



Halo 3: ODST Guide

What's in a name? That which we call a Master Chief by any other name would play as sweet.

Or so goes the thinking behind Halo 3: ODST. No longer do you control a character named Master Chief, but you've still got access to the same sweet guns and advanced UNSC armor. Surely things will be familiar, no?

Things are different. You're not quite the same one-man wrecking machine and must work with your ODST squad to succeed. Problem is your squad is scattered. You're vulnerable. We'll help you.

In this Halo 3: ODST strategy guide, you'll find:

- **BASICS** // Basic strategies for surviving with (and without) your ODST squad.
- **WALKTHROUGH** // Our Halo 3: ODST walkthrough will get you through the game, guiding you every step of the way.
- **VIDEO WALKTHROUGH** // For an extra challenge, complete the game on Legendary with a video walkthrough by NextGenGamers.
- **AUDIOLOGS** // A complete map and guide to finding all of ODST's 30 audiologs.
- **FIREFIGHT** // Weapon tips and map strategies for scoring big in Firefight.
- **SECRETS** // Learn how to unlock the lustrable Recon armor, and find ODST's three unique hidden skulls.
- **Q & A** // Your chance to ask us questions (and get answers) to anything ODST-related.

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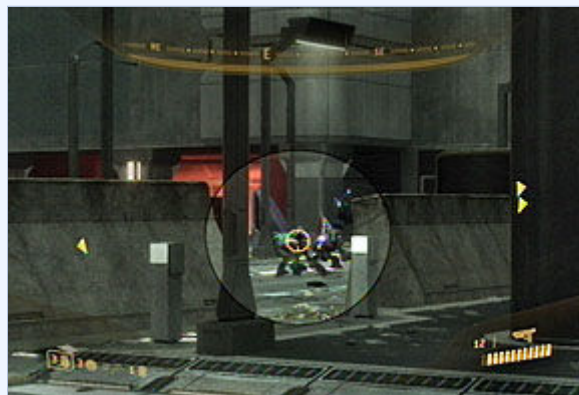
Halo 3: ODST Basics

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Enemy Types

GRUNT

The most common enemy type in Halo is the lowly grunt. Grunts are weak. They make funny noises. They even run away from you if they think the tides of battle are leaving their favor. But don't take these guys lightly. A grunt with a carbine can decimate your shields, and one with a plasma grenade can kill you as quickly as anything else in the game. Generally, you want to kill grunts first before anything else, as they're easy kills; a single headshot from a carbine or pistol will kill a grunt and remove a potential stream of enemy fire.



JACKAL

Typically, jackals are better-armed than grunts, though they're just about as weak when it comes to withstanding fire. Jackals frequently play the part of sniper, keeping a distance and firing with beam rifles or carbines from behind the cover of their energy shields. You can destroy the shields with sustained fire (or an overcharged plasma pistol shot), or shoot around it. A well-aimed shot through the small hand-hold holes on either side of the shield will cause a jackal to stand up straight and drop the shield, letting you follow with a quick one-shot headshot.



BRUTE

Brutes most often command small teams of lesser enemies, and killing the brute leader will frequently send the weaker dudes into a panic. Brutes can deal some serious damage, either with their weapons or fists. Typically, they're protected by shields that you need to cut through before you can damage the brute's health. Launch an overcharged plasma pistol shot to completely drain their shields and then follow with a pistol or carbine shot to the heads for very quick kills. If a brute loses his shield, he'll often get aggressive and try to melee you. Dodge his attempt and hit him from behind with a melee of your own.



HUNTER

These dudes should strike fear into your heart. Hunters take *tons* of damage before they die, and they carry powerful weapons. From a distance, the hunters will sit back behind their shields and launch fuel rod shots or a stream of green crap at you. The splash damage from these attacks makes it difficult to avoid. Get in close and hunters resort to slow melee strikes with tons of range. Generally, you're best off moving in close and landing a sticky grenade. Or let a hunter whiff a big melee attack to get behind it and target the weak spot on the spine of his back.



ENGINEER

They're only enemies because they can help the guys that try to kill you, but left to their own devices engineers would just as well ignore you completely. They take a load of damage to destroy, if that's your aim, though a well-aimed plasma grenade will do the trick. When engineers are around brutes, the floating creatures regenerate the brutes' shields and make it very difficult to kill 'em. Either try to separate the brutes from the engineer or destroy the engineer before you move in for the attack.



DRONE

So annoying. Frequently referred to as "buggers," drones fly around and unload endless streams of plasma shots at you from all angles. Though they're very weak (a single headshot from a carbine or pistol will kill 'em, like a grunt), they can be a serious danger when they swarm you. Try to keep your back to something solid to prevent the drones from surrounding you, and work to pick 'em off. Let the game's auto-aim guide your SMG (or other rapid-fire gun) and fire off quick bursts to drop the buggers...like flies.



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Weapons

USNC weapons

AUTOMAG PISTOL

What's old is new again, and we think that's just fine in this case. The pistol has kinda stunk in the past couple of Halo games, but in ODST's Campaign and Firefight modes, the gun is back to its old form. The pistol deals solid damage, especially if you can get headshots. It kills grunts in one head shot, and with its built-in zoom it's very effective at getting through jackal shields and following with a headshot for another quick kill. If you just unload rounds willy-nilly, you'll find the gun is a bit inadequate and will likely run low on ammo before you kill anything. But pair it with precision aiming (and an overcharged plasma pistol) and the gun becomes hugely effective.

SMG

With loads of bullet spray and a handy zoom, you'd think the SMG would be a good weapon. Sadly, the gun is weak as snot and even carefully aimed bursts of headshots don't do much to kill. The power wouldn't be so bad if the clips were larger. But they're not. Almost every other gun you can pick up is better than the SMG, so ditch it early.

ASSAULT RIFLE

The assault rifle is more powerful than the SMG and its clips don't run dry as quickly, so it's infinitely more useful in close-range combat. But the rifle doesn't have a zoom of any sort, so its long-range use is limited to benign tickling. It's a solid gun, but you will go through lots of ammo and without a stock to replenish it you'll probably have to ditch the gun sooner than later.

SNIPER RIFLE

If sniping is in order, you can't do better than the standard sniper rifle. It does great damage and will kill most unshielded enemies with a single shot to the head. It'll even drop lesser baddies, like grunts and jackals, with a shot anywhere to the body (or appendage). Against brutes with shields, expect your first shot to bring down the enemy's shield. A second headshot will drop a brute in his tracks. The limit to the sniper rifle's dominance is the small four-bullet clip. Make your shots count, 'cause reloading while you're trying to kill something will often give time for the enemy to regain his shields.

SHOTGUN

As with basically every shotgun in the history of videogames, ODST's shotgun is very powerful up close but completely useless from afar. You can drop a lot of enemies in a single shot, but shielded brutes will be tougher. When up against brutes, move in close for a single shotgun blast and then immediately follow with a melee punch for a quick one-two combo that should be enough for a kill.

ROCKET LAUNCHER

You can kill basically anything short of a hunter with one shot from the rocket launcher. Ammo is typically very scarce, so don't go wasting it on grunts unless there are a bunch of them tightly packed together. The splash damage from the rocket launcher can wipe out small armies in a single blast, but otherwise you're better off saving the rounds for hunters and Covenant vehicles.

SPARTAN LASER

You need to charge the Spartan laser to shoot it—just tapping the trigger will yield no shot—and it's devastating. Better yet, the laser has a zoom that makes it perfect for dropping Covenant vehicles like Wraiths. Spartan lasers usually come with plenty of ammo, but they're still not very good against groups of small enemies. The shot is very precise (it doesn't have the blast range of a rocket launcher) and it takes time to charge between shots. If you need to shoot something in the middle of a bunch of crossfire, you can start charging the gun while behind cover and then peek out when the gun is prepped to unload the blast on its target.

Covenant weapons

PLASMA PISTOL

On its own, the plasma pistol is mostly terrible. You can unload a series of shots without really hurting a lot of enemies. What makes the plasma pistol so useful is its overcharge feature. Hold the trigger down and you'll build up a nasty shot that tracks enemies and instantly breaks down their shields. After hitting a brute with this charge, you can switch to another gun like a carbine or UNSC pistol for a one-headshot kill. Be careful while holding the charge, though, as the ammo will continually deplete until you release the overcharge shot.

PLASMA RIFLE

The plasma rifle is good for tearing through shields, but otherwise deals only moderate damage to health. It's a decent gun, especially since you'll never need to reload—just watch the heat gauge and don't overload it. There are a couple variations of the plasma rifle, including the basic version (it's blue-green) and a special version (red) that does a bit more damage but overheats more quickly. Ultimately, the biggest problem with the plasma rifle is that it's hard to kill things expediently, which can be an issue when you're crowded by enemies.

SPIKER

Somewhat of a hybrid plasma-assault rifle, the spiker does solid damage but has a typical clip so it needs to be reloaded. It's more accurate than a typical assault rifle so it's even decent at range, but ammo is generally pretty scarce and it burns through clips like Snoop Dogg burns through...sneakers.

MAULER

This is the Covenant equivalent of the shotgun. It's similarly powerful (though not quite as), and similarly terrible at anything other than close range.

NEEDLER

It's actually useful! The needler does solid damage when you unload at least a half a clip, and it's great for taking down brutes with quickness. The shots track but can be dodged, so it's best used at medium range. Point it at a brute so that the aiming reticule turns red before unleashing a stream of pink. We generally save the pink stuff for taking down brutes—it's too powerful to waste on grunts—so it's a good secondary weapon to carry.

CARBINE

The carbine is essentially the Covenant version of the UNSC pistol...except that it's better. Dealing more damage and zooming in even further, the carbine is not just better than the pistol, it's better than almost every other standard weapon in the game. You can get one-shot kills by hitting grunts and jackals in the head, and the carbine is even good for quickly bringing down brutes, though you'll burn a lot of precious ammo if you don't drop their shields first.

BEAM RIFLE

In some ways, the beam rifle is better than the sniper rifle. For one, it doesn't have a limited clip of ammo so you won't get knocked out of your zoom while chasing around (and missing) a wily enemy. Also, it looks cooler. It doesn't seem to do as much damage as the sniper rifle, especially once past shields, but a headshot against almost any unshielded enemy means instant death. Watch the ammo, as it drops faster than you'd expect (a full beam rifle with "100" ammo yields 20 shots).

BRUTE SHOT

Brute shots give you a solid explosive at range that doesn't come with the slowness of tossing a grenade (and waiting for it to explode). The little explosives fly in essentially a straight line and go *fast*, which means even smart enemies won't be able to dodge it. The power is obviously not as good as a real grenade, but it's rapid-fire and good for taking out clusters of enemies from afar. Ammo is typically an issue, so use it quickly and ditch it for a more reliable weapon.

FUEL ROD CANNON

Similar to the UNSC rocket launcher, the fuel rod cannon fires powerful, slow-moving rockets (or boogers?) that explode and deal loads of damage. The damage of a fuel rod is less than a rocket launcher (especially splash damage), but it's got bigger clips and can thus fire off myriad shots where the UNSC rocket launcher would have to reload. Save your fuel rods for taking out vehicles and hunters 'cause it's a bit overkill against anything less. Not that we're totally opposed to overkill.

GRAVITY HAMMER

The gravity hammer is a nasty weapon. Hit any enemy less than a hunter and they'll die in an instant, so long as your hit is flush. Obviously, this is a close-range weapon, but the lock-on range isn't shabby if you can worm your way in close to an enemy. It's certainly no primary mode of attack, but it's never bad to have a gravity hammer in your back pocket.

FLAMETHROWER

Range is the flamethrower's great weakness. As in, it ain't got none. You need to be pretty close to your target to hit it, though once you do land a burst of flame the enemy is likely toast a second later. Typically, you don't need sustained fire to kill an enemy, even a brute—just a quick puff of flamethrower will do the trick. You *can* extract some range from the device if you're patient; after squirting a puff of fire, it'll float forward a short distance, slowly. If you can predict where the enemy will be a second later, you can extend the working range, though it's still not great.

Halo 3: ODST Walkthrough

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Audiolog Locations

Looking for the game's 30 hidden audiologs? We've got each location mapped out and described in our [Halo 3: ODST Audiolog Guide](#) section.

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Mombasa Streets

Contact city SUPERINTENDENT

THE ROOKIE
Occupied city center
6 hours after drop

In typical Halo fashion, the game starts with a brief check of your look inversion to make sure things are copacetic. Good? Good. Next, you'll have to arm a series of four explosive bolts positioned around the pod. They glow green, so point at 'em and hit the bolts to turn them red. When all four are triggered, the pod opens and you fall out.



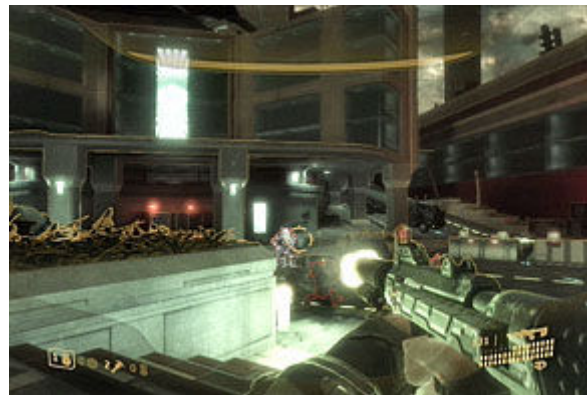
The fall left you low on health, so your first order of business is to find a medical kiosk. Turn right and head west toward the lit-up screens of the kiosk at the street corner and pick up a health pack. Feels much better, don't it?



Start moving to the west and, as you round the ruined bus, expect to find a small pack of Covenant troops that need killing. Target the brute first, zooming in to pick him off from a distance before turning your fire to the leaderless grunts.



Move further down the street and it'll open to a large intersection with an elevated area in the center. Move up the stairs in the center and watch for another batch of grunts behind a brute. Again, go for the brute first, and if you've got a grenade to spare this ain't a bad time to use it. With the intersection cleared,



From the intersection, the road splits in two directions. There's nothing to the right, toward the road with the tanker, but to the left are more enemies, including a Bruteshot-armed brute, a Carbine-wielding elite, and a bunch more grunts. Try to pick 'em off from the same elevated area in the center of the intersection so that you have cover and force them to move toward you.



When you've cleared the lot, look to the left for a small terminal station (it's highlighted by your ViSR) and activate it to download a map of the area. You'll get a tutorial of how to use the map, plus a new objective to find your ODST squadmates.



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Mombasa Streets (cont.)

Search TAYARI PLAZA for ODST squadmates

From the corner with the terminal, turn south to head down a street that leads you into an area that's bathed in red light. At the end of the road, to the left, is a doorway you can open (bring up the navpoint if you need help finding it). Step inside and make your way east through the southern hallway.



The hall eventually opens to a large courtyard that's covered with grunts. You can get the drop on one grunt and melee

him from behind (he's right outside the door) but you'll need to pick off the rest. When the courtyard is free of enemies, cross to the other side and look for a doorway marked "DETOUR" to enter another indoor hall.



On the base floor of the Tayari Plaza, it's clear that something's gone down as bodies are strewn about. You can find a human assault rifle across the room but not much else. Look to the west for a hall that goes upstairs and when you reach the next level look for a doorway to the right that opens to a narrow hall with a shotgun at the end—should you want a shotgun.



Follow the main hall to another set of stairs and start crossing the third floor hall. Watch your right, as an automatic door will open as you pass it and reveal a pair of Covenant jackal snipers that are ill-prepared for your arrival. Blast 'em, then move to the fourth floor. The fourth floor hallway brings you to a room inside which you'll find a recon helmet smashed through a large display on the left wall. Inspect the helmet, fade to black...



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Tayari Plaza

Find Dare's crash-site

BUCK

Tayari Plaza
Immediately after drop

You don't get time to think, as a pair of Covenant dropships swing by and offload their cargo...which is a bunch of enemies. Peek down onto the road below and snipe the grunts that waddle toward you. When you've cleared 'em out, hop down to the level below and hug the wall on the right.



Move north while keeping your back to the wall on your right. Inside the overhang just ahead is a largish pack of enemies, including a brute armed with a carbine rifle. Get close enough to toss a grenade into the arcade and then retreat to finish off the lot with shots from the outside.



On the other side of the street, directly west of the arcade overhang, is a similar group of grunts with a brute (wielding a brute shot) heading them up. Stay back at the arcade and snipe the grunts dead so that you can attack the brute one-on-one. Jump around to avoid is explosive brute shots and drill 'im dead.



There are health packs at the northeastern end of the street, should you need 'em. When you're ready, look for an open passage to the northwest and you'll soon run into another trooper-straggler. He gives you the advice to flank the Covenant from the buildings. A couple other men gather in the alley, but you should look for an automatic door on the left that'll open up to an indoor hall.



Follow the hall upstairs and it eventually exits right on top of a bunch of brutes on the street that are currently busy trying to kill your homies. Lob a grenade or two at them and try to finish them off quick. If you can't kill 'em all from this vantage point, expect the powerful enemies to charge upstairs after you—be ready to throw grenades down the hall behind you to take them out.



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Tayari Plaza (cont.)

Continue southwest through the building and it'll eventually lead to a dead-end balcony. From here you can look straight north down a long, narrow corridor that's swarming with Covenant. You can try to pick off some of the grunts from the

balcony if you've still got a rangy weapon, but you'll need to hop down to ground level and march north through the corridor to take everything out. Hug the wall to the right, and try to keep the bend in the corridor between you and the enemy. Lure the brute toward you and kill him your way, like the King.



Around the corner to the right is a small arcade with a couple of grunts, but more dangerous is the grunt on the level further north (and to your right) that's manning a plasma cannon. Move to the western side of the street for cover and pick off the two grunts under the arcade before moving yourself into the arcade to take cover from the plasma gunner. From there, you should be able to step forward and snipe the plasma cannon grunt to clear the area.



The corridor continues north and eventually turns west. As it turns west, expect to run into sniper resistance. Jackals and grunts cover the area due west, but before rushing to take them out you should snipe the sniper that's in the floating roost at the end of the street. Once he's taken care of, you can methodically (and slowly) push forward while keeping the northern wall to your back.



The most grief you'll get will probably come from the carbine-armed jackals behind the sniper's roost, on ground level. Once you've taken them down, the hard work is done. Gather up ammo (there's plasma beam sniper rifle on the sniper's roost, should you want it) and then look for a switch on the green-lit doorway to open it up and move to the next area.



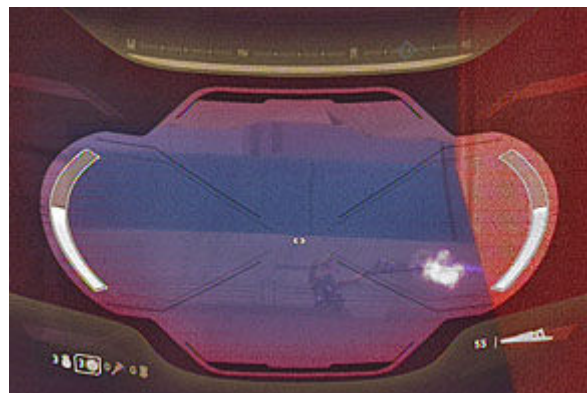
Go left at the next street and you'll run into a fellow soldier who suggests you go through the building to your left to come up behind the Covenant forces that are infesting the area. Just beyond her is a door that opens up to a dark hall. Follow it until you find the first doorway on your right and from there you can get the drop on a plasma beam rifle-wielding jackal. Take his plasma beam and use it to snipe the many brutes in the street outside.



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Tayari Plaza (cont.)

Keep inside the doorway for cover and keep sniping off the enemies outside. Eventually you'll get a checkpoint, which marks the coming of a lot more brutes. As long as you stay inside the doorway, you should always have cover to hide behind. They'll march up the catwalk that leads to you, but they never seem to go inside. When you've seemed to have killed the lot, look outside for snipers on upper levels of the buildings (to your right and to your far, far left) before stepping out for another checkpoint.



At this checkpoint, a pair of Covenant hunters marches onto the scene from the northern corridor. Fighting these two

ain't gonna be easy, so while they're still away make sure there are no other pesky critters left behind. Be especially mindful of the plasma cannon turret to the north that can wreak havoc if you don't take care of it early. Try to lure the hunters up onto the catwalk so that you can funnel them onto a narrow line and peg 'em with plasma grenades to soften them up.

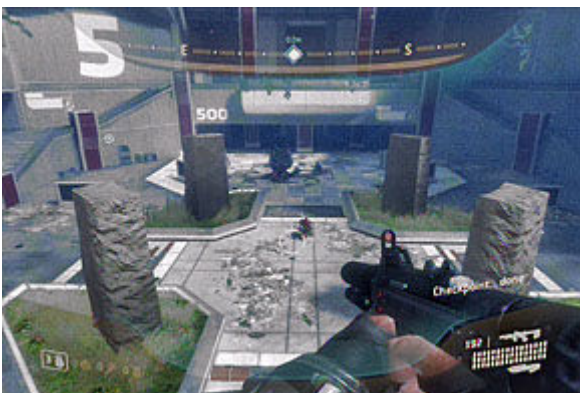


It ain't easy, but the pair of hunters should eventually go down as long as you keep them away and strafe sideways around them to avoid their nasty cannons. When the area is clear, head straight north down the path from which the hunters came and the road will open up to another massive outdoor area.



Open crashed drop-pod

You can hear the sounds of Covenant gunshots coming from the courtyard below to the east. Start making your way down the stairs to come up behind a trio of grunts that won't give you much resistance. At the base of the lower area is the drop-pod you've been looking for. Move to the front of the pod and open it up for a cut scene that closes out this chapter in the story.



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Mombasa Streets (cont.)

Search UPLIFT RESERVE for ODST squadmates

Go downstairs and expect to run into a couple of grunts on the way. You're backtracking, but that's fine. When you reach the lowest level, look to the southeast for a security door you can open up and exit the building to the street. You've currently got almost a half a dozen objectives, each of which suggests you need to search various areas for squadmates. For now, let's target the Uplift Reserve, which is just about straight south of you.



The big, open lower area that you just completed as Buck is to the southwest. Move to one of the lower levels of the area and look for a terminal on the north side where you can find some COMM data and an interesting audio recording. After collecting it, move back to the upper level and head due south. There's a large door you can open to clear the route.



As you pass through the massive doors, hurry up into the next area. Run along the right wall and jump to the narrow balcony on the right so that you can, from that balcony, jumpy onto the platform further ahead. By now you'll start hearing the chatter of a pack of brutes preparing an odd creature, and if you're quick you can get on top of them while they're still busy. Lob a grenade (or two) onto the pack to blow 'em up and finish them off with gunfire.



From this intersection, the path splits west and south. Head south first to find another brute with a small pack of grunts that you can take out. Now start moving directly southwest of your position. You'll go through an intersection of two with no enemies before reaching the open area just one block north of Uplift Reserve.



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Mombasa Streets (cont.)

This area a block north of Uplift Reserve is home to a number of brutes and grunts. The area to the northeast is great for cover as it's crowded by myriad Covenant pods, pillars and other junk that you can hide behind. Lure the enemies to you take them out.



There are two small troops patrolling the northeast corner. When you've killed both, check the area to the north under the massive overhang for an entrance to an underground parking structure with a terminal that'll give you another bit of COMM data to listen to. There's yet another terminal with more COMM data to listen to at the southwestern corner of the same intersection, but on your way to it watch for a couple more grunts, plus jackals sniping with carbines.



Head straight south and you'll run into a large door you can open up to continue down the road. The very next block should be Uplift Reserve. Look to the southwest for a drone fighter optics box (it'll glow yellow with your ViSR on) and inspect it to move to the next chapter.



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Uplift Reserve

Link up with friendly forces

DUTCH

Uplift Nature Reserve
30 minutes after drop

Start running up the beach and look for a hill on the right that leads to a massive canyon area where a bunch of your fellow troops are battling a batch of Covenant to the north. Help 'em out by drilling the brutes to the north, and then flip the nearby Warthog on its wheels and hop inside. Wait for someone to hop into the gunner's seat before tearin' off.



If you head due north, you'll immediately trigger the enemy forces that come out with *multiple* vehicles, including a Wraith tank. Turn away from the Wraith and drive to the southwest corner of the massive rock spire formation in the center of the canyon. From the southwest corner, you can poke out the Warthog far enough that your gunner can eliminate the enemy vehicles in the main canyon area without opening yourself up to fire. Most importantly, from this position the Wraith tank can't hit you.



When the Wraith is destroyed, a second one takes its place. Again, stay in the same position and let your gunner do the hard work while you simply focus on making sure nothing dangerous gets near you. If that doesn't work out (for us, it did once but not a second try), pull out your Spartan laser and decimate the Wraith. When all vehicles are destroyed, you can move out to the main canyon area to clean up any straggling baddies before getting your next objective.



Find marine second platoon

Go northwest through the canyon from which the Wraiths came and you'll soon reach a tunnel entrance. There's health to the right and a fresh Ghost that you can hop into—should you want to—before dashing through the brief tunnel. On the other end of the tunnel, expect a couple of jackals just outside. Further outside and to the right, watch out for a group of Covenant, one of which is armed with a fuel rod cannon. Rush the Covenant to the right to take out the fuel rod cannon.



There are a couple more loose grunts around the immediate area outside the tunnel, plus another Ghost that soon spawns. Clean 'em up, then continue rolling northwest to hit another checkpoint. At the moment of the checkpoint, expect an armada of enemy Banshees to swoop in. If you've still got control of a Warthog, circle underneath the Banshees and let your gunner drill 'em dead. Do your best to stay out of a direct line-of-sight of the Banshees, or they'll kill you quick.



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Uplift Reserve (cont.)

Continue moving northwest and you'll approach more Covenant forces protecting a large compound in the wilderness. The area is protected by a couple of turrets that you should bum-rush from the side to let your gunner take them out before they get a bead on you. You shouldn't have much trouble wiping out the rest of the forces once the turrets are destroyed, so ride to the upper roadway and follow it southeast.



Find Colonel across bridge

Follow the canyon northeast and it'll soon spit you out to a large open area with a Covenant dropship in your face. Back up to avoid its fire before moving out to the open space to start sweeping up the baddies near you, including a bonkers Chopper and a pair of Ghosts. Stay on the upper plateau that overlooks the whole area and your gunner should be able to tear up the vehicles below before you move down the large building structure in the middle of the area.



Move into the building and go upstairs. There's a turret to the north that you can use to destroy a Covenant turret opposite the building, plus a rocket launcher that's useful for clearing out any other baddies on the hill. There's a second turret that's probably out of view from the spot you're at now, but if you move back to the center of the building and go to the northeast platform outside you can see the second turret. Blast it.



Going to this platform will also trigger the arrival of a Wraith tank that comes from the northeast corner. Stay on the upper platform and destroy it with one quick shot from the Spartan laser, and then play cleanup on the area. If your homies wrecked your Warthog (they did ours), look for a fresh set of wheels at the southwest corner of the center building, along with some ammo and health, and then reassemble a small posse before moving into the building opening to the northeast.



Drive through the building and start heading toward the massive elevator shaft in the distance. Okay, so things don't quite work out according to plan, but just keep following the paved path through another building and out to another area of the reserve.



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Uplift Reserve (cont.)

Drive up and out of park

As the route turns southeast, you should start hearing the hum of Covenant ships. Move forward with caution and you should be able to spot a group of Covenant, including a couple of turrets on an upper hillside, before putting yourself in danger. Drive your 'Hog up on the slight hill just north of the area with the enemies and let your gunner clear the area while you worry about backing away as turret fire comes at you.



The path winds uphill around this little Covenant camp and soon leads to a much larger area with many more enemies. Again, you can camp out just on the other side of a little hill in the road and let your gunner start picking off the Ghost and turret before moving a bit closer to let your gunner clean up the platform in the center of the open area. But watch out for a Wraith that's camping around the corner to the right—keep your distance.



When you've cleared the area, look for a fresh Warthog to the north and use it to round up the troops surrounding the central platform to form another Warthog group to join yours. Head east and you'll run into a small Covenant group as the path bends back to the west. Be sure to take out the group before making the turn to the west—just a bit ahead is a much larger and more dangerous camp.



In the camp to the west, expect myriad grunts, a Wraith or two, plus brutes armed with brute shots and fuel rod cannons. Yes, it's dangerous, and if you just drive out there you'll get shot down quick. Stay back and peek out just far enough to draw fire before retreating a bit to let your gunner chisel away at the dangers. If need be, hop off the Warthog (leaving it in a safe place) and move out on foot to drop the Wraith with a Spartan laser blast.



This is your last battle with Dutch, so don't pull any punches. When you clear the area, drive further west and look for an opening in the canyon wall to the right that you can jump the Warthog through to close the chapter.



Mombasa Streets (cont.)

Search KIZINGO BOULEVARD for ODST squadmate

You once again take control of the rookie and are now down to four remaining areas to search for ODST squadmates. The nearest one from your current location at Uplift Reserve is Kizingo Boulevard, and it's due northeast of you. Start trekking northeast and watch for a couple of straggling Covenant. We found a jackal just northeast of the reserve, and further down the street a brute that you can bypass by looking for an unlocked security door on the left side of the street.



After crossing through the indoor bypass, cross the street to the northern side and look for a doorway on the upper walkway that you can open. Inside is a ViSR data terminal. A bit further up the street, you'll run into a large door in the middle of the road that you can activate to open the route.



Through the door, turn right at the next intersection and follow the road past a series of immobilized Ghosts that look perfectly usable but aren't. A bit further ahead, as the road bends to the right, check your map for enemy activity in the next square. There's a sniper perched on a skybridge over your head, plus a number of grunt-manned (grunted?) turrets in the center of the square.



Pick off the grunts from a distance—they won't open fire if you're far enough away—before moving into the square to find the ViSR data in the center gazebo. There's a second data terminal in the area, inside the building south and a little east of the gazebo. The entrance is a bit hidden (the main door is locked), but you can find it straight south of the center of the main square. Inside, expect a sniper jackal and a couple of harmless Covenant engineers, along with the ViSR data.



Return to the square center and head straight east to open another route door that leads to the next road. Follow the road as it forks to the right, heading southeast. If you check your map, you'll see that the area is occupied by Covenant. Move to the northern side of the street and follow the wall as you move east and you can sneak up behind the only brute in the area for a silent kill.



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Mombasa Streets (cont.)

The rest of the baddies here are grunts and a jackal sniping further east to the north. When you've cleared the area, you

can look for another data terminal on the street level to add to your ViSR. Now head straight east to an empty plaza.



Look south and you can spot a sniper jackal hanging out on an upper ledge. You can actually hop across some large boxes to get onto the elevated area where the jackal is to grab his beam rifle if you want it. More important is another ViSR data terminal behind the jackal. Grab the goods, and then look for a large route door to the southeast that you can open up to a narrow roadway the next area.



Once you're through the door, check your map to see the next area light up with enemy dots. Sneak to the right and look for stairs that'll let you onto the upper level, and from there cross a bridge to the north to reach the northwestern corner of the block. Attacking from the northwest is your best bet, as the enemies, once they know of you, will clump together to the southeast. Push toward 'em, sticking to high ground when possible, and try to pick off the clump from afar. There's a trio of brutes, a couple of which are invisible without your ViSR, so stay sharp.



Move straight north along the eastern edge of the plaza and you'll open another route door to the next area. Again, check your map for red dots and you'll see a number of them in the center area of the open street area. There are a number of grunts and, more importantly, brutes all clustered together. Try sneaking in close enough that you can toss a couple of grenades into the center of the square to blast the lot at once.



After clearing the block, you should be directly south of the target at Kizingo Boulevard. In fact, look straight north and up high to see the yellow-glowing target. Directly north of the target is a data terminal with more ViSR goodies. Download 'em, then move to the area just under the yellow-glowing turret to find a door you can open. Follow the hall upstairs and inspect the gauss turret to move to the next chapter.



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Kizingo Blvd.

Save marines and Scorpion tank

MICKEY

Kizingo Boulevard
90 minutes after drop

As soon as the stage starts, take a hard right around the corner to intercept a Wraith tank that rolls onto the scene behind your crew. You can quickly hop aboard the Wraith and shove a grenade into it to destroy the thing, or just switch to your rocket launcher (yeah, you start with one!) and blow it to pieces. When the tank is dead, turn back toward the main square and pick off any Covenant between you and the Scorpion tank.

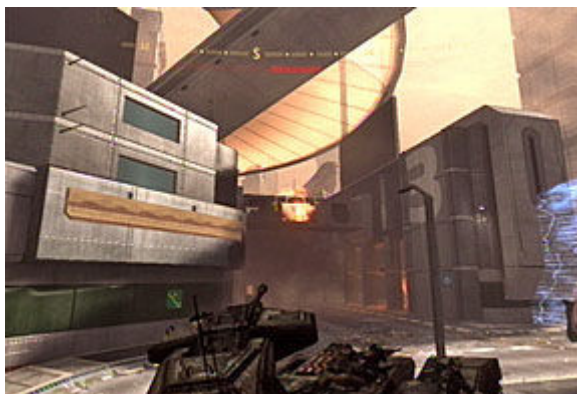


Run to the Scorpion tank and you should get a checkpoint. Run past the manned tank and you'll find a second tank without a driver. Hop in and immediately turn right to intercept the dropship that unloads a Ghost to the west. After quickly destroying the ghost, keep facing down the same road to spot a second Wraith that rolls onto the scene. Blast it from afar without moving the Scorpion much—you get some cover from the pillars between you and the Wraith.



Drive tank to rally point

With the enemy vehicles destroyed, turn your sights to the lesser threats around you to clear the area. You'll get a new objective over radio transmission, at which point you need to start heading west down the road, toward the area where the dropship unloaded the Ghost. Expect a few more straggling enemies to the right as you continue down the road. The road is narrow as it bends westward, and you'll be hit by a couple more Ghosts as brutes hiding on upper balconies around you fire brute shots. Be ready to take them out.



Soon, the road opens to a tiered area at the top of which a Covenant dropship offloads its enemy cargo. Hang back on the road so you don't open yourself to fire from the turrets in the tiered area. Pick off the dropped-off baddies, including their Ghost, before rolling out slowly to blast a turret mounted to the left (south).



There's a second turret, this one to the far right, that you can't see until you peek out further. Blast it, and then take out

the floating sniper roost in the center of the area before clearing out any remaining baddies. Once you've cleared the area, head southeast.



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Kizingo Blvd. (cont.)

Just around the corner is another open city block with more enemy turrets. There are three in total so you'll need to be quick on the draw to take them out without opening yourself up to too much unnecessary fire. Naturally, there are ground troops as well, along with a hovering Ghost to worry about. Stay back in the narrow roadway where you come from to keep all enemies in front of you. When you've cleared the area, move further in.



You should get a checkpoint just before a Covenant dropship moves in and drops off some enemies on a skybridge to the south. Blast the turrets off the dropship so that it doesn't drill you and then watch it unload a Ghost on ground level. Destroy the Ghost, then look to the right end of the skybridge to take out the lesser enemies who are armed with fuel rod cannons.



Rescue Dutch

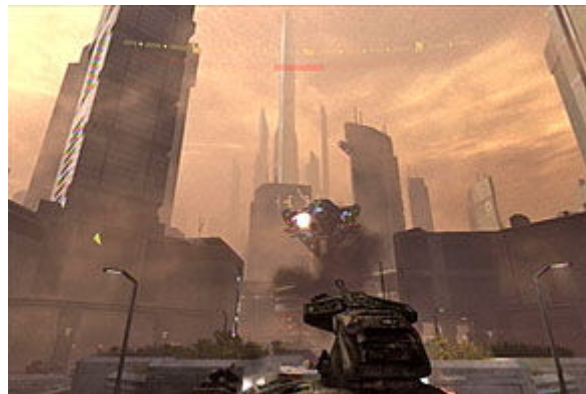
Clear the area and then head straight south. The large route doorway will open up, immediately revealing the location of Dutch (or is it *OUCH?*). Almost as soon, a pair of Banshees fly in from the south. Target them first to knock 'em out of the sky before turning your sights to the brutes taking cover beneath the overhangs to the left.



Start moving south down the road and a dropship will float in to deposit some enemies to your right while an enemy Wraith appears in the next open street area to the south. Back up, away from the Wraith, and use the tank to destroy the Covenant troops to your right before bothering with the Wraith. Keep your distance from the Wraith even when you do get around to shooting it dead.



Move south into the area where the Wraith was to trigger a checkpoint and some dialog with Dutch. Before you can get to Dutch, however, another Wraith appears, this one just below his location to the west. Try to keep your distance and take it out with three quick Scorpion tank rounds. While you're doing that, a dropship floats in from the north and unloads a Ghost which you can expect to try and attack you from behind. So be ready to kill it first.



Kizingo Blvd. (cont.)

When you've finally secured the area, drive up to the base of the stairs that lead to Dutch and hop out of the Scorpion tank. Go rendezvous with the fellow ODS member and he'll chat for a bit before the large doorway south of you opens up and a whole bunch of Covenant pour in. Still got your rocket launcher? We hope so! Lob a couple of rounds into the doorway as it opens and you should destroy most of the baddies. Clean up what's left.

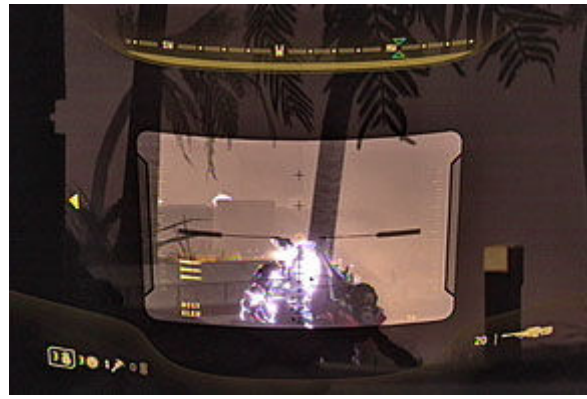


Help Dutch defend rally point

Push further south toward the rally point at the end of the street, but expect plenty of brute opposition. There are a couple of tough guys camping out in a nook on your left, so stay back and pick them off before marching further. When the coast is clear, follow Dutch to the upper area to the south. Time to play defense.



The area is soon flooded with Covenant who drop in on dropships from the north, as well as creep in from the building to the southwest. There's plenty of ammo, health and grenades on the upper area, so don't hold back. We suggest the sniper rifle that's among the other gear at the rally point. Stay behind the tall pieces of cover that decorate the southern corner of the area to completely avoid the Wraith tank that's taking pot shots from below. Focus only on clearing out the swarm of Covenant soldiers that push toward your defense. It ain't easy.



Watch the covered walkway behind you and to the left (the southwest corner) as it'll get covered in jackal sharpshooters if you don't clear it out. That whole covered area is a pretty good place to fight from, but be careful that you don't get caught by new crews coming in from the doorway to the southwest. Stay tight and play a conservative game while destroying the enemies. When the area is clear of enemy soldiers, start thinking about that Wraith.



We snuck up behind the Wraith by following the walkways that line the western edge of the arena for a quick boarding and grenade shove to blow it up. But if you'd prefer, there should be plenty of brute shot ammo left behind by fallen enemies that you can use to eventually bring it down. Either way, when you've destroyed the Wraith, regroup with Dutch at the rally point and the chapter will close out.



Mombasa Streets (cont.)

Search ONI ALPHA SITE for ODST squadmate

As soon as you've got control of the rookie again, a Covenant dropship floats in and offloads a couple of brutes wearing jet packs. If you've got a rangy weapon still, you can pick them off pretty easily while they float around—they seemed to have sacrificed armor for the ability to fly—but watch out for incoming sniper shots from the buildings around you. When the brutes are dead, turn your attention to the snipers. There are two of 'em, the nearest to the east and the other to the south.



When you've secured the area, look to the area east of where the dropship landed for a small alley. There's a door you can open up that lets you into an indoor hall inside which you'll find another bit of data for your ViSR. The next area to check on the streets of Mombasa is the ONI Alpha Site which isn't far away. It's almost directly south of your initial location.



Move southeast to the next block and then turn straight south. There's a set of stairs on your left that you should climb up to appear behind a pair of brutes that are busy looking the other way. You can toss a sticky grenade onto one of them to blow up the pair, and then watch for a sniping jackal that's nearby, just west. Further west from this location is another data terminal to download some audio to your ViSR.



Go back up the ramp behind you and open up the massive route door to continue south. On the upper level of the next area, on your left, is another data terminal you can use to download to your ViSR. Go south past that and on your left is another massive route door.



Before going through the route door, go into the smaller door to the left of it. It leads to an underground station-looking area at the bottom of which is yet another ViSR data terminal. Get the good stuff, then return to the aforementioned route door and open it up. Move through the long, empty hall and it'll soon spit you outside again. Look to the left for a yellow-glowing remote detonator on the ground and inspect it to trigger the next chapter.



ONI Alpha Site

Arm all charges on bridge

DUTCH

ONI Alpha Site
2 hours after drop

As the mission starts, run over the Mickey and he'll lead you to the first of three explosive charges set on the bridge to the southeast. Mickey arms the first before running further down the bridge. There are two more charges, one on either side of the bridge and both attached to major bridge supports. You need to activate both, which ain't hard. Don't worry about any enemies you see, not even the pair of Banshees that swoop in. Just focus on setting the charges.



Use detonator in watch-tower

When you cross the bridge, watch out for incoming rounds from the enemy Wraith at the other end of the bridge. You'll get a call to detonate the charges you've just set, but to do so you'll first need to climb the watch tower to the left. Get to the top and activate the laughably large laptop and the bridge should go kablooie. Keep your position in the watch tower and use it to take out any of the Covenant that made it to the southern side of the bridge with your team. Clear 'em out, then follow Mickey further south.



Fall back, defend inner courtyard

You'll go through a massive tunnel that leads to a sprawling courtyard. You come out right behind a bunch of Covenant troops that are busy fighting on the other front, and that gives you the element of surprise. Break out your Spartan laser and use it to destroy the two hulking hunters in the area. No reason to make that fight hard. With the hunters killed, you can go to picking off the remaining grunts and brutes.



When you've cleared the area (for now), continue southwest to hook up with some other humans. Dropships float in from the north and offload a bunch of brutes, grunts and even a pair of Wraith tanks (one on either side of the courtyard, east and west). Use your Spartan laser to destroy the Wraiths and clean up the nearest Covenant while using the myriad objects around you for cover. Don't fight anyone head-on because you'll be overwhelmed.



Once you've got a break in the action, turn south and run up the massive stairway toward the top of the hill. Your fellow dudes have gathered there to defend, and you can use one of the turrets erected at the top of the stairs to mow down some brutes (they can be torn out of the ground). But soon another batch of dropships floats in and releases an overwhelming number of brutes and assorted Covenant. Too many to fight. Must retreat. Run south, into the ONI building center.



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ONI Alpha Site (cont.)

Retreat, defend ONI building interior

Take position in the very center of the building and man the mounted turret. While the turret is mounted its ammo is unlimited, so keep it in position for as long as possible. Enemies will start flooding into the building from the left and right. Follow the updates of your homies to intercept enemies as they flood in. Oddly enough, the hardest enemies to kill are the jackals as they're basically impervious to your turret once they setup their shields. And so we suggest targeting them first of all enemies. When you see the jackals running in, gun 'em down so that they never get a chance to put up a shield defense.



The enemies come in waves, and you'll get a checkpoint between some of them. Watch for incoming grenades that the brutes toss at your turret. If you see one thrown at your feet, unhook the turret and use its remaining ammo. Eventually, enemies will start pouring in from behind as they're dropped off by a Covenant dropship.



As the enemies come in from behind, start resorting to grenades and other aggressive tactics. They come from everywhere, but try to keep them outside of the center area by pushing forward toward the edges. By keeping the center area clear, you can retreat to it when your health is low to regenerate.



Take elevator to roof for evac

Regroup with Mickey when the area is clear and he'll open up an elevator at the center of the building. Hop aboard and keep near the front edge of the platform, looking down. As the elevator moves up, little flying drones will start chasing you up. Try to knock some out of the sky as they're below you, because if the lot get above you they'll unload so much fire that it's hard to survive. Fortunately, the little buggers die very quick—just a quick spurt of rounds is enough to down 'em.



The elevator stops at a rooftop hall that splits left and right. Both directions lead to the same outdoor roof that's currently packed with brutes. Unload all you've got—this is the last encounter of the chapter—to clear the rooftop while staying in the covered hall for protection. Expect to dodge myriad grenades en route to rooftop domination. When the coast is clear, move to the Pelican outside and hop in to close the chapter.



Mombasa Streets (cont.)

Search NMPD HEADQUARTERS for ODST squadmate

Another dead lead for the rookie. Now it's time to check out the NMPD headquarters, which is quite a ways to the north. Look for the big tunnel that lead you to the dead-end you're at now and start heading north. As you reach the first open area to the north, a dropship unloads a couple of jetpack-equipped brutes while snipers try to pin you down from the surrounding high platforms.



Take cover from the dropship fire and wait for the brutes to approach you. Gun them down from the cover of the narrow space just outside the large route doorway you used to get here and then turn your attention to the sniping jackals. If you've got a beam rifle of your own, you can simply return fire. Use your map to locate them (or just follow the streams of their beams) to clear the area.



Head through the route doorway at the northeast corner of the block to return to familiar ground and then take a hard left turn just beyond the door to start trekking west. Just past the wrecked big rig, look to the right for a path that dead-ends at a route door that won't open. But just around the corner, to the right, is a narrow passage that leads to what looks like an open-air mall. Watch out for a sniping jackal in the mall.



Also in the mall, in a covered area to your left (assuming you're walking northwest) is another bit of data to download to your ViSR. Check your map from this location and look at the first open area directly north of you (it looks like a Superman logo). It's a completely enclosed room with yet another audiolog for the ViSR. There's a security door on the western side that's hard to see but can be opened. Expect a couple of jackals inside, but nothing else between you and that data.



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Mombasa Streets (cont.)

Head straight north to a large route door that you've got to open to reach the next block. Hug the right wall and follow the walkway to find another obscured security door under the "SLOW DOWN" sign. Inside the room are a couple of Covenant engineers (harmless) plus another audiolog to download to the ViSR.



Exit the indoor area and head northwest toward a dead-end road. On street level, you should be able to clearly see yet another yellow-glowing terminal where you can download an audiolog to your ViSR. From this position, head due

northeast. In the next block area, look for a jackal sniper to the southeast, plus a brute and a small squad of grunts. Clear them out and you can easily locate another data terminal right off the street, on the inside square.



There's one more ViSR audiolog terminal you can find before going to the destination. From the location of the last one we described, go northwest and turn right at the next corner, walking away (eastward) from the navpoint on your map. Just down the street and around the corner on the left is the data terminal.



Download the goods, then backtrack to the targeted square at the NMPD headquarters. Look up to the power lines running over the sculpture in the center of the square and inspect the hanging sniper rifle. On to the next chapter...



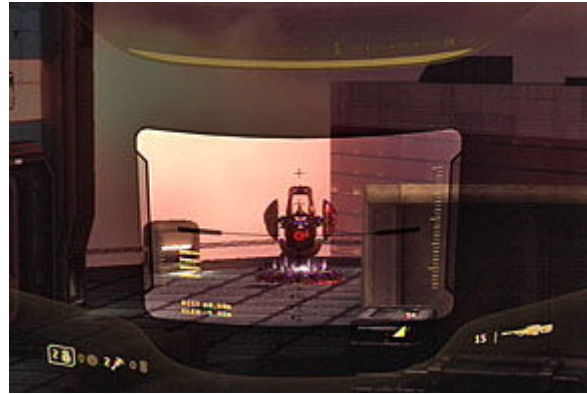
NMPD HQ

Find Mickey and Dutch's Pelican

ROMEO

NMPD Headquarters
3 hours after drop

Follow Mal, I mean Buck inside the building, up some stairs, and eventually to an outdoor area that's crawling with Covenant. You can get an early drop on the brute to the right and snipe him dead, but that'll be the last of your stealth. Stay on the upper level to the north and play sniper with your rifle and pistol, picking off the enemies below. Move down too early and you'll be a sitting duck, so play patiently. There's also a turret to the southeast that you should look for.



When the area is clear, go to the southeast corner and follow Buck into a small room. As the doors on the other side of the room open up, hug the wall to the right (south) and pick off the grunts and jackals outside. Just outside the door and to the right is a grunted turret that you don't want to mess with until you've cleared out the rest of the enemies. Hang back inside the room, kill everyone, then take out the turret carefully. Or let Buck do it.



When the area just outside the door is clear, exit the door and keep right (south), moving up the stairs toward the turret. Buck will yell out about sniping jackals to the north. Just behind the turret is a downed buddy with extra sniper ammo on his side. Pick it up and take cover behind one of the large crates on the platform so that you can peek out and snipe the four sniping jackals to the north.



If you start heading up the stairs to the right, brutes and grunts will start flowing out from the upper level where the jackals were. Trigger their spawning and then retreat back to the southern platform so you can snipe out the brutes from afar. They can't seem to shoot you while you're down there, so it's easy pickings. You can even clear out the grunts from your spot to the south if you want, though we didn't want to waste our sniper ammo.



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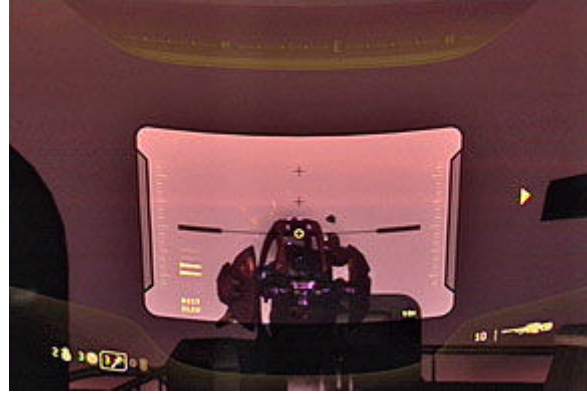
NMPD HQ (cont.)

When you've cleared the northern upper level, run up there and continue east. You'll move through a room that's littered with dead bodies and loads of ammo. Stock up before opening the next door as it opens up to another large outdoor area that's covered in sniping jackals. Stay inside and snipe the jackals on the upper levels to the right.

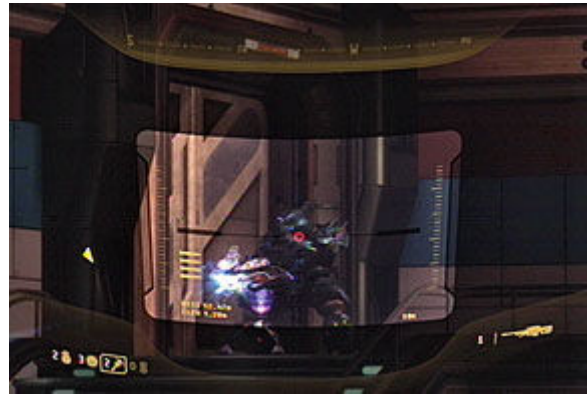


With the jackals dead, a dropship floats in from the east and offloads a big batch of brutes sporting jetpacks. You can hang back in the same spot and snipe at 'em, but watch out for the turret that's positioned where the dropship stopped. Even when you shoot out the gunner, more Covenant will replace him so keep a constant eye on that turret. Eventually,

the flow of flying brutes will stop, letting you open through the doorway to the northeast.



Stay indoors as outside are myriad jackals and grunts. Furthest away are jackals with beam rifles that you'll want to snipe dead quickly before turning your aim to the less dangerous guys nearby. Clear the area, then move out. If you start going toward the upper level to the left, a bunch of brutes pour out. Lure them and then pull back to the far end of the lower level to snipe the lot from cover. Be especially careful of the turret on the left edge of the upper level as grunts and brutes alike will hop behind its controls to try and gun you down.



Be patient in clearing the top level before going up there. There's a door on the right that'll lead to an indoor area with a couple of hapless grunts you can easily thwack dead. At the end of the hall downstairs is an automatic door that opens up to the outdoors again. As soon as the door opens, backpedal away as there's an obnoxious enemy on the outdoor platform that's armed with a dead fuel rod cannon.



NMPD HQ (cont.)

Clear that platform and then look over the northern edge to see a very narrow bridge spanning the massive expanse below. Jump down onto the bridge and cross it. A couple of banshees will fly by but you can completely ignore them for now. Just focus on crossing the bridge as quickly as possible. When you reach the end, hop down and then follow the catwalks to the Pelican crash site to support Dutch and Mickey.



Defend Pelican crash-site

Look for a mounted missile pod to control and start firing off myriad missiles at the incoming swarms of Covenant Banshees. The missile pods have unlimited ammo provided they stay attached to the ground—if you pick one up off the ground and carry it with you, its ammo is limited, so be mindful. The incoming Banshees seem endless, but just keep up the defense. This is the last battle of the chapter—hold nothing back.



Dropships will occasionally swing by, and one eventually offloads a metric craption of brutes with jetpacks. If you can catch it was it opens, bombard the dropship's hatch with missile pod fire to take out a bunch of brutes at once. This is basically the Covenant's last salvo in the attack against your crash site. If you can fend 'em off, regroup with the crew at the back of the Pelican to close out the chapter.



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Mombasa Streets (cont.)

Search KIKOWANI STATION for ODST squadmate

As soon as you've got control of the rookie again, look out for a dropship that floats in to the east and offloads a couple of jetpacking brutes and a couple of sniping jackals. Try to take out the jackals with your pistol (one shot kills, baby) and then go after the brutes. When you've cleared the area, start heading east down the only road that leads easy from this intersection.



Expect more enemies as you crawl toward Kikowani Station, including mostly grunts with a few brutes mixed in. If you grabbed a beam rifle off of the dead jackals earlier, you should use the snipes to kill the brutes and then use less awesome ammo to clean out the grunts. You'll walk by a data terminal with a ViSR audiolog that we already covered in the last rookie scene, but if you missed it then, now's a good time to get it.



The road brings you to the upper level of the next big open area. There are multiple squads of Covenant made of a few grunts and a leader brute. Keep your position at the western end of the area, on the upper level, and try to pick your fights one at a time. Pick off the easy guys, and watch for a sniper that's hanging in the northeastern corner of the area, inside a building that's overlooking the square.



If you go to the southern edge of the area, expect a *trio* of jetpacking brutes to hop down from the rooftops and attack you. Immediately take cover behind the pillars in the area to fight off the brutes. Or you can do your best to avoid them altogether and just head north out of the intersection, heading to the next block.



«	25	26	27	28	29	30	31	32	»
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Mombasa Streets (cont.)

You'll need to open a large route doorway to reach the next open area. It seems pretty empty, but to the far eastern side is a brute overlooking the square with a couple of sleeping grunts behind him. You can sneak up along the southern walls to get in close and kill the brute before he knows what's happening, and then finish off the grunts.



Turn west and follow the road that'll eventually lead you further north. We ran into a number of enemies on the way, so proceed slowly to make sure you don't end up surrounded. The road eventually leads you to the last open area before you reach the target location. There's a square in the center that's packed with jackals and a brute or two. Try to snipe your way in close and toss a grenade into the center of the square to clear it.



Look out for a sniping jackal on the far, eastern side of the courtyard as you move around. When you've killed everyone, head north to the next intersection. Just ahead, look on the ground to the left, under the overhang, and inspect the bio-foam canister on the ground to cut to the next chapter.



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Kikowani Stn.

Capture Phantom drop-ship

BUCK
Kikowani Station
5 hours after drop

Follow Mickey down the stairs to the left and you'll soon run into some grunts that are especially fun to kill with the pistol. Drop 'em while dodging any incoming fire that comes from the dropship in the distance. Push toward the disabled train cars ahead.



If you move to the southern side of the train cars you can find a couple of beam rifles with full ammo, if that's your thing. Otherwise, just continue northwest along the train tracks, on the *north* side of the train cars so that they provide cover from the myriad Covenant below. You'll need to start helping Mickey clear out the area to the west. Stay up top, near the train cars, and snipe at the enemies below, being especially mindful of the turret that's mounted at the base of a stairway that connects the train tracks with the lower platform.

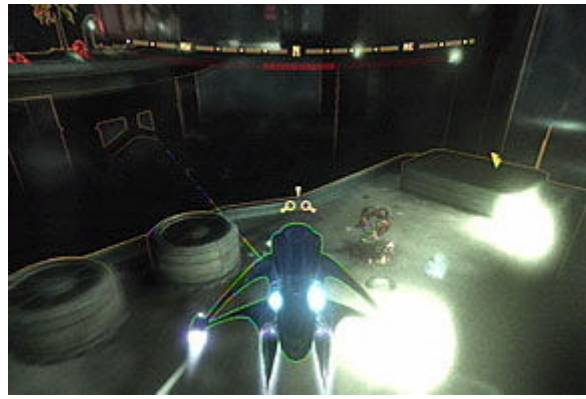


Be patient in picking off the enemies, and don't worry too much about Mickey—he's a big boy, he'll do his own thing—and when you've finally cleared the lower train platform Mickey will hop into the Covenant ship. Wait a second and he'll confirm that everything's *gravy* (actually, I think he says "green"). Dash to the other side of the commandeered dropship and hop into one of the available Banshees.



Escort Phantom in a Banshee

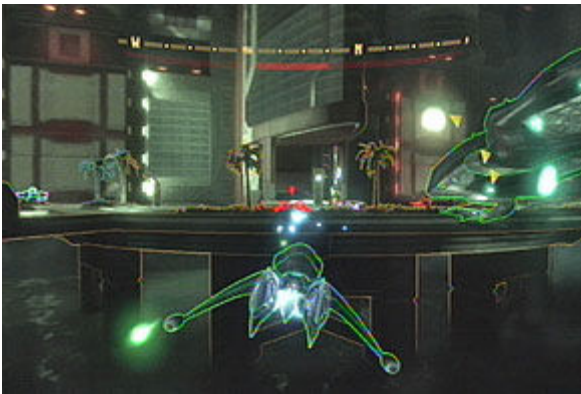
Start going westward in your new fancy flight machine and the other guys in the Phantom dropship will follow suit. Very early, you'll be interrupted by some Covenant foot soldiers below you. Target first the turrets as they're your only real threat. Destroy the turrets and then clean up the rest of the baddies before pushing further westward.



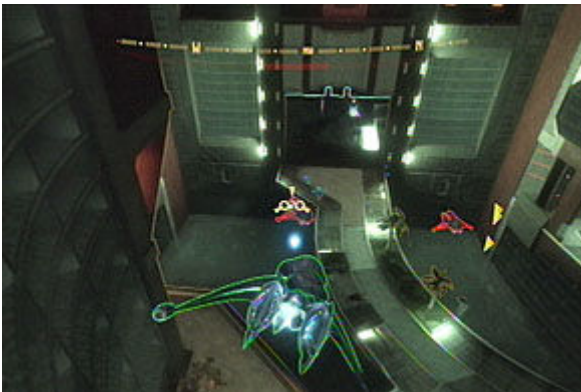
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Kikowani Stn. (cont.)

Behind the platform with the turrets and enemies is another platform, higher up, that's similarly defended. Swing up there to clear it out (pull back on the controls while hitting the jump button to do an upward roll). The Phantom will soon take aim at some enemies on a balcony to the right, even higher up than the last main platform, but you should look in the opposite direction, keeping an eye on the balcony behind the Phantom. A bunch of grunts armed with deadly fuel rod cannons show up and start making a mess of things if you don't take them out quickly.



After taking care of those yay-whos, a couple of enemy Banshees swings out from a tunnel entrance to the west. Knock them out of the sky, then go into the tunnel they came from. The door into the tunnel is massive, but expect things to be a bit cramped when the Phantom your buddies are in crowds the space with you. Fly below the Phantom and help it clear a path through the tunnel. There's a Covenant Wraith near the end of the tunnel that's very hard to take down, but it shouldn't give you any trouble if you hold back.



Open all blocking doors

Fly out of the tunnel and expect to fight a few more Banshees. Hang around the friendly Phantom and shoot down enemies until you get a new directive. You need to open a massive door just north of the Phantom. To do so, land on the platform and hop out of the Banshee momentarily to activate a small control panel on the wall. When the large door opens up, hop back in the Banshee.



Of course, there are new enemies to kill just beyond the door so stay sharp. Inside and around the corner to the left, at the far end of the large hall, are an enemy dropship and a ghost. You can take out the ghost, but wait for your buddies in the Phantom to swoop in and chase off the dropship. As the dropship flees, it'll open up the next large cargo door, letting you out to another open area.



Kikowani Stn. (cont.)

Let your buddies lead the way into the next area. There are a couple of Wraiths positioned to the north and east. Make them your first target, as their streams of green-glowing fuel rod shots are the biggest threat around. If your Banshee starts looking a little wrecked, look for fresh Banshees to the south.



As you push further north toward a semi-circle roadway, look out for grunts in the upper balconies surrounding you as they've got fuel rod cannons on autofire. Get rid of them, and then look for another doorway you need to open for the friendly Phantom. Fly down to the lock, hop out of the Banshee, and try to open the door. Sadly, it's locked electronically. Go through the small doors within the large door to get inside the next tunnel.



Just inside the tunnel and around the corner to the right is a front set up by myriad grunts and brutes. We think the first order of business is destroying the turret that's mounted near the front of their, er, front. It's not manned at first, so you can toss a grenade at it and blow it up guilt-free. Now fighting the rest of the baddies isn't quite so easy. For us, the most difficult aspect is a massive lack of ammo. With so many powerful enemies to kill, you'll likely run out of bullets soon and pushing forward to loot the bodies you've killed will get you murdered.



To make do, grab a plasma pistol (there should be a small stack of them along the wall to the right). Charge it up and release the shot at a brute from close enough that the shot tracks. After tagging the brute, his armor defenses will be completely down and you can kill him with just a shot or two from an accurate gun like a regular pistol or carbine. Using this technique, we stretched our meager ammo supply quite far. After killing the bulk of the brutes, one chieftain came running out with a gravity hammer, ready to kill. Use the same plasma pistol strategy and you should be able to kill him with ease. Just don't let him get near you.



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Kikowani Stn. (cont.)

Once you've cleared the room, move to the northern end and enter the small control room to the left. There's a computer panel you can interact with to unlock the door you failed to unlock earlier. Your buddies in the Phantom will roll through the room, at which point you should backtrack to get your Banshee before pushing further north with the friendly Phantom.



Evade or destroy Scarab

Immediately as you enter the next open area, you'll start taking fire from a Covenant scarab on the far end of the map. This fight can go bad real quick if you're not careful—so be careful. Keep your distance and strafe the Scarab from afar, unloading all of your shots on one of its legs. You only need to knock out on leg to cripple the machine, and you'll know you've accomplished this when the Scarab falls down on its knees.



At this point, the Scarab is still lethal, but vulnerable. Fly around behind the walking tank and unload your shots on the spot that looks like it has a crosshair on it (convenient, eh?). After a lot of blasting, the back panel will give way and reveal a weak spot in the Scarab. Blast the weak spot to completely disable the Scarab, and then fly up to target the head to destroy it completely.



Escape through final tunnel

With the Scarab defeated, look for another door that you can unlock by hopping out of the Banshee and hoofing it to a control panel. Through the door, turn to the right and you'll be facing down the final tunnel of the stage. Problem is, it's covered in those weird Covenant explosive pods. Stay back and destroy one of them to start a chain reaction that destroys all and closes the chapter.



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Mombasa Streets (cont.)

Locate UNDERGROUND ENTRANCE to search for Captain Dare

Once you've completed all objectives, you're given a new one: Find the underground entrance amid Mombasa's streets. The entrance is located right near Tayari Plaza, in the western half of the map. Make your way there and follow the stairs down to where you (much) earlier found an abandoned drop pod. Make your way down the stairs and look in the dark corners of the lower area for a door. Approach it and you'll get a cut scene that brings you to the data hive.



Data Hive

Find Dare on sublevel 9

Hop down to the ground level and you'll see that the door to your right is jammed closed. Start heading northeast and collect ammo (and the guns you want) on the way. You'll eventually come across a couple of grunts, but nothing serious. Just keep pushing through the tunnel as it winds around. When you reach a seeming dead-end, look to the left for a door that leads southeast.



Through the door and to the left, expect a small batch of shielded jackals (plus a grunt or two) that you'll need to clear before continuing southeast. Before long, the path leads to a small series of small, octagonal rooms, each loaded with enemies including brutes. These rooms are prime for grenades, though you don't need 'em.



At the end of the series of octagonal rooms, you'll run into another human who waits for you to activate a control panel. The panel opens a data stack in the center of the room and lets in a bunch of flying done enemies you can quickly kill off before dropping into the hole.



Continue southeast and in the dark, dark tunnel you can expect to run into a bunch of enemies, including a number of brutes. If you let your sucker, I mean buddy go ahead of you, he'll draw their fire and let you attack the brutes from behind.



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Data Hive (cont.)

The tunnel leads to another series of octagonal rooms. In the first one, look to the right as a host of buggers swarm in and surround you and your buddy. Clear 'em out, then continue to the next couple of rooms. Just a couple rooms ahead, you'll run into some grunts and a brute, so be ready. Again, grenades work great in these close quarters. As you push through the rooms, expect many, many more brutes. Hopefully you've collected the many dropped napalm grenades from the earlier dark area as they'll offer immense help.



The series of octagonal rooms again ends in a room with a control panel you can activate to open a data stack in the center. Drop down and your sacrificial buddy won't follow you. Instead, he'll just yell and scream as buggers attack. Hop

around and blast 'em. When you clear the room, head southeast.



The next hall goes down deeper, its walls and contents slightly glazing over with ice. Just a bit further in are a couple of grunts and many, many brutes. The brutes are so numerous that any aggressive play will likely get you killed. Instead, stay up at the top of the ramp and hide behind a pillar. If you've got a rangy weapon to snipe with, that's fantastic. If you don't, try to get one.



As you start clearing the hall, push forward just enough to lure out more enemies before retreating back to the top of the ramp to take cover while you kill from afar. Be careful as you make progress around the bend at the base of the ramp. When you're sure the area is clear, look for the flamethrower in the northeast corner of the hall, just sitting on the floor in the corner. Grab it, then continue southeast.



You'll go a while without seeing any enemies, but after opening a door expect to see plenty in the next hall. The flamethrower will make quick work of any enemy in front of you (just a quick puff of juice is all you need) but you'll need to be close for it to hit—the range ain't great. Move in toward the myriad enemies behind cover and only open yourself up once you're in close. Clear the hall, then move to the end so you can tap on the wall for a brief cut scene.



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Data Hive (cont.)

Fight through hive to data-center

You regroup with Dare, who begins leading you further down the data hive. Follow her around a couple of a bends before you run into any enemies. You should have plenty of ammo in the flamethrower to get through this stuff easy, so just repeat the strategy we outlined before: Stay close to the walls and cover while working your way close to enemies and pop out only when you're close enough for the flamethrower to connect.



Dare soon leads you to a hole that she asks you to jump into. You'll take damage from the fall, but there are plenty of health packs at the bottom so don't sweat it. You'll move through another couple of oddly-shaped halls with brutes and other assorted baddies before meeting Dare at an elevator. Activate the elevator to move up.



At the top of the elevator, follow Dare as she darts around through a complicated, open series of catwalks. You'll be swarmed by buggers as you progress, so be careful. It's even worth abandoning the flamethrower for a bit to engage the buggers from a distance using a more rangy gun. Keep following Dare, and let her stay far ahead of you. She'll attract the early attention of the buggers, letting you sit back and snipe while she absorbs infinite damage. You'll eventually reach the respite of a narrow hall.



Rescue Superintendent

You get a new objective as Dare runs ahead and dives into another tall hole. Follow after her to a lower area and from there drop down again. Run up the ramp and you'll come up behind a couple of brutes trying to get into a doorway. You've got the jump on them so they should die easy, but watch out for the brute chieftain and his amazingly rad hammer. Kill the lot (and seriously consider grabbing the hammer), then open the door they were banging on for a cut scene.



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Data Hive (cont.)

Escort Engineer to safety

Time to play escort. The engineer you're trying to keep alive doesn't do much to help out, as it basically moves forward blindly, without stopping or trying to care for itself. Try to stay far out ahead of it to clear out a path, though don't expect to keep a perfect record. Run through the first set of doors and you'll run into a bunch of brutes. If you grabbed the hammer from the slain chieftain earlier, it'll be a huge help in killing off the brutes very quickly.



After tearing through the first few, a dropship floats in further ahead and offloads a ton of brutes. Toss grenades into the fray to clear them out *quick* and then get to hammering. This is where you can expect the engineer to start taking some fire, but if you're quick to kill the enemies the floating buddy shouldn't be in trouble for long. Just ahead, you'll meet up with Buck who opens a door for you. Move through and drop down the hole.



There are buggers clinging to the ceiling of the lower room. Shoot 'em down and start frantically clearing the room before the engineer haplessly floats through. When the area is clear, move to the end of the hall and wait for the engineer to unlock a door. It takes a while.



There are more buggers clung to the ceiling of the next hall. Charge forward to kill them early and some will retreat into the next room. Barge in and keep killing. When the room's clear, approach the far end of a cut scene elevator ride.



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Coastal Highway

Find elevator to highway

Right away, you're pushed into a hairy battle. The intersection ahead is crawling with brutes, grunts and jackals, and it's further defended by a roost of turrets floating in the center square. Your first order of business should be to snipe out the turret gunner that's facing directly at you. You should be able to kill him without getting so close to draw his fire. When the gunner is dead, turn your attention to the grunts to the right (the east). You can pick 'em off easy, getting rid of a lot of crossfire.



When you've cleared out the enemies from the southern portion of the intersection, push toward the gunner roost and float up. There are a total of three turrets and should be two gunners left. You can thwack 'em from behind to kill them, but don't waste much time in the roost. The enemies to the north will unload all sorts of fire at you, including explosive shots that'll destroy the roost (and you with it) if you're too long. Be quick, and rip one of the turrets off its mount if you've got time.



If you steal a plasma turret, you can use it to mow down the remaining enemies in the area. When the last enemy is killed, your crew (including the dawdling engineer) sweeps through the block. Make sure to stock up on ammo before following them northeast. There are no enemies to watch for, so just continue into a doorway, follow a hall, and then open another door to ride an elevator to the next section.



Escort and protect Dare's vehicle

Hop into the driver's seat of the Warthog to your left—Buck will handle the turret—and start driving along the road. You're now in charge of destroying any enemies that try to attack Dare's romping vehicle. At first, you've got just some basic ground troops, which you shouldn't have much trouble clearing out. You can stay ahead of Dare to mow down the Covenant, but watch out for grunts lobbing grenades at you. They stick one and it's over.



Coastal Highway (cont.)

Soon, Dare stops under an overhang to recharge her vehicle's shields before you get a checkpoint and continue. Get used to this pattern, as it'll repeat, with each section of the road getting more and more difficult. On the second stretch of road, expect brutes. On the third stretch, watch for grunts in the sniper roosts launching fuel rod cannon blasts. Throughout these early stages, you want to stay in front of Dare as much as possible.



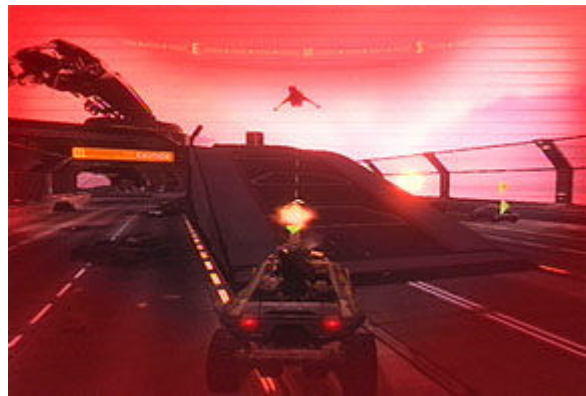
After the third section with the fuel rod cannon snipers, the overhang Dare retreats into is filled with buggers hanging on the ceiling. Back away and let your gunner pick 'em off from afar. If you try to get into the thick of it, you'll end up dead while Dare is in relatively little danger. The fourth stretch is filled with more basic enemies.



It's on the fifth stretch of highway that things get really tough. You'll have to fight off myriad Ghosts that swarm around Dare, and at this point it's actually advantageous to let Dare go in front of you. Let her draw the fire of the Ghosts while you sit back and Buck shoots down the Ghosts. Try to keep the Ghosts facing away from you—if they start to attack you, either ram the Ghosts or do whatever else you can to keep them from facing directly at you. If a Ghost gets you square in its sights, you'll die quickly.



The sixth section of highway is not only guarded by Ghosts, but also by Banshees. Similar to before, we suggest hanging back and doing your best to avoid the attention (and wrath) of all the enemy vessels. Above all else, do your best to avoid staying right in front of any of the vehicles 'cause they'll tear you up in a heartbeat.



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Coastal Highway (cont.)

It's more of the same for a while, but eventually Dare will stop in an overhang shared with a Scorpion tank. Get behind the controls of the tank (and wait for Buck to hop in the gunner's seat) and get back to rolling down the ribbon of highway. Things sound be much easier from here on out—just shoot the things that move and don't worry too much about your health. You're in a tank! A couple of road sections further, a Scarab will sort of halfway threaten to kill Dare, but there's nothing you can do—and nothing you need to do—as Dare simply rolls through the attack.



Soon, Buck makes the decision to take the next off-ramp, which means to dive down into the next tunnel that's in the middle of the highway. Ride down and you'll need to abandon the Scorpion tank to continue right and up the steps of a

building to get a new objective.

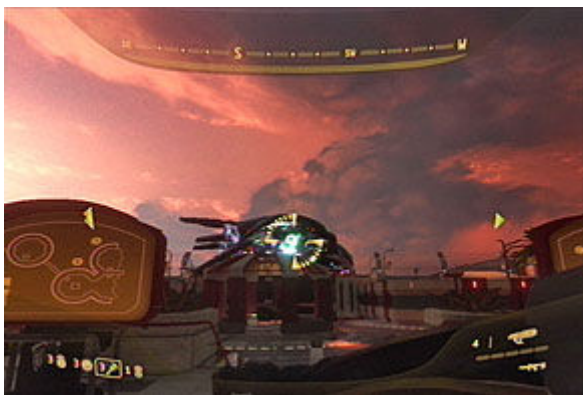


Defend Engineer until friendly Phantom arrives

If you go inside the building you'll find a bunch of ammo (including a rocket launcher at the back of the room) plus health packs. You'll likely need to come back here, but you need to fight outside. Quickly gear up and then run back outside to engage the Covenant that get dropped off by a Phantom. The first batch of baddies is made of just grunts, jackals and brutes. Throw lots of grenades as necessary and watch out for one grunt armed with a fuel rod cannon. In fact, it might be worth picking up the fuel rod when he's dead...

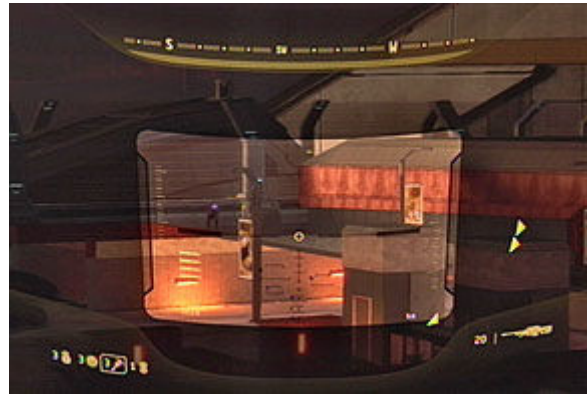


Regain your composure when the enemies are cleared, and regain your health via a pack from inside. Stock up on ammo and prepare yourself for the next onslaught of enemies. A dropship comes in and offloads a bunch of jackals. Try to hit 'em with an explosive, like a grenade, as they all land together, then start looking for a safer spot. The jackals spread, with a few going to the outskirts of the street to snipe while others push in. If you stay in front of the building with your buddies, you'll have a tough time mounting any sort of offense without opening yourself to sniper fire.



Coastal Highway (cont.)

Look around the corner to the left or right from the building entrance for stairways that lead to upper landings of the building. Follow the stairs all the way to the top and you'll find a couple of sniper rifles, more health packs, and a pair of mounted turrets. Grab one of the rifles and use it to snipe the sniping jackals that are in the far distance, to the southwest and southeast. With the snipers killed, you can focus on the other jackals below, at least until the hunters come...



Another dropship releases two hunters into the streets and they'll slowly make their way to the building. You can hop behind one of the turrets to drill away at the hunters, but they'll fire back so you need to keep hopping on and off the turret. If you've still got the rocket launcher available, use it. Or use the fuel rod cannon. Or nail the hunters with sticky grenades. Throw all you've got at 'em, though don't expect this to be the last Covenant hurrah. If the hunters make it to the building entrance, they'll sort of get stuck in the doorways making it pretty easy to finish them off.



When the next dropship rolls in, it releases two large groups of jetpacking brutes. You can meet them with turret fire as they land, but don't hang onto the turret for long. They'll concentrate their fire on you which will quickly kill you if you don't seek cover. At this point you can start using the sniper rifle to pick off the brutes, slowly and methodically. You're mostly safe on the upper platform of the building, though a few brutes will find their way to you so be ready to react to fire from behind.



There are a couple of Wraiths in the far distance, but you can ignore them completely. If you don't fire on them they don't seem to ever lob their mortars at the upper platform. Once all of the brutes are killed, a friendly Phantom floats in from the south and destroys the Wraiths (with ease!). Run to the Phantom's underbelly to hop inside and end the game.



Halo 3: ODST Audiolog Guide

Audiologs 01 - 06	Audiologs 07 - 12	Audiologs 13 - 18	Audiologs 19 - 24	Audiologs 25 - 30
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Audiolog Locations : : 01 - 06



AUDIOLOG 01 - SMALL DATA TERMINAL

Under an overhang on the south side of the side street.



AUDIOLOG 02 - SMALL DATA TERMINAL

You need to follow a ramp to a platform just above street level.



AUDIOLOG 03 - SMALL DATA TERMINAL

On one of the lower platforms, to the north.



AUDIOLOG 04 - SMALL DATA TERMINAL

Just off the street, on the southwestern side.



AUDIOLOG 05 - LARGE HEALTH STATION

You need to enter an underground garage from the southwest corner of the block.



AUDIOLOG 06 - LARGE UNSC RECRUITING CENTER

Just off the road in the western corner of the intersection area.



Audiolog Locations : : 07 - 12

AUDIOLOG 07 - SMALL DATA TERMINAL

There's a tall doorway on the northern corner of the building that you can open to get inside.



AUDIOLOG 08 - LARGE HEALTH STATION

On the eastern side of the street, enter a tall security door (hard to see in the dark) on the upper platform.



AUDIOLOG 09 - SMALL DATA TERMINAL

Inside a gazebo-like structure in the center on the intersection area.



AUDIOLOG 10 - SMALL DATA TERMINAL

Enter the tall security door directly southwest of the location to get into the enclosed courtyard.



AUDIOLOG 11 - LARGE UNSC RECRUITING CENTER

It's on the street level, on the north side of the road.



AUDIOLOG 12 - SMALL DATA TERMINAL

Just north of the location, you need to hop onto some boxes to reach the upper balcony.



Audiologs 01 - 06	Audiologs 07 - 12	Audiologs 13 - 18	Audiologs 19 - 24	Audiologs 25 - 30
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Audiolog Locations : : 13 - 18

AUDIOLOG 13 - SMALL DATA TERMINAL

On a slightly elevated platform just off the narrow alley path.



AUDIOLOG 14 - SMALL DATA TERMINAL

Go up a tall set of stairs to a high sky path, then look to the northern corner of the path.



AUDIOLOG 15 - SMALL DATA TERMINAL

Under an overhang just off the street.



AUDIOLOG 16 - LARGE UNSC RECRUITING CENTER

Just off the street at the base of an upward-running ramp.



AUDIOLOG 17 - SMALL DATA TERMINAL

Go into the smaller doors that open up to an underground station near the large route doors to the southeast.



AUDIOLOG 18 - LARGE HEALTH STATION

On the upper level of the eastern side of the block.



[Audiologs 01 - 06](#)

[Audiologs 07 - 12](#)

[Audiologs 13 - 18](#)

[Audiologs 19 - 24](#)

[Audiologs 25 - 30](#)

Audiolog Locations : : 19 - 24

AUDIOLOG 19 - SMALL DATA PAD

Enter a doorway northwest of the location, in the shallow alley just off the road.



AUDIOLOG 20 - LARGE HEALTH BOOTH

Just off the road, to the right of a big route door.



AUDIOLOG 21 - LARGE HEALTH STATION

Just off the road, on the south side.



AUDIOLOG 22 - SMALL DATA TERMINAL

On the large stair structure that bridges the elevation gap between the lower and upper roadways.



AUDIOLOG 23 - LARGE HEALTH BOOTH

In the very center of the large intersection, just off the road.



AUDIOLOG 24 - SMALL DATA TERMINAL

Go into an opened doorway southwest of the location and follow the indoor hall to the upper landing outdoors.



[Audiologs 01 - 06](#)

[Audiologs 07 - 12](#)

[Audiologs 13 - 18](#)

[Audiologs 19 - 24](#)

[Audiologs 25 - 30](#)

Audiolog Locations : : 25 - 30

AUDIOLOG 25 - LARGE UNSC RECRUITING CENTER

Just off the road, on the northwestern side.



AUDIOLOG 26 - SMALL DATA TERMINAL

In the middle of the intersection on the eastern side of the block.



AUDIOLOG 27 - LARGE USNC RECRUITING CENTER

Just off the road on the north side.



AUDIOLOG 28 - SMALL DATA TERMINAL

Enter a quasi-hidden security door just west of the location and enter the indoor courtyard.



AUDIOLOG 29 - LARGE UNSC RECRUITING CENTER

Enter the security door just west of the location (on the map, the entrance is pretty obvious) to reach an inner courtyard.



AUDIOLOG 30 - SMALL PHONE TERMINAL

In the Data Hive stage, you eventually reach a hall that appears frozen and is loaded with brutes. This is the same hall with the flamethrower we describe in the walkthrough. At this point, the soldier that's been following you will split off and open a door to the northwest that leads to a room that's grayed-out on the map—as long as you've collected the other 29 audio logs. On the wall left of the dead-end hall is the last audio log. But watch out, 'cause the dude isn't happy about you being there and he'll start attacking you. Fortunately, he's a pushover.



Halo 3: ODST Firefight

«	General Strategies	Firefight Maps	--	»
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General Strategies

FIREFIGHT IS A TEAM GAME!

Sure, you can play Firefight by yourself, but to truly succeed in the game you'll have to play cooperatively with other players. Playing by yourself, you'll be lucky to break 20,000 points on some maps—and par is 200,000.

And a couple of points on team play: 1) Your lives are shared. You start the match with seven lives between you and your teammates, but as you progress through the game you earn bonus lives that'll prolong your Firefight game. 2) Your score is shared, so don't go bein' a glory hog! There's no benefit to you hogging the best weapons and leaving your partners to fend for themselves. Work together, protect their lives as if they were your own and work together to build that score higher and higher.

SCORING TIPS

Lots of things in Firefight earn you points—mostly, it's killing—but getting high scores requires more than surviving to kill some more. Here are some key points to boosting your score.

Combos

Killing multiple enemies in quick succession effectively multiplies the score you'd get if you had just killed the enemies individually. A kill that might on its own earn you 50 points could net 200 points if it's a part of a killing spree. The time between kills must be kept very short if you want to keep up a combo, which means that combos are generally built on the lives of weak enemies like grunts, jackals and drones.

A particularly good time to score combos is during reinforcements, when Covenant dropships move in and offload buckets of enemies. Lob grenades onto the ground where tougher enemies land, and then turn your pistol to packs of grunts to fire off a quick succession of headshots. You can earn myriad points.

Big Kills

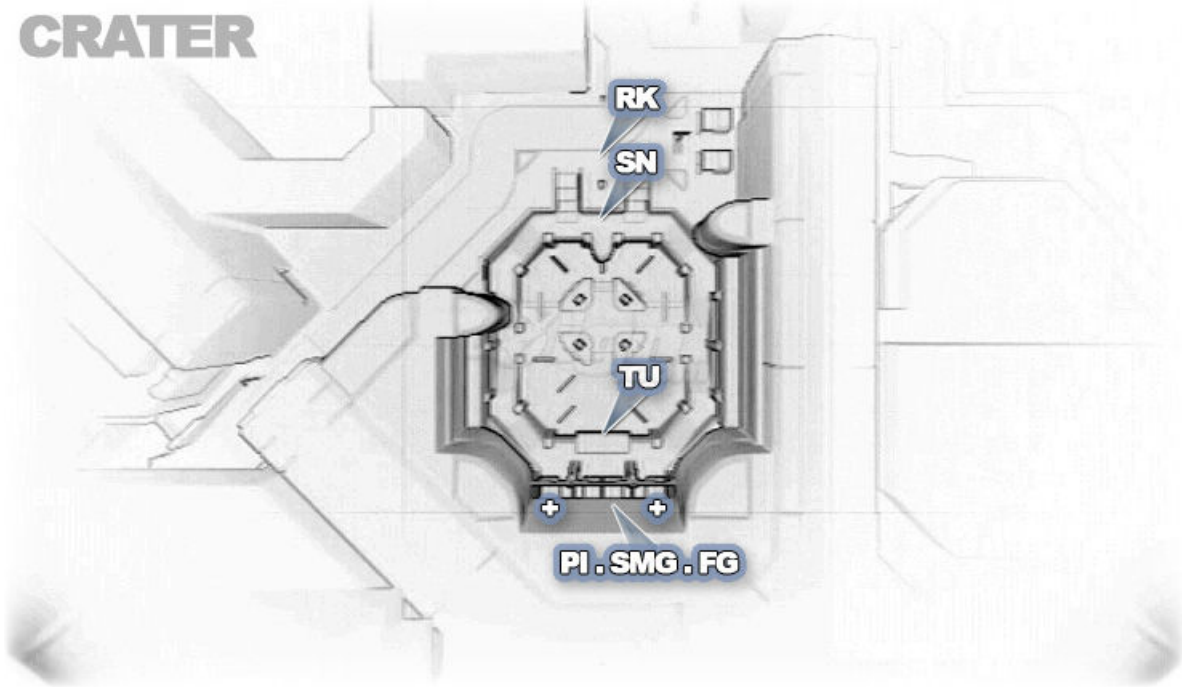
Naturally, the bigger the enemy you kill, the bigger the (point) reward for your deed. Especially valuable kills are hunters and vehicles. If you can work a valuable kill like this into a combo multiplier, you'll earn a ton of points.

Difficulty

This is a no-brainer. The difficulty of your game brings with it a score multiplier that affects every point you earn in a game of Firefight. Normal difficulty earns you a baseline 1.00x multiplier. Easy mode reduces the points you earn for everything, while harder difficulties increase the number of points. The multiplier values for each difficulty are listed to the right. Note that while Easy mode effectively cuts your points in half—and then in half again—it is so difficult to die that you may very well get your best scores on that difficulty. It'll just take forever.

EASY	0.25x
NORMAL	1.00x
HEROIC	2.00x
LEGENDARY	4.00x

Firefight Maps - Crater



PI.SMG.FG
There's plenty of automag and SMG ammo in the spawn points, plus health packs and grenades. Beware, enemies *can* enter the spawn points.

RK
The rocket launcher to the north is on the lower level, and there's more ammo to the south, just outside the spawn rooms.

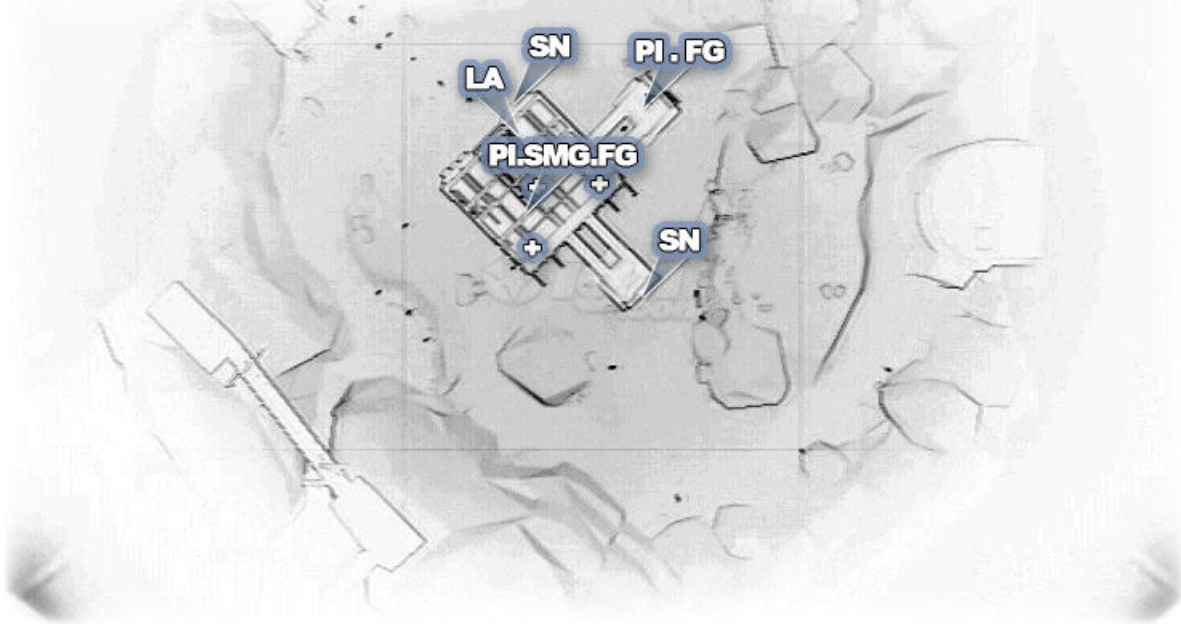
SN
The sniper rifle is on the wall at the landing of the highest set of stairs to the north.

PI	automag pistol
SMG	SMG
SN	sniper rifle
RK	rocket launcher
FG	frag grenade
TU	chaingun turret
+	health pack



Firefight Maps - Lost Platoon

LOST PLATOON



PI.FG

Go up the stairs outside the spawn room to find a stash of pistol ammo and grenades. There's another stash on the rooftop that's also got SMGs.

SN

There are sniper rifles on the upper platform of the main building in the area, on the short perimeter wall.

Warthog

At the northwest corner of the building, on the ground level, is an empty Warthog.

LA

There's a Spartan laser in the northern corner of the building, indoors. The entrance is on ground level, just behind the Warthog. You must collect it. There are also grenades nearby it.

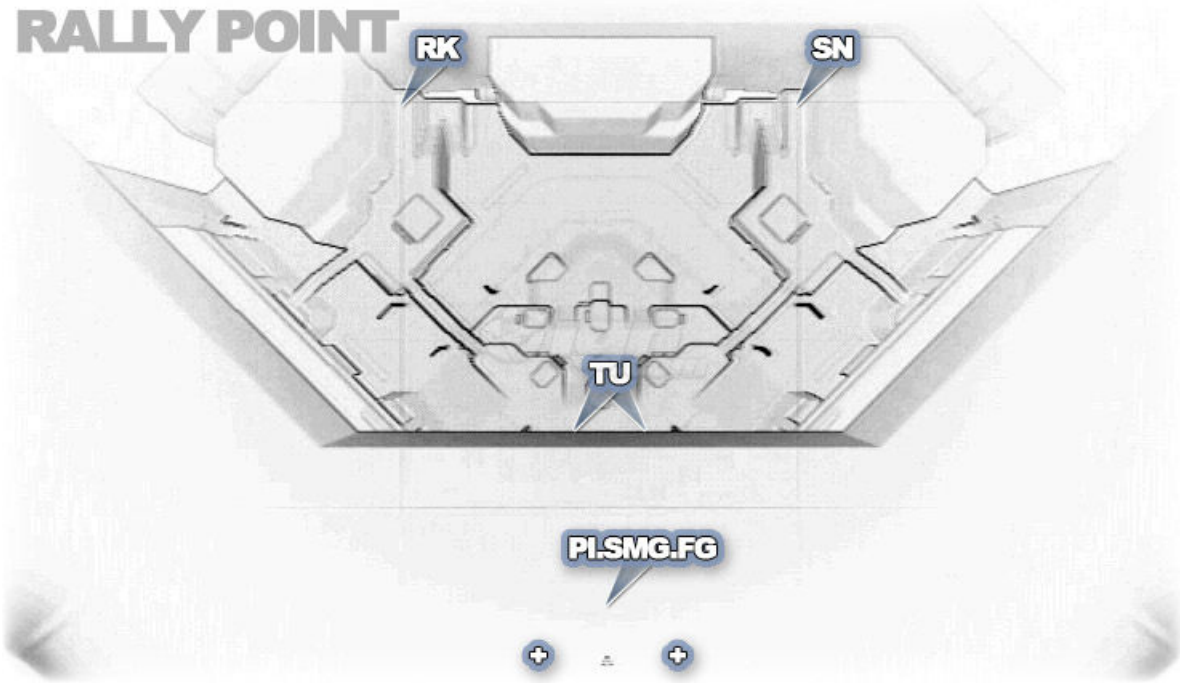
PI	automag pistol
SMG	SMG
SN	sniper rifle
LA	Spartan laser
FG	frag grenade
+	health pack



«	General Strategies	Firefight Maps	...	»
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Crater | Lost Platoon | Rally Point | Security Zone | Alpha Site | Windward | Chasm Ten | Last Exit

Firefight Maps - Rally Point



<p>PI.SMG.FG Naturally, there's ammo for your pistol and SMG, plus grenades in the spawn area to the south.</p>	<table border="1"> <tr> <td>PI</td> <td>automag pistol</td> </tr> <tr> <td>SMG</td> <td>SMG</td> </tr> <tr> <td>SN</td> <td>sniper rifle</td> </tr> <tr> <td>RK</td> <td>rocket launcher</td> </tr> <tr> <td>FG</td> <td>frag grenade</td> </tr> <tr> <td>TU</td> <td>chaingun turret</td> </tr> <tr> <td>+</td> <td>health pack</td> </tr> </table>	PI	automag pistol	SMG	SMG	SN	sniper rifle	RK	rocket launcher	FG	frag grenade	TU	chaingun turret	+	health pack
PI	automag pistol														
SMG	SMG														
SN	sniper rifle														
RK	rocket launcher														
FG	frag grenade														
TU	chaingun turret														
+	health pack														
<p>TU Just outside of the spawn area are these two turrets. Enemy dropships land right in front of them. Just sayin'.</p>															
<p>RK This rocket launcher is key. You can find more ammo from it in the triangular planter boxes at the north end of the stair-covered city square.</p>															

SN

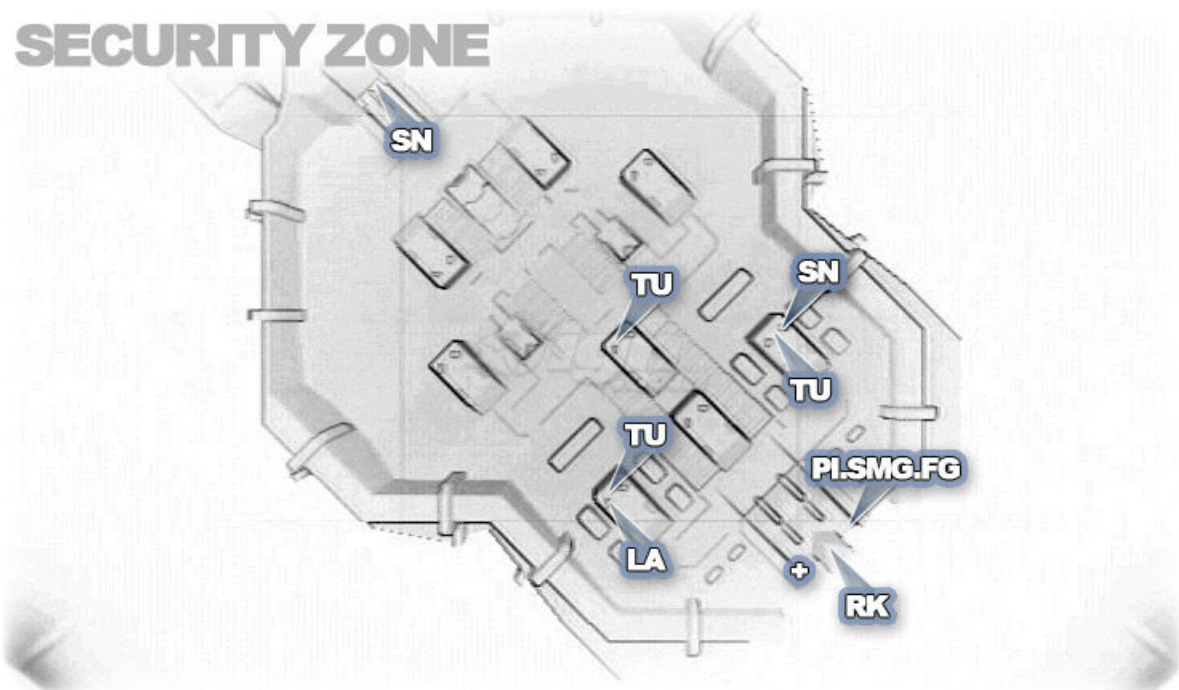
Similarly, there's extra ammo for the sniper rifle in the triangular planter box opposite the planter box with the rocket launcher ammo.



«	General Strategies	Firefight Maps	»
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Crater	Lost Platoon	Rally Point	Security Zone	Alpha Site	Windward	Chasm Ten	Last Exit
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Firefight Maps - Security Zone



RK

We ain't kidding, the rocket launcher is right next to the spawn point, on the back wall between the racks of lesser guns. There's more ammo for it on the elevated platform northwest of the platform with the sniper rifle.

LA

Resting on the bench beside the turret is a Spartan laser.

SN

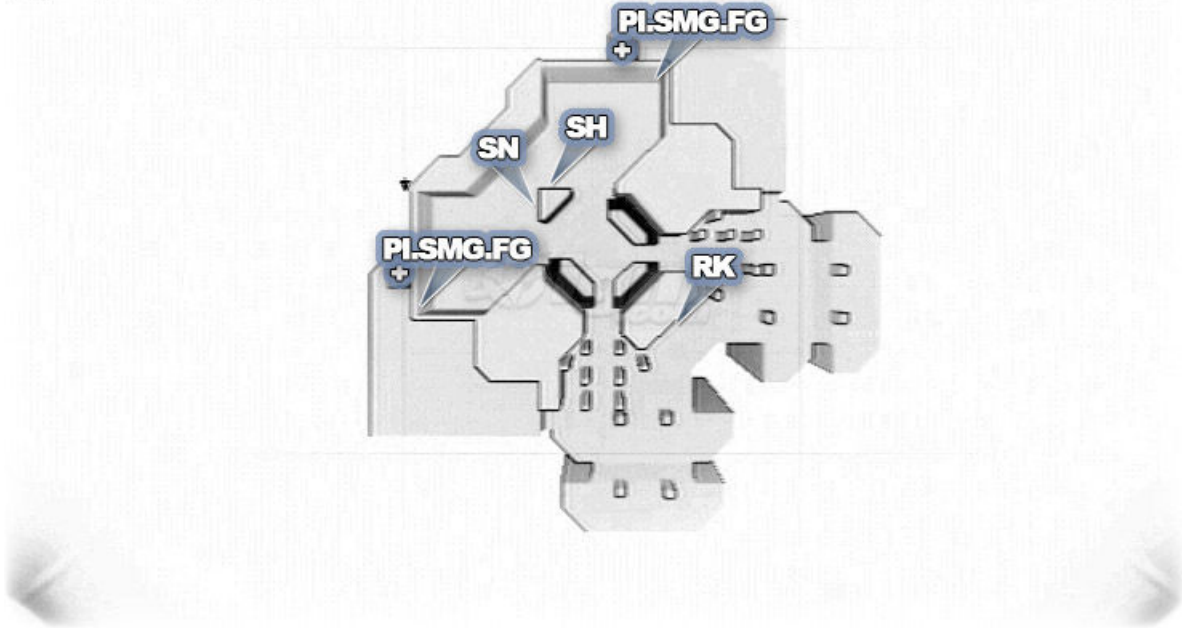
Next to the turret to the northeast is a sniper rifle, sitting on the bench to the right. There's another sniper rifle at the far, northwestern end of the level, plus a couple of stashes of ammo in the northwest.

PI	automag pistol
SMG	SMG
SN	sniper rifle
RK	rocket launcher
LA	Spartan laser
FG	frag grenade
TU	chaingun turret
+	health pack



Firefight Maps - Alpha Site

ALPHA SITE

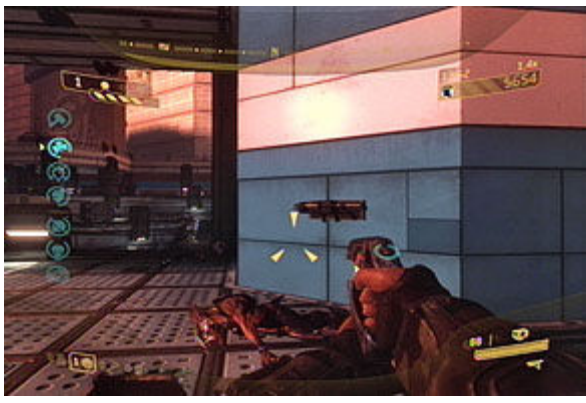


RK
There's extra ammo for the rocket launcher on the outdoor platform to the west.

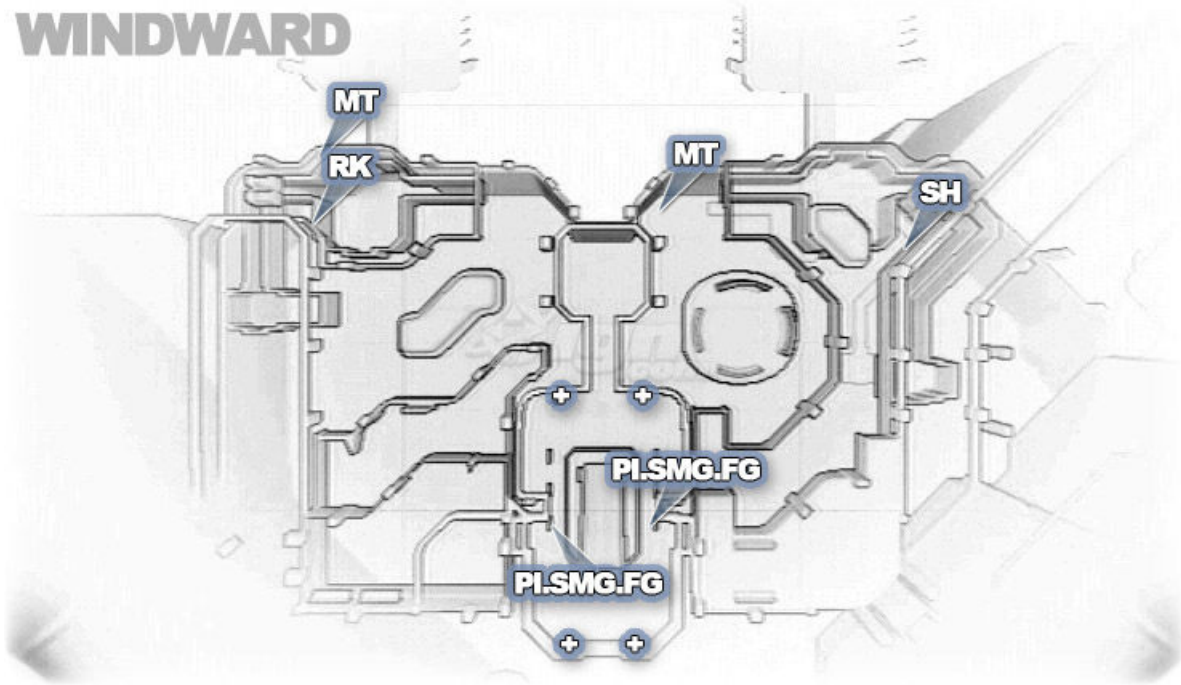
SN
After you grab the sniper rifle from the wall, look for extra ammo on the outdoor platform to the south.

SH
The shotgun is on the north-facing wall of this massive pillar near the spawn point, and it's a good weapon in these close quarters.

PI	automag pistol
SMG	SMG
SN	sniper rifle
SH	shotgun
RK	rocket launcher
FG	frag grenade
+	health pack



Firefight Maps - Windward



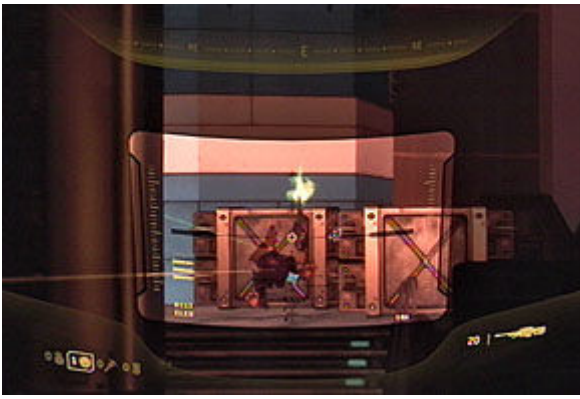
PI.SMG.FG
 These ammo stashes near the spawn area are on the second level of the indoor area—the lower area has no weapons, but two health packs.

MT
 There are two missile turrets and they're great for knocking down the banshees that plague the area. Plus, when reinforcements are incoming, you can get behind the turret and start killing early as the dropships unload their cargo.

RK
 The rocket launcher to the northwest has extra ammo in the small 'tween room in the north-central area of the map, just north of the spawn area.

PI	automag pistol
SMG	SMG
AR	assault rifle
SH	shotgun
RK	rocket launcher
FG	frag grenade
MT	missile turret
+	health pack

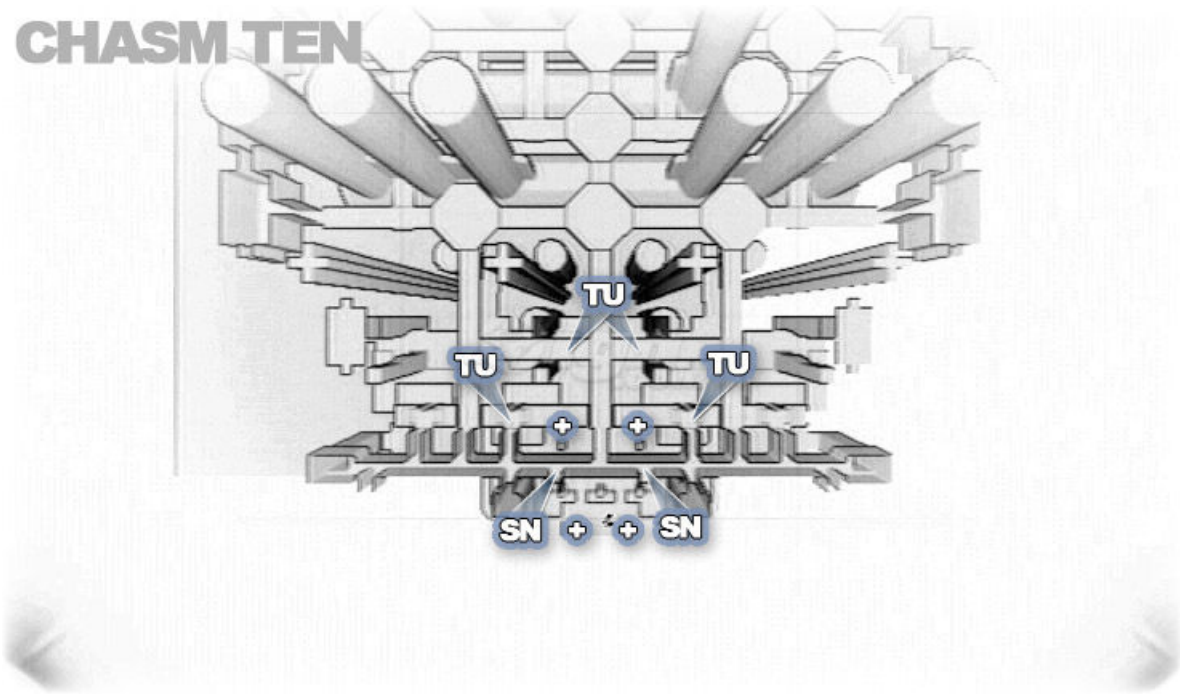
...
 You start the match with a sniper rifle. There are a couple of sniper ammo stashes to find, one near the aforementioned rocket launcher ammo. The other two are on either northwest and northeast corner of the map.



«	General Strategies	Firefight Maps	»
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Crater Lost Platoon Rally Point Security Zone Alpha Site Windward Chasm Ten Last Exit

Firefight Maps - Chasm Ten



RK
Celebrate, 'cause there's a rocket launcher right at the spawn point. There's more ammo to be found directly north of its location, against the far northern wall of the stage. Of course, you'll have to expose yourself to Covenant fire to get it.

TU
There are myriad turrets in this stage, all on the south side and facing north. The pair furthest to the south is on an upper level that you can get to by riding an updraft behind the spawn point.

PI	automag pistol
SMG	SMG
RK	rocket launcher
FG	frag grenade
TU	chaingun turret
+	health pack

SN

Catch the air lifts from the spawn point and in the hall before you exit out to the main area you'll find a pair of sniper rifles. There's extra ammo on the catwalk to the far north, in the east and west corners.

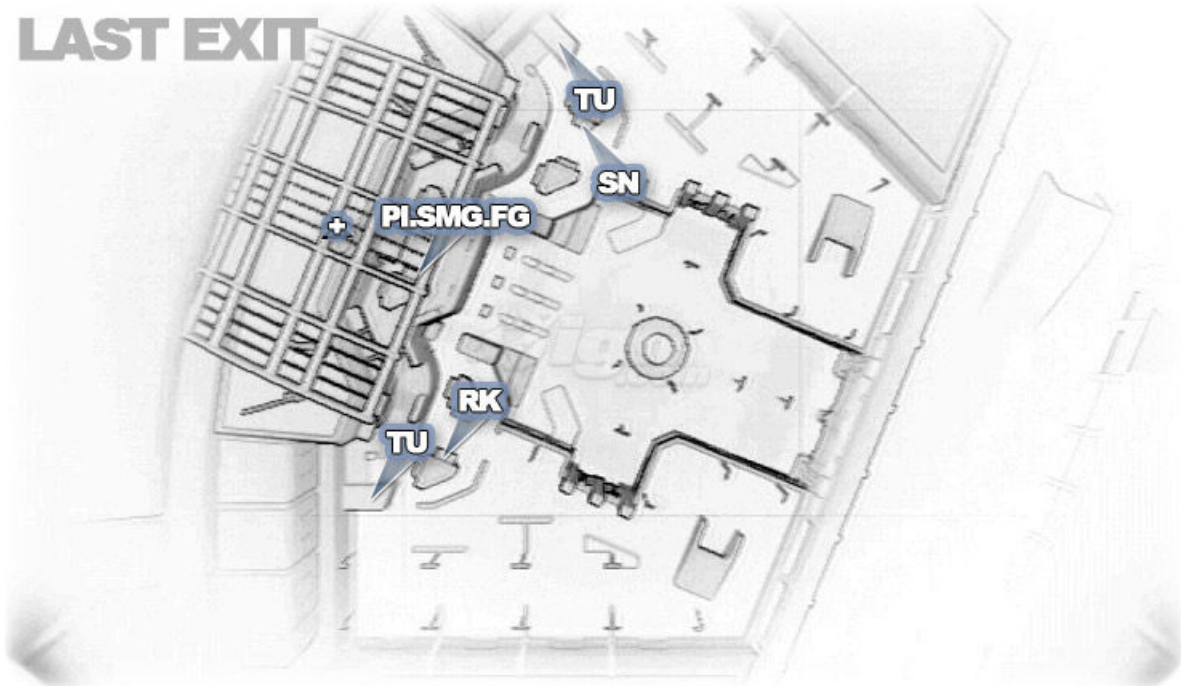
+ There are two health packs near the upper-tier turrets, and near those health packs is ammo for the pistol and SMG. We didn't mark them on the map because it's already pretty cluttered.



«	General Strategies	Firefight Maps	»
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[Crater](#) | [Lost Platoon](#) | [Rally Point](#) | [Security Zone](#) | [Alpha Site](#) | [Windward](#) | [Chasm Ten](#) | [Last Exit](#)

Firefight Maps - Last Exit



PI.SMG.FG

There are stashes of the usual—pistols, SMGs and frag grenades—near the front door of the room where you spawn. If you ride the updrafts at the back of the room, you'll be brought to a top level that's also got identical supplies.

PI	automag pistol
SMG	SMG
SN	sniper rifle
RK	rocket launcher
FG	frag grenade
TU	chaingun turret
+	health pack

RK

Be sure to grab the rocket launcher early. There's a load of extra ammo that spawns in the middle of the gazebo that's at the center of the stage. It's a highly contested area, so stock up early.

TU

The turrets are positioned so that you can protect the stairs, which is good for guarding snipers.



Halo 3: ODS T Recon Armor & Secrets

Audiolog Locations

Looking for the game's 30 hidden audiologs? We've got each location mapped out and described in our [Halo 3: ODS T Audiolog Guide](#) section.

Road to Recon!

Recon Armor in Halo 3 multiplayer is an exclusive handout available only to a select few, but with ODS T it's become a badge of honor that dedicated Halo fanatics can unlock for themselves. There are seven Achievements that must be earned—three in ODS T, and four in the original Halo 3—before you can head over to [Bungie.net](#) to get a download code. These are those seven Achievements.

Halo 3 Achievements

VIDMASTER CHALLENGE: ANNUAL

Complete Halo on 4-player Legendary LIVE co-op, with Iron, and everyone in Ghosts.

VIDMASTER CHALLENGE: LIGHTSWITCH

Get the rank of Lieutenant in any playlist in the new EXP progression system.

VIDMASTER CHALLENGE: 7 ON 7

Entered into a ranked or social playlist with 7 EXP on the 7th of the month.

VIDMASTER CHALLENGE: BRAINPAN

Find all the hidden skulls on the Mythic maps.

Halo 3: ODS T Achievements

VIDMASTER CHALLENGE: CLASSIC

Finish any level solo on Legendary, on LIVE, with no shots fired or grenades thrown.

VIDMASTER CHALLENGE: ENDURE

In Firefight, on any mission, pass the 4th Set on 4-player Heroic LIVE co-op.

VIDMASTER CHALLENGE: DEJA VU

Complete Highway on 4-player Legendary LIVE co-op with Iron, and no 'Hog or Scorpion.

Hidden Skull Locations

Hidden skulls have been with the series since Halo 2, so naturally ODST brings with it a unique set of hidden skulls to find. There are three total, each hidden inside one of the new multiplayer maps. Fortunately, you don't need to search for the skulls while in the midst of a multiplayer battle—in fact, you'll need to find them in Forge mode (Forge is available on the multiplayer disc). Load up the level and use the flying camera mode to navigate to the skull locations, which we've outlined in the video below. When you've found the skull, position yourself above it and then toggle out of the flying camera mode and hold whichever button you've got mapped to picking up weapons (default is RB). Your character should fall past the skull and pick it up on the way down—if you miss it, just try again.

Halo 3: ODST Q & A

You've got questions, we've got answers. If you need help with something you didn't find in our guide, please [shoot us an e-mail question](#) and we'll do our best to answer. We'll publish the best and most common questions here.

[Ask a question!](#)

QUESTION | **How come I can't play campaign mode / multiplayer mode?**

ANSWER | Oddly, the game comes on two separate discs, one disc dedicated to the single-player campaign and the other dedicated the multiplayer. If you want to switch between campaign and multiplayer, you'll have to switch discs. And if you've only got one disc, give the kid you bought the game from a dead-arm for rippin' you off.

QUESTION | **How do I unlock Recon armor in the multiplayer game?**

ANSWER | Check out our [Road to Recon!](#) section for info on unlocking the exclusive Recon armor.

QUESTION | **Can I unlock the Vidmaster Challenge: Classic with an Xbox Live Silver account?**

ANSWER | Yeah, you just need to be connected to Live so that the game can confirm you're not using a hack—you don't need a paid Gold account.

Question submitted by Jesus Salvador

QUESTION | **How do I resume my game? I played two days ago, but now I can't revert to my saved game. I have to keep starting over.**

ANSWER | If you turn off the game without "quitting and saving" you won't be able to continue your campaign—you just get the option to "Start campaign." But, you can choose "Campaign" (the second item on the title screen menu) and choose the last stage you played from the level selector. The game doesn't create any autosaves of your progress but it does remember which stages you've completed. Next time you stop playing, make sure to quit and save from the game's pause menu.

Question submitted by jvt

QUESTION | **What is the Halo: Reach beta? Is it a game I can play using the ODST disc?**

ANSWER | **Halo: Reach** is a new Halo game, and Microsoft is doing a beta next year. To get into the beta, apparently you need the Halo 3: ODST disc (but, presumably, the Reach data is not on the ODST disc).

Question submitted by Jiri

QUESTION | **I cannot find the flamethrower on Data Hive for the related Achievement—where is it?**

ANSWER | It's in the icy area where you fight a bunch of brutes, in the northeast corner. [More info here.](#)

Question submitted by Jason

QUESTION | **Why do you guys have a different way of getting to the underground access (Data Hive)? In looking at other walkthroughs, the underground access is shown to be close to the train station, whereas yours states that it is in the plaza. Either way, I have been unable to find it.**

ANSWER | Press UP on the D-PAD and follow the marker that appears on your screen. I played through the game a second time and the entrance was near Kikowani Station—I think it appears wherever you last were in Mombasa before unlocking the Data Hive.

Question submitted by Omar

QUESTION | **My policeman dude died in Data Hive. Do I need a certain difficulty set to make him live? Answer back quick.**

ANSWER | Hey, that's not nice to demand we answer back quick.
Try playing the game on a different difficulty, and make sure you have all 29 previous audiologs collected. He died once for us (as we stated in the walkthrough), but on easier difficulties he lived to open up the door.

Question submitted by Josh

QUESTION | **How do you get to the southernmost area of New Mombasa, behind the Covenant barriers?**

ANSWER | I don't think you can. It's weird that on the map it looks like an area you can go to, but as far as I can tell it's fully blocked off.

Question submitted by Greg