishing move (any mode).

50G

Lambency

Execute an Epic employee, or someone who already has Lambency, in Versus multiplayer (any mode).

5G

Level 5

Reach level 5.

10G

Level 10

Reach level 10.

15G

Level 15

Reach level 15.

25G

Level 25

Reach level 25.

50G

Level 50

Reach level 50.

10G

Look at That, Instant Summer.

Story Progression in Act 5 Chapter 2 (Standard or Arcade).

10G

Lost Your Good Driver Discount

Story Progression in Act 3 Chapter 3 (Standard or Arcade).

5G

Marcus, It's Your Father

Story Progression in Prologue (Standard or Arcade).

50G

My Fellow Gears

Complete all Campaign Acts in Co-op (any difficulty, Standard or Arcade).

10G

My Turf! Cougars Territory!

Story Progression in Act 1 Chapter 5 (Standard or Arcade).

10G

Oh Yeah, It's Pirate Time

Story Progression in Act 2 Chapter 5 (Standard or Arcade).

10G

Ok. Faith. Yeah. Got It.

Story Progression in Act 5 Chapter 5 (Standard or Arcade).

10G

Okay, Now We Find Hoffman

Story Progression in Act 2 Chapter 1 (Standard or Arcade).

10G

Pack Rat

Recover 20 Campaign Collectibles (any difficulty, Standard or Arcade).



10G

Putting it Scientifically...

Story Progression in Act 1 Chapter 6 (Standard or Arcade).

50G

Ready for More

Complete all campaign Acts on Casual or Normal Difficulty (Standard or Arcade).

15G

Remember the Fallen

Recover all 15 COG Tags during the Campaign (any difficulty, Standard or Arcade).

5G

Respect for the Dead

Your respect for the dead earned you access to Griffin's special weapons stash.

100G

Seriously 3.0

Reach level 100 and earn every Onyx medal.

70G

Socialite

Earn the Onyx "War Supporter" medal.

10G

Swimmin' in Glowie Gravy

Story Progression in Act 1 Chapter 2 (Standard or Arcade).

10G

Thanks For Flying GasBag Airways

Story Progression in Act 2 Chapter 7 (Standard or Arcade).

75G

That's Just Crazy

Complete all campaign Acts on Insane Difficulty (Standard or Arcade).

10G

The Versus Sampler Platter

Complete one match of all six Versus game modes (Standard or Casual).

10G

Think You Can Handle That?

Story Progression in Act 4 Chapter 3 (Standard or Arcade).

10G

Wait, What Time is it?

Earn the maximum Consecutive Match Bonus in Versus multiplayer (Standard or Casual).

10G

Was it Good For You?

Story Progression in Act 3 Chapter 2 (Standard or Arcade).

50G

We Few, We Happy Few...

Complete all Campaign Acts in 4 player Co-op (any difficulty, Standard or Arcade).

10G

We Struck Gold, Son!

Story Progression in Act 1 Chapter 3 (Standard or Arcade).

10G

Welcome To -redacted-

Story Progression in Act 4 Chapter 6 (Standard or Arcade).

10G

Welcome to Arcade Mode

Complete 5 Arcade Campaign chapters in co-op (any difficulty).

10G

Welcome to Beast Mode

Survive all 12 waves of Beast mode (any difficulty, any map).

10G

Welcome to Horde Mode

Survive the first 10 waves of Horde mode (any difficulty, any map).

0G

Welcome to the Big Leagues

Demonstrate your skill in Casual Versus multiplayer.

10G

Welcome to Versus

Kill 10 enemies in Team Deathmatch (Standard or Casual).

10G

Wreaking Locust Vengeance

Get a kill with every Locust monster in Beast mode (any difficulty).

10G

You're Dead! Now Stay Dead!

Story Progression in Act 5 Chapter 6 (Standard or Arcade).

# Avatar Awards

## Marcus' Doo-Rag



Complete the campaign on any difficulty

## Locust Drone Mask



Earn the "Welcome to Beast Mode" achievement. To complete this achievement, play Beast Mode and survive all 12 waves

## Horde Shirt (Male)



Earn "Welcome to Horde Mode" achievement. To complete this achievement, play Horde Mode and survive the first 10 waves.

# Horde Command Pack Achievements

There are 5 unique Achievements in the Horde Commande Pack DLC. Click through the listed Achievements below for tips and strategies for earning them.

---

50G

It's Hammer Time!

Achieve Level 4 in Horde Command Center fortifications.

100G

Kill Locust (Like a Boss)

Defeat a Boss Wave as 5 Onyx Guards (Hardcore difficulty).

25G

Places to See, People to Destroy

Host a private Beast Match with a party of 5 players on any Horde Command Pack map (any difficulty).

25G

The Host with the Most

Host a private Horde Match with a party of 5 players on any Horde Command Pack map (any difficulty).

50G

What Does This Button Do?

Get 500 Silverback rocket kills in Horde (any map, any difficulty).

Source [Xbox360achievements](#)

# RAAM's Shadow Achievements

There are 10 unique Achievements in the RAAM's Shadow DLC pack. Click through the listed Achievements below for tips and strategies for earning them.

---

- 15G  
Death From Above  
Using the Hammer of Dawn command center, kill 50 Locust. You may accumulate this total over several playthroughs.
- 15G  
Finger of Doom  
While playing as Raam, kill 50 Gears using Kryll.
- 25G  
Foreshadowing  
As Raam, execute Minh Kim 10 times in Versus MP.
- 15G  
Ghosts From the Past  
Play 10 matches of Versus as a Zeta member (Barrick, Tai, Minh Kim, Valera).
- 25G  
Help From My Friends  
Complete Raam's Shadow's campaign (arcade or standard) with 4 human players in co-op.
- 15G  
I'm Rubber You're Glue  
As a Mauler, kill 10 Gears by reflecting their bullets back with your shield.
- 25G  
Some Friendly Competition  
Complete Raam's Shadow's arcade campaign on any difficulty.
- 15G  
Unarmed and Dangerous  
Using the Loader, kill 10 Locust. You may accumulate this total over several playthroughs.
- 25G  
Welcome to Zeta  
Complete Raam's Shadow's standard campaign on any difficulty.
- 75G  
Zeta Team Go  
Complete waves 1 to 10 of Horde with 5 players as Zeta (Barrick, Tai, Minh Kim, Valera, and Jace).

All achievement and trophy pages on IGN's wikis use a special template. Please visit the [Template Page](#) for the correct code and instructions on how to use them. Thank you.

Source: Epic Games

# Fenix Rising Achievements

There are 7 unique Achievements in the Fenix Rising DLC. Click through the listed Achievements below for tips and strategies for earning them.

---

20G

Now They Begin to Understand

Complete all 12 waves of Beast on all Fenix Rising maps.

25G

Defending the Past

Complete all 50 waves of Horde on any of the Fenix Rising maps.

15G

Come to Poppa!

Win a Versus multiplayer match as a team of five Recruit Claytons (any mode).

15G

Locust, Forever!

Win a Versus multiplayer match as a team of five Savage Marauders (any mode).

50G

Time to Re-up!

Achieve level 100 and choose to re-up for another tour of duty.

50G

Again!

Achieve level 100 a second time and choose to re-up for another tour.

75G

I've Done it All!

Earn at least one of each of the original 132 combat ribbons.

Source [Xbox360achievements](#)

# Forces of Nature Achievements

There are 10 unique Achievements in the Forces of Nature DLC. Click through the listed Achievements below for tips and strategies for earning them.

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- 25G  
Elemental  
Get 25 kills with any of the hidden elementally charged Cleavers in Horde.
- 25G  
Force Multiplayer  
Win a match of Guardian on all Forces of Nature maps.
- 50G  
Force Multiplier  
Kill a Lambent Berserker with a team comprised of 5 Forces of Nature characters in Horde.
- 20G  
Horde Natural  
Complete 20 consecutive waves of Horde on any Forces of Nature map without going down or dying.
- 20G  
Hunter Gatherer  
Bag and Tag 20 opponents while playing as the Savage Hunter in Versus multiplayer (any mode).
- 20G  
I've Got This!  
Kill 10 opponents as the leader in a round of Guardian on a Forces of Nature map.
- 20G  
Natural Selection  
Complete all 12 waves of Beast on all Forces of Nature maps.
- 20G  
Stock Piled  
Achieve the maximum level on all fortifications in Horde mode.
- 25G  
Unstoppable Force  
Complete all 50 waves of Horde on any of the Forces of Nature maps.
- 25G  
Witty Repairtee  
Build or repair 50,000 worth of fortifications as Mechanic Baird LE.

Source [Xbox360achievements](#)

# Easter Eggs

## Fear the Beard

Click this link to see the video

<http://www.ign.com/videos/2011/09/20/gears-of-war-3-easter-egg-cole-trains-hat-hd>

Another hat can be found in the bed of a truck just before the playground.

## Cole Train Cereal

This easter egg is in Act 1 Chapter 3, before you reach the playground. Go into the supermarket and look in the sporting goods section. You will find a cereal box with Cole trains face on it. Interact with the cereal for a special audio recording.

But even better, if you press the keep pressing the button, after about a minute, the "Delta Squad's in yo house b\*\*\*\*" dialogue from Gears 2 will play.

## The Two Piece

When you first arrive at Griffin Tower you will have to follow the "Ash Man". While walking through the tower you will see two people standing next to each other, a man and a women - the man will ask "can you show me the two peice again?" This is a reference to a highly popular shotgun tactic in the Gears series where you run up melee your enemy then blindfire a Gnasher shot to finish them off.

## The Sounds of Cole Train

Any time you see a Thrashball table (it looks like Foosball) you can activate it and hear the sounds of the Cole Train. The first of these tables is in Act 1-1 on the second floor of the ship.

## The Candy Machine

After walking past the first Thrashball machine you are introduced to Jayson "Jace" Straton attempting to free a Choclolate bar from the vending machine. Jace Gives up leaving Marcus the opportunity to try his luck, press "X" and Marcus kicks the machine freeing the chocolate bar and saying "Well, it's mine now".

## The Game in the Game

In Act 1 Chapter 1, if you look on your shelf above Fenix's bed you can see the limited edition of the game. **THIS IS NOT AN EASTER EGG.**



## **Infinity Blade Reference**

In Act 1, Chapter 1; the first cutscene shows Jace trying to get his hands on a pack of "Mustard's Infinity Mints," a nod to Donald and Jeremy Mustard; the co-founders of Chair Entertainment and developers of the hits Infinity Blade and Shadow Complex.

## **Cole's Speech to the Locust**

On Act 1 Chapter 3, in the Super Market. You'll come across the Thrashies stand up that has the Cougars Hat and the button with the Thrashies catchphrase. If you keep on pressing the button, you will eventually hear the famous Cole Speech from Gears of War 2, when Delta One is in the Queen's Stronghold.

## **Dom's Knife**

If you look closely, in the final cutscene, the knife that Marcus uses to kill Myrrah is Dom's knife. The one he hands Marcus in Mercy so that he can cut the cable.

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# Universe

## Back Story

- Plot
  - Games
  - Books

## People and Places

- Coalition of Ordered Governments
- Union of Independent Republics
- Stranded
- COGs
- Characters
  - Samantha Byrne
  - Damon Baird
  - Augustus Cole
  - Aaron Griffin
  - Adam Fenix
  - Marcus Fenix
  - Dominic Santiago
  - Jace Stratton
  - Anya Stroud
  - Chairman Richard Prescott
  - Colonel Victor Hoffman
  - Bernadette Mataka
  - Anthony Carmine
  - Benjamin Carmine
  - Clayton Carmine
  - Dizzy Wallin
  - Jack
- Locations
  - Sera
  - Jacinto
  - Anvil Gate
  - Deadlands
  - Azura
  - Char
  - Mercy (Town)
  - Hanover
  - Hollow
  - Raven's Nest
  - Sera

- Vectes

## **Non-Humans**

- Locust Horde
  - Grenadier Elite
  - Kantus
  - Bloodmount
  - Berserkers
  - Brumaks
  - Corpsers
  - Drones
  - Grenadiers
  - Queen Myrrah
- Lambent
  - Stalk
  - Drudge
  - Polyp
  - Formers
  - Lambent Wretch
  - Lambent Drone
  - Drudge
  - Lambent Berserker
  - Lambent Leviathian
  - Lambent Brumak

## **The War**

- Vehicles
- Weapons
- Battles
- Enemies

# Characters

## Gears of War 3 Friends and Foes

### Coalition of Ordered Governments



- Damon Baird - voiced by Fred Tatasciore
- Samantha Byrne - voiced by Claudia Black
- Clayton Carmine - voiced by Michael Gough
- Augustus Cole - voiced by Lester Speight
- Aaron Griffin - voiced by Ice T
- Adam Fenix - voiced by Peter Renaday
- Marcus Fenix - voiced by John DiMaggio
- Dominic Santiago - voiced by Carlos Ferro
- Jace Stratton - Michael B. Jordan
- Anya Stroud - voiced by actress Nan McNamara
- Chairman Richard Prescott - voiced by Dwight Schultz
- Colonel Victor Hoffman - voiced by Jamie Alcroft
- Dizzy Wallin - voiced by Peter Jason
- Anthony Carmine (K.I.A.) (Multiplayer Only.)
- Benjamin Carmine (K.I.A.) (Multiplayer Only.) - voiced by Michael Gough
- Tai Kaliso - (K.I.A.) (DLC Multiplayer Only) also voice by Fred Tatasciore
- Bernadette Mataki - (DLC Multiplayer Only) voiced by Tess Masters
- Onyx Guard - (DLC Multiplayer only)
- Commando - Dom (Pre order only)
- Cole Train - (Beta Only)
- Mechanic Baird - (Best Buy Pre Order Exclusive)
- Golden Gear - (Multiplayer only)
- Cog Gear - all voiced by Isaiah Mustafa
- Jack

### The Locust Horde



- Grenadier Elite
- Savage Kantus - (Amazon Pre Order Exclusive)
- Savage Grenadier
- Drone
- Savage Drone
- Spotter
- Miner
- Golden Miner
- Theron Guard
- Savage Theron Guard
- Flame Grenadier
- Grenadier
- Hunter
- Sniper
- Golden Hunter
- Hunter Elite
- Myrrah- voiced by Carolyn Seymour

## The Lambent



- Lambent Stalks
- Polyp
- Lambent Wretch
- Formers
- Lambent Drone
- Drudge

- Gunker
- Lambent Brumak
- Leviathan
- Lambent Berserker

# Adam Fenix



## Gears of War 2 and 3 Spoilers Ahead!

The father of Marcus Fenix is Adam Fenix.

Adam Fenix was a Gear soldier in his first years, but later became a scientist, hoping he would find a solution to end the Pendulum Wars. He studied Imulsion and its effects on living organisms. Because of his research on Imulsion, Queen Myrrah asked him to find a solution for Lambency, because the Lambent were becoming a great threat. He failed to find anything, so Queen Myrrah started planning the invasion of Sera, and ultimately, the genocide on humans.

He also worked on the stolen Hammer of Dawn technology(see Battle of Aspho Fields.

Marcus Fenix tried to save Adam Fenix and left his duties to do so. At the Fenix Estate , an out of control King Raven struck a building. Debris from the structure collapsed onto Adam Fenix. Marcus was then court-martialed and imprisoned for abandoning his duties.

Adam Fenix plays a very large part in the Gears of War storyline.

While Adam Fenix didn't show up during Delta Squad's mission in Gears of War 2 he did play a role after the game ended. After Delta Squad sunk Jacinto with the Hammer of Dawn's help the credits rolled. After all of the lengthy credits have finished a voice pops up. It is Adam Fenix. He was presumed to be deceased despite his son's heroic attempt to save him. His haunting static-filled voice asks, "...What have you done?" He is not shown however, adding to the suspense. This cliffhanger sets up Gears of War 3.

Chairman Prescott gives Marcus a video message made by Adam Fenix at the beginning of Gears of War 3. In the video Adam Fenix says he is being held captive by the Locust. Marcus is shocked to see his father in the message because Adam Fenix was long thought dead. Adam Fenix also explains that he needs Marcus' help and that the Imulsion is killing the Sera and that he has the solution to stop this.

20 years before the events of the third game, Adam was tasked by Queen Myrrah with finding a way to stop the Lambent but save the Locust. His failure to come up with anything eventually resulted in Emergence Day. Adam Fenix plays an important role in Gears 3 as he has found a solution to not only stopping the Lambent, but also stopping the Locust. This sets up important plot points for the games story and compels players to uncover the truth of what really happened to Adam and how he plans to put and end to everything.

Strangely, when Adam Fenix hears from Marcus that Queen Myrrah was killed he sounds hurt.

While searching for a the solution to the parasitic Imulsion, Adam Fenix injected himself with the substance in order to understand it better. This unfortunately forced him to quicken the process into Lambency. He reveals this fact to Marcus only after his Lambent destroying machine was activated and perished only seconds after. His lasts words to Marcus were, "Now go-and live-for me."

## Character Skin

Skin Name	Description & Unlock Requirement
Adam Fenix	<b>Adam Fenix</b> is only unlockable by redeeming the code give to the players who purchased either the Limited or Epic Edition of Gears of War 3. The code can be found on the back of the Octus Medal(Gear) in either of these editions.

- <http://gearsofwar.xbox.com/en-US/about/index/3#2>



# Marcus Fenix



*"Welcome back to the army, soldier"*

*"Shit"*

Dom and Marcus, shortly after Marcus is sprung from prison.

Also known as: Marcus, Fenix

Voice Actor: John DiMaggio (Futurama, Johnny Bravo)

## Lightmass Offensive

### Return to Duty

Four years into his conviction, Marcus was essentially broken out of prison by Dominic Santiago. The rest of the prisoners had been pardoned and conscripted as gears, except for Marcus. Dom brings Marcus his gear and together they fight their way through Locust to escape.

After escaping the prison, he was placed in Delta Squad, led by Lt. Mnh Young Kim and included Dominic Santiago and Anthony Carmine. They were tasked with finding Alpha Squad and the Sonic Resonator, a device which potentially could map out the Hollow, allong for the deployment of the Lightmass bomb. Inside the House of Sovereigns, the group encountered Augustus Cole, a former Thrashball superstar now Gear, fighting multiple Locust single handedly.

After being saved by Delta, he joined them to help reach Alpha, replacing the recently deceased Anthony Carmine. In order to reestablish radio communications, they used the Hammer of Dawn in order to destroy the Seeders which were causing the interference. Alpha Squad was trapped in the Tomb of the Unknowns and required support due to multiple Locust.

Marcus and Delta cleared out the [[Locust Horde|Locust] and were going to board a King Raven until

more Locust led by General RAAM arrived. RAAM killed Lt. Kim and the rest of Delta and Alpha went back into the Tomb. Inside the Tomb, Marcus, Cole, Dom, and Baird, another member of Alpha squad, had to face a Berserker. Marcus was then promoted to Sergeant and the leader of Delta Squad after killing the Berserker.

Delta's orders were then to head to the Lethia Emulsion Facility in order to reach the Hollow and deploy the Sonic Resonator. Without transportation, they were forced to search for the Stranded and find transportation. Dom worked out a deal with the Stranded leader where he could take his Junker but had to go and get the Junker and Baird and Cole were to stay behind in case Locust arrived at the Camp.

While heading towards the gas station where the Junker was located, night came and hordes of Kryll came out looking for food, attacking anything that was not in the light. After reaching the gas station, Dom and Marcus had to fuel the Junker and hold off the Locust and a Boomer in the process. After being filled, Dom, Marcus, and Chap, the man who owned the now destroyed gas station, took the Junker back to the Stranded Camp, taking out any Kryll with a UV Turret attached to the roof of the vehicle. After arriving at the Stranded Camp, Delta assisted the Stranded in fending off multiple Locust and closing Emergence holes. After defeating the Locust, Delta took the Junker and headed to the Emulsion Facility to continue their mission.

Arriving at the facility, Delta discovered Lambent Wretches in the courtyard of the factory, to which there had been few reported sightings before and was their first encounter with the Lambent. They then fought their way through Lambent and Locust in order to reach the cart control room. Using the carts which were controlled by Anya, they were then led to the drilling elevators which would allow them to reach the Hollows but had to go through four Boomers in order to use them. Inside the Hollow, Marcus and Dom were separated from Baird and Cole after falling down a ravine into a Locust ambush. While navigating their way back to them, they encountered a Corpser near a lambent pit. They pushed the giant spider-like creature back onto a trap which then caused it to fall into the Emulsion.

They then regrouped with Baird and Cole and set up into two teams to take the pump station and take out the Theron Guards that were there. After defeating them, they set up the sonic resonator and headed back to the surface. Unfortunately the resonator did not map all of the Hollow tunnels and would be forced to use many more resonators in order to do that.

Baird luckily discovered Geobot which contained information about the Hollows, which came from Adam Fenix, Marcus' father. Hoffman then ordered Delta to head to the Fenix Estate in order to retrieve the information they needed.

General RAAM intercepted the communications between Delta and Command and sent Locust to stop them. Fighting their way through the Locust in the city, they arrived at the Fenix Estate and proceeded to clear out the building of any hostiles. Once it was clear Marcus discovered his Father's hidden lab. JACK then downloaded the files needed while Delta held off the Locust. With the information obtained, they headed to Tyro Station in order to get on the train the Lightmass bomb was on. Marcus and Dom made it onto the train but Baird and Cole did not, waiting instead for pickup from a King Raven. Marcus and Dom then battled their way to the front of the train and the Lightmass bomb, fighting multiple Locust, Theron Guards and a Berserker. After killing the Berserker by detaching another cart from the train, they moved into the train cars and fought their way through

more Locust and Reavers. Arriving at the Lightmass bomb, they were forced to face General RAAM, armed with a Troika and surrounded by a swarm of Kryll. After defeating him, they activated the bomb and were extracted by a King Raven before the Lightmass bomb was detonated. The exact number of Locust killed is unknown but it is believed that the majority of them and much of the Hollow was destroyed in the explosion.

## **Operation Hollow Storm and the Sinking of Jacinto**

Six months after the Lightmass bombing, it is revealed that the Locust were not all destroyed. Dom, Marcus, and Benjamin Carmine, the brother of Anthony Carmine, are deployed to a hospital in Jacinto and clear it out of Locust meeting with Tai Kaliso in the process. After eliminating all threats, Chairman Prescott orders the Gears to assault Landown in order to drill into the Hollow with grindlifts and assault the Locust. A Locust aerial assault kills many gears on their way to Landown but the rest are able to board grindlifts while Tai holds off Skorge, the Kantus priest leader.

They immediately engage the Locust and rescue Carmine. They then witness a Rift Worm, a worm large enough to swallow the foundations of their cities and cause them to sink, destroy Ilima just as they exit the Hollow. On their way through the city they meet up with Cole and rescue Baird from being captured by the Locust. They become concerned that the Locust are taking prisoners as they were never known to do that and board a Prison Barge in order to release any more captives. They discover Tai onboard, brutally tortured, and Marcus hands him a Gnasher, which Tai uses to kill himself. They leave the barge and call in for an extraction from the city. Just as the King Raven picks them up the Rift Worm appears and swallows their helicopter, as well as parts of the city. They battle their way through the Rift Worm and discover Carmine being mauled by Nemacytes, a parasitical life form which lives inside the worm. They then find the worm's three hearts and sever the arteries from it, killing the worm in the process, and proceed to cut their way out of the Rift Worm.

Instead of being extracted from the Rift Worm's body as they requested, they are dropped a Centaur tank and ordered to head to a long abandoned research facility which has information about the Locust capital of Nexus. Once they reach the research facility, Marcus and Dom go in to find any information. They come across creatures in stasis tubes, almost like half-breeds of humans and locust called Sires. They fight through the facility until they get the information of how to get to the Locust headquarters.

Once they find the entrance to it in the mountains, Cole and Baird go back for back up, waiting for Marcus and Dom to send out a signal to their location for the attack. Marcus and Dom make their way through the Locust underground, and eventually come across the highway that the Locust use to go from the Nexus to the above ground. Following it they find prison camps, Dom is positive he'll find his wife here. They use the nearby terminals to locate her, but it's too late, she'd been tortured and disfigured beyond recognition. Marcus gives Dom the time he needs to do what he has to do and they push on, finding the perfect spot to launch the attack. When the COG forces begin their strike, Marcus and Dom regroup with Cole and Baird and they continue their push onwards.

They manage to find the Locust queen, and she acknowledges that she knows Marcus' dad, Adam Fenix. Before Marcus can get any answers Skorge shows up to stall them while she makes her escape. After fighting off Skorge, Marcus and his squad find data hidden deep in the base, it was research done by his father. It showed how the only way to flood the Hollow was to sink Jacinto. This

would hopefully destroy the Locust, but it would mean sacrificing their one true home. Marcus and his squad then hijack a couple of Reavers and make their way back to Jacinto.

They arrive to find it under attack, and help to try and defend it. They give Prescott and Hoffman the intel they received and they decide to go ahead with the plan. While an evacuation starts, Marcus is tasked with sinking the city. Marcus and Dom fight their way through the city until they come upon a Brumak, jumping on it they ride it to the core of Jacinto where they destroy the pillars holding up the giant city. Cole and Baird come in on a King Raven just in time to rescue Marcus and Dom, and they fly off into the distance as Jacinto sinks in the background.

## Lambent Invasion

### Search for Adam Fenix

Spoiler Alert: If you have not played the Gears of War 3 Campaign or have not completed it, it is strongly advised that you do not read any further.

## After Defeating Locust and Lambent

History of the character after defeating the Locust and Lambent is currently unknown.

## Famous Quotes

*"Well, we're not here to sell cookies, so they know something's up."*

— First encounter with Theron Guards in Gears 1

*"That's one! That's two! That's three! That's four! That's five motherfuckers!"*

— Marcus Fenix upon a sniper side mission

*"Are you **the** Marcus Fenix? The one that fought at Aspho Fields?"*

*"Yep."*

*"Wow. Cool!"*

*"Not really."*

— Marcus' reaction to Carmine's excitement on the Raven after Dom gets him out of the Slab

"Ugh, I think I got some on me, now I got the cooties"

--- Response to chainsawing a grub

"Eat Shit and Die!!!"

## Character Skins

Marcus Fenix Unlocked by default

Classic Marcus Earn the Silver Veteran Metal

Civilian Marcus Complete the campaign on any difficulty

# Dominic Santiago



- "...So what are we doing tomorrow?"

Dom, at the conclusion of Gears of War 1

## Biography

### **CONTAINS SPOILERS for GEARS of WAR 3!**

The younger brother of Carlos Santiago, Dom was the one that released Marcus from the Jacinto Maximum Security Prison after the Battle of Aspho Fields. He had a wife named Maria, and they had two children. During E-Day, his two children died and his wife went into deep depression. He is very loyal to Marcus as he was taken in by the Santiago family after Adam Fenix's alleged death.

However, he has his own personal struggles. He mourns over his children during Operation Lightmass (Gears of War).

After losing his family to the Locust during E-day, his main goal became rescuing his wife from the Locust. He ended up going to the Hollow to hopefully find his wife Maria. While going through the hollow he and Marcus found a prison camp that the Locust used to keep all their prisoners. When going through the camp they find the pod that she was supposed to be in. To Dom's surprise Maria was not what she used to be. She had become the equivalent of a vegetable. The horrors that she went through caused her to become disfigured. Dom eventually decided to kill her so she would no longer have to suffer.

The events within the Hollow still haunt Dom's memories, causing him to fall into a deep depression. His physical appearance drastically changes from a proud and confident to rugged, stressed, and weary. He feels the need to take care of all these plants on the ship that he and Marcus now live and work on. The only people he has now is are his squadmates and even they are not enough.

He eventually sacrifices himself in order to save Marcus, Anya, Sam and Dizzy Wallin from the Locust and Lambent. Seeing that he and his fellow COG soldiers are surrounded by enemies Dom decides

that there is only one way to save them. Marcus sees him about to get into the truck and despite his pleas, Dom enters the truck. Dom then builds drives off to build speed and returns in the speeding truck. He crashes the vehicle into the a fuel tanker and destroy the Lambent and Locust. He kills himself to save everyone. See: Dom Dies.

Dominic now sports a full beard in his Gears of War 3 look.

## Character Skins

Skin Name	Description & Unlock Requirement
<b>Commando Dom</b>	The Commando Dom skin is a pre-order bonus available from GameStop in the US. See: What pre-order bonuses are available?
<b>Classic Dom</b>	The Classic Dom skin is the model used for Dom in Gears of War 1 & 2. To unlock this skin players must rank up to level 17.

# Augustus Cole



-*"The Cole Train runs on whole grain baby! Woo!*  
Cole, in his cereal endorsement commercial.

Also known as: Cole, Cole Train

Voiced by Lester Speight

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Private Augustus Cole was once a successful Thrashball player know as the "Cole Train". Cole is from Hanover, the hometown of "the Cougars", Cole's Thrashball team. He is still widely known there. After E Day he decided to join the COG army. Cole has spent most of his military career alongside his friend, Damon Baird. He is one of the most reliable members of Delta Squad. His unbridled enthusiasm energizing his friends and family as they fight on.

Though possessing great physical strength, Augustus Cole is more than brawn alone. He is Delta Squad's official morale spark plug. He offers timely and apt words in the heat of Delta's perilous mission. Cole often finishes these outbursts with the word "WOO!" Cole's bravery and determination make him the ultimate team player.

## Ilima City

### (Gears of War 2 spoilers ahead!)

While fighting in sunken Ilima city Marcus Fenix, Dominic Santiago, and Carmine get ambushed by several Locust. The Locust have the group in trouble. Suddenly **Cole** shows up and saves the day with his gun and a sticky grenade. He manages to dispatch the attacking Locust all by himself with style. Afterwards he tells Marcus that his squad members that descended to Ilima City with him had all perished except for Baird and Tanner. He carries a handful of the COG tags of his fallen comrades. The squad later find and rescue Baird.

## Alternate Skins

Skin Name	How to Unlock It
<b>Thrashball Cole</b>	The Thrashball Cole character variant was a reward for playing in the Gears of War 3 Multiplayer Beta. Complete 50 matches in any game type to unlock the Thrashball Cole character variant in the beta. Once unlocked, complete 10 matches as Thrashball Cole during the beta and the character will carry over to your gamer profile in the final game.



# Damon Baird



- " I suppose I should say that I've always loved you! But I don't, I really really don't!"

Baird, to Sam as they are about to fall off of the Hannover Centennial Bridge.

Also known as: Baird

<b>Full Name</b>	Damon S. Baird
<b>Appearances</b>	Gears of War 1-3, Novels
<b>Personality</b>	Sarcastic, smart, and sometimes a bit selfish
<b>Likes</b>	Machines, Himself, "Lobotomizing" Locust, Sarcasm, and Sam.

Delta Squad's wisecracking tech expert is Damon Baird. He is always seen with his blue colored goggles wrapped around his head.

After Operation Lightmass he was assigned to lead Sigma-One along with Cole. During Operation Hollow Storm, he rejoined Delta Squad, and fought along with them, ultimately helping to sink Jacinto. When the COG collapsed, Baird joined the rest of Delta Squad aboard the CNV Sovereign.

Baird is the go-to guy if anything needs to be fixed or hacked. He has a great scientific mind, but is too sarcastic and most people find him annoying. Although it is often Baird that thinks up a great plan or strategy for how to overcome a situation. He much prefers the company of machines and himself than that of a lot of friends, though without Baird, many people would have died.

The resonator failed to gather enough mapping info for the Lightmass Bomb in Operation Lightmass. Baird used his technical skills and found all the mapping info needed while in the mine. This proved invaluable in accomplishing the mission. Marcus and Dom later this input the data in the Lightmass Bomb on the train.

Baird is also the brains behind stopping the Leviathan attacking CNV Sovereign. As the smart guy of the crew, naturally Marcus looks to Baird for advice on bringing the beast down. Baird had actually killed one before, though just a baby, it doesn't stop him from bragging. With his love for bombs, Baird came up with a plan to kill the Leviathan using caged tickers that the Locust Horde dropped. His plan causes not only the Leviathan to blow up, but the ship along with it.

## Famous Baird Quotes

*"Oh this is just wrong... I'm coughing up blood that ain't mine!"*

— After cutting his way out of the Riftworm with the rest of Delta Squad.

*"Screw you, man. You get down here and see how much you like it! There's room for one more. It's a fucking party down here."*

— In the sewers with Cole as Dom and Marcus are high and dry.

*"Anybody else's bullshit detector just go off? "*

— After hearing Delta's new mission briefing shortly after the Riftworm battle.

*"Bottom floor! Sporting goods, lingerie, and one bitch-ass queen!"*

— On the bottom level of Nexus, just before the battle with Skorge.

*"Uh Razor Hail? Not so good for my life expectancy!"*

—After hearing Marcus warn the squad of the deadly hail.

- To the remains of the Lambent Beserker.

## Ilima City

### Gears of War 2 Spoilers Ahead!

Baird descended into sunken Ilima City with his squad. Sadly, most of his fellow soldiers would perish. Baird gets captured and imprisoned by the Locust. Cole, who was in his squad, and Delta Squad manage to rescue him. Baird is found in a metal tank deep in the Hollow. He, however, doesn't sound too grateful for the help. Baird mentions while imprisoned he heard the Locust prisoners crying out in anguish while being tortured. If he hadn't been rescued by his squad he would have been taking away and tortured as well.

## Character Skins

Skin	Description & Unlock Requirement
Mechanic Baird	Exclusive pre-order bonus from Best Buy

Classic Baird

Model used for Baird in Gears of War 1 & 2.  
Unlocked at rank 30.

# Chairman Richard Prescott



-*"Forgive us"*

The Chairman, before decimating the Serran surface with the Hammer of Dawn.

## Character Skins

Skin Name	Description & Unlock Requirement
Chairman Prescott	Unlocked by achieving the 'Allfathers' silver medal

**CONTAINS SPOILERS FOR GEARS OF WAR 3!**

## Info

Richard Prescott was Chairman to the Coalition of Ordered Governments. He came from a long line of politicians, having his father and grandfather be the Chairmen before him. He makes a first visual appearance in the series as he gives his speech on humanity to the COG army before Operation: Hollow Storm in the beginning of Gears of War 2. He was behind the big moves such as the Hammer of Dawn Counterattack, Lightmass Offensive, and Operation Hollow Storm. Sometime after leading remaining survivors out of the sunken city of Jacinto he disappears from the COG, a move that soon leads to the COGs disbandment.

In Gears of War 3 he returns unexpectedly to the COG warship, CNV Sovereign and informs Marcus and Delta squad that Marcus' father is alive and presents them with a chip with a video of his father from which they learn that Prescott actually had his father captive. Chairman Prescott had kidnapped Adam Fenix from the Fenix Estate earlier. After the Lambent attack Prescott is left mortally wounded but before he dies he gives Marcus a significant encryption decoder for a disk significant to the

location of his father that was in the possession of Hoffman. Colonel Hoffman had stolen the disk from Chairman Prescott earlier.

By the end of the game it is revealed that Prescott had built a well guarded and extravagant city on the island of Azura, where he kept Adam Fenix and other scientists. Azura was a secret location where only the greatest of scientific minds were taken to for protection from E-Day and the Locust.

- In Gears of War 3's Beast Mode, the last wave's objective is to kill Chairman Prescott and his Onyx Guards.

Reading the bottom info will release details on the plot. This is a spoiler and you have been warned.

- His sudden return to the CNV Sovereign put into motion the final stages of the Locust War and Lambent Invasion.
- He dies shortly after the events on the Sovereign, and gives Marcus Fenix the decoder for a disk that Hoffman has.
- In Capture the Leader, Chairman Richard Prescott is the character model for the leader of the COG team

# Colonel Victor Hoffman



-*"You ARE the support son!"*

Hoffman, after being asked by Minh Young Kim if air support was available.

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Colonel Victor Hoffman is the highest ranked member of the COG military force. He gained his ranks and reputation through many feats of courage in the many battles he fought in, including the Battle of Aspho Fields, the Siege of Anvil Gate, and his contributions during the Locust War.

He's a great leader and believes that victory and glory comes through power and discipline. Although many say he's a ruthless commander, that he doesn't care for his people and is ready to sacrifice thousands to win a battle, his strategies proved very effective. Some of the events that helped build up poor image are the imprisonment of Marcus Fenix for disobeying orders and the actions taken during the Locust War that killed millions of people in order to kill Locust.

At the beginning of the Locust War, his relations with Marcus Fenix were tense. He considered him a COG traitor. Those relations change in time, as he is forced to promote Marcus to Sergeant after the death of Minh Young Kim. Later, he helps Marcus and his team defeat General RAAM. During Operation Hollow Storm his relations with Marcus and Delta Squad greatly improved. He no longer saw Marcus as a traitor, but viewed him as a hero.

Colonel Hoffman's character seems to be inspired a similar figure in Stanley Kubrick's war film *Full Metal Jacket*. Sergeant Hartman is the character's name. Hartman is a tough talking figure much like Colonel Hoffman. In addition both characters' names sound very similar.

## Character Skins

Skin Name	Description & Unlock Requirement
Col. Hoffman	Unlocked at rank 50.

# Queen Myrrah

**SPOILERS AHEAD!**

Queen Myrrah is the leader of the Locust Horde. Her minions are without question fiercely loyal to



Myrrah.

Sometime during her reign the Lambent became a threat. With few options she contacted Adam Fenix giving him a choice. He could find a way to stop the Lambent or Queen Myrrah would release the Locust Horde against the people of Sera. Queen Myrrah had watched the humans for eighty years while they fought the Pendulum Wars. Queen Myrrah believed that humans were greedy, violent, and could never be trusted. She built an army to conquer the surface and after five years of waiting she released the Locust onto the surface, which became known as Emergence Day.

Throughout the Locust War she played a very hands-off role. Queen Myrrah let General RAAM and Skorge lead her armies to great effect. She held a standing order to kill off the officers of the COG so that the COG would fall apart. Queen Myrrah's plan throughout the war was to conquer the surface of Sera and, once complete, to flood the Hollow destroying the Lambent.

With the sinking of Jacinto, **Queen Myrrah** took the remnants of the Locust to the surface where she continued to seek the destruction of the remaining Human forces and Lambent.

In Gears of War 3, Queen Myrrah takes direct control of the Locust air fleet in a last-ditch effort to take out the Lambent and human race once and for all. She rides a giant Tempest that fires a powerful heat wave able to incinerate anything in its path. Towards the game's ending, she reveals that she enlisted in the help of Adam Fenix some 20 years ago with the hope of wiping out the Lambent parasite. However, when it became clear that Adam could not reach an ideal solution quickly enough, Myrrah invaded the surface.

For the majority of the final game in the series, Queen Myrrah attempts to prevent Marcus and Delta Squad from reaching Adam Fenix, who believes that he has an answer for both the Lambent and Locust. Her every attempt to kill Marcus proves ultimately unsuccessful, not even the fearsome Tempest was a match for the legendary Fenix.

Queen Myrrah looks very different from her look in Gears of War 2. In the previous game she was seen in the throne room scene. She possessed grey skin and had a set of moving vine-like "limbs" on her back. In the Gears of War 3 she looks human.

# General RAAM



General RAAM was a Locust general, having been either directly or indirectly responsible for the deaths of many humans, including that of Lt. Kim. He was once a member of the Theron Guard but quickly rose through the ranks to general. Considerably bigger and stronger than most of his Locust counterparts, RAAM climbed the ranks of Locust society with brute force and cunning and eventually became their acting General.

For nearly all of the first Gears of War, RAAM dogged Delta Squad during their mission to deploy the Lightmass Bomb, engaging them several times personally or sending troops in his place. After chasing down Delta Squad throughout most of the first Gears of War, he eventually faces off against Marcus and Dom on the train carrying the Lightmass Bomb and is ultimately defeated by the duo in the final boss battle. The Locust then lacking a Locust general later replaces RAAM with Skorge.

He seems to have been the only Locust shown to have complete control of the Kryll, as the creatures form a protective shield around the general throughout his battle with Marcus and Dom. Unusual in that other Locust types were known to be killed by the Kryll without hesitation should the former have wandered into too dark an area.

At the start of Gears of War 1, Delta Squad and Alpha Squad were awaiting evacuation by King Ravens. Suddenly they were ambushed by Locust. General RAAM then slew Lieutenant Kim with his serrated blade. Marcus was then placed as squad commander by Colonel Hoffman and was tasked to complete the mission.

## Trivia



- RAAM's death was celebrated by COG citizens and Stranded alike.
- RAAM was strong enough to carry and employ a Troika turret, an excellent example of his unnatural strength.
- RAAM is a playable character in Gears of War 2's multiplayer. He is unlocked by getting "A Dish Best Served Cold" achievement in Gears of War 1 which is obtained by killing General RAAM on Hardcore

# Skorge



Though only referenced in Gears 3, Skorge was an important character in Gears 2. As High Priest of the Kantus priests, Skorge becomes the successor to General RAAM after he died during Operation Lightmass. He makes his appearance in Gears of War 2 as a 12 foot tall Locust wielding a dual chainsaw weapon. Delta Squad is forced to fight Skorge on a few occasions throughout Gears of War 2. The first time, he assaulted the "Betty" Assault Derrick, through an Emergence Hole. Later, he fought Delta Squad in the Nexus near the end of Operation Hollow Storm. He is able to control the Rift Worm, which he used to sink Ilima, and later, planned to sink Jacinto too, but Delta Squad killed the Rift Worm in time.

He appears in the Singleplayer Campaign as well as a Multiplayer skin in Gears of War's online modes.

Dizzy Wallin and Tai Kaliso fought Skorge while Marcus Fenix and Dominic Santiago were being sent down into the Hallow via a Grindlift. Marcus and Dominic weren't able to free themselves and help Dizzy and Tai. Tai was next seen imprisoned with torture wounds far in the Hallow. After being freed Tai kills himself. Later, Delta Squad fought Skorge in the throne room. After Skorge is defeated he escapes on a Reaver. Marcus then grabs a Reaver and subsequently defeats Skorge in a battle in the sky. Skorge is seen falling to the ground and is motionless. That is the last appearance of the terrible Skorge.

Skorge seems to be inspired by the alien warrior from the popular film *Predator*.

# Samantha Byrne



*"Don't mind him, somebody stole his teddy when he was little."*

Sam, explaining Baird's attitude with a Stranded.

<b>Appearances</b>	Gears of War 3 and The Gears of War Novels
<b>Personality</b>	Caring, Brave Hearted, and Reassuring
<b>Likes</b>	Killing Locust, and shows some type of affection towards Dominic Santiago
<b>Voice Actor</b>	Claudia Black (Uncharted Series, Dragon Age: Origins, Farscape, Stargate SG-1)

"Sam's consideration to the war and her role in it is straightforward; she does what she must so that she and her friends survive to live-and fight-another day."

## Biography

Private Samantha Byrne was born in Avengad, Kashkur, near Anvil Gate, a famous garrison in the Pendulum Wars. Her father was Sgt. Samuel Byrne who died during the Siege of Anvil Gate in the Pendulum Wars. She listened to her mother's stories about the heroic actions that her dad performed. Like her father, she joined the COG. She was assigned to Delta-One, Marcus Fenix's company.

During the COG occupation at Vectes, Sam was present at several pivotal encounters including the discovery that Lambency had jumped the species barrier when she, Bernadette Mataka, Anya Stroud and Alex survived an onslaught of what appeared to be Lambent forces.

After the COG disbanded, she joined Marcus Fenix and Delta Squad on the CNV Sovereign rather

than attempting a pilgrimage to Anvegad with Colonel Victor Hoffman and Bernadette Matak. She, as much as any of the other Gears she fights with, is committed to survive, and will never give in to the threats to humanity's remnant.

## Character Skins

Skin Name	Description & Unlock Requirement
Samantha Byrne	Sam in COG armor. Unlocked at rank 4.

(Courtesy of Epic Games8 )

# Anthony Carmine



-*"Wow are you "the Marcus Fenix? The one who fought at Asphio Fields?"*

*"Yup"*

*"Wow! Cool!"*

Anthony, after he meets Marcus for the first time.

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## Voiced by Michael Gough

Private **Anthony Carmine** was the rookie assigned to Delta Squad in the first Gears of War. He is first introduced to Marcus Fenix and Dominic Santiago after they escape from the Slab, the prison that kept Marcus prisoner. He respects the veteran Gears and regards their actions in the Battle of Aspho Fields as cool. His inexperience, lack of battlefield awareness, and preference for the standard issue COG helmet was what ultimately led to his death by the hands of a Locust Sniper while showing his jammed Lancer to Lt. Minh Young Kim.

He has 3 brothers Clayton, Ben and an unnamed 4th. Although his journey ends within the first hour or two of gameplay when he is shot in the head by a Locust sniper while showing Lt. Kim his jammed lancer, Carmine is a big fan favorite. Carmine is also the only character to have two different siblings with the same voice in the series. He is referenced by his two older brothers in the 2 sequels, with Ben saying that he knew he died a hero's death, and Clay having tattoos to commemorate both Anthony and his other fallen brother, Ben.

Clayton Carmine is Anthony's older brother. He is also the older brother of Benjamin Carmine

- **Anthony Carmine** is playable in multiplayer in all 3 games. In **Gears of War 3** he is unlocked at level 75 (see Leveling).

# Benjamin Carmine



- *"Whats the golden rule of gears rook?"*

*"Oh um, do unto others as you..."*

*"No, take cover or die."*

Marcus and Ben, as Ben learns the Golden Rule of Gears.

## **Gears of War 2 Spoilers!**

Benjamin Carmine was the youngest of the four Carmine brothers, and joined the COG army along with them. His brother Anthony was killed during the Lightmass Offensive, and the Carmine family regarded him as a hero for his role in the Lightmass Offensive. His other two brothers, Clayton Carmine and an unnamed other, were also actively serving the COG.

The name Carmine seems to attract bad luck. Benjamin was the youngest of the Carmine brothers. He joined the COG and was put on Delta Squad a few years after his brothers death. He he would later fall out of an unstable King Raven helicopter and into the mouth of a giant beast called a Riftworm. Soon after Delta Squad and their King Raven get swallowed by the beast moments after Carmine's fall. Marcus and the other COG soldiers survive the trip inside the monster. They eventually reach Ben inside the Riftworm, sadly it was too late. He was gravely wounded by giant bug-like creatures called Nemacysts. His final words are to Marcus, asking him to relay a message to his family.

Benjamin (like his brother Anthony) was "green as grass," but was able to survive most of the first day of Operation Hollow Storm, where as his brother was killed only hours into the Lightmass Offensive.

Like his brother, he held the veterans of Delta in high regard and believed it was an honor to serve in the same unit that his brother "heroically" died in. However, Benjamin is unique from Anthony in that he is a polite and kind-hearted sort of soldier and will disregard the Golden Rule of the Gears if he sees a teammate down. However, perhaps thanks to frequent prompting from Marcus and Dom, this is the only time he will rush out of cover but he still has a better understanding of staying in cover than Anthony did.

To the end of his life, Benjamin remained unaware of how Anthony Carmine really died. He believed that his brother died a hero. Benjamin was also known for his love of fire as stated by Dominic Santiago after finding the Scorcher Flamethrower. His older brother Clayton Carmine has tattoo's commemorating him and his other fallen brother Anthony.

# Clayton Carmine



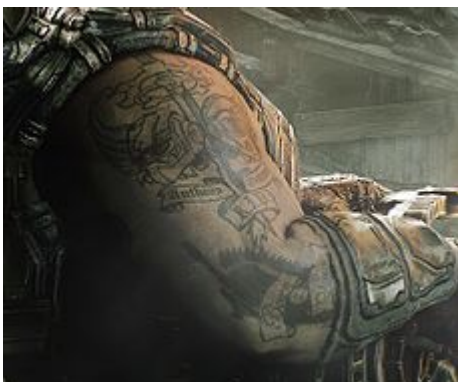
-*"Good thing I wear a helmet"*

Carmine, after nearly being killed by a mistaken stranded.

Also known as: Carmine, Clay Carmine

Clayton is the Gear his siblings aspired to become--he's burly, confident, and ready to do what it takes to ensure that every Locust in front of him is dead before he walks away. He is much more competent in battle than any of the other Carmines which are both deceased.

Clayton is one of the four Carmine brothers. As the oldest brother in the Carmine family, he is an experienced Gear. Unfortunately he is also one of the only two surviving members of the Carmine family. A soldier during the Locust War, he continues to fight the Lambent Invasion alongside Delta Squad. Because of this, he is definitely more experienced than the other 2 brothers that player's have so far met, as Anthony died trying to work his gun, and Benjamin was separated from Delta Squad due to his recklessness (although noticeable bravery). Benjamin Carmine was killed inside the Rift Worm after he had fallen from a King Raven helicopter. He survived the fall into the monster. Marcus and Delta Squad were able to find him but giant bugs in the Rift Worm called Nemacytes got to him first. They were too late and a second Carmine brother perished.





In memory of his brothers he has a tattoo on his arm with the names "Anthony" and "Benjamin" and their helmets. There is a sword on it with a gear around the handle. It is definitely possible that because of the loss of his brothers, he is much more devoted and gung-ho towards the extermination of the Locusts, as hinted to by the writings on his armor; "Grub Killer" and "Destroy Locusts!"

Since all of the Carmines up to this point in the series have been killed, Epic teases the fate of Carmine to the player's. There are several instances in the campaign where it would appear that Carmine is going to be killed off but is not. An example of this is when the stranded sniper sniped him or when his Chopper crashes, in those instances it would seem as though Carmine would be doomed but instead survives.

Clayton's fate was decided in a contest decided through the purchase of Xbox Live Avatar (as well as real life) shirts stating either "Save Carmine" or "Carmine Must Die". Carmine's fate can be witnessed at the conclusion of the campaign.

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### Trivia

- Reportedly LOVES bacon, stating 'bacon' when he sees a pig
- Clayton is the only Carmine to have his helmet off, although his face is still hidden.

## Character Skins

Skin Name	Description & Unlock Requirement
Clayton Carmine	Unlocked at rank 14.

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# Aaron Griffin

Also known as: Griffin



- **Voiced by:** Tracy Marrow, a.k.a "Ice-T"

The ruined city of Char has a opportunistic chief by the name of Griffin.

Griffin's ruthless tact makes him a fierce opponent. He exemplifies the standards he demands of his workers, and they respect him with a nearly cult-like devotion.

Aaron Griffin was formerly a businessman founding Griffin Imulsion Corporation, an Imulsion mining and refining empire. He began his company after working on an oil rig for nearly a decade. When the COG military began its Hammer of Dawn strikes on his home city of Char, Griffin blamed them for the destruction of his city. Following the attacks, Griffin became the surrogate leader for the Stranded of Char. After an altercation with Delta squad and the Lambent in which his base of operations was destroyed, Griffin was seen fleeing and vowing revenge upon Marcus Fenix. Aaron Griffin's personality is widely based on Ice-T's personality, image and history. For example in one chapter, Jace says "you know I think I've heard of Griffin. People used to say he's badass with a hate for the Coalition.", this is a poke at how Ice-T's music and image showed his hate for many cops.

Aaron Griffin's men captured Dizzy while Delta Squad went looking for fuel in Char. In return for him Delta Squad had to retrieve Emulsion fuel to Griffin. Dizzy would escape from Griffin's forces when Queen Myrrh attack Char.

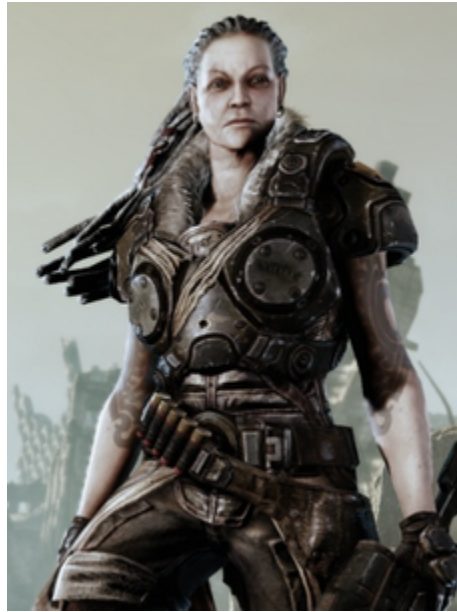
## Character Skins

Skin Name	Description & Unlock Requirement
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Aaron  
Griffin

Griffin is a promotional skin. Unlockable by visiting the Gears of War Facebook and simply 'Like' the page. A code is then given to unlock Griffin in-game. To do this you must be 18 or older. Can also be earned with the onyx Investor medal.

# Bernadette Matak



Also Known As: Bernie, Granny

Bernadette Matak is a Gear sergeant from the Pendulum Wars. Bernie was born in Galangi, South Islands in the 33rd year of the Pendulum Wars. She was from a farming Northerner family and was a sister to Mick Matak (he died with his 6 children on E-Day). She joined the army as soon as possible, 18 years old to be exact. She then became a member of the 26th Royal Tyran Infantry (26RTI). She became known as one of the greatest snipers in the Coalition. Bernadette is a survival specialist, fighting in some of the major battles of the Pendulum Wars like the **Battle of Aspho Fields** and the Battle of Shavad.

When E-Day hit, she was stranded at home until the Gears were recalled. Bernadette traveled all around Sera until arriving at the Jacinto Plateau to join the COG again. She met with her friend, Colonel Victor Hoffman, and had a brief relationship after Operation Lightmass and again after Operation Hollow Storm. Bernie traveled with Hoffman to Anvil Gate at the start of Gears of War 3.

## Cool Info and Spoilers

- She is one of the characters that was first featured in the Gears of War Novels (Karen Traviss), before being featured in-game.
- She calls all the younger gears (even Marcus) "sweetie" if they needed comfort and support
- In Gears 3, she is voiced by Tess Masters
- She will be playable in the upcoming DLC

# Jace Stratton



*- "Bet he strolls back in here like nothin' happened."*

Jace, as Chairman Prescott lands in his Raven.

Also known as: Stratton

## Character Skins

Skin Name	Description & Unlock Requirements
Jace Stratton	Stratton in COG armor. Unlocked at rank 10

Jace is the youngest member of Delta Squad, but he has everything it takes to make an excellent Gear. He's tough, practical, and never afraid to make a mess of the enemy.

Gears of War 3 is the first appearance of Jace Stratton in a Gears of War game. His first action is an attempt shake free a box of "Infinity Mints" candy from a vending machine. He doesn't get the candy as the squad is called to the CIC and then to meet Chairman Prescott.

# Anya Stroud



*"I guess we're all stranded now.."*

Anya, shortly after the COG ceases to exist as a government, and its remnants spit up.

## Biography

### **CONTAINS GEARS OF WAR 2 and 3 SPOILERS!**

Anya was the daughter of Major Helena Stroud, a highly respected leader in the COG army who was killed in the Battle of Aspho Fields. She enlisted in the COG, yet her a majority of her service was done in support, the exact opposite of her mother's front line duties. She was the "eyes and ears" of Delta Team as she gave information to Marcus on where to go especially during Operation: Lightmass (Gears of War) and in Operation Hollow Storm (Gears Of War 2). After the COG disbanded and Lambent emerged, she donned armor and became a soldier for Delta Squad.

Anya has had to live with the decision to use the Hammer of Dawn on populated cities to repel the Locust, sacrificing those who still lived there, and is forced to come to grips with this decision when she visits the ruined city of Char (Gears of War 3), one of the largest areas hit. Anya serves as a constant crutch for Marcus's emotional scars throught Gears 3. Her famous words to Marcus after stopping the Locust give hope for what tomorrow brings. She served Marcus as not only a soldier, but a friend as well.


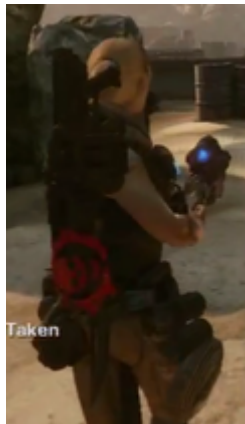
## Welcome to Delta Squad

The sinking of Jacinto left many Stranded and COG citizens without a home, many were forced to take arms in their own defence. Anya was no exception, soon the very squad whom she had supported from afar for several years would be her new family. After months of fighting, Anya has become a competent and deadly soldier among the ranks of Delta Squad.

# Anya offers help

At the end of Gears of War 3 Marcus Fenix, while the rest of the soldiers are celebrating the great victory, takes off his armor goes off by himself. Marcus is thinking about the losses of Adam Fenix and Dom. Anya sees him and walks over and comforts him in his time of need. Then the curtain closes on Epic's Gears of War 3.

## Character Skins

Skin Name	Description & Unlock Requirement	Skin
Anya Stroud	Anya in her COG uniform. Unlocked by default.	
Civilian Anya	Anya without her COG armor. Unlocked by reaching rank 45.	

Also known as: Anya, Stroud

# Dizzy Wallin



*"Name's Dizzy, and my rig's a little sweet thang, Betty"*

Dizzy, Introducing himself to Delta Squad.

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"Dizzy was conscripted into the army as a driver and mechanic, but his undeniable charisma and unshakable personality made him a favorite among infantry on the battlefield." \*

Dizzy Wallin was a member of the merchant navy during the Pendulum Wars and was not able to make it to Jacinto in time to avoid the Hammer of Dawn stikes and became a Stranded. He joined the COG during Operation Lifeboat when one of his daughters got sick from the same disease that killed his wife. The plucky cowboy hat-wearing Dizzy became a Gear soldier to support his twin girls Marlin and Teresa. Lacking actual military training Dizzy, like most others conscripted in Operation Lifeboat, was given a support role and tasked to driving his Assault Derrick.

He participated in several battles, and became an Assault Derrick driver during Operation Hollow Storm. It was here that he met Marcus Fenix and Delta Squad, however he was seperated from them and presumed dead as he battled Skorge and they travelled to the Locust hive. Remarkably, he was able to survive his confrontation with Skorge, though no accurate explanation has been given.

Delta Squad eventually reunites with Dizzy while they make their way towards Anvil Gate to find Hoffman.

## Famous Quotes

*"Hold on, let me light up Betty's titties"*

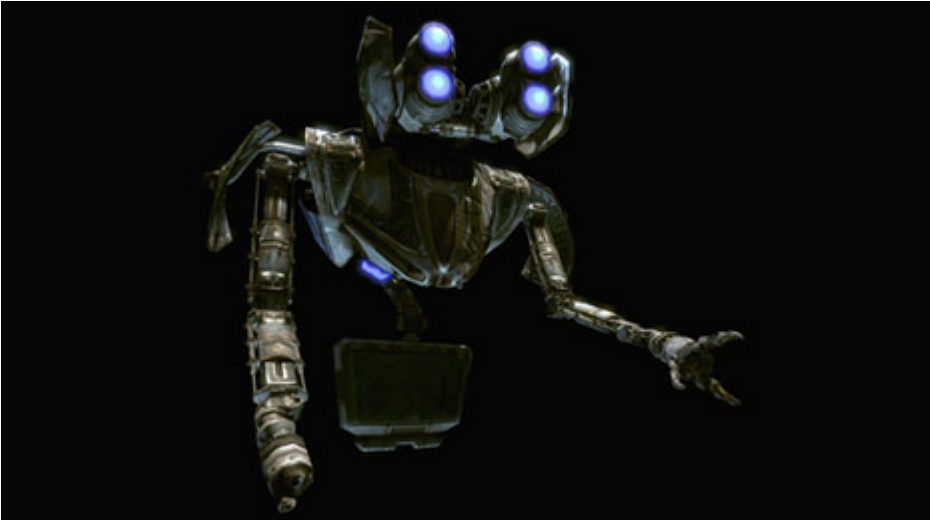
—Upon reaching a darkened tunnel



- Expert mechanic - He drives and fixes the Derrick "Betty" and the submarine in Gears of War 3.
- Unlockable character in Gears of War 2 and 3's Multiplayer
- To unlock this multiplayer skin in Gears of War 3 you must reach level 7

( Courtesy Of Epic Games\*)

# JACK



Jack is a flying multifunctional robot that accompanies Delta on all of their missions, he is actually one of the many Jack-of-all-trades Robots that served the COG. He remains cloaked during battle and uncloaks only when he is needed. His behavior, however changes when he reappears in the last Act of Gears of War 3.

Jack's primary function during Gears 1 & 2 was for ripping doors open when Dela Squad needed access, but Jack was also used to communicate with Anya. Jack's final function during the first two games was his ability to hack into computer terminals and rip its data for later access.

However, throughout most of the Gears of War 3 campaign, Delta Squad's robotic companion is in need of several repairs. Baird's requisition form, found in Act 1-1, provides an answer to just how badly damaged the robot has become in the 18 months since the events of the second game.

Jack then shows up again in a few chapters of Act 5, where he showcases his new upgrades including a small static shock that is applied liberally to the Locust. The robot is also a lot more aggressive than he was in the previous games, as he no longer relies on his cloaking ability and will stay in the front lines to keep the Locust suppressed.

# COG Soldier



Though these guys don't have one certain personality in Gears they certainly add to the story and the game play in their own way. COG soldiers, or Gears if you will, appear in various missions and are even a playable character in the multiplayer modes. They are the true force behind the COG army and the only thing that stands in the way off human annihilation. You will find these soldiers scattered throughout the battlefield or in epic battles taking place throughout gears. They may not be a specific character but they are worth noting for what they have done for the gears universe, even if most scenes show them dying horribly.

## Character Skin

Skin Name	Description & Unlock Requirement
COG Gear	A trained soldier in the COG army is known as a Gear. To become a Gear is to be accepted into a unique brotherhood, to share a bond tighter than blood. Reach Level 2 to Unlock

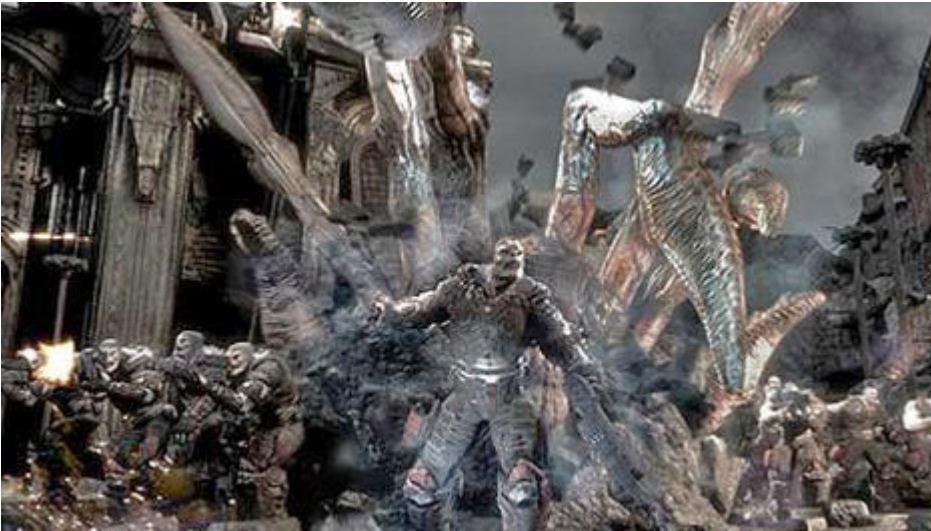
# Key Events

Each of the three Gears of War games revolved around the major events and operations that were undertaken during the war with the Locust and eventually the Lambent. Mentioned within each game are several important battles that provide a background into each of the characters as well as the people they have interacted with.

Here is a list of the important Operations/Battles that are central to the Gears of War history:

- Emergence Day - The beginning of the Locust Invasion and the war between the Humans and the Locust.
- Operation Lightmass - The events of Gears of War.
- Operation Hollow Storm - The events of Gears of War 2.
- Lambent Invasion - The events of Gears of War 3.
- Siege of Anvil Gate - The history of one of the several locations visited in Gears of War 3.
- Pendulum Wars - The 79 year long war that precedes the Locust Invasion.
- Battle of Aspho Fields - One of Marcus' heroic battles before Gears of War.

# Emergence Day



Emergence Day, or E-day, is the single-most important day within the Gears Universe, as it sets into motion several changes within the human populace on Sera and gives an explanation for the dilapidated and ruined theme of the Gears of War franchise. Humanity had even abolished the established calendar system and began to separate history into two eras, Before Emergence (B.E) and After (A.E).

Emergency Day can be only be described as a full-scale by the book invasion of the Locust Horde. With massive casualties within hours of the attacks and over a quarter of the human population dead within the first day. COG forces and civilian emergency response systems were overwhelmed leading to mass confusion and terror in the streets of all major human settlements.

The attacks began only six weeks after the end of the Pendulum Wars, catching humanity off-guard. Celebrations of peace had already started and humanity had thought itself done with war. As this was humanity's first contact with the Locust the first attacks were said to be from an unknown enemy, many thought of this as a continuation of the Pendulum Wars until Chairman Tomas Dalyell announced that the enemy had been attacking from the Hollows.

# Operation Lightmass

Operation Lightmass was an offensive movement by the Coalition of Ordered Governments that attempted to destroy a significant part of the Locust stronghold, hopefully ending the 14 year war once and for all. The idea was to deploy a Lightmass Bomb in the hollow that would possibly eradicate the Locust. The mission was planned out in two steps, deploying a sonic resonator inside of the Hollow in order to map out tunnels and then the deployment of the Lightmass Bomb.

Marcus and all the other prisoners are pardoned by Colonel Hoffman. Dom meets with Marcus in his cell and welcomes him back to the COG forces.

Delta Squad has to find Alpha Squad which has the resonator. Lieutenant Kim leads Delta Squad. After the squads meet up there is an ambush by the Locust. The towering Locust called General RAAM kills Kim. The rest of the soldiers manage to escape. Hoffman tells Marcus over the radio that he is now in charge of the soldiers.

Delta Squad make into the Hollow and activate the resonator. However, it proves insufficient to gather enough map data. Then Baird saves the day. He found enough map data himself. He then shows the rest of Delta Squad the map data.

Dom and Marcus jump onto the speeding train carrying the Lightmass Bomb at Timgad Station. Baird and Cole fail to get on the train in time.

Finally Marcus and Dom reach the Lightmass Bomb with the targeting data. Only the terrible General RAAM and his flying friends stand in the way of them.

Marcus Fenix and Dom Santiago were successful in this mission after defeating General RAAM and sending the bomb into the Hollow via a train going off tracks and into the Hollow.

Marcus and Dom jump onto a Raven helicopter flying alongside the hurtling train before it plummets into the Emulsion.

Although the Lightmass Bomb did deal heavy damage to the Locust and completely wipe out the Kryll breeding grounds. It did not completely eradicate the Locust Horde.

# Operation Hollow Storm



Operation: Hollow Storm was named for the operation in which the COGs planned and executed a massive attack upon the Inner Hollows in an attempt to destroy the remaining Locust that survived Operation Lightmass. This was also the operation that led to Dom's brief reunion with his wife as well as the discovery of the Locust Civil War.

## Preparing for the Descent

With barely enough time or resources the COG managed to muster up hundreds of Derricks, Centaur Tanks, cargo trucks, Armadillo APCs and King Ravens, while still fighting off the Locust in the streets of Jacinto City itself. With time running out and the Rift Worm slowly closing in on Jacinto, The COG had to mobilize all and every single fighter on Sera. This operation had men and women from several different backgrounds from the Stranded conscripts, battle hardened Pendulum Wars veterans, and even the pardoned ex-convicts from the "Slab."

## Taking Landown

After fighting off another Locust raid into deep sectors of Jacinto, Chairman Richard Prescott gave one last motivational speech before he sent out the Coalition's finest soldiers on what was going to be considered either a suicidal run or the greatest achievement in Seran history. The COG troops met at the staging area then moved out to assault the city of Landown. Here the ground could be penetrated with Grindlift platforms and from which an attack the Locust home front could commence. After a short but heavy fight, Landown was taken back from Locust control. Shortly after, the Locust high priest Skorge led a counter-attack. Personally leading his troops on the front lines, he managed to cause some damage before the COGs were able to deploy the Grindlifts and thus begin Operation Hollow Storm.

## Discovering the Locust Civil War

After Dominic Santiago and Marcus Fenix located the Locust home city of the Nexus, they used JACK to send out a homing beacon. It was during the second assault on the Hollows that the Coalition

discovered that the Locust were in the midst of a civil war with their subspecies, the Lambent Locust, who appeared to be winning. This seemed to be the reason that the Locust were now pushing their colonization above ground and into human territory.

### **Conclusion of Operation: Hollow Storm**

The COG forces decide to completely flood the Hollows with water in hopes of destroying both the Locust and their Lambent infected brethren. The only way to do so would be to sink Jacinto City.

The city was brought down by an exploding Lambent Brumak located in the Hollows. Seawater then inundated the Locust home. The mission had succeeded but at a great, great cost.



# Siege of Anvil Gate

The Siege of Anvil Gate was a major battle between the COG and UIR (Union of Independent Republics). It took place in the city of Anvil Gate, 17 years before Emergence Day and lasted 3 months. Eventually the COG won, making it a victory that will greatly influence the outcome of the Pendulum Wars.

## Prologue

Anvil Gate was a fortress strategically placed so it can defend the city of Anvil Gate. Once Imulsion was discovered near it, it became one of the most important strategic assets in the region and Daniel Vari, the head of UIR understood its real importance. But so did the COG. One hundred Gear soldiers were mobilized from throughout Tyrus along with Victor Hoffman, who was just a lieutenant at the time being. Even the Prince Ozore's Artillery was brought to Anvil Gate to maintain the zone under COG control.

## Siege

Suddenly, the Fifteenth Furlin Cavalry made out of 200 soldiers, special forces and artillery advanced towards Anvil Gate from the west, cutting the line between Anvil Gate and Kashkur. It was a sign they want to attack the fortress so Hoffman rallied the Gears in it, alerting the COG snipers to be on positions in case the UIR advances more. He also announced the local police force in Kashkur to set roadblocks along the way, then he took Padrick Salton and 3 more Gears with him to scout the nearby area and plan an eventual defensive strategy. While they were scouting the area near the fortress, the UIR already got past any roadblocks and started attacking an Imulsion Refinery. The 5 Gears got back immediately into Anvil Gate and after a short time, the UIR artillery hit the walls, killing many soldiers, including Salton and injuring Hoffman.

After that first attack, 3 months of battle raged between the two forces. The Anvil Gate walls were smashed under heavy artillery fire, allowing the civilians to enter it and steal anything they could find. Because of the stolen food and supplies, Hoffman had no choice but to try and settle the battle. Through an open channel he contacted Captain Benoslau and offered him a deal that would allow the civilians in Anvil Gate to leave safely in exchange of giving away the garrison and surrendering. While the civilians were evacuated, a small team of Gears were sent into the city to place Imulsion on wood and garbage, leaving a trap for the UIR.

Hoffman gave away his weapons as a sign of surrender and took Benoslau to his office. There, after a short time while the two discussed the matters of surrender, the ceiling collapsed, because of the Imulsion which affected it, hitting Benoslau with a beam in the head. Hoffman took Benoslau's pistol and shot him in the head. He got out and watched how hundreds of soldiers were lying dead on the ground. He was contacted by a COG officer and told him that two COG armies were heading from two directions towards Avengad. They shortly took over the city, finishing off or capturing any remaining UIR soldiers.

# **Aftermath**

## **casualties**

The battle ended with a decisive victory for the COG. On the COG side, there were many casualties, including soldiers and civilians. One of the most noticeable COG members that died is Samantha Byrne's father, Samuel Byrne who gave his life in order to save his wife and daughter along with the other civilians trying to leave Anvil Gate. On the UIR side, more than 200 soldiers were listed as KIA, although the true body count was never confirmed.

## **legacy**

Victor Hoffman was promoted to Major and monument was build in Ephyra, in the Tomb of the Unknowns.

# Battle of Aspho Fields



The Battle of Aspho Fields was a conflict in the year 2 Before E-Day between the COG and the UIR, and was part of the Pendulum Wars. It took place inside the Ostri Republic, on the Aspho Fields. The main cause of the battle was the UIR's control over the Hammer of Dawn, a new technology that could change the course of the Pendulum Wars in UIR's favor. The heroes of the battle are considered to be Marcus Fenix, whose great feats of courage were later used to encourage new Gears, Bernadette Mataki, Carlos Santiago and Helena Stroud.

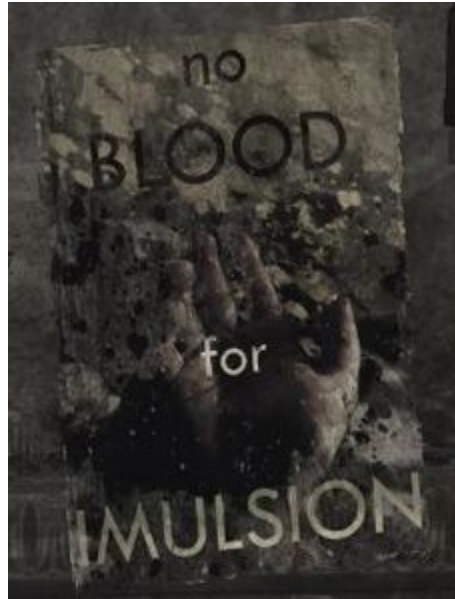
The battle started when the COG invaded the Ostri Republic by attacking the city of Berephus, sending small groups of Gears. The UIR forces responded to the attack sending troops to engage the Gears and leaving the Bonbourg city near Aspho Point(where the Hammer Of Dawn research base was located) undefended. After a few days of battles in Berephus, the 26th Royal Tyran infantry attacked Bonbourg under Victor Hoffman's command, not knowing that due to bad scout reports, the city was still well defended.

## Outcome

The battle ended with a decisive victory for the COG, which succeeded at stealing the Hammer of Dawn technology. Victor Hoffman was promoted to Colonel. There were many casualties on both sides. The COG lost multiple ships, King Ravens, tanks, JACKs, and almost 300 Gear soldiers. Some of the notable people that died during the battle were Anya Stroud's mother, Helena Stroud, who was also a mentor for Marcus Fenix, and Dominic Santiago's brother, Carlos Santiago.

On the UIR side, besides losing the Hammer of Dawn technology, they also lost multiple tanks, helicopters and an unknown number of soldiers, believed to be between 200 and 300. They have also lost multiple strategic points, military bases and two entire cities.

# Pendulum Wars



A extensive war fought between the UIR and the COG for 79 long years, its end marked a six week long rule of the COG.

A majority of the 79 years were spent in total deadlock, both sides vying for complete and total control of the Imulsion. As the true nature of the substance had not yet been discovered, Humans turned the "miracle fuel" into a source of power and control over the nations.

It was during this war that Adam Fenix was able to complete the stolen technology of the Hammer of Dawn and use the satellite weapons system as an advantage over the UIR, earning him his Octus Medal. Still the war was not completely over until two years after the Battle of Aspho Fields. Thus ushering the six week peace before Emergence Day

# Locations

Throughout the Gears of War franchise, the COGs face off against the Locust and the Lambent in several different locales, all of which are located on the fictional planet of Sera.

Here is a list of locations mentioned throughout all three games:

- Anvil Gate
- Azura
- Char
- Deadlands
- Hanover
- Hollow
- Jacinto
- Mercy (Town)
- Raven's Nest
- Sera
- Vectes

# Sera

**Warning:** Description may contain spoilers.

The setting of the Gears of War story is the planet of Sera. It has been described by Epic Games as being a lot like our planet Earth. It was a thriving world. There was something like "a Renaissance" occurring. Architectural wonders were being built. Then Imulsion was discovered and things took a turn for the worse.\*

The planet of Sera has seen a lot of war. Little has been revealed about this world or how humans came to live on it. It is unknown if humans originated from this planet in the Gears universe or if the planet was colonized some centuries ago by space travelers. The major conflicts began with the Pendulum Wars, 6 weeks of peace, then E-Day. Much of the planet was ravaged by the Locust and was destroyed with Hammer of Dawn strikes in an attempt to stop the Locust. Some islands of Sera went untouched. When the Hollow was flooded, the COG and some Stranded went to remote islands that were unaffected by war. Thinking that there was no more threat of war being over, the Lambent stepped in. The Lambent were more relentless than the Locust. This new conflict forced people into hiding at sea. Knowing that the Imulsion was the cause of the Lambent, it was not a fight to death. Later Adam Fenix revealed that the Imulsion is killing Sera, and soon the whole planet will be a planet of nothingness.

Delta Squad was informed of this in a video message. Adam Fenix then describes the Imulsion that threatens Sera as not the miracle fuel that everyone thought it to be, but instead, the substance was some kind of "parasite," a colony of living organisms bent on destroying all life on Sera. Damon Baird theorized in the Gears novels that Imulsion has mutagenic properties and wonders if the creatures associated with the Locust Horde are mutations of indigenous life.

## sera and Ares?

The name "Sera" is actually an anagram of Ares. Ares is the Greek deity of war and son of the deities Zeus and Hera. This name seems fitting for the home planet of the Gears of War and a planet that is war torn.

- [http://www.1up.com/previews/gears-of-war\\_14](http://www.1up.com/previews/gears-of-war_14)

# Anvil Gate



Anvil Gate was a fortress strategically placed so it can defend the city of Avengad. In the year 17 Before Emergence Day, Immulsion was discovered near it, turning Anvil Gate into one of the more important strategic assets in the region and Daniel Vari, the head of UIR understood its real importance. But so did the COG. One hundred Gear soldiers were mobilized from throughout Tyrus along with Victor Hoffman, who was just a lieutenant at the time. Even the Prince Ozore's Artillery was brought to Anvil Gate to maintain the zone under COG control.

Anvil Gate was soon attacked by the URI and the fortress itself suffered from structural damage. See Siege of Anvil Gate.

In the year 16 After Emergence Day its walls were partially repaired and the gates were replaced, mostly by using spare parts from cars and buildings. In a short period of time it was turned into a human fortress to defend against the Lambent. Soon, it was breached by a Lambent Zerker which couldn't be destroyed by multiple Hammer of Dawn hits, it was eventually taken down by Delta Squad. Again the Fortress had taken a considerable amount of damage from the Lambent Invasion, but Colonel Hoffman and the rest of the troops defending the fortress were still able to function well enough to repair and continue with their defense.



## Skirmish outside of Anvil Gate

During the height of the Lambent invasion, Delta Squad battled their way to the fort against the Savage Locust, and the Lambent. Delta Squad was riding in a vehicle when it was taken out by Lambent where it flipped over. Delta Squad immediately got out of the vehicle, where they found hordes of Savage Locust and Lambent in the area. They had to get to Anvil Gate, and they would have to clear the way of enemies in order to get there. They took cover and slowly opened fire. There were Drones of the Savage Locust and Wretches, Drones, Drudges, Stalks of the Lambent. After fierce and heavy fighting, they made their way to the military base/facility. However, a Lambent Stalk got in their way, and immediately deployed Drones and Dredges. After a small, short skirmish, Delta again made their way to Anvil Gate. Unfortunately, a new kind of Lambent, a Lambent Berserker, had appeared. It crushed one Gear, and was knocking down trees and flipping over cars as it rampaged toward Delta Squad. After many minutes of dodging and running, they contacted Baird to notify him of the situation. They told him to fire the Hammer Of Dawn; but Baird couldn't see, so he would have to blind-fire it. As Delta ran for their lives towards Anvil Gate, the Hammer Of Dawn scorched the Lambent Berserker. With horrible screams and tremors, Delta Squad was now safe inside Anvil Gate. However, in a situation like no other, the Lambent Berserker unexpectedly jumped high onto the gate, screamed, and jumped down right onto the squad. Delta battled the Berserker inside the fort's walls and killed it by shooting it repeatedly in its Emulsion core, causing it to explode.

Later, after A2897 was decoded, Anvil Gate gave Delta and Dizzy Wallin two trucks and a fuel tanker to get fuel for a submarine needed to reach Azura. Hoffman and Bernie both decided to stay and defend Anvil Gate rather than go with them as they were too old and they felt better off protecting the city from attack.

During the ending cutscene, the survivors at Anvil Gate also bear witness to Adam Fenix's "Neutron Bomb" as the attacks upon the Fortress are halted by the bombs Immulsion cleansing effects.



# Azura



## GEARS OF WAR 3 SPOILERS!

Azura was an artificial island and part of the Lesser Islands chain. Azura island is located in the Southern Serano Ocean. It was made by the COG to keep its high value scientists. Besides the Onyx Guard protecting it, the island's waters were also protected by several defensive mechanisms, such as a minefield as well as several dozens automated torpedo turrets.

A short time after E-Day, multiple elite teams were sent to find the Coalition's high value scientists and evacuate them to Azura. From a list of over 20, the teams found just 7. One of these scientists was Adam Fenix. Shortly after Operation Hollow Storm, in the year 16 After E-Day, the Savage Locust got past the island's defences and overran the island, killing anyone except Adam Fenix, who was kept captive. Richard Prescott escaped the island with the Onyx Guard onboard a King Raven and returned to the CNV Sovereign, where he gave a message from Adam to his son, Marcus.

Marcus and his squad saw a part of the message, the full message being revealed some time after. He then found out his dad was being kept on Azura, and traveled there hoping to save him. Marcus and the other COG soldiers reached Azura via submarine. He was unable to save his father because Adam injected Emulsion on himself and after detonating the weapon he built over the years he too perished along with the Lambent and the Locust. Queen Myyrah was killed by Marcus Fenix moments after this.

Information on Azura's whereabouts and defenses were on data disc A2897, information that Chairman Prescott kept secret from the rest of the COG. Before he died he gave Marcus a device to unencrypt the data disc that contained Azura's location. Colonel Hoffman had stolen this disc from Chairman Prescott earlier. Marcus sought out the unpopular Hoffman and found the elusive island's location.

# Char



Char is one of the many locations where the COG deployed the Hammer of Dawn strikes in order to prevent the Locust from taking the city many years ago. Most of the people who were left there to die are now frozen in time in their ashen remains. These "ash people" is a reminder of a time of drastic measures. It's sacred ground. The Stranded that continue to survive within Char hate the COG with a passion, blaming the government for their losses and sufferings. They are led by a man named Aaron Griffin who owned an Imulsion corporation before E-Day.

The Ash figures dispersed throughout Char will be destroyed upon the use of any force on them. Carefully navigating through Char without destroying any of the ash men will sway Griffin into letting you have access to his secret gun stash, so have respect for the dead and you will be rewarded.

# Deadlands



The Deadlands is a wasteland created by the Hammer of Dawn attacks on human settlements. The area is now devoid of human settlements and is only frequented by several sandstorms. These conditions seemed to be perfect for the Savage Locust, as they soon began to carve out their new lives without Queen Myrrah.

Delta Squad entered the Seran Deadlands following a Gas Barge the Locust were flying. Upon entering they discovered that the Locust were digging themselves a new home and were encamped throughout the area. Huge horns are positioned throughout the land to sound the Horde of incoming threats. Stopping enemies from reaching them will result in stealthily entering the area. Various Locust units are positioned throughout the lands. Alerting the Locust will result in a Corpser attack.

# Mercy (Town)

Mercy was one of the biggest Immulsion producing towns. Most of the inhabitants of the city were employed through this occupation. After E-Day, the town lost most of its people, although anyone that remained fortified what they could in the town and continued to turn the Immulsion into a useable fuel source. It was also the hometown for Maria Santiago, Dom's wife. Her parents are buried here.

In a desperate attempt to find fuel for a submarine, Delta Squad was forced to make a trip to the town. It was here that the COG first learn of the Formers, and the symptoms that would lead to a complete transformation into a Former. The town was also witness to Dom's sacrifice to save his comrades from both the Lambent and the Locust. Upon entering the town you notice charges are placed around the fuel pipe lines and that a crazed old man is trying to blow the whole town up.

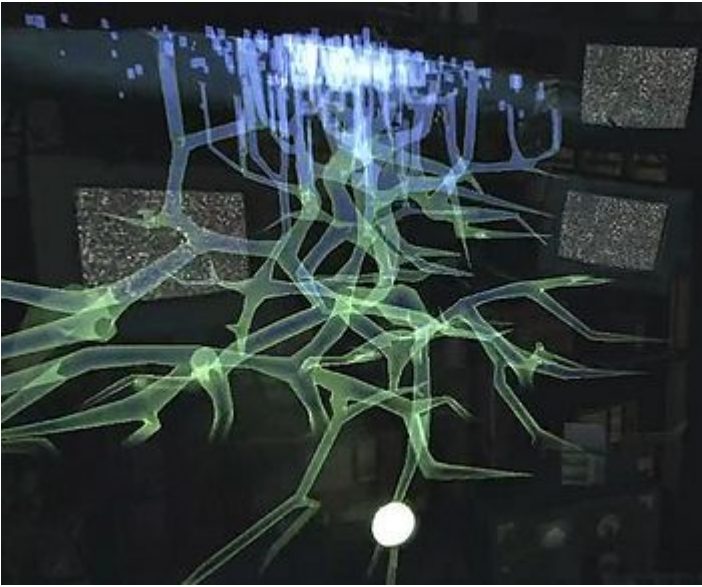
The primary enemy type around Mercy are the Formers. They will attack in large groups. Though they are deadly they go down fairly easy. It's important to keep on moving as they will attempt to corner you quickly, so stay on your feet rather than in cover. Their primary attack is a melee strike so cover isn't important to utilize.

# Hanover



Lambent territory and the home of Augustus Cole. Before E-day Cole Train played for the Hanover Cougars at a stadium on the far side of town. Many stranded posts have been destroyed and the Locust have taken refuge to rebuild on a nearby bridge. These Locust seem to have "gone feral" and are more relentless than before.

# Hollow



Located throughout Sera's crust, the Hollow is split between the Inner Hollows and Outer Hollows. The Outer Hollows are closer to the surface and were explored by humans after the invention of the Lightmass Process to mine for Emulsion. The Inner Hollows lay deeper underground and was the central hub of Locust activity.

The present state of the hollows is unknown, as most of the Outer Hollows were destroyed during Operation Lightmass and the Inner Hollows were flooded during Operation Hollowstorm.

## The Outer Hollows



The Outer Hollows served several different purposes for both the Locust and the Human race. For the Humans, these tunnels were both Emulsion mining tunnels and dumping grounds. Miles of Emulsion piping lined the main mining tunnels, a mini replica of the tunnels they were built into. For the Locust the tunnels used as dumping grounds became treasure troves of technology, they eventually use the knowledge gained to create some of the weapons they would use against the humans during their surface invasion.

## The Inner Hollows



The Inner Hollows were opposite to the Outer Hollows in that they were able to support various other lifeforms. The Inner Hollows also seem to feature several different features that would have been seen above ground on Sera's surface. Before Operation Lightmass the Inner Hollows also held the dormant Riftworm, which the Locust then used as a counter-offensive to sink the remaining major human settlements.

The Hollows claimed the lives of numerous COG soldiers during Gears of War 2. Delta Squad members Tai Kaliso and Benjamin Carmine were among those who perished in the Hollow.

Source: Gearspedia

# Jacinto



Jacinto was a city placed on top of the Jacinto Plateau, and served as the COG's last safe haven. Because of its placement on the plateau's bedrock, the Emergence Holes couldn't pierce through the floor of the city, leaving it almost intact. Before E-Day, Jacinto was one of Sera's biggest, most beautiful and prosperous city.

After E-Day, because of its placement, the COG decided to turn it into a fortress, which the Locust wouldn't be able to reach, so they began to evacuate some of the people on Sera out of their homes into Jacinto, or else they would have to face the Hammer of Dawn attack along with the Locust.

Because the Locust war was growing every day, the COG was forced to use the Hammer Of Dawn satellites a very short time after the evacuation. More than 90% of Sera's population was murdered during the Hammer of Dawn attacks, and the ones who survived them, were now Stranded. Because of the thousands of people that entered the city, Jacinto became overpopulated and the streets became full of shacks.

Shortly after the attacks, the COG rallied everyone in the city to build up fortifications, turning Jacinto into a huge fortress. Many buildings were turned into military bases, the factories were turned into weapon factories and a curfew was established.

The city became the main target for the Locust, who managed to dig a huge Emergence Hole in the middle of the city. The COG saw it as an opportunity to directly access the Hollow, and decided that if they flood Jacinto, the entire Hollow will be flooded too.



# Vectes



After Jacinto sank, the COG were forced to leave and find a new place to live. They chose the island **Vectes**. It was an ideal place to live because a huge trench divided it from the mainland so the Locust could not tunnel to it. There was also a giant COG naval base on it, which gave them infrastructure.

Although **Vectes** was pretty much discarded before E-day, it was the perfect place now for the COG to live. The naval base was set in the town of Pelruan, which is where they moved any survivors from Jacinto, while the military took up their headquarters right in the base.

The island itself was essentially the crater and rim of an extinct volcano, so there was plenty of good farming soil and land.

Unfortunately though, there was a large number of Stranded that lived on the opposite side of the island, and they were hostile. Once Marcus and the other COG arrived they manage to defeat the hostile Stranded, capturing three of them. The ones that weren't killed presumably joined other pirate brigades.

# Locust Horde



The Locust Horde is the main opponent of the humans of the Gears of War universe. During the events of Emergence Day, the Locust were forced to rise from their underground lairs and invade the surface due to a civil war between them and the Imulsion infected Locust. These Locust use emergence holes to get on the surface and fight the only remaining human military force on Sera, the COG.

## Society and the Lambent

Before the sinking of Jacinto, the Locust lived in some kind of a religious society and were ruled by Queen Myrrah. There were two commanders that served under the Locust Queen: General RAAM (Gears of War 1) and High Priest Skorge (Gears of War 2).

Once the humans discovered Imulsion along with its great benefits, and started exploiting it more and more then Locust turned into mindless, uncontrollable Lambent (named so because Queen Myrrah called the "disease", "Lambency"). The Lambent forces soon became too numerous, thus sparking an all out Civil War between the Lambent and the Locust. Unfortunately, the Locust were unable to quell both the infection and its forces, and were quickly pushed above ground during Emergence Day, an event so large it changed the face of Sera within days.

In a desperate attempt to kill any Locust, now knocking on the final refuge of Jacinto, the human forces tried to flood the Locust Horde's underground lairs called as a whole, the Hollow, not knowing about the Lambent. After the flooding, many of the Locust continued to colonize Sera's Deadlands, eventually becoming disloyal to Queen Myrrah and therefore becoming feral tribes.

## Species/Classes

Several species of the Locust exist, including;

Drones- The most common species of locust which constitute the majority of Queen Myrrah's army. They are specialized in skirmishing and erupting from emergence holes.

Grenadiers - A tougher and more aggressive race of Locust often compared to the Drones. They're lightly armored, very aggressive and tend to get in close and personal with their enemies, killing them with a few shotgun shots.

Bloodmount - A large creature with powerful limbs. Carries a Beastrider on its back that wields either a Hammerburst or Torque Bow. Deadly close up, take them out from afar if possible.

Boomer - Bulky, huge, unintelligent Locust that are mainly associated with heavy weaponry, an alternative use of them is butchers, whose strong bodies are able to cut through the near indestructible shell of the Rockworms, a delicacy of the Locust. Other variation of the boomer are Grinders (carry Mulchers), Maulers (carry Boomshields and explosive flails), and Savage Boomers (carry Digger Launchers).

Wretches - Small, deafening creatures that tend to attack in numbers.

Kantus - A species of Locust, often over 7 feet tall but thin in nature compared to Drones. These creatures are often seen as the leaders in skirmishes, as they stay back on the battlefield to rally and heal wounded comrades with their high pitched screech. Extremely nimble and tough to kill, they carry Ink Grenades that detonate upon their death and one or two (later, as Armored Kantus) gorgon pistols.

The scream of Kantus also stuns COG soldiers if they are too close. A Kantus teamed up with other Locust can become a problematic combination as a Kantus' scream heals damage and brings any downed Locust soldier back up.

Armored Kantus - The Armored Kantus is a tough customer. This version of the Kantus is covered from head to foot with tough, spiked armor. A Torque Bow works the best on them; tag them once and wait for them to recover and scream then pop their heads off with another shot. Also, tagging them with a frag grenade will down them in one blow. Keep your distance too, as their forward roll can down anyone in front of it.

Berserkers - As the only other females within the Horde, these creatures are large hulking beasts that, due to their poor vision, attack any threat by charging directly at him once he has made a sound. When close to other creatures they will flail their arms wildly in attempt to strike anything that may be close. The best way to deal with them is the use of the hammer of dawn. If this is unavailable, Scorchers will finish them off but all other bullets/explosions will not harm them.

Brumaks - Large dinosaur-like creatures that have been caught and trained through pain by the locust drones. They are fitted with a rocket launcher on their backs, two large machine guns and a saddle for the rider. These creatures can absorb copious amounts of ammo and explosives, but their weakness lies in the mechanized rocket launcher pack. The explosion from that will often lead to the destruction of these creatures.

Corpsers - These are large spider-like creatures with a hard indestructible shell on their legs. The hatchlings are about the size of a puppy and come from eggs layed by a mother that is gargantuan in size. The weakness of the smaller, younger Corpsers is in their soft bodies, which can be exploited by the use of bullets and explosions. The large mothers are vulnerable in their eyes.

Reavers - A large creature with many spiderlike legs which has the ability to fly. A very rangy and very quick enemy. Reavers are often paired with riders. One of the most difficult foes that COG soldiers face.

Reavers were used by Delta Squad to escape from the Palace in Gears of War 2.

Tickers - These creatures are small, quick, beetle like creatures. They are extremely weak and can easily be dispatched with a shotgun blast or two melee hits. Wild Tickers consume ammo and weapons, but when killed fast enough these items are not digested and can be brought back for use. Grenades can also be consumed, and the explosion can be delivered behind enemy lines. Tickers that have been caught are fitted with a bomb on their backs by locust drones, and no longer consume ammo. Proceed with caution when dispatching these domesticated versions as they will explode when near any human.

Queen Myrah - The biggest threat to Humanity's survival.

## **Savage Locust**

In Gears Of War 3, the Locust are uprooted by the destruction of their underground residence, with the collapsing of Jacinto. They were further pushed upwards by the spreading of the Lambent, an infection caused by overexposure to Imulsion, thus joining the Stranded as a faction living and fortifying camps around Sera. These war-torn Locust seem to have scavenged old COG equipment to defend these bases, and adapting them for more defensive purposes, e.g. welding four lancers together to make a sentry. Savage Locust no longer have anything to do with the Locust Horde and have thusly reverted to their tribal mindset.

# Queen Myrrah

SPOILERS AHEAD!

Queen Myrrah is the leader of the Locust Horde. Her minions are without question fiercely loyal to



Myrrah.

Sometime during her reign the Lambent became a threat. With few options she contacted Adam Fenix giving him a choice. He could find a way to stop the Lambent or Queen Myrrah would release the Locust Horde against the people of Sera. Queen Myrrah had watched the humans for eighty years while they fought the Pendulum Wars. Queen Myrrah believed that humans were greedy, violent, and could never be trusted. She built an army to conquer the surface and after five years of waiting she released the Locust onto the surface, which became known as Emergence Day.

Throughout the Locust War she played a very hands-off role. Queen Myrrah let General RAAM and Skorge lead her armies to great effect. She held a standing order to kill off the officers of the COG so that the COG would fall apart. Queen Myrrah's plan throughout the war was to conquer the surface of Sera and, once complete, to flood the Hollow destroying the Lambent.

With the sinking of Jacinto, **Queen Myrrah** took the remnants of the Locust to the surface where she continued to seek the destruction of the remaining Human forces and Lambent.

In Gears of War 3, Queen Myrrah takes direct control of the Locust air fleet in a last-ditch effort to take out the Lambent and human race once and for all. She rides a giant Tempest that fires a powerful heat wave able to incinerate anything in its path. Towards the game's ending, she reveals that she enlisted in the help of Adam Fenix some 20 years ago with the hope of wiping out the Lambent parasite. However, when it became clear that Adam could not reach an ideal solution quickly enough, Myrrah invaded the surface.

For the majority of the final game in the series, Queen Myrrah attempts to prevent Marcus and Delta Squad from reaching Adam Fenix, who believes that he has an answer for both the Lambent and Locust. Her every attempt to kill Marcus proves ultimately unsuccessful, not even the fearsome Tempest was a match for the legendary Fenix.

Queen Myrrah looks very different from her look in Gears of War 2. In the previous game she was seen in the throne room scene. She possessed grey skin and had a set of moving vine-like "limbs" on her back. In the Gears of War 3 she looks human.

# Skorge



Though only referenced in Gears 3, Skorge was an important character in Gears 2. As High Priest of the Kantus priests, Skorge becomes the successor to General RAAM after he died during Operation Lightmass. He makes his appearance in Gears of War 2 as a 12 foot tall Locust wielding a dual chainsaw weapon. Delta Squad is forced to fight Skorge on a few occasions throughout Gears of War 2. The first time, he assaulted the "Betty" Assault Derrick, through an Emergence Hole. Later, he fought Delta Squad in the Nexus near the end of Operation Hollow Storm. He is able to control the Rift Worm, which he used to sink Ilima, and later, planned to sink Jacinto too, but Delta Squad killed the Rift Worm in time.

He appears in the Singleplayer Campaign as well as a Multiplayer skin in Gears of War's online modes.

Dizzy Wallin and Tai Kaliso fought Skorge while Marcus Fenix and Dominic Santiago were being sent down into the Hallow via a Grindlift. Marcus and Dominic weren't able to free themselves and help Dizzy and Tai. Tai was next seen imprisoned with torture wounds far in the Hallow. After being freed Tai kills himself. Later, Delta Squad fought Skorge in the throne room. After Skorge is defeated he escapes on a Reaver. Marcus then grabs a Reaver and subsequently defeats Skorge in a battle in the sky. Skorge is seen falling to the ground and is motionless. That is the last appearance of the terrible Skorge.

Skorge seems to be inspired by the alien warrior from the popular film *Predator*.

# General RAAM



General RAAM was a Locust general, having been either directly or indirectly responsible for the deaths of many humans, including that of Lt. Kim. He was once a member of the Theron Guard but quickly rose through the ranks to general. Considerably bigger and stronger than most of his Locust counterparts, RAAM climbed the ranks of Locust society with brute force and cunning and eventually became their acting General.

For nearly all of the first Gears of War, RAAM dogged Delta Squad during their mission to deploy the Lightmass Bomb, engaging them several times personally or sending troops in his place. After chasing down Delta Squad throughout most of the first Gears of War, he eventually faces off against Marcus and Dom on the train carrying the Lightmass Bomb and is ultimately defeated by the duo in the final boss battle. The Locust then lacking a Locust general later replaces RAAM with Skorge.

He seems to have been the only Locust shown to have complete control of the Kryll, as the creatures form a protective shield around the general throughout his battle with Marcus and Dom. Unusual in that other Locust types were known to be killed by the Kryll without hesitation should the former have wandered into too dark an area.

At the start of Gears of War 1, Delta Squad and Alpha Squad were awaiting evacuation by King Ravens. Suddenly they were ambushed by Locust. General RAAM then slew Lieutenant Kim with his serrated blade. Marcus was then placed as squad commander by Colonel Hoffman and was tasked to complete the mission.

## Trivia

- RAAM's death was celebrated by COG citizens and Stranded alike.
- RAAM was strong enough to carry and employ a Troika turret, an excellent example of his unnatural strength.
- RAAM is a playable character in Gears of War 2's multiplayer. He is unlocked by getting "A Dish Best Served Cold" achievement in Gears of War 1 which is obtained by killing General RAAM on Hardcore



# Drones



-*"Groundwalker!"*

A Drone when sighting human forces.

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The Drones are the true warriors and backbone of the Locust Horde. Fiercely devoted to their Queen, Drones will throw away their lives by the hundreds if so asked by their leader. Unintelligent enough to be incapable of orchestrating their own complex battle tactics but competent enough to follow directions, Drones under the command of a wise Theron or their Queen are to be feared. Single-minded in their mission to wipe out humanity, a determined Drone is a dangerous foe.

## Tips

- Drones typically resort to attempting to overwhelm COG soldiers with sheer numbers rather than clever tactics. Exploit this with keen observation of their movements and take up defensible positions to counter them.
- Drones under the command of a Theron or Kantus are considerable more dangerous than when alone, kill the Elite troops and Priests to leave the Drones leaderless and disorganized.
- Drones are the simplest enemies to dispatch. They are weak to chainsaws, headshots, and normal gun fire. Take them out anyway you see fit.

# Savage Drone



- "Skyyyyyfire!!"

*A Savage Drone warning of an impending Mortar strike.*

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Unfazed by the supposed loss of their Queen and denied access to the Hollow, the Savage Locust reformed their existence in a harsh and desolate part of Sera known infamously as the Deadlands." \*

The Savage Drone is now a lot more aggressive than his counterpart, as he will constantly move over and around cover in order to get a better shot at COG soldiers. Though he is just as strong as the typical Drone, a Savage Drone is far more aggressive and are much more dangerous.

## Beast Mode

**Cost: \$450**

Savage Drones are a first tier Locust that are controlled with typical Gears of War game play. They wield a Retro Lancer and are able to move around the battlefield the same way a COG can. They are great units to use because they are the only ones with a bit of range. They make great units to kill Stranded with, but since you have to execute hero's it takes more time to use this unit for that dirty work. Clearing the battlefield of barriers will allow these guys to be used to their full potential. Staying in cover and blind firing is a great way to down enemies and keep yourself safe in the process.

## Tips

- Savage Drones will sometimes have a Retro Lancer equipped. If playing on Insane, keep away from them unless you have something that can splatter them to bits.
- In Horde, keep an eye on your back! The Savage Drones are capable of spearing you from behind with a Retro Charge.
- In Beast Mode, try to maintain an aggressive front. Keep the Heroes suppressed and always aim for the Stranded when up close, you will almost always down or kill them before getting killed.

( Courtesy Of Epic Games \*)

# Grenadiers



The shock troopers of Locust society, Grenadiers are larger, stronger and tougher than their Drone counterparts. In combat, Grenadiers are known to blindly rush forward towards their foes with complete disregard to their own safety. A charging Grenadier is certainly a very deadly threat that is not to be underestimated. Grenadiers typically prefer to wield the Gnasher Shotgun and Bolo Frag Grenades in their onslaught. Should one close the distance, break cover and retreat.

## Species

There are four species of Grenadiers:

- **Regular Grenadiers** are as their name suggests, the most common type, using a Gnasher Shotgun and multiple Bolo Grenades.
- **Flame Grenadiers** are rarer and use just a Scorcher Flamethrower and the same tactics as their other counterparts.
- **Elite Grenadiers** are smarter and more aggressive than the regular. They tend to flank the enemy and then head straight into them. They wear partial chest armor making them tougher.
- **Savage Grenadiers** appeared after the Hollow flood along other Savage Locust. They use a Sawed-Off Shotgun and Bolo Grenades. Although they still don't wear chest armor, they use a very strong helmet made out of Rockworm skin that protects their head from headshots pretty

well.

## Behavior

The Grenadiers tend to rush in the battle usually without using any cover at all. Normally they will throw one of their two frags (or sometimes both) towards you to force you to move. Then, with Gnasher in hand, they charge you without warning in an attempt to get close. In some cases, a Grenadier will forgo his shotgun and instead use a boltok pistol to engage you instead.

## Tips

- In Horde Mode dispatch them as quickly as possible, if they get to close their shotguns are accurate and deadly and their frags will often result in downed teammate or deaths.
- If you're playing as a COG and a Grenadier gets close and personal to you, roll out and shoot him repeatedly even if it's blind fire. Just make sure you're either at a safe distance or the Grenadier is safe. In such situations you don't have time to aim so you better carry a shotgun too as it may prove really useful.
- Their Frags are often thrown without any warning. They will beep before detonating but more often than not, they will not make a sound upon landing at your feet.
- Due to frequent shots, their Shotguns can still take you down at a long range if they hit you enough.

# Savage Grenadier



"Fierce and almost feral, the Savage Grenadier's brute-force tactics work just as well above ground as they did in the Hollow."

Not all of the Locust Horde was together when they were forced from the Hollow, many were left without the leadership of their Queen and were stranded. Those left without their queen soon became known as the Savage Locust, who quickly reverted back to a tribal-like society rather than their previous Hive mentality. Although no longer unified with the Locust Horde proper, the Savage Locust still share their desire to wipe out humanity.

## Beast Mode

**Cost: \$1050**

The Savage Grenadier is a third tier beast. As one would expect they are equipped with a Gnasher Shotgun and one Bolo Frag Grenade. Their primary use is to take out hard to reach fortifications like a manned turret or bunkered down enemies with their frag grenade. When the frag is used up the Grenadiers make a prime unit for getting up in the enemies grill. You shouldn't just rush in though because they COG will likely stop you in your tracks. You should either flank the enemies or follow a power unit into battle like a Berserker. They will focus primarily on the power unit leaving you to unleash the pain.

## Tips

- Fast Shotgun strikes make close-range combat with these beasts a mistake, ensure your survival by keeping them at bay with suppressive fire and long range attacks.
- They can often frag-tag you without any warning other than the beeping of the frag, by then it's probably too late. You can counteract this by keeping a close watch around you when facing off against the Horde.

# Grenadier Elite



-*"Hominid!"*

A Grenadier as he sights a Human.

---

"This elite class of Grenadier has forged his skills in true combat. Once engaged, they will relentlessly stalk a foe until he is destroyed." Primary weapon is usually a Gnasher Shotgun; They can also use the Boltok. Their most deadly weapon as their name implies, is the Frag Grenade. Even more skilled with his weaponry than his standard counterpart, Elites are much more capable of executing flanking maneuvers and flushing enemies from their hiding spots.

## Tips

- Close range Combat is never advisable with these foes. Due to their quick and accurate Shotgun strikes they will usually have the upper hand on you
- If they are about to throw a frag when you kill them, the frag will still go off under their feet so beware of this.
- They can often throw their Frag Grenades without any noise or notifications. The only thing you will hear is the beeping noise right before it goes off.



- Elites will charge at you without any fear for their own lives, keep your distance if you don't wish to be at the business end of their shotguns.
- When they pull out their Boltoks they are still equally as deadly, except this time at a further distance.

## Beast Mode

Grenadier Elites are a Tier 3 unit in Beast Mode. Equipped with a Shotgun and a single Frag Grenade these units dominate the close range combat. They make solid units for not only taking out foes, but certain fortifications as well. Pesky sentry or manned turrets can easily be taken out with a well placed grenade. The Elites make a great unit to flank with as they are pretty quick on their feet.

## Alternate Skins

Skin Name	How to Unlock It
<b>Savage Grenadier Elite</b>	The Savage Grenadier Elite skin is a pre-order bonus available from Wal-Mart in the US. See: <a href="#">What pre-order bonuses are available?</a>

( Courtesy of Epic Games \*)

# Boomer



A lumbering, unintelligent sub-species of Locust, what the Boomer lacks in smarts it makes up for in brute strength and firepower. Considerably larger and tougher than Drones or Grenadiers, Boomers will forget the advantage of cover and charge head first into combat without any second consideration of their own well-being.

There are also different types of the giant Boomer and they each have their own weapons. These types include:

- Butcher - They use a huge Butcher Cleaver
- Grinder - They use a Mulcher
- Savage Boomer - They use a Digger Launcher
- Mauler - They use a big Boomshield
- Flame Boomer - They use a Scorcher Flamethrower

## Beast mode

**Cost: \$1500**

The Boomers are a third tier beast. As their name would suggest they wield a Boomshot into battle. These guys are amazing at taking out enemies. Since their Boomshots recharge rockets you can bombard your enemies at will. The Boomers should never get too close to battle though. They may be tough but they will never last in up close in personal. Stick to medium range and you will have a unit fit for destruction.

## Tips

- Boomers are really slow, making them really easy to shoot in the head.
- Listen for the boomers, because they say "BOOM!" right before they shoot.
- Butchers are the only type that does not call out their respective weapon/action before they proceed to do it.
- Flame Boomers can be dispatched easily by shooting the tank on their back as it will explode. This can often dispatch of other enemies around them.
- Grinders can be sniped in the head, but this requires the removal of their helmet first.

# Flame Boomer



The Flame Boomer is exactly what the name hints, a Boomer that shoots fire. The Flame Boomer has a Scorching Flamethrower instead of the standard Boomshot. Like the Maulers, the Flame Boomers are usually at the front lines due to the shorter range of the Scorching.

## Tips

- Shooting the pack on the Flame Boomers back will set it on fire, causing the Flame Boomer to explode
- Due to their large amount of health it's not advisable to down these enemies traditionally. The destroying the backpack will take less time and less bullets.
- Be careful when you ignite their backpacks, they will often charge at you hoping to take you to the grave with them.
- It's risky tactic, but with a friend as a distraction, you can stick a flame boomer with a frag grenade and the combined explosion can take out several Locust within the vicinity.
- Keep an eye out for Flame Boomers hiding around corners, as their favorite tactic is to hide behind them and wait for you to pass by before unloading their Scorchers while Drones and Grenadiers keep you from rolling away.

# Grinder



Grinders are similar to the Boomer, but instead carry the Mulcher. When you hear "Grind!" it usually means the Grinder is in the area. These are front line units who usually charge right at you with no fear. Their fire will suppress you and deal enough damage to keep you hiding in cover. They are a priority target to take out on the battlefield.

The Grinder's overwhelming firepower makes it one of the toughest Locust foes in game.

## Tips

- While the Grinder is alive, it will suppress you behind cover, so try to take him out first.
- Like the Boomers, the Grinders are slow, and are very easy to shoot in the head
- "Grind!" is the universal word for get behind cover! If you hear this word, the Grinders are about to start unloading on you.
- Far away their Mulcher can take you down fairly quick, but up close they can down you in less than a second.
- Past wave 10 on Horde, never try to out gun a grinder one on one. If it is shooting at you and your shooting at it as well, it will down you first. Don't be a hero, take some cover.
- The Sawed-off is capable of taking them out in one shot in campaign, and during the first 10 waves of horde.
- The helmet on the Grinder must be removed to headshot them first.

# Mauler



Maulers are a version of the Boomer. They are very tough and they carry a Boomshield and a flail that explodes on impact. The Mauler is a front line unit of the Locust Horde, they are usually up in front soaking up bullets for its Locust buddies. Maulers always swing their flail around so it's ready to crush any enemy that gets close enough.

## Tips

- Maulers are very good at pushing towards the players, try to keep your distance from them so you don't get crushed!
- The Mauler will say "Crush!" right before they smash their flail at the enemy, so move out of the way!
- When the Mauler has its shield covering him, try to shoot its feet, or try throwing grenades behind it.
- A One-shot is capable of destroying a boomshield.
- A Mauler crawling toward you with an engaged Boomshield makes him an easy target for other teammates.

# Wild Ticker



The **Wild Ticker** is a relatively fast and small locust, that uses its claws to attack, and is considered weak compared to the other locust variants (see Locust Horde). When the locust captures the wild ticker, they strap on imulsion packs to its back (or to put it simply, explosives). See Ticker.

## Beast Mode

The **Wild Ticker** is a locust that you may play as in Beast Mode, like the regular **Ticker**, it is automatically unlocked from wave one, as it resides in tier 1. It costs \$75 to purchase. It has the ability to run by pressing **A**. It also has the ability to attack using its claw, to perform this attack, you must press down on the right trigger or the **B** button, and like the regular ticker pressing the left trigger does virtually nothing but add a large circular cross-hair. Wild tickers can also eat planted grenades, turning themselves into a walking bomb, much like the "tamed" ticker. The wild ticker is very useful early in the game because they work well at taking down the humans' defenses, and on top of that are one of the cheapest units in the game. Although, when the standard defense system for the humans becomes upgraded to laser fences, the wild ticker is rendered almost useless. The **Wild Ticker** is not to be confused with the regular **Ticker**, which has been been "tamed" and strapped with explosives by the locust.

## Origin/Background

The Locust captured Wild Tickers from the Hollow and attached Imulsion packs to their backs, thus recruiting them to their "military". They explode when close to their enemies, in this case, humans/COG's. The Locust used them against the COG, especially in Landown, against the COG's Assault Derricks and their grindlifts. When strapped with the Imulsion pack, wild tickers become referred to as **Tickers** dropping the "Wild" prompt. Without their artificially attached explosives, their only weapon is their claws which are still capable of injuring people a fair amount. Their main purpose is to scurry the battlefield and eat up any lose guns or ammo. Destroying them will allow you to get whatever they ate back.

# Ticker



The Ticker is a small, very fast creature, that the Locust use as mobile/living grenades or mines. They've strapped small Imulsion tanks to the Tickers backs, so the Ticker explodes when it's near an enemy. Although they're fairly easy to kill, they attack in huge packs, making it really hard to kill the whole group.

## Beast Mode

In Beast Mode, you have the option of playing as the **Ticker** from the start of the game, due to the fact that the ticker resides in the first tier. Their cost is \$75, and are very useful for the first couple rounds, and with proper strategies, throughout the entire **Beast Mode**. The ticker runs really fast compared to most other Locust, and while playing as one, you may press the **A** button to run faster. Since the only possible attack of the ticker is to blow up, aiming with the left trigger does virtually nothing and only makes a large circular cross-hair appear on screen. To explode as the ticker, you must click the **B** button or the right trigger. A direct explosion should instantly kill the stranded and COG solider (miscellaneous A.I.) and should down heroes. The ticker is not to be mistaken for the **Wild Ticker** which can attack with its claws, and is ideal for taking down early to mid-wave defenses.

## Origin/Background

The **Ticker** is a "tamed" or "domesticated" version of the **Wild Ticker**. Wild tickers were captured by the locust and strapped with Imulsion packs (explosives), and were used in waves to fight against the COG and other humans. They are among the weakest of Locust, and are usually accompanied by other, more powerful Locust. Another factor making tickers relatively weak, is that the tanks on their back glow, making it very easy to spot them, even during the night/dark levels.



# Wretchers



Wretchers are Locust creatures that resemble monkeys. They are really fast and are able to climb on almost any surface. They attack in big packs, making them a fearsome enemy. Their primary attack is usually a melee strike with their claws though they are capable of jumping and clawing you to. They are able to hide inbetween cover and jump over fortifications making them a force to watch out for.

## Beast Mode

**Cost: \$225**

Wretchers are a first tier beast meaning you have access to them right away. These guys are prime units to start off early with. Their abilities to move quickly, stay out of trouble, and jump over barriers make them lethal units to strike the COG with. They are really weak though so you will have to mind your defense. You cannot simply charge down a stranded or a hero and win. You must flank them and keep on your feet when your attacking otherwise they will destroy you. If you wander into a group of enemies hit the X button to let out a shriek and stun all the enemies around you. Wretchers also make a great unit to use when the battle is almost over. No use buying a really expensive unit when there are only 2 stranded left on the field.

## Tips

- Wretchers move in packs and can out number you.
- They can jump over your fortifications making them a enemy to watch out for even when your well defended.
- Quick melee strikes mean if you don't watch out they will take you down relatively fast.
- Wretchers are pretty easy to kill. When you see them on the battlefield you should dispatch them first and get them out of the way.

# Kantus

Kantus priests are the healers of the Locust Horde. They can revive downed enemies with their shriek. Kantus priests always carry the Gorgon Pistol and Ink Grenades.



If the player gets too close to a Kantus, it shrieks and the player is stunned and unable to move. Taking out a Kantus priest is crucial, so they don't revive or heal Locust. They are extremely nimble, so a grenade is often not the best type of weapon to use. A Kantus can be defeated like any standard Locust.

## Beast Mode

Kantus are a Tier 2 Unit in Beast Mode. Like any other Kantus they are equipped with a Gorgon SMG and Ink Grenades. They cannot take cover but they can still dodge. Their large amount of HP makes up for this and they are fairly easy to keep alive. Pressing the X button will prompt you to Shriek, stunning nearby enemies and healing/reviving any downed comrades nearby as well. Their best use is not damaging foes, but acting as the team healer. Keep one close to your units and use it to keep your squads HP up and prevent the loss of the precious seconds it takes to spawn new units.

## Alternate Skins

Skin Name	How to Unlock It
<b>Savage Kantus</b>	The Savage Kantus skin is a pre-order bonus available from Amazon in the US. See: What pre-order bonuses are available?

## Tips

- Though they appear tough, Kantus are still vulnerable to Chainsaw Attacks, keep your Lancer close.

- Shooting them will result in a Ink Grenade explosion death, so keep your distance from them.
- If stunned by a shriek, putting a little suppressing fire on them after you recover will leave them vulnerable to a chainsaw attack.
- In Gears of War 3's Beast Mode, Kantus' cannot sprint, they can only roll.
- A Kantus is unable to take cover, but they make up for it with a large amount of HP

# Kryll



The Kryll are highly aggressive bat-like creature that inhabits the outer Hollow. Appearing on the surface after Emergence Day, packs of Kryll used to stalk the Serran nights looking for prey to rip apart. Subterranean in nature and dwelling, Kryll avoid light of nearly any intensity, their eyes so sensitive that even the slightest amount of bright light brings pain. As such, Kryll only come out at night to feed above ground, returning to their underground roosts before the sun rises.

So consumed in their appetite for flesh, Kryll have been known to attack any and all living creatures foolish enough to be in too dark a place when they begin their feeding. Kryll do not hesitate to eviscerate Locust, Stranded or Gears alike while on the prowl. Anything unwise enough to be in the dark is stripped to the bone in mere seconds by hundreds of voracious Kryll. A menace to all on the surface, none were for the poorer when the Kryll were wiped out by the Lightmass Bomb, their breeding grounds destroyed.

# Bloodmount

The Bloodmount is one of the fastest enemies that you fight in Gears of War. They are usually mounted by beast riders and sometimes Theron Guards.



Bloodmounts and their riders, also known as Beast Riders, are fearless and will charge at the players. The Bloodmount will keep attacking even if the rider is dead. Bloodmounts walk on their arms and attack with their small legs. Shooting them in the face will cause them to scratch their face plates off, sending them into a frenzy.

## Beast Mode

Bloodmounts are Tier 2 units that have 2 parts to them, the Rider, and the Bloodmount itself. You will actually only control the Bloodmount, The rider is put on automatic and will fire at your enemies on his own. This makes this beast primarily a melee unit. They are strong and capable of downing enemies in one hit. They make good units for charging in fast but depending on your difficulty have little defense to protect them while doing so. To effectively use the Bloodmount you must catch enemies off guard and then strike them down.

## Tips

- When fighting Bloodmounts, try to take out the mounts first. This will keep a nice distance away from all other enemies.
- Bloodmounts should be considered two separate enemies. The Bloodmount and the rider, they both need to be killed.
- The Bloodmount poses twice the threat of a Rider.
- In Campaign, Riders will usually sport a Torque Bow. Be especially wary of them when playing on Insane.
- Think with explosives when dealing with Bloodmounts, they can take out both the rider and the beast in one explosion.
- The Bloodmounts themselves will attack with only a melee strike. It is powerful enough to down you in one hit so when they get close to you dodge away as soon as you can.
- Shooting the Mask off of a Bloodmount will cause it to go into a frenzy and charge at you. Beware of this because they are much faster in this state.

- Avoid killing the rider before killing the mount. Should the rider be killed first, the Bloodmount flies into a fit of enraged fury, becoming considerably faster and aggressive.

# Brumak



The Brumak is the heavy duty "vehicle" of the Locust. This enemy type is operated by a rider. The Brumak has heavy machine guns and a heat-seeking rocket launcher strapped to its back. The Brumak was used by Marcus and Dom in the last act of Gears of War 2, and is back to wreak more havoc in Gears of War 3's campaign and even in Horde 2.0. For the first time in the Gears series, Delta Squad will have to fight a Brumak without the use of vehicles or any heavy weaponry.

They weigh up to 15 tons, are over 15 meters high, and have a very thick skin. One of the strangest things about Brumaks is that they're being bred by the Locust from apes.

Because Brumaks were too exposed to Imulsion, a Lambent version of it appeared. The Brumak, before it was mutated by the Emulsion, struck down the King Raven that carried the Lightmass Bomb. The Lightmass Bomb was lost. Marcus Fenix then decided to use the Lambent Brumak as a giant explosive to sink Jacinto and flood the Hallow. The beast was struck multiple times with the Hammer of Dawn and eventually exploded with enough force to sink Jacinto City. See Lambent Brumak.

## Tips

- When fighting the Brumak in both campaign and Horde, shoot the guns and its face, this will weaken it faster.
- DO NOT get close, or you will get demolished
- Always use cover when fighting the Brumak so the heat-seeking missiles will hit the cover instead of you.
- Just because the brumak isn't looking at you doesn't make you safe, heat-seeking missiles meant for other teammates will still seek you down and his machine guns will lock onto you even when you're behind him.
- If you fight a brumak on wave 10 of horde, the One-shot is capable of blowing up his Fuel Tank in one shot.
- Brumaks have 4 parts to them. Their face mask, left/right machine guns and their fuel tank can all be destroyed. Destroying the fuel tank is the only one that will kill the Brumak though.
- Fighting a Brumak with a Silverback is only advisable if the Silverback is parked indoors. Due to the Brumak's machine guns, missiles, and large amount of HP, a Silverback won't prove much of a challenge if they are caught out in the open by a Brumak.

# Corpser

The Corpser is one of the biggest pets that the Locust have, capable of digging tunnels very quickly, and catching all enemies by surprise. The Corpser has been in all three Gears of War games and have always been a tough enemy to defeat. It has spider like legs (plated in gears of war 1&2) that cover the face. The Corpser appears in 3 different life stages throughout Gears 3.



**Baby Corpser (Hatchlings)** - These little enemies don't put up much of a fight, but in numbers they can devastate you if not taken out quickly enough. These Enemies appear in the campaign and assist their mother in killing you.

**Savage Corpser** - A medium sized Corpser, Bullet proof leggings and capable of digging underground to escape you and attack you at the same time. These appear in campaign mode several times as well as a boss wave in Horde Mode.

**Corpser Mother (Boss)** - A really big Corpser, seen in the campaign as a boss fight. This Corpser also has bullet proof leggings, with its only weak spot being its eyes. While blinded she will send her hatchling and savage Corpser to defend her. When she's completely blinded she will go into a frenzy and charge everywhere, be sure not to be in her way when she's charging.

To defeat the Corpser, the players must shoot at its eyes when its legs are out of the way.

## Beast Mode

Corpser is a Tier 3 unit in Beast Mode. They make great unit for charging the enemies with because they are bullet proof from the front. This is also a weakness because it means they are vulnerable in the back. A Corpser's only attack will be a downward strike with its claws but they are still capable of digging underground. Though they can't move or attack this will keep them safe and heal them all at the same time, a win win! Because of this, Corpser makes a great unit to use on harder difficulties.

## Tips

- When fighting the smaller Corpser in gears of war 3, try tagging it with a grenade, this will deal tons of damage.
- Whenever you see the ground moving toward you (similar to a Digger Launcher shot) get ready to dodge, the Corpser is either about to attack with its claws from underground, or resurface



right under your feet.

- The Corpser is largely vulnerable from behind as there is no bullet proof leggings.
- When playing as a Corpser in Beast Mode, pressing X (default setting) will have you burry underground to regain health. Doing so before taking a lethal bullet will make you invulnerable as you dig through the ground.
- Unlike the Corpser found throughout Campaign; in Beast Mode, Corpser are unable to attack or move when burrowed.
- The Baby Corpser (Hatchlings) can be dispatched with the chainsaw bayonet from the Lancer Assault Rifle. This can be helpful when wanting to save ammunition on the campaign or Arcade Mode.

# Miner

The Miner Drones are responsible for the digging and maintenance of the Locust tunnels in the Hollow. They are also responsible for the mining of minerals for the Horde/tribe. They are renowned for their strength, their endurance, and their persistence.

They are available in Gears of War 3 as a multiplayer skin upon reaching rank 3.

# Beast Rider



This specialized Drone is trained in the handling of beasts. They can ride the fearsome Bloodmount, fight from the top of a Reaver, or even guide the battle from atop a giant Brumak.

One renowned, declared Beast Rider slayer is Michael Barrick who once killed several Beast Riders with his own hands during an ambush.

## Tips

- The Reaver Riders often carry Torque Bows making them a threat all on their own. Be wary not to get tagged by one.
- Down but not out, killing a Bloodmount or Reaver does not mean these guys are dead, usually they will get back on their feet and continue their attack.
- More times than not, the Beast Riders mount poses a bigger threat than the Rider himself.
- Once off their mounts, the Beast Riders are no different than any other drones.
- Tagging a Bloodmount ride result in both the mount and the Rider being killed.

# Theron Guard



-*"Sssapien!"*

*A Theron, alerting his underlings of human forces.'*

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*"Theron Guards are extremely intelligent and crafty. One alone on the battlefield is a force to be feared. That hissing sound you hear is most definitely not the wind."\**

Theron Guards are elite Locust troops that are usually sent to take out high value targets or to accomplish important missions. They are some of the most intelligent and well trained soldiers the Locust have, and are often associated with human "commandos". They wear heavy armor that covers the whole body except the head, and have a long strip of leather attached to their belt.

Most of the time they use either a Torque Bow or a Lancer rifle. They also use the Gnasher, Boltok Pistol, and rarely the Hammerburst.

## Tips

- Torque Bow is their weapon of choice which means these targets are deadly so dispatch them quickly.
- While perhaps one of the toughest infantry units the horde has to offer, these beasts are still vulnerable to chainsaws and headshots.
- Theron Guards will often charge there Torque Bows for several seconds. This gives you the

- perfect opportunity to score a headshot or to put some fire on them.
- These guys are so accurate that they can nail you from locations you don't even see.
  - During Wave 41-50 Theron Guards are accurate enough to hit you from the other side of the map. Standing in the open when a Theron Guard is around is never advisable.

(Courtesy of Epic Games \*)

# Savage Theron



Like all other Savage Locust, the Savage Theron was cast out of the Horde due to the flooding of the Hollow. Their rank amongst the horde meant nothing and they no longer serve under their queen. They now reside in the Seran Deadlands with a large settlement of other Savage Locust. They strive to rebuild and dig a new home like the times before their home was destroyed by the flood. Without the advanced resources of the horde, the Savage Theron now wields a Cleaver into battle rather than their typical Torque Bows.

## Tips

- Unlike normal Therons, these guys will usually just charge straight at you like a Butcher and attempt to cleave you
- They are much faster than Butchers are, but they are weaker.
- They are generally easy to dodge because they must be in point blank range in order to hit you. Simply dive away and you're home free.
- Since these guys run straight at you without ever taking cover, they often flank you while you are on turrets or sniping.

## Character Skin

Skin Name	Description & Unlock Requirement
Savage Theron	<b>Savage Theron</b> - Once members of the locust horde, they have disbanded their queen in order to build a new home in the Deadlands. These enemies are amongst the fiercest the horde has to offer. To unlock you must beat all 12 waves of Beast Mode on Insane without dying.

# Armored Kantus



Armored Kantus are first shown in a cutscene in Act IV and are then encountered later in the act, when Delta Squad attempts to let in the water needed to get the submarine into actual waters.

As their name implies, these Kantus comes with armor upgrades and dual wielded Gorgon Pistols. As bullets ricochet off their armor, and as suggested in game, the best way to deal with these Locust troops is to simply use grenades.

## Tips

- Tagging an armored Kantus with a frag grenade will always cause it to die instantly. Try tagging it when it is shooting someone else, or when it is doing its shriek.
- Try to keep your distance, because the Armored Kantus does a lot of damage with its akimbo Gorgon Pistols, and with its roll.
- Using any explosive on them will cause them to expose their glowing mouths, this is their weak spot and is highly vulnerable to damage. They will do it on occasion regardless of being hit by explosives.
- Another very effective strategy like with any other armored Locust is to use a Flamethrower to weaken the Kantus armor and then just blast away. This work great in Horde Mode!

# Reaver



Reavers are the flying units of the Locust Horde. Reavers are usually mounted by two riders and sometimes a Theron Guard. The Reaver has a mounted Boomshot on its back, which can be deadly even when taking cover as the length of a Reaver's legs will still give it a height advantage when grounded.

## Tips

- When battling a Reaver Squad, try to take out the riders first, this will give the Reaver unit less firepower and make it easier to take out.
- When a Reaver is on the ground, try to get under it. If one person gets under the Reaver, they can shoot it with out the Reaver being able to do anything at all to that person.
- The one shot or the Mortar cannon will dispatch of this foe in a quick fashion.
- The Reavers will let out a beam of light in your direction when they plan to fire and missile at you.
- Reavers are capable of downing you with their legs.
- The Beast Riders often carry Torque Bows and are equally as threatening.
- Killing a Reaver doesn't mean it's rider is dead. Watch for them after killing a Reaver because they will usually get up and continue attacking.



# Hydra

The Hydra was a species much like the Reaver and at least two have been known to have existed, one being the personal transport for Skorge, the Locust high priest.

The hydra was a huge beast which had many long protruding tentacles on the sides of its body, when used by the locust the Hydra is given large amounts of armor around its face, head and claws on the end of its tentacles. they are also mounted with seats from which a rider can sit, on top of that a missile launcher and troika turret is attached to the beast so warfare can be fought from a distance. The Hydras claws and teeth are razor sharp and strong so being close up would be ill-advised.

The Hydra aided Skorge in the destruction of many of the humans cities like Tollen, Montevado and Lima. Skorge was the only known locust which could control the Riftworm and he rode the Hydra whilst leading the Riftworm to its next target.

Once the Riftworm had been killed by Delta squad and the Queen's Palace had been invaded, Skorge flew the Hydra after Delta squad which were escaping on two Reavers. The Hydra pursued them through the collapsing hollow and onto the surface to prevent them from making it to Jacinto with the stolen Reavers. The battle was long but the Hydra fell to the firepower of the Gears and resulted in Skorge falling to his death as well.

# Berserker



Berserkers are female Locust. Because they are blind they rely mostly on their smell and sound to detect enemies and their positions. If anyone makes any noise or moves too quickly the Berserker will make a loud noise charge towards the enemy. Because of their immense power, the charge will kill almost any enemy hit. If she hits a hard place, she will place her hands on it and try to detect the enemy by smelling him.

After the Lambent Invasion, the Berserker turned into a Lambent version of it. See Lambent Berserker.

## Tips

- When fighting a Berserker in Horde Mode, try to keep it away from all your structures, because she can easily destroy everything.
- When fighting the Berserker boss wave in horde mode, try to have one player distract the berserkers while the rest of the team takes out the smaller threats first.
- If a Hammer of Dawn is not available in the map, the game will spawn two Scorchers. Use these to stun the berserker while everyone on the team focuses fire on her.
- Firing the Scorchers once will stun the berserker. Using this tactic will make sure you have enough fire for both berserker in the wave.
- When fighting the Lambent Berserker in Campaign, treat it as a normal Berserker, but shoot it in its chest when it opens up.
- Do not try to dodge the Berserker at the last second, this often ends in being downed.
- Do not try to use a special weapon that requires it to be sat down. A charge from a Berserker is much faster than using a Oneshot or a Mortar.

# Tempest



The large insect-like Locust steed to Queen Myrrah. Possibly a mutated version of a similar species like Skorge's Hydra, the Tempest is a fearsome foe to be reckoned with and should never be taken lightly. Capable of generating an intense amount of heat from within its mouth and then projecting it in a search beam-like stream of light that incinerates anything caught within. It spends most of its time within the final Gears of War acting as Queen Myrrah's personal steed, attacking Delta Squad as they attempt to end the Locust and Lambent once and for all.

The Tempest has the ability to summon Shriekers at will and first revealed its powerful heat beam when Delta One were making their way to Anvil Gate on a hijacked Gas Barge.

## Boss Battle Tips

- When playing on Insane, keep to the columns when it uses its blast ray. Staying out of cover will kill you, causing you to start the battle from the beginning.
- Perfect Active Reloads will do wonders during the sections in which you need to get the Tempest to land onto the island.
- Use the time that the Tempest takes to fly back up into the skies to grab ammo, or in the case that you run out of HOD blasts wait at their spawn locations.
- Keep an eye out for the Theron Guards that climb up with grapple hooks around midway through the battle, ignore them long enough and they will flank you and your squad mates.

# Shriekers



Shriekers at a glance look like flying tickers equipped with machine guns. They appeared sometime after Jacinto was sunk and have the ability to fly across the battlefield. Though small they put up a good fight and have the ability to dodge enemy fire power. Upon death they finish with a kamikaze attack where they will explode upon hitting the ground.

## Tips

- While firing upon them they will dodge left to right so be ready to quickly change your reticule locations.
- Killing them upclose isn't advisable as they will probably explode at your feet downing or even killing you.
- They attack in groups making them more deadly. Focus on one at a time.
- Keep them bunched together! One Shrieker explosion can take out two or three more, lessening their threat to you.

# Giant Serapede



The Giant Serapede Appeared more than a year after Jacinto was sunk. It's heavily armored and incredibly deadly, it's only weak spot is behind its tail. They are fast and agile, keeping up with a COG soldier proves a simple task for them. Their pincers allow for a shocking strike that is fast and deadly. The only way to kill them is to tear them apart piece by piece from the back. Giant Serapedes will stand up and search for targets with their antennas.

## Tips

- When a Serapede is coming at you dive straight at it to easily out maneuver it.
- Trying to out run them prove futile as they keep up with even the most agile players.
- Shooting any part of them other than their tail from behind is a lost cause.(unless super-reload is on then it is possible to kill a serapede without shooting its tail for faster killing of serapedes use a scorcher on the head metal + heat + plus bug = ONE DEAD ASS SERAPEDE)
- Taking them out with 2 players is four times easier, one player run from it and the other will tail the creature from behind firing at it. If it turns around the other player can take over.
- When playing Beast Mode, the Giant Serapede is one of the most helpful creatures to use apart from the Berserker, the reason for that is due to the fact that it can hide its weak spot around corners when attacking players, this makes them virtually invincible. This tactic becomes ever more useful on the harder difficulties.

# Nemacyst



The Nemacyst is a flying creature turned into a living bomb/mortar shell by the Locust. Multiple Nemacysts are released from a Seeder towards enemies. Although they are many, they are fairly tough to destroy. They explode at a short distance from the enemy and can easily destroy even heavy armored vehicles like King Ravens or Assault Derricks. They are grown outside the Seeders, and then fed to them.

Nemacysts are also what the Kantus use to make their Ink Grenades. Filling a Bolo grenade with a baby Nemacyst proved lethal on the battlefield.

# Riftworm



The Riftworms were massive worm-like creatures that were 8-10 miles long and half mile across. Semi-intelligent creatures, Riftworms created the Hollow by burrowing through the crust of Sera and leaving behind their waste that enriched the soil and create life inside the Hollows. The Riftworm was viewed as a God by the Locust for being a life giver.

It was awoken after the Lightmass Bomb went off and started causing havok again by sinking entire cities such as Tollen, Montevado and Lima. Skorge and the Locust Queen (Myrrah) ordered the Riftworm to bury the Jacinto Plateau which was the last bastion of human civilisation. The only one who was able to control it was the Kantus priests leader, Skorge. The Riftworm was killed by Delta Squad by severing its arteries using the chainsaw bayonet on the Lancer Assault Rifle, this in turn destroyed its three hearts and stopped the Worms reign of terror. Delta squad first found themselves inside the worm after it swallowed an entire King Raven that was carrying Marcus and the team.

Whilst inside the Riftworm the second of the Carmine brothers was killed. Ben Carmine died after falling into the corrosive intestinal/stomach acid which digests the Riftworms food. After Carmine is washed away, Marcus and the team find him further into the Worm and discover he is being devoured by the Nemacytes which inhabit the Worm, once they fight away the worms its already too late and Carmine is missing much of his stomach and chest.

# Nemacyte

The Nemacyte are a symbiotic type being which resides inside of the Riftworm and eat any objects which don't belong inside of the worm, or they help to digest food. They are medium sized and about the same size as a gear, they move along using two long, barbed arms which protrude from the front of their body and a tail that trails behind it giving it stability.

The Nemacyte live underneath the surface of the worms stomach and emerge from holes to devour any foreign matter.



# Lambent



The Lambent are a form of mutated Locust, created from exposure to Imulsion. Because of the Imulsion they usually glow yellow(that's why some humans call them "glowies"). They are more violent and much stronger than usual Locust. They use the same weapons, armor and technology the Locust use, although many times they rely on brute force or their ability to explode in mid battle.

## The Imulsion

Formerly a useless, low-viscosity fluid, Imulsion was turned into a super-fuel with the advent of the Lightmass Process. Now a cheap and abundant source of energy, Imulsion-starved nations were provoked into war with those who had Imulsion. The Union of Independent Republics was formed to combat the COG forces in what was to be a bloody 79 year war known as the Pendulum Wars. Millions died and the environment was devastated by decades of war before COG forces claimed success. The COG victory lasted mere weeks before a new foe, the Locust, invaded the surface in an event known as Emergence Day killing billions. Some time later, an infected version of Locust were discovered, the **Lambent**. It seemed the once savior of society was poisoning the creatures of Sera and the planet itself. Imulsion was killing Sera, slowly but surely.

## Locust Civil War

At some point during the history of the Locust some became infected by the Imulsion, giving rise to the Lambent. Because no human knows exactly how long the Locust inhabited the Hollow (presumably for several decades) none knows how long the Lambent themselves had existed. For unknown reasons, the Lambent began attacking their Locust brothers and began gaining ground eventually forcing the Locust out of their home and onto the surface. The losses eventually culminate into what would be known as Emergence Day, as the Locust are forced out of the Hollows and into the open surface.

## The Lambent Invasion

The COG, realizing the Locusts' intent to flood the Hollow, beat them to the punch and preemptively sank Jacinto. The Hollow now flooded, the Locust and Lambent survive and escape to the surface. Now forced for good out of their home, the Locust began to etch out an existence from the Seran Deadlands while the Lambent continued to wage war against them. The humans, caught in the crossfire between the warring species, must fight against both to ensure their survival. It was then thanks to Professor Fenix that the Lambent and Locust are defeated.

# Lambent Stalks



Lambent Stalks were massive plant-like structures appearing similar to roots and trees that seem to spawn from deep in the ground, presumably from the source of their mutation, Imulsion. Appearing around 16 months after the sinking of Jacinto, they can burst out of the ground, or from under the oceans of Sera. The Stalks release from their branches and base Polyps, Drudges, or even Lambent Berserkers.

## Tips and Tactics

- Lambent Stalks will appear first. After a while, they will start growing pods, in which you and your teammates will have to attack them.
- Don't focus fire all of your firepower on one or two pods. Instead have two people focus on the Lambent that spawn from the other pods, while another two destroy one pod after another.
- Destroying the pod will make sure that no extra Lambent will spawn. After a while, when all the pods are destroyed, the Stalk will turn into a dullish gray color. That means it is dead, and you should continue on forward.

# Polyp



Polyps were seen first trawled up in nets off the coast of Vectes, they then started riding up to the surface with stalks and getting ocean rides on Lambent Leviathans. Polyps are the weakest of the Lambent and attack in numbers. They are mentioned multiple times in the introduction before they begin invading the ship. They are very similar to the creatures in the Riftworm's stomach in Gears of War 2, being crablike in appearance and attacking with their front legs. These little buggers fire Imulsion at their targets and attack by meleeing with a jump.

## Tips

- They will explode when shot.
- In Horde Mode they attack in packs and can often jump over fencing and other obstacles to get to you quickly.
- Best to blind fire from hip with an assault rifle or a Gnasher Shotgun to take these things out.
- On the insane difficulty, polyps shoot miniature Gunker globs at you. They will kill you instantly if hit, so use cover to stay alive.
- Keep them from swarming your team, especially during Silverback sequences during Campaign and when playing Horde Mode

# Lambent Wretch



Mutated from a Wretch being exposed directly to a significant amount of Imulsion, Lambent Wretches were the first and only Lambent creature encountered in the first Gears of War in Act 3. For some reason, these Lambent do not react to the Non-Lambent Locust as their other counter-parts do, instead they seem to have been tamed by the Locust seeing as they use them in tandem with regular Wretches.

Lambent Wretches don't have a ranged attack so they come in close for a kill. They usually travel in packs and can be very problematic at times. From a distance you would want to use an assault rifle. When they are close, you want to use either a Scorcher Flamethrower or a Gnasher Shotgun. But like all Lambent, these explode upon death so keep your distance.

Lambent Wretches were also the basis for Marcus' idea to use the Lambent Brumak at the end of Gears of War 2 as a replacement for the lost Lightmass Bomb in order to sink Jacinto and flood the Hollow.

## Tips

- They explode upon death.
- Able to leap over barriers in Horde Mode.
- Due to their small size and quick movements these make for dangerous foes in horde, your Silverback will be at risk if you let these get to close.
- Usually die in one melee strike, not advisable to kill them with this method as they will explode in your face. Past wave 10 in horde, meeleing them will take 2 hits, so stick to weaponry instead.
- The explosion resulting from chainsawing them won't hurt you very much.

# Formers

**SPOILER WARNING** Below follows story-sensitive information. Do not read if you have not progressed far enough to know what these are.



Formers, as the name suggest, were once humans that have had an extreme exposure to Imulsion thus changing them into monsters. They usually can be found in towns where Imulsion was processed, as Delta Squad had discovered in Mercy and Char. The infection first starts off as Rustlung (as seen as in Gears of War 2) and a fever. Eventually the symptoms will begin to include sever headaches and muscle pains, most likely a side effect of the Imulsion parasite taking over the nervous system.

It is revealed to both the players and Delta Squad by Adam Fenix that Imulsion, the miracle fuel humans have refined and used for nearly everything, was not a fuel source at all. It was actually a parasitic organism that was slowly taking over the planet. At first, it had only affected the Locust and turned them Lambent. Now the parasite had finally affected humans, turning them into Formers.

## Tips

- They don't spew a lot of Imulsion when they are killed so don't be afraid to chainsaw or bayonet them. Problem is that they attack in huge packs and can be more of a nuisance than anything else as well as a distraction against bigger enemies. Best to use assault rifles and Gnasher Shotguns against these foes.
- Try not to get cornered by the Formers. Always stay on the move and once you have space, turn around and shoot.
- Retro charging can go through the Formers! Which means that you can charge through multiple enemies for ultimate annihilation.
- The Sawed-Off Shotgun is capable of taking 4-5 of these out at once.
- These enemies have very low health. If you have ever played the Left for Dead series, the Formers are about equal to the zombies. Just 2 or 3 bullets with any weapon will do.
- If you encounter a large group of Formers, grab a weapon that has a fast fire rate and open fire. If they get too close, they can be a real hassle, like Wretches.
- Formers attack primarily with melee strikes so keep on the move when fighting them. They will attempt to surround you.
- Formers can spew vomit at you from a good 10-15 feet away. Which means even if a Former isn't right up in your grill, he can still damage you.

# Lambent Drone



They are Locust Drones that have gone Lambent due to exposure to Imulsion. They've undergone multiple changes both physical and mental.

Physically, the Lambent Drones are slightly bigger and tougher. Their armor has many patches and stitches because while they were turning into Lambent it was ripped in many places. Their torso has multiple Imulsion stains, sign that not only their armor was ripped, but their skin too, revealing the Imulsion affected organs. Their eyes are now bigger and red and the left eye is covered by a overgrown skin patch, leaving just the right eye functional.

Mentally, the Lambent Drones are more aggressive and tend to rush the enemy, making them a tough opponent, unlike the Locust Drones, which were considered as easy to kill creatures, or cannon fodder, that required big groups to take out just one COG soldier.

Like the Locust Drones they use a wide range of weapons including the Hammerburst Rifle, Lancer, Gnasher Shotgun or the Longshot Sniper Rifle. Additionally, like the other Lambent, when they die they explode, causing damage to anybody (including their allies) caught in the blast.

## tips

- You can use the same tactics as you use when encountering a Locust Drone. They remain in cover for quite long period of times so, if you flank them they're fairly easy to take out.
- It is generally a bad idea to chainsaw a Lambent Drone as their explosive death causes a good deal of damage.
- They can still be headshotted, they will still fall over and explode though.
- They can't be downed, upon receiving enough fire they will always fall over and explode.

# Drudge



Thought to be the next evolution of Lambent Drones. these are more complex and harder to kill than some of the other Lambent species. They are larger than their Lambent Drone counterpart and differ in the way they look. Drudges have a torso that glows with Imulsion, a key vulnerability. There are a few things that can happen when their health is drained. They can either charge and explode at which point you will want to get away as fast as you can.

Another thing that could happen when attacking an oncoming Drudge is a mutation. They can mutate their legs and lower torso, which extends their height and range; their arms, which will allow them to spew Imulsion; their head, which will spew fire from its opening and when killed go after you with reckless abandon; or mutate two or three of the previous limbs. This mutation gives them a whole new set of HP, so start focusing on the newly exposed glowing appendages.

To kill a mutated Drudge, aim for their mutations with an assault rifle. Be careful though! These mutations can shoot fire, fire guns, and even fire imulsion!

## Tips

- A sniper shot to their glowing sphere will result in a headshot and them exploding from their death.
- They can be Chainsawed, after the animation your character will kick them to a distance and they will explode.
- Upon the death of a head mutation Drudge, a Head Snake enemy will appear.
- Beware of Chainsawing/Retro Charging Drudges in higher waves of Horde Mode, as their increased health will prevent an instant kill and will instead prompt the mutation process.
- During their mutated arm form, their arms will fire at you. If destroyed they are capable of regrowing if you don't kill them fast enough.



# Gunker



These creatures are the Lambent's walking mortars, they are slow and fire Imulsion bombs. The easiest way to take them out would be to use any kind of rapid firing rifle or heavy weapon. It is wise to not get in close to Gunkers for they outstretch their cleaver wielding arm for an extremely lethal melee attack. Try also to kill these when they are right by a group of enemies since they make a huge Imulsion explosion. That explosion can come in handy in some battles!

## Tips

- If playing with multiple people, get one braver player to tag the Gunker with a grenade, but beware for the long-range melee attack. This will bring the Gunker to very low health on insane difficulty or kill them straight away on the first three.
- Use hit and run tactics, because one mortar can down a player instantly, depending on the difficulty setting.
- During Horde Mode it's good to keep your distance, although they will still try to mortar you, if left alone the Lambent and Locust will fight each other. Also in horde, the Oneshot is an effective way off desimating an oncoming gunker group.
- Fighting Gunkers with a Silverback is inadvisable. Though they can down one in just a few seconds, Gunkers can also destroy a Silverback in one or two shot. Due to their size and mobility they don't do very well in a one on one battle with a Gunker.
- Their long range melee attack can hit you around corners or sometimes even through cover so always keep alive while fighting them, you are never safe.

# Lambent Brumak



The Lambent Brumak was created when it was exposed to a large amount of Imulsion close to the end of Gears of War 2. There have been just one known Lambent Brumak so far in the Hollow. They are as huge as Lambent Leviathans and take up to 6 or 7 hard Hammer of Dawn hits to take out. It appears as the "final boss" of Gears of War 2.

Due to the innate nature of the Lambent exploding upon death, Marcus came up with the idea to use the Lambent Brumak as a replacement for the Lightmass Bomb they had lost just moments before its mutation.

# Leviathan



An encounter in the first Act of the Gears 3. Unlike Gears 2, this Leviathan is Lambent. To defeat it, as The Cole Train puts it, one needs to "blow it's head out of it's ass". When first encountered in game, players will only see the Leviathans Imulsion infected tentacles, which it uses to destroy everything on the CNV Sovereign. It makes its full appearance after nearly ripping one of the other ships of the Raven's Nest in half.

In order to distract the beast long enough for Cole's team to find a way to destroy it, Marcus and the rest of Delta Squad had to find and operate a set of Silverbacks on the deck of a ship.

## Tips

- When you finish shooting an eye out, it spurts lambent Polyps and drones that try to distract you from the real threat.
- When fighting the Leviathan try to have the players without a Silverback to attack the polyps, because they can easily destroy it.
- Deploying a Silverback will allow you to Deal excessive damage to not only the Leviathan but the enemies around it as well. The rockets splash damage allow you to kill all the polyps in a single blow.

# Lambent Berserker



The Lambent Berserker is a mutated version of the Locust Berserker due to prolonged exposure to Imulsion.

This is one of the hardest and rarest creatures to defeat in Gears of War 3. To kill a Lambent Berserker you must make 4 critical hits on the chest. To do this you must wait for her to charge and expose the inner chest cavity. Each time she gets hit, the Berserker will get more deadly. First time a critical hit, the Berserker slams the ground. Second time, she leaves a trail of Imulsion after it charges. The third time she leaves a fog with the trail of Imulsion. The trails of Imulsion are deadly! The fourth and final hit kills the Berserker.

\*Weak to Fire and Explosive damage.

## Tips

- If you're brave enough, you can tag the Berserker, which deals a great amount of damage to her.
- When she begins leaking Imulsion, try to plan where she goes, because you could get yourself (or your team) surrounded in Imulsion, which can be fatal.
- When playing in Horde Mode, try to keep the Berserker away from your command post, because she can destroy everything you have very easily.
- Often the Lambent Berserker will charge at you like any normal Berserker, but sometimes she will do a quick ground pounding jump which is so fast its hard to dodge, when fighting in horde keep a barrier of cover between you and her and her jumps will be blocked.

# Vehicles

Although there aren't really many vehicles in Gears of War 3, there are now some new ones, one being made by the Savage Locust, including a new COG mech.

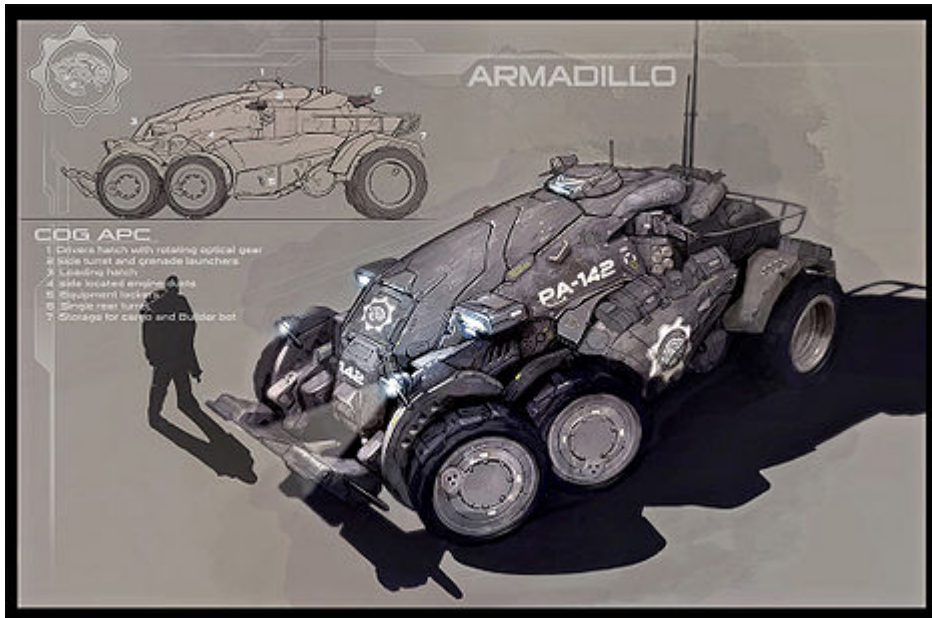
## COG Vehicles

- Armadillo
- Assault Derrick
- Centaur
- Raven's Nest Class
  - CNV Sovereign
- Gas Barge
- King Raven
- Silverback

## Savage Locust

- Siegebeast

# Armadillo



The Armadillo is a heavily armored Armored Personnel Carrier(APC) that can safely transport troops across almost any type of terrain in a short time.

## Equipment

The Armadillo carries two Chain Guns, four lethal grenade launchers and two non-lethal grenade launchers. It has 6 wheels making it incredibly easy to drive on any type of terrain and a front shovel can be used for clearing up any debris it happens to encounter along the road. It also has multiple headlights that light up the way during low light conditions.

It can carry up to five people and has a special socket for placing a JACK robot, whose AI can help you guide the Armadillo. Also, it has a hatch on top of the vehicle, which can be used to mount a mobile turret and provide additional cover support.

# Assault Derrick



Before the Emergence Day, the Assault Derricks were used to extract Imulsion. After E-Day, during Operation Hollow Storm, the COG began to use them as military vehicles meant to transport COG soldiers to Landown. The Assault Derrick crew included just one single driver. These drivers drove the Assault Derricks through areas, carrying troops, deploying them and sometimes in addition, helping to support them on the field/battlefield.

After Operation: Lifeboat was initiated, a lot of Stranded wanted to become Gear soldiers, but because of their poor form and training they were assigned as Assault Derrick drivers. One notable Stranded that became a driver is Dizzy Wallin. The Assault Derrick has a mounted Chain Gun on it. On special occasions, Derrick's would carry grindlifts to launch them down into a Locust tunnel, as seen in Gears of War 2. Derrick's were also occasionally named by their drivers. Dizzy Wallin named his Derrick "Betty."

Although they are huge, because of their original purpose they are lightly armored, have no launchers, and the mounted Chain Gun is really hard to control due to the rough ride the Derrick offers. That combination makes them fragile targets that easily get destroyed.

# Centaur



The Centaur is a tank that had its debut in The Pendulum Wars. The Centaur was protected by thick, heavy armor capable of withstanding waves of gunfire and small-arms fire. However it was extremely vulnerable to heavy cannon and missile fire, as well as a stomping from Locust creatures such as Corpers. Skorge's dual chainsaw was able to sliced a centuar tank in half. Besides weapons and armor, the Centaur featured numerous amounts of technological equipment to support itself and friendly forces around it when in the field/battlefield. The Centaur featured four forward-mounted headlights/searchlights, for helping itself and friendly forces to see in the dark, which increased combat survival and combat effectiveness. The Centaur was also featured with several antennae, used for both short-range and long-range communications between friendly forces, and even Coalition High Command/Combat Information Center.



# CNV Sovereign



The Sovereign is also the location for the first two chapters of Act 1, where a Lambent Leviathan attacks the ship and its crew, forcing them to abandon the ship and destroy it along with the Leviathan.

It is then seen as wreckage throughout the beginning of Act 2; As Cole, Baird, Carmine and Sam search for the rest of Delta Squad.

## Description

**CNV Sovereign** was the flagship for the COGs after Jacinto was sunk. It was Commanded by Captain Michealson and home to many of the remaining COGs after the island of Vectes was lost, forcing them to flee to the oceans.

## Features

### Aircraft Lifts

Three King Raven helipads can be located on the starboard side of the ship, each can be raised and lowered individually into the maintenance bays while not in use.

### Defense System

Outfitted with several turrets and control towers, the ship was also designed to fire missiles in the event of an attack. Unfortunately, by the time that the Sovereign was in use during the Lambent invasion, there was no longer a stockpile of missiles within the aircraft.

### Communication Capabilities

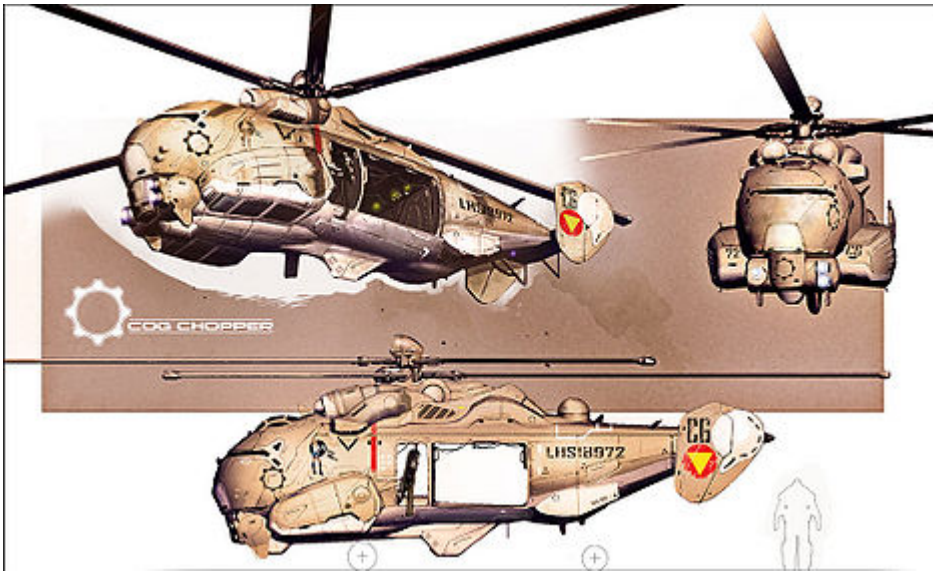
The ship was equipped with an emergency communications relay that was able to handle a range of at least 100 kilometers of the ship.

### Living Quarters

After leaving Vectes and forcing the COG remnants to survive on the ship, many of the rooms were converted into shared living quarters. Storerooms and other areas were reconfigured, and some rooms were even turned into areas for growing food.

Source: Gearspedia

# King Raven



The King Raven helicopters are main source of air transportation for the COG. These helicopters were introduced in the year 17 B.E.

## Overview

### Weapon and Armor

A King Raven is usually equipped with two side-mounted chainguns, useable by any trained COG soldier, and a forward mounted chaingun, used only by the pilot for attacks on incoming targets.

Though a King Raven's armor plating is relatively dense and is capable of withstanding small-arms fire, it is still vulnerable to the explosive properties of the Nemacysts. Ground forces were usually tasked to clear the skies of Nemacyst and Seeders before requesting for aerial support from the King Ravens.

## In-Game Appearances

A King Raven helicopter carrying Delta Squad was actually swallowed by the Rift Worm in Gears of War 2.

A King Raven carried the Lightmass Bomb to be used to sink Jacinto City at the close of Gears of War 2. However a Lambent Brumak struck the helicopter and brought it down. The Lightmass Bomb was lost. Delta Squad, from a safe distance, used the Hammer of Dawn from a King Raven to blow up the Lambent Brumak to sink Jacinto City.

**Spoiler Warning!**

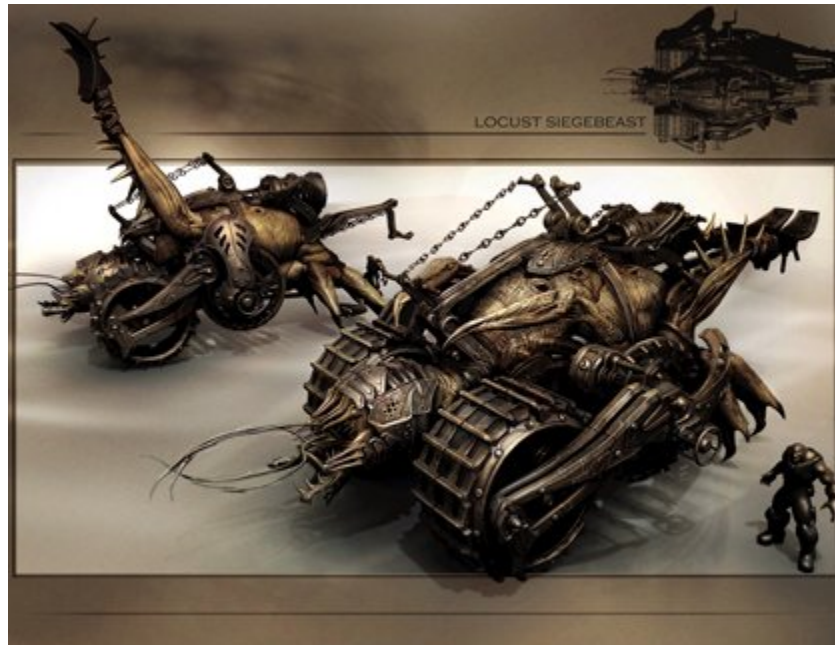
## Carmine's Fate Revealed!

### Trivia:

- In Gears of War 3, the winning vote for Clayton Carmine's fate is finally revealed, as the King Raven he is on while shooting Queen Myrrah and her Tempest mount. However at the ending cutscene, you see him walk over and pick up his helmet, with a crashed; King Raven on fire in the background.

Source:Gearspedia

# Siegebeast



The Siegebeast is a Locust war machine using a catapult system. At its core, the Siegebeast is a large beast with its legs stretched to the back tied to a machine, making it face the enemy continuously. Its large tail is used as a projectile launcher, and while it's not being used, it's tied to the rest of the machine. Two Locust are needed to operate the Siegebeast, as its tail is very strong and arming it, or tying it up to the machine needs more than one Locust.

In the year 15 After E-Day, when the Hollow was flooded, the Savage Locust started making Siegebeasts again after more than a hundred years.

The Siegebeast is an accessible unit throughout the Gears 3 campaign. Delta squad is able to take control of them and use them against the horde. They can be aimed and are strong enough to take out a brumak.

# Gas Barge



Locust Gas Barges are huge creatures that can float and propel themselves through the air. They appeared on the surface 18 months after the sinking of Jacinto and are the Locust equivalent of the COG, King Raven. After the Hollow was flooded, the Locust Horde needed a new strategy to fight off the COG and Lambent, and used the Gas Barges to do so.

During the Battle of the Deadlands, Delta Squad hijacked one of these to reach Anvil Gate before being shot down by Queen Myrrah on her Tempest.

## Tips

- Gas barges will fire missiles capable of downing multiple teammates at a time. Beware and dodge often.
- Gas barges will let enemies onto the battlefield, watch for them to avoid being flanked.
- Torque bow wielding Locust will appear on Barges often.
- BOOM! After hi-jacking a gas barge near the end of Act 2, four Boomshot turrets are located around the barge's corners. When attacking the other Gas Barges, use them to save ammo.

# Human Factions

Before the Emergence Day there were two superpowers that ruled Sera:

- Coalition of Ordered Governments, also called the COG
- Union of Independent Republics, also called the UIR

76 years before the Emergence Day, a war between the two superpowers emerged, calling itself the Pendulum Wars. It ended with the victory of the COG, and the absorption of the UIR.

After Emergence Day, the Coalition of Ordered Governments was left the ruling empire on Sera. The Stranded, citizens of the Coalition of Ordered Governments who renounced their loyalties to the government, emerged directly after the Hammer of Dawn strikes on Sera's major settlements. These two factions join forces several times during the Locust Invasion, with the Stranded usually the one breaking off their relations with the COG.

# Coalition of Ordered Governments



**Leader: Chairman Prescott**

**Status: Disbanded**

*"I shall remain vigilant and unyielding in my pursuit of the enemies of the Coalition. I will defend and maintain the order of life as it was proclaimed by the Allfathers of the Coalition in the Octus Canon. I will forsake the life I had before so I may perform my duty as long as I am needed. Steadfast. I shall hold my place in the machine and acknowledge my place in the Coalition. I am a Gear. "*

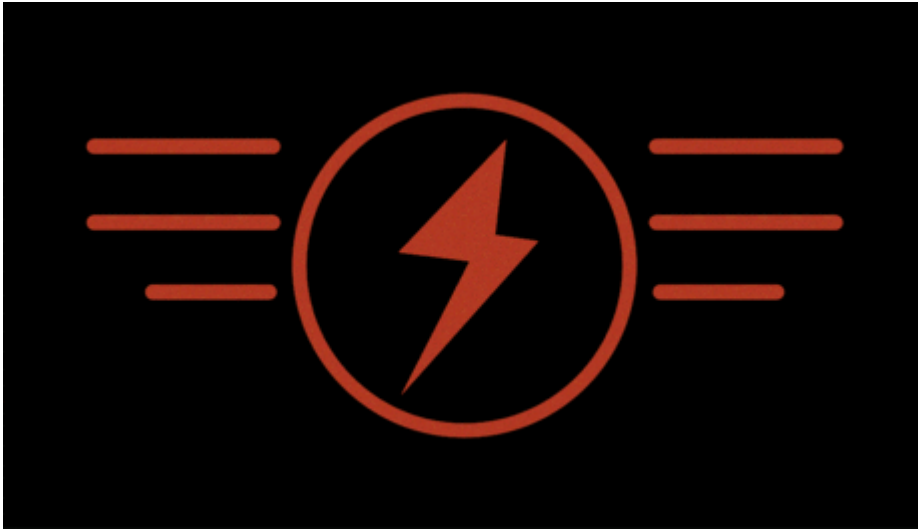
— (Oath of the Coalition)[1]

The Coalition of Ordered Governments (COG) was the main political authority of Sera. It was the "go-to" government during the Locust Wars and enemy to those in the Pendulum Wars. It was the government for the whole world. The trained men of the COG are known as "Gears", hence the name "Gears of War". During the war, the COG lost its popularity with the people of Sera as they began to sacrifice their own cities and nations to counter the massive hordes of locust. At the beginning of the game, the COG were disbanded after Chairman Prescott abandoned them. Now, there is no COG and the "Gears" are still hated by the stranded, the survivors of the sacrifice operations.

[1]Quote from Gears of War novel (Gears of War: Jacinto's Remnant?)



# Union of Independent Republics



The UIR (Union of Independent Republics) was one of the superpowers on Sera along with the COG. The two superpowers occupied most of the Seran land and their decisions influenced the whole population of Sera.

These two forces eventually came into conflict over land and Imulsion. The UIR and the COG were at a stand still until the UIR had started development of a global laser satellite system called the Hammer of Dawn, far ahead of the COG's. The COG raided the base with this data, the Battle of Aspho Fields and took it. After this battle the COG developed the Hammer of Dawn the laser satellite system. The Hammer technology ended the Pendulum wars except a small few countries such as Gorasnaya which refused the armistice and vowed to fight on.

The UIR also had different Vehicles than the COG such as a Khemiera instead of a Raven for a helicopter.

# The Stranded



The Stranded are the civilians on Sera who were left behind by the COG after the Hammer of Dawn attack. They were simply unable to reach the Jacinto Plateau before Chairman Prescott's time limit. And while the attack failed to end the Locust War, it devastated Sera destroying everything and killing more than 95% of the Stranded. Those who survived were left homeless and defenseless against the Locust, adding to the growing list of their belief that the COG never truly cared for them.

## COG Hostility

Most of the survivors completely lost their trust in the COG because of the attack and considered them as hostile as the Locust. Now homeless, they became scavengers and started building fortified camps.

Because of their hostility towards the COG when they see a dead Gear they disassemble his armor and take the body to their camps to show the others how well the COG, who killed their mates, are doing.

## Society

The Stranded live in clans and because their groups are so small, they use a somewhat democratic regime as they have no leaders and everyone has something to say. Usually when they move out of their camps, the ones who rule the group are either the strongest ones or the older ones because of their experience.

In their camps, the Stranded use as currency food or other scavenged resources from the outside. Because of their scavenging, the COG called them thieves until the Operation Lightmass finished, when it started giving away food.

## COG Conscription



After Operation Lightmass, Colonel Victor Hoffman proposed to Chairman Richard Prescott to form the COG Department of Conscription and begin Operation Lifeboat. It was enabled in a very short time and it was disbanded once Jacinto was sunk.

The program promised food, housing, and protection to the Stranded and their families who decided to join the COG and become Gears. Due to their poor form and training, most of the Stranded got support roles, such as Assault Derrick drivers.

Some notable Gears recruited by conscription are Aaron Griffin, Dizzy Wallin and Michael Barrick .

## **After Jacinto**

After the sinking of Jacinto, the Stranded numbers were thinned once more and their hostility towards the COG increased, beginning to see them as evil fascists that sacrifice millions of people in order to eliminate the Locust. The hostility made the Stranded attack the COG on Vectes through a guerrilla war.

When the Lambent appeared on surface, the battles between humans ceased and all the Stranded joined the COG to fight off the new threat.

Stranded settlements still existed throughout Sera, Notably In Char. Aaron Griffin had established his own encampment. Bitter over what the COG have done to the city, Griffin and the rest of the Stranded are still aggressive toward COGs in general. Due to Delta's involvement with him, he believes COG's are the reason his encampment is destroyed in Gears 3.

# Plot



Gears of War 3 takes place 18 months after Gears of War 2 and the sinking of Jacinto. The COG has fallen, but the survivors found refuge in Port Farrall. After 7 weeks the Vectes Naval Base was discovered and the survivors moved there. Soon, the surviving Lambent started to invade the surface of and overrun Vectes, forcing the humans to go back in Port Farral. After numerous attacks from the Lambent and the appearance of several Lambent Leviathans, everyone split up into groups and headed to different locations. Some chose to take haven on Imulsion rigs. Others stayed on the grounds of Sera, and defended against the Lambent, and Locust threat.



One of the locations is the Raven's Nest, a common settlement for the human refugees, made out of an Imulsion Rig, and some connected ships. It became a home for many people including Marcus Fenix, Anya Stroud, Jace Stratton, and Dominic Santiago, who left but eventually returned the day the Nest was attacked.



During the attack, Marcus secured the landing site for Prescott, who gave him a message from his father. Although the message isn't clear, and with Baird no where to be found, Anya promises to decode it and find out more. The ship is eventually attacked by a Lambent Leviathan, and Lambent Stalks. The Gears take to the defense of the Raven's Nest, but their attempt proves futile.

While Marcus and the rest are on Raven's Nest, Cole, Baird, Sam and Carmine fly to Hanover, home to Cole's former thrashball team (Hanover Cougars), looking for supplies. While searching through the city they find that the Lambent have resurfaced, bringing with them several new threats. They continue to fight through until they come across a camp of Stranded who all recognize Cole. They tell them to make their way to the Hanover Stadium where their boss is. Once they get to the stadium, Cole finds his old locker and has a surreal moment. It is interrupted by a Lambent Stalks breaking through the stadium floor. He grabs a bomb and scores a touch down, blowing up the stalk, but it doesn't mean they're in the clear. The stadium is still under attack and they flee to the roof to zip-line to Centennial Bridge.

As they cross the bridge they come across another Stranded outpost. This one starts firing on them, and they soon find out it's actually the Locust. Since the Hollow was flooded, the Locust have become stranded and savage too. Cole intercepts a transmission from Marcus saying that Raven's Nest is under attack from a Leviathan and asks Cole for help. Baird gets the idea to use caged tickers to blow up the Leviathan and asks Marcus to lure the Leviathan under the bridge. Marcus manages to do so, and Cole releases the tickers, killing the Leviathan but also blowing up Raven's Nest and Centennial Bridge, plunging the heroes deep into the water.



After the ship is destroyed, Prescott is mortally wounded. Before he dies, Prescott provides Marcus with an encrypted key with the location of a secret base known as Azura, where Adam Fenix is being held. Baird remembers working on a disc for Colonel Hoffman, whilst he was at Vectes, that he could never crack. Thinking that Prescott's key is the way to do it, they decide to head off for Hoffman's last known position, Anvil Gate. It is a huge military base from the Pendulum Wars, but contact with the base had been lost some time before. Marcus doesn't care, so he decides to go there anyway, taking Dom, Cole and Baird with him.

The group has to travel across the wastelands, where they discover a new type of Locust, the "Savage." They are the Locust who believe that their queen has died and are forced to live above ground. The COG soon encounter the Locust queen, Queen Myyrah, whom they previously thought to be dead. Marcus and his team hijack a Locust gas barge to travel to Anvil Gate by air, stopping along the way to rescue Dizzy. They arrive at Anvil Gate and help Hoffman defend against a Locust onslaught, and even manage to defeat a Lambent Berserker. Afterwards, they review the encrypted key to find the location of Azura but discover it is protected by a man-made Maelstrom, preventing arrival by air and above surface water. Hoffman notes the location of a submarine in the ruins of Char, a nearby city, but they will need fuel. Dom suggests traveling to Mercy, where an Imulsion filling station is located, which also happens to be where his dead wife, Maria, is from. Marcus, Dom, Sam, Anya, Jace and Dizzy head for Mercy while Cole and Baird go look for reinforcements.

At Mercy, the COG discovers a crazy old man that is trying to destroy the Imulsion fuel supply line, seeing as the Stranded were now suffering from an unknown illness caused by their work on the fuel. They discover that humans have become Lambent from Imulsion poisoning, and fear the infection may spread beyond Mercy. While making their way towards the fuel pump, Dom momentarily separates from the squad to leave his COG tags where Maria's family is buried. Upon activating the fuel pump, the squad is ambushed. When the squad comes to be surrounded by Lambent forces and are on the brink of death, Dom sacrifices himself by driving a truck into the storage tanks, incinerating the Lambent in the explosion and allowing Marcus and the others to escape. His death seems to affect Marcus the most, and leaves the rest of the squad sensitive to how Marcus is feeling. They decide to press on with their goal and head to Char, Adam Fenix still needed their help.

Upon reaching Char, Marcus tells the squad that they are continuing on, so Dom's death was not in vain. In Char, they find ash husks of the civilians killed when the Hammer of Dawn strikes fell, frozen forever in their final moments. As they progress, an unknown figure, the same color as the ash husks, begins setting off traps to scare them off. They find the "ash man" and when they reach his outpost, and the "ash man" fend off both Locust and Lambent. Grateful for the help, he takes them up to see the boss. This is where they encounter Aaron Griffin, CEO of Griffin [Imulsion] Corporation. Griffin's confrontational with the COG, and explains that the people who were turned into ash by the Hammer strikes were his friends, employees and family. Griffin takes Dizzy hostage to ensure that the COG will help get a cable car, that had not returned to base, back. On their way to get the cable car, the squad mentions that Char seems to be city that suffered the most from the Hammer strikes, and that it couldn't have been an easy decision; Anya, here notes that she was in the room when the decision was made, and that it wasn't easy, hinting that she feels somewhat responsible for happened to the city. The squad completes the task, but on their way back, find that Queen Myrrah has been following them. They help Dizzy and Griffin fight off any remaining Locust and then part ways with Griffin. The COG escape and eventually make their way to the naval base, where the submarine is located. After repairing and refueling it, they set off for Azura.

After slipping under the Maelstrom, they find Azura is fashioned as a large resort. As they fight off the Locust that are also trying to get to Adam, the COG discover that Prescott had ordered the construction of Azura and brought the world's elite to it prior, to try and save them from the Locust. Adam is able to contact the team via the security cameras on the island, and explains he has a cure to stop the Lambent, but needs the COG help to execute it. Marcus and his team fight through the Locust to shut down the Maelstrom generator with Adam's instructions, allowing Cole and Baird to arrive with ground and air support.

As Lambent forces start invading the island, the COG make their way to a hotel where Adam is being kept. En route, they face Myrrah, who reveals that Adam had been working with her for twenty years and refuses to let them help him complete his plan. After dispatching Myrrah and thinking her dead, the squad reaches Adam's room. After a brief reunion and hearing news about Dom, Adam explains that Imulsion is a parasite, adapting itself to both Locust and human bodies to create the Lambent, and it is evolving quickly. Adam has developed an energy wave that functions like a neutron bomb, destroying any cell infected by Imulsion. Though this will kill the Lambent, it will also kill the Locust troops; Adam had been in contact with Myrrah for over twenty years trying stave off the effects on the Locust and to discover a cure that would not harm them, but could not find it in time. Adam also reveals that he knew about E-Day and it was his fault because he couldn't cure the Imulsion problem and the Locust were forced out of their home. He gives Baird a disc with all his research and notes on it, saying it will answer all questions.

Marcus and his squad escort Adam to the roof of the hotel where the energy generator for his cure sits. The COG defend against Myrrah's attack as the machine powers up. Eventually, the machine reaches full power, sending waves of energy across Sera, killing all Locust and [Lambent]. Adam reveals that he will die shortly as well, having infused himself with Imulsion to test his cure, and tells Marcus to live his life to the fullest before he is turned to ash and crumbles. As Marcus agonizes over the loss of his father, Myrrah, still alive from the last attack, blames Marcus for what Adam failed to do. Marcus stabs Myrrah with [Dominic Santiago|Dom's] knife, killing the Locust Queen. As COG forces celebrate the end of the war, Carmine (who had helped give air support during their ascent to Adam Fenix) is shown to have survived the helicopter crash, and Baird and Sam show hints of the

possibility of a future relationship. Meanwhile the celebration, Marcus continues to mourn the loss of his family, but Anya reminds him of his father's last words and that now, thanks to them, they have a tomorrow. Anya and Marcus keep holding hands, and watch the sunset beyond the waves of water.

The Story of Gears of War 3 was written by author Karen Traviss. She has written four Gears of War novels as well. According to the game's design director Cliff Bleszinski, Karen Traviss "understands the characters better than anyone." One of themes of Gears of War 3 is Marcus' suffering. The design director says, "Marcus suffering equals a good game." \*

- <http://www.telegraph.co.uk/technology/video-games/video-game-news/8774203/Gears-of-War-3-interview-Cliff-Bleszinski.html>



# Timeline

After the Locust Horde invaded the surface, the people on Sera started using as a reference for measuring time, the Emergence Day, or the day the Locust invaded.

<b>unknown-79 B.E.</b>	There's not much known about the history of Sera before 79 B.C., other than events like the discovery of Imulsion and the Lightmass Process.
<b>79 B.E. - Emergence Day</b>	In 79 B.E. the hunger for Imulsion and territory made the two superpowers of the world, the Coalition of Ordered Governments and the Union of Independent Republics start the Pendulum Wars, which lasted 79 years.
<b>21 B.E.</b>	Marcus Fenix and Dom's older brother, Carlos Santiago are born. These two become really good friends and 17 years later, in 4 B.E. these two join the army together.
<b>3 B.E.</b>	The COG intelligence discovers the UIR's Hammer of Dawn project and plan to steal the technology and capture the scientists working on it.
<b>2 B.E.</b>	The Battle of Aspho Fields, with the goal of stealing the Hammer of Dawn takes place and multiple notable people die including Carlos Santiago and Helena Stroud(Anya's mother).
<b>Six weeks before the E-Day</b>	The stolen Hammer of Dawn project is finished by the COG. The UIR surrenders and the Pendulum Wars end with the COG victorious]].
<b>Emergence Day</b>	The Locust Horde invades the surface of Sera killing millions of people.
<b>1 A.E.</b>	The COG's chairman dies, and Richard Prescott becomes the new chairman. He plans to use the Hammer of Dawn on Sera and forces everyone to leave their homes and head to the Jacinto Plateau. Not much time after that, the Hammer of Dawn strikes Sera, destroying everything but the Jacinto Plateau, killing lots of Locust and the people that survived but didn't reach Jacinto in time become Stranded.

<p><b>10</b> <b>A.E.</b></p>	<p>The Battle of Ephyra takes place. During the battle, Marcus Fenix leaves his post trying to save his father, Adam Fenix. Everyone thought he was killed by a collapsing building, right before Marcus reached him. After the battle, Marcus is declared a traitor for his feat and sentenced to 40 years of life in prison.</p>
<p><b>14</b> <b>A.E.</b></p>	<p>Everyone in the Jacinto Maximum Security Prison is pardoned, except Marcus who is later freed by his old friend, Dominic Santiago. Operation Lightmass takes place, which resulted in the death of General RAAM, lots of Locust and the destruction of a huge part of the Hollow. The siege of Jacinto begins.</p>
<p><b>15</b> <b>A.E.</b></p>	<p>Operation Hollow Storm takes place, which had as consequences the death of Skorge, the flooding of the Hollow and the sinking of Jacinto. The remaining humans scatter once more around Sera. The COG moves its base of operation on Vectes. The Lambent invade the surface and the Stranded cease war with the COG and join them.</p>
<p><b>16</b> <b>A.E.</b></p>	<p>The Coalition of Ordered Governments is disbanded after the Chairman Richard Prescott disappears. Delta Squad discovers that Adam Fenix is alive. After many battles, it reaches him, and after a short time he fires the weapon he has been working on for over 15 years, killing any Locust and Lambent, and ending the Locust war. Queen Myrrah is killed a short time after that.</p>

# Books/Comics

## Books

### Gears of War: Aspho Fields



*Gears of War: Aspho Fields* is the first book in the series of 4 written by author Karen Traviss. The book is meant to flesh out some of the past history of the COG, including several important characters like Marcus Fenix, Dominic Santiago and Colonel Victor Hoffman. The book uses flashbacks to cover these past developments. In the present, the book fits in immediately after the end of Gears of War I (GOWI) and introduces a new character, Bernadette Mataka, who will become an important character in the book, but not so much in the games.

The book explains how it was that the COG obtained the Hammer of Dawn technology and also the relationship between Marcus Fenix and Dominic Santiago.

Author Karen Traviss was known for her *Star Wars: Republic Commando* novels prior to her work on the Gears of War books. She has also worked on *Halo: Evolutions: Essential Tales of the Halo Universe*.

**Author Karen Traviss**



*Gears of War: Aspho Fields* was published by Del Ray and was published a few weeks prior to the release of *Gears of War 2*. It is 400 pages long.

*Gears of War 3* is also written by Karen Traviss.

- Book info courtesy of Amazon website.
- Author picture courtesy of TheTelegraph from the UK.

### **Gears of War: Jacinto's Remnant**

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The second novel. This book continues after the events of *Gears of War 2*. It describes Jacinto's survivors fleeing, the desperate struggle to live, and mentions the Hammer Strike authorised by the new Chairman.

*Gears of War: Jacinto's Remnant* was published by Del Ray on July 28, 2009. This novel is 416 pages long.

### **Gears of War: Anvil Gate**



The third novel. This book describes the COG attempting to live on the island Vectes. Also mentions Hoffman at the Siege of Anvil Gate.

*Gears of War: Anvil Gate* was published by Del Ray on August 31, 2010. This book is 464 pages long.

## **Gears of War: Coalition's End**



The fourth novel in the series. This book takes place after *Anvil Gate*, and leads to *Gears of War 3*. Also describes the COG still surviving on Vectes.

*Gears of War: Coalitions's End* was published by Gallery Books on August 2, 2011. This book is 464 pages long.

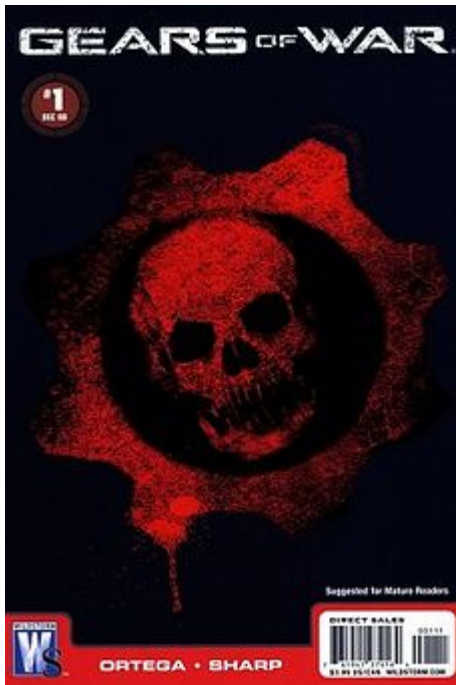
## **Gears of War: The Slab**

The fifth and final novel. This book has yet to be released, but it will focus on Marcus' time in prison before *Gears of War 1* and provide more backstory to Fenix and Hoffman's relationship.

This novel will be released on May 8, 2012. It's published by Gallery Books and is 352 pages long.

## **Comics/Graphic Novels**

### **Hollow**



Hollow highlights what happened in the 3 months between *Gears of War* and *Gears of War 2*. Delta Squad is sent in the Pirnah Badlands to find Echo Six, and instead find just one survivor, Michael Barrick.

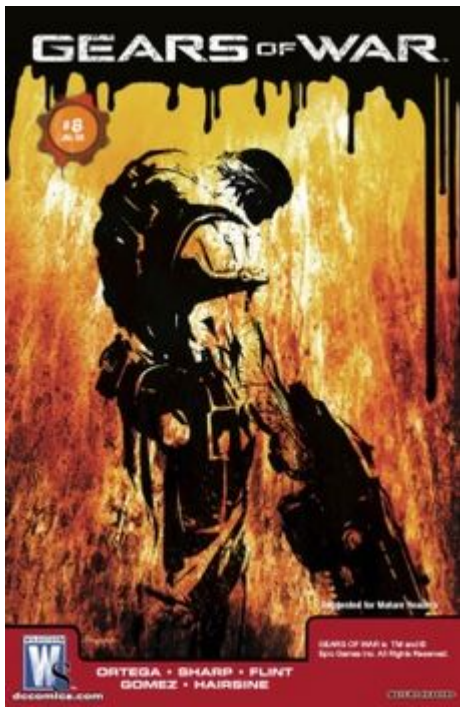
### **One Day**



## The Quickening



## Harper's Story



**Barren**



**Midnight**





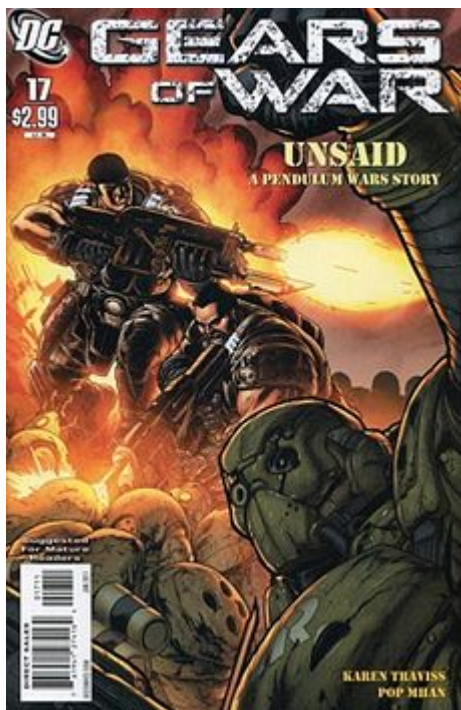
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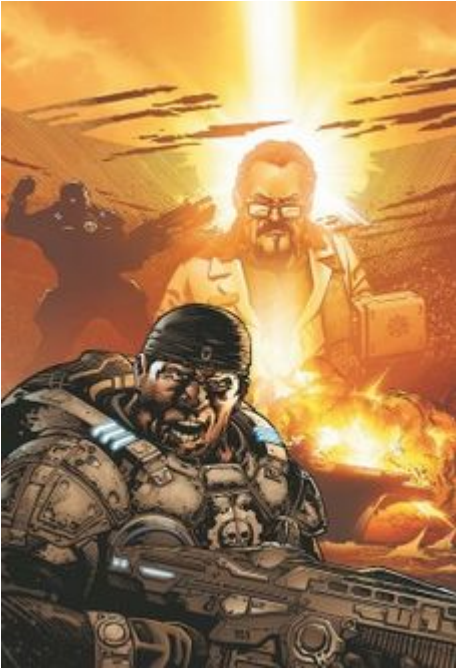
Unseen



**Unsaid**



**Promise Me**



## Dirty Little Secrets



# Gears of War (Series)

## Gears of War

**Gears of War** was released for the Xbox 360 on November 7, 2006.



Gears of War follows the story of the COG (Coalition of Ordered Governments) and its soldiers called Gears fighting a new enemy called the Locust. The COG are led by Chairman Richard Prescott. The Locust are an alternate species that have lived underground for some time. They are led by Queen Myrrah and General RAAM. The first game takes place 15 years after E-Day (Emergence Day) with Dominic Sontago breaking Marcus Fenix out of jail. Marcus was imprisoned for disobeying orders and leaving his unit to try and save his father. Both Marcus and Dom are Gears soldiers. They are also both part of Delta Squad along with Augustus "Cole Train" Cole and Damon Baird. They are led by Lieutenant Minh Young Kim. Throughout the game Delta company fights the Locust Horde on their home planet of Sera.

The game's story appears to have been inspired by several movies including Brian De Palma's *Scarface*. The film's lead character is a former prisoner and has a visible scar on his face. Marcus Fenix also has an old wound on his face. The Delta Squad leader was released from prison as well.

## Gears of War 2



On November 7 2008, exactly two years after the first game, **Epic Games** released the sequel to the award winning first entry, **Gears of War**. Most of the core gameplay was recycled from the first game, with minor adjustments and some new features like the ability to crawl in battle while you are downed.

This time, the story doesn't include just Delta Squad and a few other characters, but it's on a bigger scale, highlighting the civilians on Sera, other Gear soldiers, recruits and huge armies of Locust. It really shows the size of the Locust war with the humans. Any survivors retreated in the last safe haven on Sera, the Jacinto Plateau, a huge city untouched by the Emergence Holes because of its placement on bedrock. The COG attacks the Locust with all forces straight in their home, an underground network of tunnels and dug up mountains, called as a whole, the "Hollow". After the failure of Operation Lightmass they plan to flood the Hollow, killing any Locust and ending the war. That comes at a great cost though, it will sink Jacinto and any other major land piece.

Gears of War's sequel introduced Horde Mode. This gameplay mode allowed players to team up and face increasingly difficult waves of Locust enemies. The final wave was number 50. It was a very successful addition to the Gears of War series. Other games have included their own version of Horde Mode including the Halo series.

## Gears of War 3

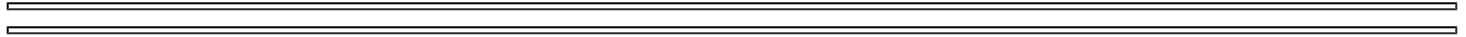


On September 20, 2011 Gears of War 3 was released. It became the most pre-ordered Xbox exclusive of all time. It has added many new features and a few new guns, some of which have become sparked controversy. It was the first **Gears of War** to have a Multiplayer beta.

Gears of War 3 starts out 18 months after Jacinto was flooded by the COG. Marcus and the rest of Delta Squad are on a ship after their islands have been taken over by the Lambent. Prescott comes on board the ship in order to deliver a very important message to Marcus. His dad, Adam Fenix, is alive and he has a solution to the Lambent problem. This will be the main objective throughout the game. Your job is to find Adam Fenix and apply the solution.

In the first week of the Gears of War 3's release more than 3 million copies of the game have been sold. This makes Gears of War 3's first week sales the highest of any game so far this year. \*

- <http://www.gamesradar.com/gears-war-3-sells-3-million-copies-first-week/>



# Crimson Omen



The Crimson Omen is a symbol in Gears of War made up of a red skull surrounded by a red cog. It is shown on the cover of all the Gears of War games, books and other items. In game it appears gradually on the HUD as you are being attacked and losing health, and it appears fully if the player is killed. It is also shown on walls next to cog tags in Gears of War and Gears of War 3. In multiplayer it is on several unlockable weapon skins. Anya Stroud is seen spray painting this on her Lancer during the Previously on Gears cutscene before the start of the Gears of War 3 campaign. Perhaps to signify that the COG is dead or as a sign of whats to come.

The Crimson Omen has been created by the Coalition of Ordered Governments by combining the COG's insignia, the "gear", and a skull resembling with a Locust head. When a Gear dies, another Gear or a Stranded marks the spot by spraying the Crimson Omen near the body. It means the Coalition has been defeated in that area and the Locust have taken over.

# Unreal Engine

The **Unreal Engine** is a widely used game engine, developed by Epic Games, which was first shown in their very own game called **Unreal**, a first person shooter released in 1998. The engine was praised for its revolutionary graphics, and since its debut, has been used for many other games. Not only including those made by Epic themselves, such as **Borderlands**, **Duke Nukem Forever**, and the **Bioshock** series, **Batman: Arkam Asylum** and **Batman: Arkam City**. The engine is *mostly* used for first person shooters, but has/can also be used in other genres, and an obvious example would be the Gears of War series, being a third person shooter itself. This popular game engine is noted for making characters large and bulky.

## Versions/Updates

- Unreal Engine 1 was released in 1998, putting an end to *id Software's Quake Engine's* reputation for being the most high-end engine around.
- Unreal Engine 2 was released in 2002, and had support for the 6th generation consoles (Xbox, Gamecube, and PlayStation 2), and was later updated drastically to Unreal Engine 2.5 (To this date the most widely used version).
- Unreal Engine 3 was released in 2007, and has since been updated to Unreal Engine 3.5, which is the engine used in Gears of War 3.
- Unreal Engine 4 is an upcoming version intended for the next generation consoles. According to Epic Games' CEO Tim Sweeney, the Unreal Engine 4 should arrive around 2014.
- <http://www.eurogamer.net/articles/2011-09-28-unreal-engine-4-probably-around-2014>



# Gears of War 3 Game Editions

**Gears of War 3** comes in 3 editions, Standard, Limited and Epic Edition. There is also a limited edition Gears of War 3 Xbox 360 console which includes a copy of the game.

## Standard Edition



The standard version which only includes the game and manual for \$59.99 (US).

## Limited Edition



The limited edition of the game costs \$79.99 (US) and includes the following:

- An Octus award box with Octus service medal: A 1:1 match in size and weight, this zinc-alloy cog-shaped

medal replicates the award given to Adam Fenix in recognition of his work on the Hammer of Dawn.

*Dimensions: 77 mm (3 in.) x 10 mm (0.4 in.)*

- Exclusive unlockable Adam Fenix multiplayer character: Each Octus service medal replica is engraved with a unique Xbox LIVE code that is the only way to unlock Adam Fenix in multiplayer.
- A fabric COG Flag
- The personal effects of Adam Fenix, including his "Last Will and Testament," the initial Hammer of Dawn schematic, and other Fenix family mementos.

## Epic Edition



This edition has the most content and is also the most expensive (excluding the console) at \$149.99(US)

- A limited edition Marcus Fenix statue: Designed by Epic Games art director Chris Perna and crafted by the artisans at Triforce made of PVC. *Dimensions: height 285 mm (11.2 in.), diameter 225 mm (8.9 in.), weight: 1.7 kg (3.7 lb.)*
- "The Art and Design of Gears of War" by Tom Bissell: a behind-the-scenes glimpse into the Gears of War with 96 pages of interviews, photos, concept artwork and more.
- Infected Omen weapon pack: Custom multiplayer skins for the game's five starting weapons -- Lancer, Retro Lancer, Hammerburst, Sawed-off Shotgun, and Gnasher Shotgun.
- All the contents of the Gears of War 3 Limited Edition.

## Limited Edition Console



The Gears of War 3 console is a limited edition Xbox 360 modeled for the release of Gears of War 3 that features a 320 GB console with a red Gears of War 3 crimson omen paint job on both the console and the 2 wireless controllers it comes packaged with.

In addition to the console and controllers, it also comes packaged with a standard copy of the game, a headset, and 2 codes to unlock an Adam Fenix multiplayer character and The Infected Omen Weapon Pack.

The console also makes Gears of War sound effects when it is turned on and off and when the disc tray is opened and closed.

The console bundle cost \$399.99 (US) in retail stores

# References to Past Titles

In **Gears of War 3** there are many references to past Gears of War titles.

There's a "Previously on Gears of War" option in the campaign section. This video is also the cutscene that will play if the game is left idle for too long in the main menus. This video will give you insight to what has happened after the events of Gears of War 2 and clear up any plot holes you're missing.

## Prologue

The prologue of this game starts almost identically to that of the first Gears of War with Marcus being broken out of his cell. This time around however it is Anya breaking him out instead of Dom and the color scheme and textures are different, for example Marcus put on the sleeveless armor instead. The dialogue is also almost unchanged from the first game, with a few exceptions such as Anya mentioning Marcus' father, however, this event is in fact a dream.

## The Carmine Brothers

In Act 1-3, Clayton Carmine gets shot in the head by a sniper, only to have it ricochet from his helmet. This is referencing Anthony Carmine's death in the first game.

Clayton's armor has several handwritten messages to himself. "Keep Your Head Down!" and "Practice Reloading" are even more references to Anthony's death in the first Gears of War.

Anthony Carmine's death is also memorialized with the ribbon Carmine's Star, which is awarded to the player with the most headshot deaths in any Versus gametype.

Clayton has a tattoo on his arm with both Anthony and Benjamin's names on it to remember his fallen brothers.

There are many times where Clayton Carmine talks about close encounters throughout the game.

## Dominic Santiago

Dom often references his wife Maria. In previous Gears titles he has spent a great deal of time searching for her. His character in Gears 3 often struggles with her loss and accounts for his depression throughout the campaign.

He also had a tattoo of an angel with Maria's name placed on his right arm during the re-cap movie found in the campaign menu.

## Dizzy Wallin

Dizzy makes his appearance about half way through Gears as Delta Squad flies the Barge they hijacked over a town where he is pinned down by Locust. Dizzy first made his appearance in Gears 2 as a driver for the Assault Derrick Delta was on. During a battle with Skorge, Dizzy was M.I.A and presumed dead by not only Delta squad but by players as well. Dizzy makes a return in Gears 3 in a very important role. Thanks to his mechanic know how, Delta Squad was able to reach their destination via submarine.

## **Characters**

Many of the characters from the previous games are referenced to throughout the entire campaign such as RAAM, Skorge, the Carmine brothers and a few others

# Pre-order Bonuses

As an incentive, several retailers offered unique multiplayer skins to their customers just for pre-ordering Gears of War 3.

## Retailers



If you were to have pre-ordered the game at **Best Buy** you would have received a **Mechanic Baird** skin downloadable code.



If you pre-ordered it at **Gamestop** then you would have received a **Commando Dom** skin, which's code can be located on the purchase receipt.



If you had pre-purchased the game at **Amazon** you would have been given a redeemable code for a **Savage Kantus** skin.



If you had pre-ordered Gears of War 3 at **Wal-Mart** you would have been given a redeemable code for a **Savage Grenadier Elite** skin.

Buying the limited edition Gear of War 3 Console rewarded you with the **Adam Fenix** multiplayer skin along with a crimson omen gun skin pack.

# Title Updates

No game is perfect. So most games that are released are finely tuned over time by various updates. Some updates are large and change the gameplay significantly by fixing a glitch or improving a gameplay mechanic. Other updates fix things going behind the scenes in the game and players may hardly notice any changes. Some updates are vitally needed to make sure of game or network stability. All of these updates are called "Title Updates."

Here is the list of title updates for Gears of War 3 so far:

## Title Update 1

This update arrived prior to Gears Of Wars 3's release.

"This is simply a compliance update, allowing players of the beta and those that pre-ordered to receive their in-game bonuses."\*

- <http://www.egmnow.com/articles/news/gears-of-war-3-title-update-now-live/>



# Gears of War 3 Soundtrack



## Details

The Gears of War 3 soundtrack was written and composed by Steven Jablonsky. Hes is the same man who also wrote the music to Gears of War 2 and movies such as The Texas Chainsaw Massacre and the Transformers movies. Jablonsky created over 80 minutes of new music for the latest installment of Gears.

*"The score is an impressive organic and electronic hybrid mix featuring live orchestra and choir performed by the Northwest Sinfonia and mixed by Remote Control Productions."*

*The full soundtrack list is as follows.*

Track #	Track Title
1	Restless
2	Gears Keep Turning
3	Meanwhile Below Deck
4	Stalk City
5	High Seas Tension
6	Infected Large And Hungry
7	Marcus' Rock

8	Calm Before Chaos
9	Bridge Too Far Indeed
10	Thos Aren't Stranded
11	Forever Omen
12	Hanover's Favorite Son
13	Fence House Suicide Pills
14	Ghost Town
15	A Fine Mess
16	Loss Of A Leader
17	Deadland Dance
18	Creeping Dread
19	Hammer Meet Anvil
20	Corpser Ambush
21	Last Resort
22	Full Circle
23	Jumped Species Barrier
24	Ashes Fall Down
25	Fathoms Below
26	Gasbag Airways
27	Paradise Found
28	Father And Son
29	Fury Of The Tempest
30	Live For Me
31	Finally A Tomorrow

The soundtrack was released simultaneously with Gears of War 3 on September 20th 2011.

## Mad World

Although it wasn't present in the Gears of War 3 soundtrack, the song **Mad World** played a modest part in the Gears of War (Series) and its marketing campaigns, for instance, it played in one of the first **Gears of War** trailers ever to be released, it also played during a **Gears of War 3** teaser trailer. Another use of the song is an an Easter Egg in which requires you to win a watch on the remade **Gears of War** map Gridlock, without causing any ash to collapse (kill them). Then the following round, an instrumental version on this song plays, and the color palate changes to a bluish tint for the duration of the song. This song is also played at the end of the **Gears of War 3** campaign, also an instrumental version of the song.

**Mad World** was originally written and performed by **Tears for Fears** and released on September 20, 1982 (the same day **Gears of War 3** came out on. This song was later (almost 20 years later) covered by **Gary Jules** and **Michael Andrews** except they changed the song into a slower ballad, emphasizing the sad themes in the song (repetition, hopelessness, innocence). It was covered for the 2001 psychological-horror film **Donnie Darko** which became a cult classic, and was also one of **Gears of War's** makers favorite movie, leading to the use of **Mad World** in their games.

# Frequently Asked Questions

Please add new questions to the top of the page and the community will attempt to answer them. Do not rename the page at the top of this wiki.

## How do you do team squad commands in campaign mode?

Gears of War 3 is not a squad-level command game. There is no means to command your A.I. teammates in this game.

## How many Multiplayer maps does Gears ship with?

Gears of War 3 shipped with 10 multiplayer maps to use for Versus Modes, Horde Mode, and Beast Mode.

## Is Gear of War 3's Campaign 4-player Co-op?

Yes, 4 players can best the campaign this time around instead of 2.

## Who composed Gears of War 3's Music?

Steven Jablonsky.

## Will there be anymore Gears Titles?

Gears of War was to be a trilogy, but developers state that if Gears of War 3 does well, there may be more titles, but no guarantees.

## Has Gear of War's network been improved?

Gears of War 3 feature Dedicated Servers now making online play much more smooth and enjoyable. This also removes the host advantage imbalance of previous Gears titles.

Matchmaking was also sped up for Gears of War 3.\*

## How many players can play in Horde 2.0?

5 players can face the horde together.

## How long is the Campaign mode?

8-10 hours on normal, 10-12 on hardcore and a solid 14+ hours can be spent on Insane depending

on the skill of the player

## **Does offline multiplayer still add to your medals progress?**

Yes, but you'll gain considerably less exp.

## **Who is the Voice of Griffin?**

Ice-T

## **Will Carmine make a return?**

Yes, Clayton Carmine is ready to carry on the family name in Gears 3

## **Is Queen Myrrah Human or Locust?**

This is a widely discussed topic that's ultimately still a mystery, her surviving Adam Fenix's weapon suggest that she is indeed a human.

## **Since Epic Games is planning to release more campaign dlc for Gears 3, does that mean we will see more of delta squad?**

No, Cliff Bleszinski creator of Gears of War said in an interview that " "One thing I can tell you is that you're not going to see Marcus or Dom or Cole in it. I believe that DLC should be unique and cool, like Lost and the Damned, Gay Tony, Mad Moxie's Underdome Riot.

Source

## **What song is played when the "one" dies**

The song is an instrumental version of "Mad World" by Gary Jules. "Mad World" was also featured in the hit movie "Donnie Darko"

The song is "Into Dust" by artist Mazzy Star, a song first popular way back in 1993.

## **What is the release date for Gears of War 3?**

Gears of War 3 will be released in the US, UK and Australia on September 20, 2011.

Source: Gears of War 3 Release Date

## **Wasn't it supposed to come out in the spring?**

Yes. It got delayed.

## Will there be a multiplayer beta for the game?

There already was, earlier this year. Check out the Multiplayer Beta section for info on the beta, including the unlockable stuff you missed out on.

## What's this about a limited edition console?



The limited edition console will retail for US \$399.99 and comes with two new controllers with transforming D-Pad, a copy of Gears of War 3 and the first xbox 360 console to have a 320GB hard drive.

Another way to get this console is to contribute to the Gears of War 3 Wiki. The person who contributes the most wins one.

Source: Gears of War 3 Limited Edition Xbox 360 Announced

Also see: Un-Boxing

## What pre-order bonuses are available?

Retail Outlet	Pre-order Bonus
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GameStop	Commando Dom skin
Amazon	Savage Kantus skin, \$20 Amazon credit
Best Buy	Mechanic Baird skin
Wal-Mart	Grenadier Elite Savage Grenadier Elite skin, \$20 Walmart credit

## Where are my beta unlocks?

For help on this issue, visit the DLC & Expansions section of this wiki.

## Is it possible to play the campaign with 4 players locally through splitscreen?

No, the maximum number of players that can play on one screen is 2, however you can play with 2 more additional players online.

## Does this game have an online pass?

Yes and No this game does not come packaged with an online pass. Epic Games is however selling an online Season Pass, which entitles those who bought it the first four DLC packs that are to be released after the original game release date. The Season Pass is **not**, again **NOT** required for full access to the games multiplayer experience. This means you can buy the game used and still have full access to all the features the game has, including multiplayer.

## Can you play with bots in this game?

Yes, you can play multiplayer with bots both offline and online. Bots often replace empty player slots in multiplayer games

## How do you get the golden Lancer?

The golden Lancer is obtainable in multiple ways. It was obtainable by playing online multiplayer launch week however don't fret if you didn't do this. You can still acquire it if you have it in Gears of War 2.

## Can you turn off the mature content in this game?

Yes, there is an option to turn off the gore and an option to turn off mature language. The game looks completely different without the gore. To find these options press start in the main menu, then scroll down to the "Mature Content" option.

# Contributor Challenge

The Contributor Challenge is now closed, though wiki editing doesn't have to stop. Congratulations to our top five wiki editors during the Contributor Challenge!

## Top 5 Contributors

- Grgcucu
- Blur99
- Psych0Sch1z
- Soko90
- ItalianCarmine2012



We want this Gears of War 3 wiki to be the best that it can be, and that takes your contributions. Help the Gears of War community and we'll help you--with a Limited Edition Xbox 360 console (US model) and a pair of Gears of War 7.1-surround-sound headphones. Just in case you like Gears of War. We're betting you do.

IGN will send the goods to the top wiki user based on contributions between September 21 and October 5. A runner-up will get the same 7.1 headset to wear while fragging friends online.





Want somewhere to start? Check out the pages in need of contributions, listed below. Or create your own pages and spread your Gears knowledge to the masses.

## Needed Contributions

Help! The following wiki pages need contributor attention. Check back regularly for new areas of the wiki that need your help. We've **highlighted important sections in need of updates in Bold**.

Copy/pasting someone else's written content is not allowed in the wiki. We can tell when it happens. It doesn't help your chances of winning. Your My IGN page logs all wiki activity and is a reliable record for your contributions on IGN.

Wiki Page	What's Needed
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## Everything

- **Copy-editing.** Lots of new info in the Universe section, lots of room for copy-editing. Spelling corrections and formatting fixes count in the Contributor Challenge.
- **Linking.** Wikis work best when lots of things are linked. Wrap character names, like Marcus Fenix, in `[[brackets]]` to link them to the appropriate pages.
- **Image formatting.** Lots of people new to the wikis are inserting thumbnail-sized images with no alignment. Generally, images should either be changed to 468-pixels-wide *or* aligned-right to wrap text around them.
- **Plagiarism.** We're noticing a sad number of plagiarized additions to the wiki guide--this is no good. If you find plagiarized content, please delete it and leave a note in the "Summary of Changes" to explain why the content was deleted. A quick Google, Bing, or Copyscape search will usually help identify similar content.
- **Re-Citing Public Domain Information.** This is in regards to information put out for public dissemination by Epic Games (say, information in the instruction manual). Reposting a weapon description from the game manual is allowable, but such a description should be cited. If you don't know how to do citations, perhaps you should learn how to do this.

Universe	<ul style="list-style-type: none"> <li>• <b>Canon information about the Gears universe.</b> <ul style="list-style-type: none"> <li>◦ Plot</li> <li>◦ Characters</li> <li>◦ Locations</li> <li>◦ Lambent</li> <li>◦ Locust Horde</li> </ul> </li> </ul>
Walkthrough	<ul style="list-style-type: none"> <li>• <b>Chapter walkthrough text</b> (we have videos, but written walkthroughs and screens are needed)</li> <li>• <b>Insane difficulty tips per chapter.</b></li> </ul>
Achievements	<ul style="list-style-type: none"> <li>• <b>Various Achievements tips</b></li> <li>• Good places for kill grinding</li> </ul>
Multiplayer Maps	<ul style="list-style-type: none"> <li>• Descriptions of maps</li> <li>• Per-map strategies for Versus Mode, Horde Mode and Beast Mode</li> </ul>
Weapons	<ul style="list-style-type: none"> <li>• Weapon descriptions and details</li> <li>• Weapon stats--damage, range, firerate ratings</li> <li>• Best practices for using each weapon</li> </ul>
Horde Mode	<ul style="list-style-type: none"> <li>• General Horde Mode strategies and tactics</li> </ul>
Beast Mode	<ul style="list-style-type: none"> <li>• General Beast Mode strategies and tactics</li> </ul>
Easter Eggs	<ul style="list-style-type: none"> <li>• Any missing easter eggs--this game has tons</li> </ul>

P.S. Just because it's not listed here doesn't mean your contributions are not needed. Contribute to any portion of the wiki, create your own pages, unload your knowledge. Any and all positive contributions are counted in the **Contributor Challenge**.