



Halo: Reach Guide

by [Samuel Claiborn with contributions from Ryan Geddes and Mark Ryan Sallee](#)

Before Master Chief ever set foot on the first Halo megastructure, UNSC Marines fended off the advances of the alien alliance known as the Covenant on a remote colony called Reach. Halo: Reach recounts the story of one of humanity's greatest battles against the Covenant. Noble Team may be comprised of genetically augmented Spartan super soldiers, but regular humans can rely on this IGN Guide for the locations of the Data Pads, a full Heroic difficulty walkthrough and much, much more.

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Halo: Reach Basics

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Many of your favorite weapons return in Halo: Reach, but the newcomers may steal the show due to their sheer awesomeness: Needler Rifle? Yes please! Note that you can no longer dual-wield any weapon, and many all of the classic weapons are slightly tweaked. This section will be updated as we wear out our trigger fingers -- and feel free to [send us weapon tips](#). We promise not to use them against you.

UNSC (Human) Weapons

M6G PDWS Magnum

For some, the DMR will remove them a bit too far from the action. In that case, reach for your trusty sidearm. The Magnum is back and better than ever. Give it a quick squeeze and you'll get all weepy with nostalgia for the days of Halo: Combat Evolved. But wipe away that tear. There's no crying in Team Slayer. The Magnum will give you a kill in just five shots ... four to the body, one to the head. It fires faster than the DMR, but it's only really effective at close range, and shooting too quickly will throw off your aim.



It's a bit tricky, but if you can get the pacing down, people will be cursing you for your close-quarters kills. While you're at it, make sure to melee with the Magnum when the opportunity presents itself. In our opinion, it's got the best weapon-melee animation in the entire game.

Second only to the DMR for all-round usefulness in the Campaign, you should pick this scoped weapon up whenever you find it.

M90 CAWS Shotgun

The shotgun is one of the few weapons that's good for a one-shot kill -- the catch? You'll have to meet your enemy face-to-face. The close-range effectiveness of the shotgun is balanced by its complete lack of power at medium and far ranges. A small amount of shells means you should aim well or risk getting capped during a lengthy reload.



In the Campaign, the Shotgun is mainly used for killing Hunters. Armed with Sprint, you can charge around the rear side of a Hunter to get in a few shots at its weak point. This is the

best technique for dealing with these massive beasts on harder difficulties.

M392 Designated Marksman Rifle (New)

We personally have a bit of a love-hate relationship with the Battle Rifle from Halo 3. Basically, we love to hate it. Yeah, yeah, that probably means we don't know how to use it. But we don't know how to use a curling iron either, but that doesn't mean we need to learn how. The BR is a jack of all trades and master of none. Janky up close and lacking at range. Luckily, the BR is out of Reach in favor of the Designated Marksman Rifle. Oh, yes.

The DMR can be a lean, mean headshot machine if you know what you're doing. It's a bit unwieldy at close range, but at mid-to-long range it's deadly. Like the Magnum, the DMR takes five shots to kill (make sure the last one nails the noggin). And thanks to its dampened recoil, it feels just like shooting womp rats back home. Slow and steady wins the race.

In the Campaign, the DMR will be your best friend. Its powerful scope is essential for popping every type of Covy head, with the possible exception of Hunters. Never pass it up!



MA37 ICWS Assault Rifle (New)

If Halo: Reach is a delicious home-cooked meal, then the Assault Rifle is the meat and potatoes. It's the go-to gun when you're in close and don't feel confident about your Magnum skills. Not terribly powerful but not particularly weak, the AR is your best friend in a pinch.

You use controlled bursts with the AR for better accuracy, but if you want to go in with your gun blazing, be our guest. Just be warned that the AR in Reach is tilted more toward accuracy than firepower, so you might come up short when the jumping around and shooting starts. Oh, also, it has a really awesome stripe on it.

Unfortunately, in the Campaign, the AR is almost always worth ditching for another weapon. Especially the DMR. You won't be able to make any kills with the AR on harder difficulties. Skip it!



Sniper Rifle (System 99D Anti-'Matériel') (New)



The Sniper Rifle has received a tech downgrade in its new iteration -- the mini-screen is gone. Nevertheless, two shots from the Sniper Rifle will kill anyone, period. It has essentially infinite range, but a limited ammo capacity, high recoil and slow load time. That doesn't mean that everyone won't run for it immediately, though, since a well-trained sniper will usually make the most kills in any match.

When you can find the Sniper Rifle in the Campaign, pick it up and use it -- they are always placed in sniping positions. Don't tote it around with you if you have access to a DMR or Magnum, which can be equally effective and have much larger clips.

M319 Grenade Launcher (New)



The Covvies don't get to have all the ridiculous fun, though. The Spartans will be rolling into battle with the Grenade Launcher. This sucker fires standard frag grenades, but with a couple added bonuses. First, just like all frags in Halo:

Reach, they'll do a small amount of contact damage when they hit an enemy. Probably feels like stepping in front of a ball machine at the batting cage. Thump.

But the Grenade Launcher does another trick, too. Fire it normally to launch a 'nade and watch it bounce around before a timed explosion. Or, you can hold the trigger down when you fire. It'll hang out wherever it comes to rest, waiting for you to release the trigger and blow it. This is great for sabotaging vehicle paths or terrorizing teams at score points in games like Stockpile. As if that weren't enough, these little insta-mines also throw off an EMP blast when they detonate, popping shields as they go.

Not so useful in the Campaign.

M41 Rocket Launcher



The Rocket Launcher isn't as easy to use effectively as your average n00b may think. It's slow, clunky and full of death-dealing rockets that deal splash-damage to nearby foes (and you!) as well as killing anything they touch. Aim for the feet.

Spartan Laser

The awesome power of the Spartan Laser is balanced by its three second charge time. Sitting on the trigger and keeping on a bead on your target is tough when you are tracing fast vehicles -- and the Spartan Laser is the best weapon to wield against a vehicle. Many players keep a charge by constantly manning the trigger. Best if you have a good hiding spot or a large gap between you and your prey, the Spartan Laser's pinpoint pulse of death can be widened a bit by turning away just as you fire.

You won't find this often in the Campaign, and when you do, its best to give to a soldier who has perfect aim and infinite ammo. The laser won't even drop an Elite's shields on harder modes!



Weapons

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Covenant Weapons

Plasma Repeater (New)

This one's interesting. According to Bungie, the Plasma Repeater is the Covenant answer to the UNSC Assault Rifle and essentially replaces the Covenant Plasma Rifle of old (which never really looked like a rifle to me anyway). Oh, and before you start crabbing at me about "old" and "new," let's get the timeline business out of the way now. The game takes place in 2552, just after the fall of Reach, right before the events of Halo: Combat Evolved. So the weapons we're calling "new" are new to the Halo series and not necessarily to the Halo universe timeline.

Anyway, the mechanics of the Plasma Repeater are simple. Fire it too quickly for too long and it will start to overheat, which slows its rate of fire. Hit the reload button to vent it and get back to full speed. It will never stop completely, no matter how hot it gets, but you'll definitely want it operating at full capacity, so keep your eye on it.

Like the Assault Rifle, this weapon should be used as a last resort on harder Campaign difficulties. It fires fast but kills slowly.



Energy Sword

The Energy Sword is a close-range combat staple. Great for stealth kills, you don't want to run up to a firing foe with the sword, despite its crazy-fast kill potential.

In the Campaign, never pass up an Energy Sword. The instant kills on harder modes are extremely helpful. Swing this sword and you'll usually kill anything -- although Elites with shields may take two hits.



Gravity Hammer

You can deal damage to crowds and send people flying with the Hammer, and it's instant death for those pinned under it. That said, the Hammer is slow. Yeah, it doles out death like no other melee weapons, but if you can sneak up on someone you have a much better chance than going all Brute on them.

Like the Energy Sword, the GH should never be passed up in the Campaign. When used against Brutes you can seriously thin out the ranks -- even on Legendary.



Plasma Pistol

The Plasma Pistol has some cool hidden uses. When charged, it drains an enemy shield completely and also stalls vehicles -- take advantage of this, it's seriously great for stopping a rampaging Warthog duo. If you hold a charge for too long, you'll lose it and be temporarily stunned. The single-fire shots are extremely lame.

You'll be using this a lot in the campaign to stall, and jack, vehicles. From Wraiths to Banshees, a locked-on, fully-charged shot will stall any vehicle. Charge, wait for the reticle to turn red and fire. Your shot will follow its target.

This Plasma Pistol is the ideal sidearm for fighting Elites as well. Hit them once with an overcharged Pistol shot to lower their shields, followed by a melee or a headshot from a DMR to finish them off on Legendary where little else works.



Needle Rifle (New)

The Needler is a classic Halo weapon, and it's back in Reach. But now it has a big brother. The Needle Rifle is a slower, more accurate version of the Covenant sidearm that fires translucent pink shards of crystalline death. The old Needer was a brute-force weapon that was at its most dangerous when it fired full clips of explosiveness into enemies.



Like the UNSC's Designated Marksman Rifle, the Needle Rifle can pull off headshots and long-range kills. But it can also use its little brother's explosive capabilities. Bury enough shards in your opponent, and he'll eventually explode, cursing you as he goes. This one's a bit tricky to get the hang of, especially if you're used to the pace and feel of the single-handed Needler. But it's worth playing with, because the accuracy of a rifle combined with the chaos of exploding crystalline shards is just too much fun to ignore.

The Needle Rifle won't take down an Elite in a Legendary Campaign, but it can take out just about anything else. Three needles to a Grunt or Jackal will cause a deadly explosion. Still, this weapon comes in as a distant third to the scoped DMR and Magnum.

Needler

The slightly-homing, rapid-fire crystals from the Needler do extra damage once they explode in your "stuck" opponent. Keep the crosshairs on target and you'll deal exponential damage. This is the ideal medium-range weapon -- it spreads at a distance and takes too long for close range.



In the Campaign you can occasionally fill a Brute with Needles to blow it up -- but you won't be able to use it on more than one due to the tiny ammo clip. Consider this a one-use weapon on Legendary.

Fuel Rod Cannon

The Fuel Rod cannon is similar to the Rocket Launcher -- slightly weaker, slightly faster. Its projectiles are slow-moving and somewhat easy to dodge at great distances.

This is the ideal weapon to hand to a computer-controlled soldier in the Campaign. Let the soldier into the passenger seat on your Wart Hog and you may as well have upgraded to a Scorpion. This is a great anti-vehicle weapon, but not so hot at dropping Elite or Brute shields.

Focus Rifle (New)

Just look at that gun for a second. If that doesn't look like a dangerous-ass alien weapon to you, then you are going to be useless in an alien invasion. To us, this is one of the coolest looking guns Bungie has ever designed. It looks like a crocodile

snout crossed with one of those Dyson vacuum cleaners. Scary stuff, that. But it's not all looks. This thing backs up its evil exterior with some mean machinery.



You know those Forerunner Sentinel lasers from past Halo games? Well, the Focus Beam crosses one of those with the Covenant Beam Rifle favored by Jackal snipers. So it has the accuracy of a sniper rifle, the searing power of a continuous laser beam and, as an added bonus, a bit of a stun effect when it hits. It's truly terrifying to see this beast burning across the map. Great for picking Jet Packers out of the air, though. Flyboys, you have been warned.

Pass this up on Brutal and Legendary Campaigns, its SERIOUSLY underpowered. The longer you focus on a target, the more damage you'll take.

Plasma Launcher (New)

Oh, Plasma Launcher. How have we lived this long without firing you? There are going to be a lot of people who claim that the Plasma Launcher is nothing but a noob tube that breaks the game. And you know what? They might be right. But that's what the Halo: Reach is all about ... finding the right balance for multiplayer. But seriously, this thing is ridiculous.



It launches up to four plasma sticky grenades at once, depending on how you choose to fire it. Shoot them off in quick succession to paint a target-rich environment, or hold down the trigger and release it after all four grenade icons light up on the weapon's HUD to nail some poor enemy or vehicle with your entire payload at once. The grenades track their targets ever so slightly, too, so be very, very careful when you see it pointed at you. Better yet, kill the guy who has it and take it from him.

A good weapon to turn on Hunters in the Campaign, you won't see it very often. It's a bit too slow to use on Elites and Brutes, but you can try to stick a slow-moving Wraith for some pretty fireworks.

Halo: Reach Ranks

	Weapons	Ranks
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Ranks

Earning Credits is the only way to increase your rank in Halo: Reach, but there are many, many ways to do this. One of the most reliable ways to earn Credits is to just play online matchmaking games as much as possible. You will be awarded for all sorts of things in matchmaking, from kills to medals. Another great way to earn Credits is to complete daily and weekly challenges. You'll can even see how many Credits you'll earn for each in the challenge menu. Finally, commendations are another great way to earn Credits and rank up. Check out your commendations menu and work towards the goals in all your campaign and matchmaking sessions. Earning a silver rank lands you a few thousand Credits!

Here are the Credit amounts you need to attain for each rank in Halo: Reach

Rank	Credits Required
Recruit	0 cR
Private	7,500 cR
Corporal	10,000 cR
Corporal Grade 1	15,000 cR
Sergeant	20,000 cR
Sergeant Grade 1	26,250 cR
Sergeant Grade 2	32,500 cR
Warrant Officer	45,000 cR
Warrant Officer Grade 1	78,000 cR
Warrant Officer Grade 2	111,000 cR
Warrant Officer Grade 3	144,000 cR
Captain	210,000 cR
Captain Grade 1	233,000 cR

Captain Grade 2	256,000 cR
Captain Grade 3	279,000 cR
Major	325,000 cR
Major Grade 1	350,000 cR
Major Grade 2	375,000 cR
Major Grade 3	400,000 cR
Lt. Colonel	450,000 cR
Lt. Colonel Grade 1	480,000 cR
Lt. Colonel Grade 2	510,000 cR
Lt. Colonel Grade 3	540,000 cR
Brigadier	1,400,000 cR
Brigadier Grade 1	1,520,000 cR
Brigadier Grade 2	1,640,000 cR
Brigadier Grade 3	1,760,000 cR
General	2,000,000 cR
General Grade 1	2,200,000 cR
General Grade 2	2,350,000 cR
General Grade 3	2,500,000 cR
General Grade 4	2,650,000 cR
Field Marshall	3,000,000 cR
Hero	3,700,000 cR
Legend	4,600,000 cR
Mythic	5,650,000 cR
Noble	7,000,000 cR
Eclipse	8,500,000 cR

Nova	11,000,000 cR
Forerunner	13,000,000 cR
Reclaimer	16,500,000 cR
Inheritor	20,000,000 cR

Credit Farming Made Extremely Easy (and Legal!)

While there are many ways to earn Credits, or Credits, in Halo: Reach, this is the easiest strategy we've discovered so far. Choose the Mission Start ONI: Sword Base and turn on the "Free For All" option under scoring options. You can set any Skulls you want but you probably want your difficulty to be Normal -- it's hard to do this on Legendary. Basically, you want to skip the first fight entirely. Run up the ramp to the west and jump onto the little wall to the north that wraps around to the road leading south. Sprint to the gate and grab the Target Locator from the suitcase along the western wall. Next, you'll want to set a Checkpoint -- this matters quite a bit, so don't ignore this step. Move to the south end of the gate and aim your locator north as the enemies approach. As you tool around by the closed southern door, you should get a Checkpoint. Now, aim the Target Locator at the street to the north and pull the trigger. Try to catch as many enemies as possible in your blast. This will earn you Credits -- probably about 100, based on your Commendations and Medals from the blast. Now, revert to the last Checkpoint and repeat the Target Locator blast infinitely. You get Credits for earning Medals Commendations, so the exact amount will vary for each blast depending on your Commendation progress. You should be able to work towards Commendations like Leadership Element and Splash Damage, while also gaining a set number of Credits for the Medals you win in each Target Locator strike. Using this method you can safely rack up Credits at the rate of several thousand every few minutes! Thanks to *TheresPooOnMyShoe*.

Halo: Reach Walkthrough

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»

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Mission 11 // Lone Wolf

»

≡	Mission 01/02	Mission 03	Mission 04	Mission 05	Mission 06	»
		Part 1	Part 2	Part 3		

(What the game calls "Mission 01" is actually just the opening cinematic -- this will be your easiest Mission!)

Mission 02 // Winter Contingency

MISSION START // WELCOME TO BRAVO TEAM

You and NOBLE Team, a team of Spartan super soldiers (who, unlike many other humans you'll encounter, cannot die in firefights) fly over the side of a mountain and identify a downed relay outpost and a distress beacon below. Your first objective is to investigate this beacon. Take a moment to mess around with your look/aim and other control settings. You may want to crank your look speed up a bit to medium or high for the Heroic campaign.



Data Pad 01

Legendary

As soon as you've got control at the start of the mission, hop out of the chopper and run down the hill. A cloaked elite will start running along the lower path, from left of the gate. If you can tag him before he reaches the gate, the elite will pause and look at you, giving you time to bring down his shields and finish him off. This isn't easy. Don't waste a shot or you'll have to reload. May be easier done in co-op.

Jump down the hill and rendezvous with the team at the small circle of buildings with the distress beacon. After this you need to head to the bottom of the hill and enter a small building on the cliff's

edge.



Achievement Tip // KEEP IT CLEAN

Kill 7 Moa during the 2nd mission of the Campaign.

To land the KEEP IT CLEAN Achievement, keep an eye out for the giant ostrich-like Moa birds in the Winter Contingency mission. The first few can be seen on the very first slope you traverse down past the distress beacon at the beginning of the level. Shoot the Moa or run them over throughout the level to get this Achievement. You won't have trouble spotting them.



Travel through the houses (press LEFT on the D-pad to turn on night vision in dark places) and wait for NOBLE Team to talk to the frightened natives on the far side.



Run up the path ahead and enter the next building. After examining the murder victims, head outside the door up the stairs and you'll get a glimpse of a Covenant alien -- a Jackal. Follow your team through the door marked A8.



Head down the stairs and you'll see a pack of Jackals. These Jackals don't carry shields, making them easy prey. Toss a grenade (RIGHT TRIGGER) into the pack and then finish off the remaining Jackals with your Assault Rifle.



Now, switch to your M6G Magnum (Y Button) and shoot the Jackals on top of the buildings in the courtyard while peeking out of the doorway. You should use the zoom function on the Magnum (click the RIGHT STICK) to hit them in the head for one-hit kills. If your shield depletes even slightly, duck back behind the wall and let it recharge.

Before leaving the area, use the Medkit on the wall if your life bar is yellow or red. While your shields recharge if you avoid fire for a few seconds, your life will only replenish itself if you are slightly damaged. If you are in the red, you'll need a Medkit.



Down the hill from here is a river with a covered bridge. A Covenant drop ship will deposit a half dozen Grunts here. Like the un-shielded Jackals, Grunts can be taken out with a single Magnum shot to the head. Try to pick off as many as possible from your high vantage point before heading down.



Try to grab a Plasma Pistol from one of the downed Grunts. These pistols are terrible primary weapons, but they serve incredibly useful -- if specific -- purposes as a secondary weapon. For instance, they render vehicles and, more importantly for the upcoming fight, they eliminate Elite shields, leaving them vulnerable to a melee attack or weapon fire. Keep your Magnum

Achievement Tip // I See You Favor a .45

Firefight with the M6G pistol.

Each easy kill you get with the zoomed-in Magnum counts towards this Achievement. Take advantage of the easy Grunt and Jackal enemies to land this one early.

Cross the bridge and look for more Moa on the way up the hill which you can shoot for the KEEP IT CLEAN Achievement. Stick with your team of Spartans here since you'll soon encounter a tough pack of Covenant Elite. These aliens are well-shielded and happy to use powerful weapons, grenades and occasionally an Energy Sword against you.



The key to taking the Elites out without heavy weapons is to use the Plasma Pistols dropped by Grunts. Fully charge a Plasma Pistol shot and near an Elite. Pass the aiming reticle over the Elite and you'll see it turn red with six points. Let go of the trigger and the charged shot will home in on your target, rendering the Elite's shields inactive. As soon as you fire, switch to your Magnum and shoot the Elite a few times -- or once in the head. You may also melee attack it.



Pick one Elite to fire at from the safety of cover while your team goes to town on the Elites. You cannot possibly take them all on alone, so it's great to have backup! After taking out all of the Elites, drop down the ledge to the north.



RALLY POINT ALPHA // REBELS DON'T LEAVE PLASMA BURNS

Achievement Tip // They've Always Been Faster

Clear the 2nd mission without setting foot in a drivable vehicle.

Do not enter the vehicle for the next portion of the level if you want to land the They've Always Been Faster Achievement. You can make it to the relay outpost on foot, you'll just have to fight off a few Elites and Jackals on the way.

Enter the driver's seat of the truck and WAIT FOR YOUR TEAMMATES to get in the passenger seat and bed of the truck. They will be able to fire at enemies as you pass them. You can also run down any enemies (and Moa birds) you encounter. With enough speed you can kill most enemies in one hit. Use the RIGHT TRIGGER for gas and use the ANALOG STICKS for braking/reversing and turning.



Drive down the road and zip past any enemies you encounter -- your squad mates will take care of them and you'll be out of range before they can fire back. Your ultimate goal is a circle of buildings just past the bridge over the river.



This circle of buildings is infested with Covenant forces. Here you must apply a technique which you will use often in the coming levels: Find some safe spot just outside the enemy's firing range and drive near the enemies to let your teammates fire at them, then drive away to recover your shields. If you have enough room you can just drive in a figure-8 pattern to avoid fire. Don't get too close though, since the Grunts and Elites might stick a Plasma Grenade to your ride.



Data Pad 02

Any Difficulty

In the circle of buildings you pass through during the truck-driving portion of Mission 02 // Winter Contingency, look for an open door on the south side. Enter the door and you'll find a soldier slumped against the wall with a Data Pad beside him.



After clearing out the Covenant forces -- try to use grenades on the Elites if they take cover in the buildings -- return to your vehicle, wait for your squad mates and drive down the hill to the north.



You should see another group of Moa on the way down the path, so run them over if you still lack the requisite amount for the Achievement. Pass any enemies you encounter. At the bottom of the hill your peers will exit the vehicle as a Dropship lands nearby.



Take cover behind the cement structure and examine the spot on the ground marked "Ordinance." Pick up the M392 DMR Designated Marksman Rifle here and keep your Plasma Pistol hand if it still has a charge. The DMR is sure to become your best friend in the campaign. It's extremely powerful, has a useful zoom and is always a perfect primary weapon for fighting common Covenant forces like Elites, Jackals, grunts and Buggers.



From cover behind the stone walls in the west you'll have the high ground in this fight. Your first order of business is to take out all the Grunts. Pick them off with your DMR and duck back behind cover when your shield takes a pounding.

Achievement Tip // An Elegant Weapon...

Kill 10 enemies in a Firefight or Campaign session with the DMR.

The DMR is the scoped Designated Marksman Rifle that's common in the Campaign. Get 10 kills with it to get this Achievement. Easy!



After a wave of Grunts, another wave of Grunts and Elites shows up. Grab a Plasma Pistol and keep your DMR handy to take out the Elites. First, make sure ALL the Grunts are eliminated. Now, charge a Plasma Pistol shot and unleash it on a nearby Elite to drop its shields. Your team may pick it off, but fire a few DMR shots for good measure. Use this method to eliminate all three Elites.



After the area is cleared of Covenant, get on the transport that lands nearby and you'll be transported to a new area.



Immediately after disembarking the vehicle, toss a grenade into the clump of shielded Jackals below you. The Jackals with shields block nearly all fire if you try to shoot them from the front. However, you can target the small gap in their shield where their hand or claw or whatever grips the shield. Shoot this and they'll reel back, allowing you to shoot their head or chest quickly for a kill. You can also shoot them from the side or from behind to avoid the shield.



	Mission 01/02	Mission 03	Mission 04	Mission 05	Mission 06	»
		Part 1	Part 2	Part 3		

RALLY POINT BRAVO // SKELETON CREW

Achievement Tip // That's a Knife

Perform an Assassination on an Enemy

Since the Jackals here will be distracted by other soldier, you should be able to sneak up behind one and perform an Assassination. Approach an unsuspecting Jackal (or Elite, Brute, Grunt or human) from behind and HOLD the RIGHT BUMPER down to execute a melee attack. If you are positioned correctly, you'll perform an Assassination with your knife in a cool animation.



Enter the door on the north side of the plaza and you'll find a large supply of M392 DMR Designated Marksman Rifles -- pick up a DMR and heal with the Medkit on the ground if you need to.



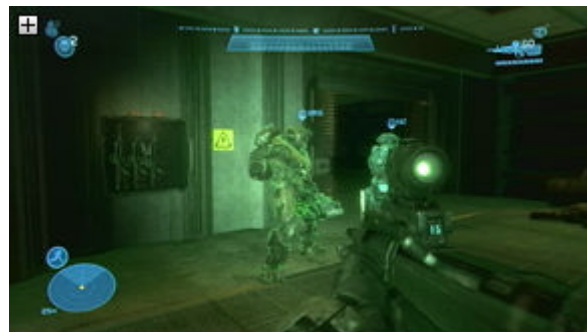
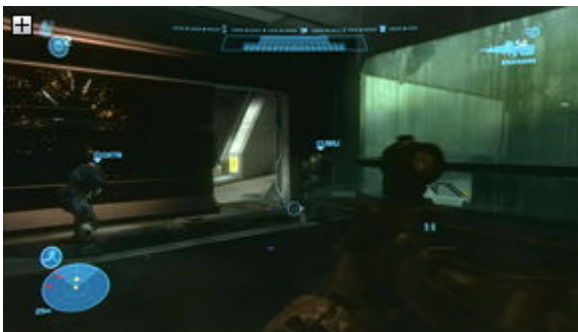
Several waves of enemies will now appear thanks to a Dropship to the south. Focus on sniping the Jackals (Skirmishers) off the rooftops first, then take shots at the Grunts and Jackals with shields before dealing with the Elites.



If you need to grab a Plasma Pistol, do so -- the Grunts should drop one in the plaza. Use it to overload an Elite's shields, then finish it off with your DMR.



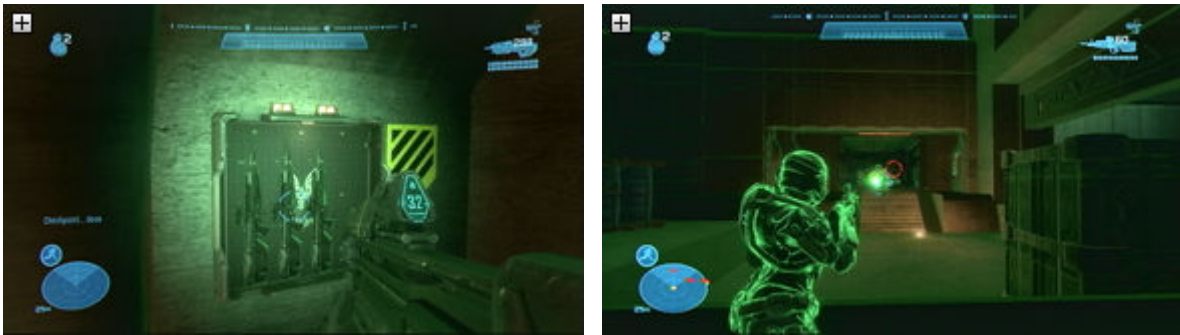
After a second wave of the same enemies, Kat will finish fixing the door. At this point you can just retreat inside the northern door (the dark area with the DMRs and Medkits) and wait until it closes.



Turn on night vision by pressing LEFT on the D-Pad. Follow the hallways back and a cutscene will occur once you stumble across a dead body.



After the cutscene you'll find yourself facing down several Grunts, and an Elite. Between you and the enemies are several cargo crates which you can use for cover. Grab a DMR off the wall by the door before proceeding.



Since you are in tight quarters, now is a good time to use grenades on clumps of enemies. Hopefully you can weaken the Elite in the blast. They'll retreat up a ramp and several shielded Jackals will block the way. Send a grenade their way and finish them off. Finish off the Grunts in the hallway and move down the ramp into the next area.



Take shots at the Grunts below in the next room. Once they are all eliminated, look for a Plasma Pistol -- you're gonna need it! Two Elites guard the panel you need to reach in a small room on the other side of the storage area. One of the Elites has an Energy Sword, so keep your distance. One hit with the sword and you're dead.



Pick an Elite and hit it with a charged Plasma Pistol shot. Immediately follow this with DMR fire and you should be able to take it out. The Elite with the sword may try and charge you. Use the same technique but back away and fire if it gets close. You should be able to take it out before it gets to you provided its shields



Activate the panel marked on the wall in the small room to end the mission.



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		Part 1	Part 2	Part 3	Part 4	Part 5

Mission 03 // Oni: Sword Base

MISSION START // THE BEST DEFENSE...

At the start of this mission you'll face a blockade of Elite, Grunts and shielded Jackals. Let your pals deal with the initial enemies and run up the ramp on the west side of the level. Watch out for Jackals at the top. You should be able to toss a grenade out ahead of you and then finish them off

with melee attacks.



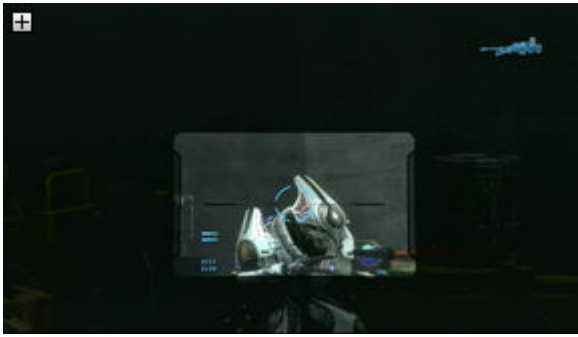
Halfway across the upper western walkway is a Medkit if you need it and a pair of grenades. Watch the far end of the walkway for a few more Jackals, and possibly Elites and then explore the northern side.



An SR599 Sniper Rifle lies against the side of the northern portion of the upper walkway. This should make this fight much easier. The Sniper Rifle has a double zoom function (click RIGHT STICK twice) and can take out an Elite's shields with a single headshot, and the Elite itself with a second headshot. With a DMR and the Sniper Rifle, you can duck (click the LEFT STICK) behind the wall and stand up intermittently to clear the entire blockade below.



The moving Elites make for tough targets, but they'll be taking fire from you squad mates and that should help weaken their shields. Run down the ramp to the east once the area is secure. Inside the main gate building you'll find a Medkit and weapons marked "Ordinance."



	Mission 01/02	Mission 03	Mission 04	Mission 05	Mission 06	»
		Part 1	Part 2	Part 3	Part 4	Part 5

RALLY POINT ALPHA: GET OFF OF MY LAWN!

Grab the Target Locator, a handheld trigger system for air strikes, and exit the main gate. You can use this to easily destroy the two Wraiths that appear. Keep behind cover and aim the Target Locator at a point right between the two Wraiths as soon as they come together -- or target them separately. Hold the trigger and the Locator will lock on to a moving target OR a stationary point on the ground. The ensuing missile strike will destroy anything in the red radius.



Achievement Tip: Two Corpses One Grave

Kill 2 vehicles at once with the Target Locator on the 3rd mission.

The Target Locator is the hand held device you can pick up in the Oni Sword Base mission right after fighting through the base. The Target Locator is marked as "Ordinance" in a row of weapon cases in the main gate just before you come upon the two Wraith tanks. Oh, and those two Wraith tanks we just mentioned? Those will be your 2 dead vehicles. As you pass out into the open, look for the two tanks to appear in front of you and destroy a Warthog. Begin charging the Target Locator as soon as the Warthog detonates and aim for a spot on the ground between the two Wraiths. If the air strike misses the Wraiths, just revert to your last save and try again.



After both Wraiths are destroyed, a Wart Hog will be delivered by a Pelican. Get in the driver's seat and let Kat, the Spartan, take the gun. Another soldier should hop in the passenger seat. Before leaving, make sure to grab a Plasma Pistol from one of the fallen Grunts -- ditch your Target Locator. Keep a DMR handy as well.



Drive down hill and you'll encounter an enemy vehicle -- a Ghost. Ramming the Ghost with your Warthog at full speed should be enough to kill its Elite pilot. Otherwise, circle the Ghost so your gunners can hit the Elite. Shooting at the front of the Ghost takes much longer and is not recommended.



A bit further down the road is your target. This ring of buildings has two switches you must activate, but first you need to take care of a full complement of Covenant enemies. The greatest threat is a Revenant -- a vehicle that's similar to a Ghost but equipped with a plasma mortar that can take out your Wart Hog easily.



While you can stick to your Wart Hog and circle the vehicle to let your gunners take it out, we found it more efficient to just "jack" it and use it to clear out the area. To hijack the Revenant, drive nearby and hop out. Charge your Plasma Pistol and make sure the reticle turns red before firing it at the Revenant.



This will stop the vehicle in its tracks, but not necessarily the pilot. Run towards it in a zigzag pattern to avoid the slow mortar fire. Approach the driver and press X to yank him out. Immediately pull the LEFT TRIGGER to accelerate to safety. You can now use the Revenant to take out the various enemies in the area. The mortar will make short work of powerful enemies like the shielded Elites in the buildings. You may pick up a passenger for extra firepower if you'd like. There are many enemies on the upper level of the southern building, so keep your distance and fire mortars at anything that moves.



When the area is secure, hop out of the Revenant on the second level of the southern building and enter the door to activate the panel marked on the screen. One more panel lies in the building across the way to the north, but a Covenant Spirit drop ship will deposit reinforcements before you can get to it.



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Try to get Kat in the gunner seat of the Warthog as the ship lands and then leave her to deal with the Covenant. Enter the building and eliminate any Grunts and Jackals you see with grenades and melee attacks. On one wall of this building you can score some ammo for your DMR and a Medkit. Also, a suitcase on the ground has two Armor Ability holograms.



The orange hologram with the crouching silhouette is the Armor Lock, and the green is Sprint, which we recommend for the remainder of this level. For more on these abilities, be sure to check out our Basics section.



Head up the outer stairs to the rooftop and eliminate any remaining Jackals before hitting the second switch. You can now leave the area via the road leading south through the mountain pass. You may want to stick with the more agile Revenant for now instead of hopping in the shiny, new Warthog dropped by the Pelican. Kat will hop in the passenger seat.



Data Pad 03**Legendary**

After blasting through a couple of wraiths, you'll follow a path to a village area. Climb the stairs in the northeast building to the rooftop and perform a running jump to cross the broken bridge and land on the rock formation behind the building. The data pad is across the rocks a bit.

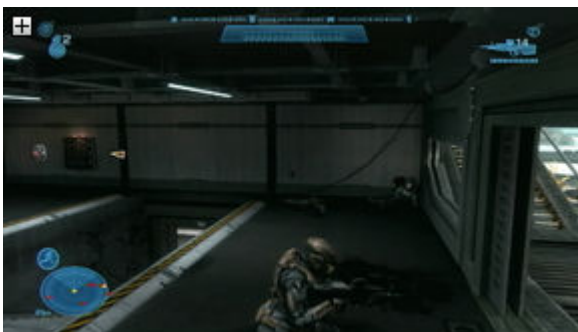
There are two Ghosts to eliminate in the next area. Circle them and hit them with mortars or Warthog turret fire. When a Covenant drop ship deposits a few Elites, try to run them down quickly.



The mountain path continues to the southwest towards an anti-aircraft gun. The gun is heavily defended. Not only do Elites patrol the area, but a heavily armored yellow Elite patrols the rooftop with the AA gun controls. While you can spend time destroying the enemies around the building, it's helpful to get the AA gun online as soon as possible as it will chase away additional Covenant ships.



Drive right up to the rear of the building after destroying as many Elites as possible on the ground (DO NOT let them enter the spare Warthog, destroy it if you must!) and then hop out and enter the back door. A Medkit and DMR ammo can be found on the ground floor. Take the outside stairs to the rooftop while charging your Plasma Pistol.



You should be able to take out the armored Elite by discharging the Plasma Pistol as soon as you can and then melee attacking it. If this proves too challenging for you, aim at it from a distance with your vehicle's weapons before entering the AA gun building.



Switch on the gun and it will immediately go to work protecting the skies. Your work here is essentially done now. Although many enemies and a pair of Ghosts will appear, you can now head north towards Sword Base in your vehicle of choice.



	Mission 01/02	Mission 03	Mission 04	Mission 05	Mission 06	»
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RALLY POINT BRAVO: MINIMUM SAFE DISTANCE

Drive straight past any enemy resistance you encounter on the road as it curves east. When you enter a large, open area outside of Sword Base, veer left and drive straight for the doorway marked on your map. Activate the green panel to the left of the door. Wait for it to open and head inside.



Inside the gate building you'll find a Medkit on the ground and a Sniper Rifle in the case along the

wall. This will make the upcoming shootout a bit easier. Elites, followed by Jackals and suicidal Grunts attack you here.



To avoid the suicidal Grunts -- Grunts that run at you with a pair of activated Plasma Grenades -- keep your distance and shoot them in the head. Should they get near you they'll detonate, killing you instantly.



Inside the building ahead is a pair of the toughest enemies you'll encounter in the game: Hunters. Hunters are heavily armored, and in a Heroic campaign, hitting them with standard weapons, head-on is essentially pointless. While you have several grenades at your disposal and a Medkit on the ground at the building's entrance, do not miss the stash of M45 TS Shotguns. Be sure to take out all the Elites in the area before taking on the Hunters. You may want to sprint to the room in the southwest corner to take cover from the Hunters' fire while you take care of the other area threats. You'll also get a **Checkpoint** in this room when every enemy but the Hunters are eliminated -- this is very useful.



One of the most effective methods for taking out Hunters is to shoot them in the back with the Shotgun. Their back is relatively exposed -- and sticking a Plasma Grenade or two to a Hunter's back isn't a bad way to start this fight. The problem with Hunters is that they are quite reluctant to reveal their weak spot.



Your partner will play a big role in getting the Hunters to expose their rear side. When they go for Kat, try to run up and shoot one in the back with your Shotgun a few times. The best way to get behind these slow-turning beasts, however, is to just sprint past them. Using the Sprint Armor Ability, you can run towards a Hunter, get behind it, turn around and fire a Shotgun a few times.



Of course, attacking the Hunter's back immediately incites its attention, so run away if it turn around! Another advantage of this close range technique is that the Hunter won't shoot you with its instant-kill fuel rod cannon. It will focus on melee attacks instead, making things a bit easier on Heroic.



After the battle, grab your DMR if you ditched it and a Plasma Pistol and enter the elevator in the southwest corner of the room.

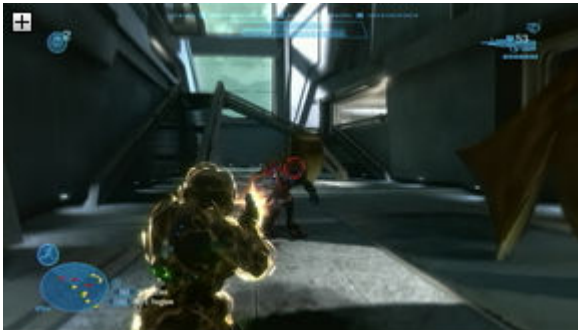


	Mission 01/02	Mission 03	Mission 04	Mission 05	Mission 06	»
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Inside Sword Base, an Elite and a pair of Grunts will greet you at the bottom of the elevator. Use the DMR to eliminate the Grunts first, then hit the Elite's shields with a blast from your Plasma Pistol and finish him off with a melee attack or DMR fire.



On the ground floor of Sword Base you'll find a group of UNSC troops fighting a few Elites, Jackals and Grunts. Once again, deal with the lesser enemies first. Shoot the Jackals from the side or hit their hands to make them vulnerable to weapon fire.



Once again, use your Plasma Pistol and another weapon to handle the Elites. Head up the stairs on the south side of the level. A downed soldier here has a Shotgun near him if you'd like to use it for the close quarters combat ahead -- we stuck with a Plasma Pistol and DMR.



Watch out for Elites here. You should send grenades ahead of you at each doorway since there are plenty of them around. Take the sky bridge to the north side and continue to use grenades to fend off the Elites -- try sticking them right to their bodies for an instant kill.



Don't take the stairs up on the north side just yet. Instead, cross to the south side across the sky bridge in the middle of the level.



Data Pad 04

Any Difficulty

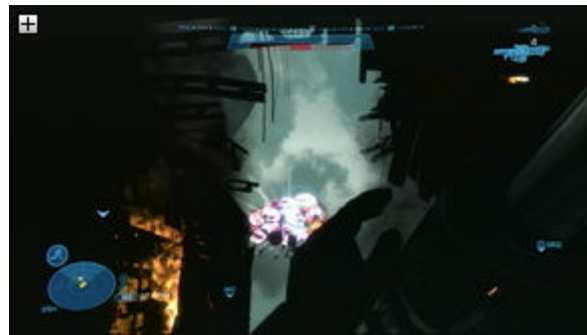
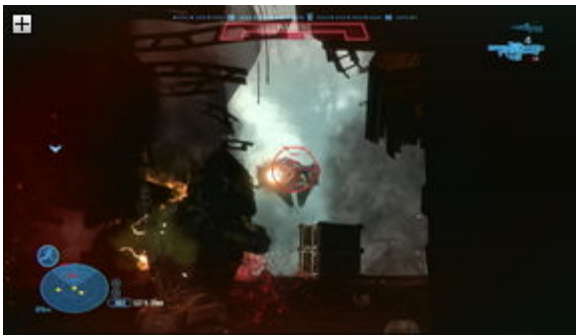
On the south side of the interior of the Sword Base you'll find a Data Pad under a staircase. The staircase leads up to the dark area on the highest floor. Near the staircase is a white conference table with space age chairs and the floor around the area has distinctive tiling.



Climb to the upper level of the Sword Base on the south side a dark hallway leads through a doorway with two Medkits on one side and a Rocket Launcher on the other side. Grab the Rocket Launcher but keep your DMR handy to eliminate any Covenant you encounter in the hallway.



Just around the corner Banshees and a Phantom have blasted a gaping hole in the base. There are several Elites in the area that are using Active Camouflage and remain near-invisible until their hit. Take shots at the Elites with your DMR while staying in cover. The other UNSC troops will help distract them too.



Now you need to clear the skies. With the Rocket Launcher you picked up earlier, and another on the ground which you can use for ammo, you should have all the rockets you need to deal with the Covenant Phantom. It will take three or four Rockets on Brutal difficulty to take it out. Luckily, the Rocket Launcher features a lock-on utility to make this easier. Simply keep a cursor pointed at the ship until the small square turns red. Shoot your pair of missiles then and take cover to reload.



Do this a second time to destroy it. You now need to deal with the smaller ships, Banshees, in a similar manner. Lock on and let the rockets do the work. If you need more rockets, search the destroyed region -- an infinite supply can be found against the southern wall.



You shouldn't have much resistance, but remember that there are two Medkits near where you picked up the first Rocket Launcher. Clear the skies to finish the mission

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Mission 04 // Nightfall

MISSION START: ...TOO QUIET

You begin this mission with a great pair of weapons, the Magnum pistol and the Sniper Rifle. Before you get a chance to use these long-range powerhouses, search the southern cliff face for a Data Pad...



Data Pad 05

Any Difficulty

Enter the cave along the southern wall of the cliff at the very start of the level. As you pass through the cave, look for the glowing green Data Pad on your left.



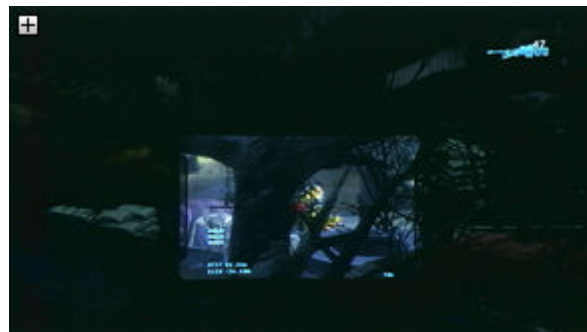
The first enemy you encounter in this level is an Elite who is completely unaware of your presence. Use this to your advantage and sneak up behind him to perform an Assassination.



Continue along the cliff side until you reach an overlook with a ring of buildings far below. Note that you can pick up a Holographic Decoy here if you wish (we prefer the Sprint) and, near the green lights, you can score a Medkit.



Pull out your Sniper Rifle and get to work taking out the many Elites below. Hopefully you can catch the jetpacking, white Elites early before they spread out. It only takes a single shot to the head to kill these, unlock the heavily armored yellow Elites on the ground below.



Use your Magnum to take out the Grunts. Once things quiet down, drop off the eastern side of the overlook and move cautiously through the buildings. Anotehr Medkit can be found inside one of the buildings here.



Soon reinforcements will arrive -- mainly Jackals, but some Elites as well. You may want to return to high ground to snipe. Head up the stairs in the building along the cliff face to get a better view of the area on the balcony. You can grab a Medkit on the way up. Head down the balcony's outer stairs in the northwest to get a much-needed **Checkpoint**.



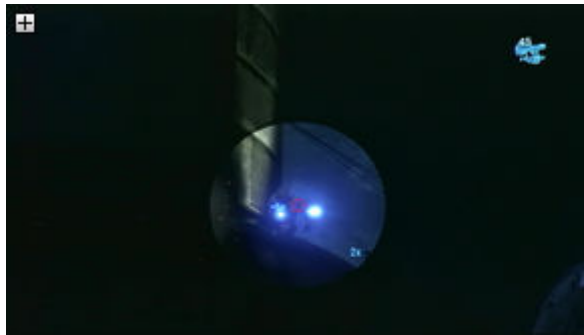
More Grunts and Jackals should be hanging out over on the south side of the area. In the far south is a broken bridge with a Shotgun and some Magnum ammo on it if you want to grab it, although we recommend sticking with scoped weapons for the remainder of the level.



Along the cliff face is a door you can enter -- it near the base of the outside stairs leading down from the balcony. If you are having trouble finding it, just search each building along the cliff.




The next area has a giant cylinder in the middle of a ring of buildings. Many more Elites, Jackals and Grunts show up here. Use the high ground to snipe and enter the buildings to find cover.



The buildings on the lower level have suicidal Grunt bombers so beware! You don't have to destroy everything in this area. To save some time, just take some shots and then hightail it down the hill. In the valley you'll encounter a few Jackals, but you can outrun everything else in the previous area.



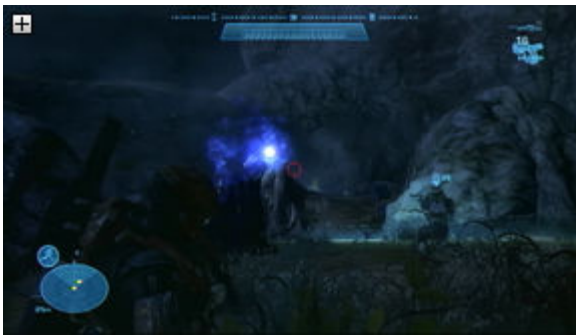
	Mission 01/02	Mission 03	Mission 04	Mission 05	Mission 06	»
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RALLY POINT ALPHA: LET SLEEPING DOGS LIE

Just down the path two massive, anthropomorphic tusk creatures are tearing into a pack of Grunts. These indigenous creatures will take care of the Grunts, so just hang back and keep an eye on them. If one or two creatures are left after the skirmish, try to stick them with Plasma Grenades or fire from a distance. If the charge you, sprint away and let your partner fire at them.



Follow the long path down the mountain valley until you come upon the pump station with several colonists holding their own against the covenant. Stop on the hill above and use your Sniper Rifle to eliminate whatever you can to aid the colonists. Many of the Elites will be weakened by colonist gunfire, so picking them off with headshots is actually pretty easy.



Meet up the colonists and enter the central area of the pump station. Pick off any remaining stragglers and then stock up on the weapons and supplies in the central plaza. The Drop Shield here is a great pickup for the remainder of the mission. This Armor Ability allows you to position a shield on the ground that you can hang out in to recharge your shields. You can't shoot from it, but you can melee attack anything that enters the radius. A tough battle looms, so pick this up to make things easier.



There's sniper ammo on the bridge by a dead soldier and additional ammo in the cases in the central plaza marked "Ordinance." Jun and the others will retreat to the rooftops as soon as a Covenant ship lands. You can try to hit it with Missiles if you wish but it won't go down.



Snipe from the roof, back away from the edge to recover if you need to. If you need health, drop into the building below -- there are multiple Medkits (and shotguns!) in here. Remain on the rooftops with the colonists to engage the packs of enemies the Phantom brings. Most of them are Grunts, so picking them off is easy.



After the battle, take the riverbed path that leads due east from the pump station. The ensuing battle is long and arduous, so make sure to grab some long-range weapons -- like a DMR -- before you head down river. A Medkit can be found near the end of the path.



Data Pad 06

Legendary

This data pad is really close to Rally Point Bravo but it won't appear if you load that point. Instead, go to Alpha and run through the area with the indigenous creatures. Ahead is a large set of buildings with myriad enemies and some fellow human fighters. We suggest just running through the area and avoiding the fight. Hug the right wall and you'll find a path that goes through some water, circumventing the area. You'll have to crouch-jump over a dam to reach the river bed.

When you reach the river bed, look on the right for a rock that you can use to boost you up to a larger rock above. Follow the rock formations until you reach a ledge and make a running crouch-jump to the other side of the river bed. Turn right and follow the ledge. There's a

bridge that spans the river bed below. Drop down to the bridge. You need another running crouch rump to land on the slanted wall on the opposite side of the river bed. There you'll find the data pad.



RALLY POINT BRAVO: I'LL JUST LEAVE THIS HERE...

The Covenant structure has two turrets on either side that you need to eliminate before crossing the bridge. Try to thin out the enemies on the bridge as well. Use the scope of your Sniper Rifle or DMR to shoot the Grunts right off the turrets.



Now, cross the bridge and ascend the covenant structure using the gravity lift at its base. From here you can grab a turret and turn it on the Covenant, but on Brutal difficulty this can leave you wide open to enemy fire.



Instead, you can just use your scoped weapons to take out enemies. Use the Drop Shield or the structure itself to take cover and replenish your shields. Halo: Reach Multiplayer Beta players may recognize this level as Powerhouse. Some of the Medkit locations and even the location of the Rocket Launcher are the same.



As the Phantom arrives to drop reinforcements, run for the Rocket Launcher. The central area of Powerhouse is a pool of shallow water. This flows from a waterfall in the southwest. Here you'll find the Rocket Launcher. Standing at the center of the pool of water in the middle of the area, turn east and head down a hallway to score a Shotgun by a downed soldier. Armed with the Rocket Launcher and Shotgun you'll be prepared to take on the cloaked Elites and a pair of Hunters that have just entered the fight.



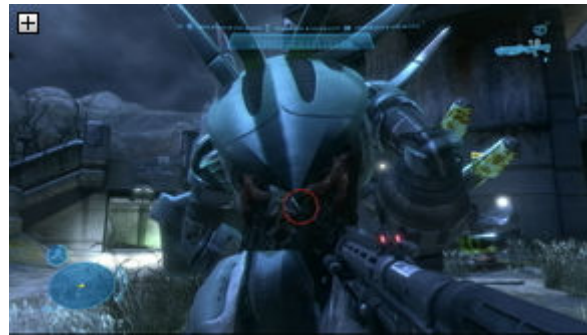
First, deal with the Elites. The Active Camouflage makes them easy to spot, but the water in the central area of the buildings can give away their location. If you see a silhouette splashing towards you, toss a grenade at it and then move in and shoot the Elite a few times with your Shotgun. Using this technique you should be able to handle them.



After destroying the invisible Elites, kill any other enemies in the area to get a checkpoint before taking on the Hunters. Use your two missiles on one Hunter and you might get a kill if you can hit it from the rear. If not, you need to use the Shotgun and Grenades to finish the job. Hopefully the Hunters are separated from one another with your comrades distracting at least one of them.



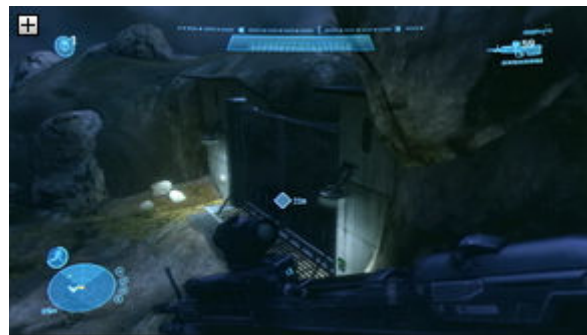
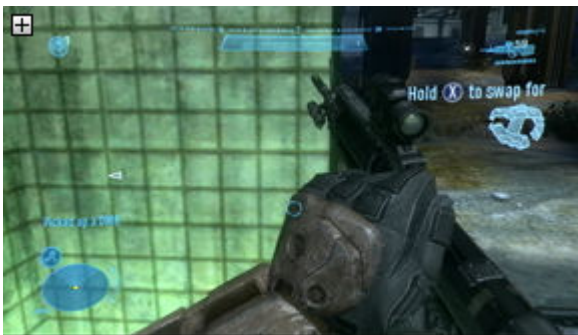
If you have Sprint you can get behind them easier, but otherwise you'll have to count on distraction to sneak in and hit them in the back with your Shotgun. It only takes a few shots to kill them.



Since your Spartan buddy Jun will never die, make sure you let him help you take out the Hunters. Heck, you can just sit back and wait -- but it will be a loooooong time before he finishes them off!



To the south is a large gate you can use to exit the area. Before leaving grab the DMR you left by the Rocket Launcher or the Shotgun -- you'll definitely need it.



	Mission 01/02	Mission 03	Mission 04	Mission 05	Mission 06	»
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This next portion of the mission is extremely difficult. Two ridges feature turrets and many, many Covenant enemies. The Sniper Rifle that can be found at the beginning of the area is very effective at taking out the Turrets. Peek out from behind one of the shields and hit the first turret before it fires. If you hit the Grunt, another will likely replace it, but if you hit the turret a few times it will be permanently destroyed.



After destroying the turret, stick to the cliff wall and try to pick off other enemies. Soon you should get a **Checkpoint** -- and spot the second turret. These things will rip you to shreds, so put the edge of the hill or a rock between you and the massive gun while you take shots at it.



You won't get another Checkpoint for quite a while now, so play it safe and snipe from afar. A jetpacking Elite with a Focus rifle (a weak but precise energy beam) may try and flush you out of your cover, so be ready to hit it in the head if you see it blast over.

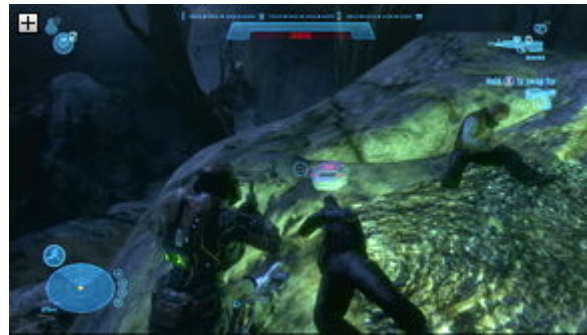


Be especially careful about running ahead into the valley between the ridges as the enemies there tend to have charged Plasma Pistols ready to take out your shields. Sniping is definitely the key to

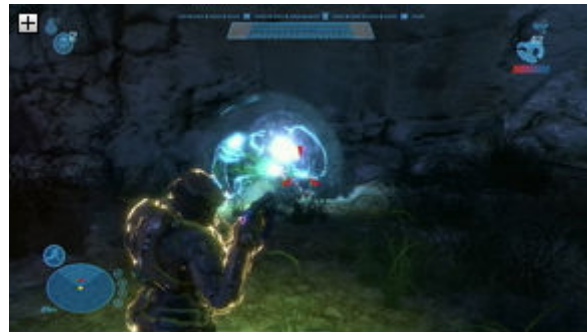
victory. The Drop Shield can help immensely in this portion of the fight, so use it to recover as you snipe. Soon you should be able to move up to the ridge where the second turret stood.



If all the nearby Jackals and Grunts are taken care of then you should get a **Checkpoint**. A green light on this hill marks a downed colonist near a Medkit and a Magnum. Grab both and get ready for the final stretch.



Another turret is below. Use your Magnum to snipe the Grunt out of it or any remaining Sniper ammo to destroy it. If you can't get a clear shot, pick up a Plasma Pistol and shoot the turret to immobilize it temporarily.



Snipe the Elites below first with the Magnum. They will try and rush you but since you have the high ground a grenade can hold them off effectively. Alternately, pick up a nearby Plasma Pistol and nail any Elite that runs up the hill.



There aren't many good weapons in the final stretch so if you have to resort to a Covenant weapon, choose the Needle Rifle. This will allow you to kill the Jackals with a few shots to the hand. This will cause a "supercombine" explosion and instantly kill the Jackal. Make it to the end of the path to complete the mission.

	Mission 01/02	Mission 03	Mission 04	Mission 05	Mission 06	»
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Mission 05 // On the Tip of the Spear

MISSION START: TEMPEST PERIMETER

At the start of this mission you'll get a DMR and an M319 GL Grenade Launcher. The latter is a tricky weapon to master. If you hold down the trigger, the grenade you launch will not explode. It will bounce and travel much further than if you just pull the trigger and let go. Carefully aim and watch you grenades as they travel to ensure they explode on contact with a target.



You can immediately use the Grenade Launcher to disperse the thick pack of Jackals you encounter on the rocky slope. After that, take cover behind the rocks on the right and slowly work your way south. Use your DMR to pick off Grunts and then finish off any Jackals.



Don't move too far or you'll enter the range of a turret. Stay behind cover and look for the lone Elite roving the area with a Concussion Rifle -- an explosive-firing gun much like the Brute Shot in previous games. Do not get hit with the Concussion rifle as it will drop your shields very quickly. You can try and take out this Elite with your Grenade Launcher (don't save the rounds, just use them!) or grab a Plasma Pistol first to weaken its shields and then finish it off with either of your starting weapons.



Now, focus your attention on the nearest turret. The Grenade Launcher should be able to blow the Grunt right out of the turret seat, but you'll need to make sure the grenade touches the turret before releasing the trigger.



You can aim a bit high and use the Grenade Launcher to hit the far turret from your cover behind the rocks as well. As you pick off the remaining enemies, a Pelican will drop a nice ride.



This Warthog is equipped with an extremely powerful Rocket Launcher manned by a UNSC Marine. It fires in spurts and the timing takes some getting used to. If you watch the vents on the Rocket Launcher, they open to vent and then close again signaling another batch of Rockets is ready for the soldier to fire. He'll do a great job hitting targets, but he won't always pick the target you want. Thus, you'll want to keep the amount of targets in range to a minimum so he can pick them off one at a time. Kat will also provide some fire with her meager Assault Rifle.



You can increase your firepower slightly by switching the position of the Marine with Kat and giving the Marine a better weapon. Since you cannot swap weapons with a Spartan, you need to kick out the Marine by briefly occupying the turret seat. Now, give the Marine your Grenade Launcher. Any computer-controlled player gets infinite ammo with whatever weapon you give him, so you can gain a big advantage by having an overpowered Marine in your passenger seat. After that you can kick Kat out and maneuver the Warthog a bit to get them both in their opposite places.

	Mission 01/02	Mission 03	Mission 04	Mission 05	Mission 06	»
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In the next area is a massive Covenant AA gun. Don't go near the plateau with the gun on it -- it's heavily guarded! You first need to take care of all the ground troops and the Revenant that patrols the area. The Revenant is extremely powerful and one hit from its plasma mortar will kill you. Luckily its very slow so, use the Warthog's speed to your advantage drive in a wide circle around it, letting Rockets take their toll.



A Ghost should join the fight in a bit, so watch for it and use the same wide circles to take it out. Now, work on destroying every enemy except for those around the AA gun plateau. Once you eliminate them all, you should get a **Checkpoint** -- try driving away from the area or hanging out around purple Covenant sniper roost.



Now you need to clear out the AA gun a heavily armored Elite and several Grunts and Jackals guard the entrance. This is a dangerous area due to the enemies' charged Plasma Pistols which can temporarily stop your Warthog in its tracks. Also, the Elite wields a Concussion Rifle which can flip your Warthog, making things complicated!



To handle this area, stay below the ridge on the west side of the AA gun, pulling out to fire a battery of missiles and then reversing to avoid the volley of fire from the group of enemies. Using this method you can whittle them down to just the Elite. At this point, you may just want to run down the Elite.



Now, enter the AA gun doorway and look for a force field at the base of the beam in the center of the building. You can shoot this with any weapon to make it turn red and disappear. Once it's completely gone, toss a grenade inside at the base of the beam.



The beam should begin to flash and an alarm will sound if it's been destroyed. Get in the Warthog and GET AWAY. The UNSC frigate will take care of the Phantom that appears, so you can continue down the road.



Just around the bend is a bridge and a hillside with a Wraith tank. This is a wide open area so can pilot your Warthog in a figure-8 motion far away from the slow-firing Wraith to easily take it out. With this area cleared out you can cross the bridge to move on. Before leaving, search the ground

for a Medkit on the side of the hill before the bridge.



Pass straight through the Jackals you encounter on the road leading west. At the bottom you'll find a large mining facility with a strong Covenant presence.



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RALLY POINT ALPHA // HAND OVER FIST

At the refinery, several UNSC Marines are taking on a turret and a dozen Covies. Stop just as you come into view of this battle and take the turret on your Warthog. Fire at the turret until it's destroyed and at anything else that turns your cursor red.



There's an entire level above the area with targets you can hit as well. If you have the patience to take them out then you'll have an easier time later on. You cannot take the Warthog any further in this level, so drive it up to the bridge to finish off any remaining Grunts and then ditch your ride.



With a full crew of UNSC soldiers, move into the refinery. Take the stairs up to head around the southeast corner of the mining facility. At the top of the stairs you can pick up a Holographic Decoy if you wish and a Medkit. You should have full DMR ammo from the beginning of the level, but try and grab a Plasma Pistol as well for Elite shields. A few Jackals appear here, so be ready to melee attack them as soon as they appear. A radio message makes note of a high value target in the area, a Covenant Elite Zealot that you can kill for the "Your Heresy Will Stay on Your Feet" Achievement a bit later in the refinery. Stay tuned.



Toss grenades around the corners of the path as you climb up into the refinery to take out packs of Covenant. You can also shoot the large, explosive tanks to make easy kills. At the top of the stairs you'll find a pair of Elites. One of them may try and flank you, so watch your back. This is the upper area you were attacking with your Warthog earlier, so there not be as many enemies here depending on your precision earlier.



A turret lies at the far end of the upper area, but a nearby explosive tank can take care of it if your DMR sniping skills aren't up to par. Zap any Elites with the Plasma Pistol and then finish them off with your primary weapon.



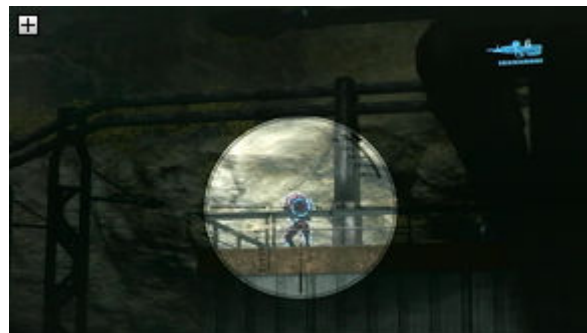
When you turn the corner you'll find a Medkit and a sheer drop that your fellow soldiers cannot pass. It is here where you encounter the Elite Zealot. Take shots at the Jackals before moving out in the open, but stay on the catwalk instead of dropping down.



Achievement Tip: Your Heresy Will Stay Your Feet

Kill the Elite Zealot before he can escape during the 5th mission.

The Elite Zealot is a purple, armored Elite that is running around on the upper level of the refinery area at Rally Point Alpha in "On the Tip of the Spear." Clear out the entire area before trying to take him on. His Concussion Rifle is tough to avoid, but you can take shots at him before dropping down into the lower area. With the help of a well-placed Plasma Pistol and some DMR shots you may be able to take him out. Since he won't run away immediately, however, it's easier to cross the area and use the stairs to get closer to the Zealot. Use an overcharged Plasma Pistol to drop his shields and then fill him with bullets to take him out.





Drop down to the ground and take shots at the Jackals while strafing to avoid fire from the Zealot's Concussion Rifle up above. Make your way up the stairs and eliminate all the Grunts. If you manage to take out the Zealot before he leaves, all the better, since you can grab his Concussion Rifle to clear out the Grunts in the floors below you. Jump into the gaping hole to the floor and continue to pick off Grunts.



At the bottom, enter the adjacent room and examine the Ordinance marker to score an awesome weapon, the T52 DESW Plasma Cannon. Save this for later. A Data Pad is nearby. Be sure to use the Medkits on the wall if you need them as well.



Data Pad

Any Difficulty

In the mining facility at Rally Point Alpha in "On the Tip of the Spear," you'll drop through a hole in the building just before leaving it for good. An Ordinance marker is on the bottom floor marking the location of a Plasma Cannon. Across the room from the Plasma Cannon and a few Medkits is a shelf with this Data Pad on it. It's behind some crates.



As you head out the door, two Grunts will hop into Ghosts and take off down the path in a clear nod to the speeder bike scene in *Return of the Jedi*. You can try and jack one of them or stick a grenade to the back of a Ghost, but the nearby Revenant should be your focus. Hop in the Revenant and let your Spartan buddy get in the passenger seat.



Take off down the canyon and use the plasma mortar to decimate anything you encounter. At the bottom of the path is a Wart Hog on a broken piece of bridge. You can actually park your Revenant against one of the columns and climb up to the Wart Hog to grab it, but it's in such disrepair that you'd better just use it as a backup. Stick with the Revenant for now!



Note that you can return to this area -- with the Wart Hog and broken bridge -- at ANY TIME to get a **Checkpoint** in the following area! Every time you make a dent in the enemy's forces cruise back here in the Revenant to save your game.



First, take the southwestern path around the plateau with the AA gun. On the other side you'll find a few Jackals and Grunts and a Wraith tank. Deal with the Jackals first and then return to the Checkpoint before risking everything on the Wraith. Grab a Plasma Pistol from the downed enemies before taking on the Wraith.

Data Pad 08

Legendary

You'll get to this data pad just after the first one. After storming through an enemy building, you'll emerge on the other side with some vehicles. Tear through some units and follow the canyon to an open area with a broken roadway overpass. Jump onto the pillars of the ruined overpass to reach the stranded platform and you'll find the data pad on the ground.

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To take out the Wraith, shoot the gunner on the turret first. You can finish it off with mortar fire OR use the grenade planting method. To do this, it helps to neutralize the Wraith so it doesn't ram you. Drive nearby and hop out of the Revenant. Charge a Plasma Pistol shot and hit the Wraith to temporarily knock out its power and, most importantly, drop it lower to the ground.



Hop on top of it and you should get a prompt to "Plant a Grenade." Follow the button commands shown on screen and then get away and watch the explosion!



Jacking a Wraith

This is a tough maneuver and you should be packing a Plasma Pistol before attempting it and some sort of scoped weapon. First, find some cover near the Wraith and use a scoped weapon to eliminate the gunner behind the Wraith's turret. Now, shoot the Wraith with a charged Plasma Pistol shot and approach it as it becomes temporarily disabled. You may want to use Sprint to do this! Jump onto the front of the downed tank and you will see the turret area open. Press X when you see the prompt to operate the turret. As you take over the turret, the Elite piloting the Wraith will hop out. Shoot him and the Wraith is yours! Exit the turret and jump onto the top of the Wraith and enter the pilot's seat.

Another Wraith patrols the area, so try to coax it out with your Revenant or work on taking out the smaller enemies before confronting it. A grenade plant should do nicely on this Wraith as well.



Work on eliminating all of the remaining enemies by running them down or shooting mortar shots at them, but refrain from traveling up the hill towards the AA gun.

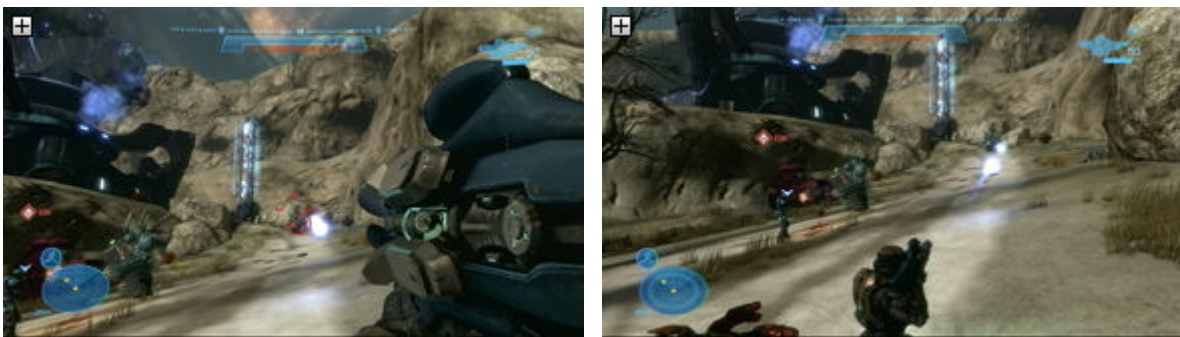


Guarding the AA gun building are two Hunters. Luckily you have a Revenant and a Plasma Launcher to wield against them. The latter can be used to take them out quite easily. To use the Launcher, charge a shot with the trigger until you see all four circles drawn around the aiming

reticule.



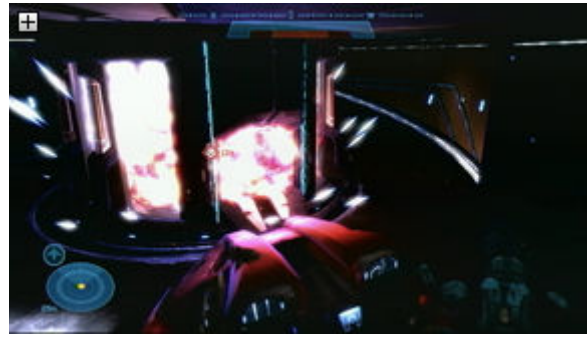
Pass the reticle over a Hunter and release the trigger when it turns red to cover the Hunter in Plasma. The ensuing explosions should take it out. Be sure to strafe while you do this to avoid the slow but extremely deadly green shots the Hunters fire at you.



With the Hunters out of the way, a final wave of Covenant stream out of the AA Gun: Drones, or "Buggers." The Drones can be eliminated easily with weak weapons, but a Needle Rifle or DMR are your best options. While Kat should take care of them on her own, you can search the area for a good weapon to take them out with. A Needler should work just fine as well.



After they are dealt with, enter the AA gun building and shoot out the force field protecting the beam. Toss a grenade inside the beam and back away from the building. Alternately, you can drive inside the building with your Revenant and shoot the core!



Soon, a few transports will arrive to pick you up. Before you can escape a small group of Covenant will be deposited. Just grab your Revenant and take them out in a few mortar shots.



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RALLY POINT BRAVO: THE SPIRE

Your first enemy encounter will be a bridge full of Covenant. Shoot them with the cannon -- the blast radius should take care of any poor aiming. If you hold the trigger, your projectiles will bounce; you don't want this to happen.



The sprawling battlefield below can be distracting, but you need to focus on the pair of turrets. Destroy them with two direct hits a piece.



Near a Covenant tower ahead is a Wraith tank and another turret that must be dealt with immediately. Worry about the Elites in the area after you take these out. After taking out the Wraith, a cutscene will occur.



Inside the spherical shield of the Spire you can finally heal up and grab some good weapons. In addition to the oh-so-handy DMR, grab a Jetpack Armor Upgrade if you wish to do some Achievement hunting later in the level.



Your comrades will head straight up the center of this area, but you should stick to the cliff wall on your approach to the Spire. Use the rocks for cover and crouch to run through the pipes. Flanking the enemies from the side will allow you to snipe at the Skirmishers high on the rocks with Focus Rifles while your buddies slowly catch up.



Jorge will eventually pass you and hop right into the center of the enemies, distracting them and making it easy to pick them off from the cliff side. Alternately, you can grab the truck in the far North and have Jorge get on it. He'll hop on the bed with his giant chain gun and you can easily take out the enemies by using your driving skills to strafe them.



Once all the enemies in the area are dead, you'll be charged with infiltrating the Spire. There's an easy way to do this and a hard way -- the latter will earn you an Achievement.



The easiest way to get to the top of the Spire is drive the truck, Jorge and all, straight down the slope and into the tunnel leading through the bottom of the structure. You may want to snipe the Grunts on the turrets before doing this. At the bottom, ditch Jorge and enter one of the glowing gravity lifts on either side of the structure. These will take you to the top.



The "hard method" involves jacking the Banshee vehicle flying around the area. To do this you can use one of two methods. One is to wait for it to swing nearby and then hit it with a charged Plasma Pistol to disable it. Jack it once it hits the ground. The other method will get you the Achievement we've been talking about:



Achievement Tip: Banshees, Fast and Low

Hijack a Banshee during the Reach Campaign.

You need the jetpack for this one. On the Tip of the Spear, once you crash inside the semispherical shield of the final tower, work your way towards it. When you're given the go-ahead to infiltrate the tower and get to the top, look along the tall cliff face. Several platforms made out of what appear to be pipes can be found here. Jetpack up to these and wait for a Banshee to come for you. When the Banshee turns around, it moves especially slow. Jetpack towards the Banshee and hit the prompt to jack it. You can also do this from higher rock faces in the area, just make sure you are jetpacking or falling when you jack the low-flying Banshee!



With the Banshee you can just fly to the upper platform of the Spire! The upper level of the Spire is a circular walkway. A control room is your target, but its guarded by two Grunts with Plasma

Cannons and an Elite with an Energy Sword.



Before taking on these threats, take out the Grunts in the hallway and be sure to grab a Plasma Pistol and a Plasma Rifle from the dead Grunts and the rack in the hallway.



Peek into one of the doors and throw a grenade at the Grunt with the Plasma Cannon. Immediately charge your Plasma Pistol and fire at the Elite at the controls. If you hit him, run in firing and then, as he draws his sword, hit him in the face with a melee attack. Immediately swing around and knock out any remaining Grunts.



Now, activate the control panel by pressing X to end the level.



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Mission 06 // Long Night of Solace

MISSION START: FIRST FLOOR: ALIENS, BEACHES, SECRET LAUNCH STATIONS

Noble team will do an excellent job of clearing out the Covenant forces on the beach. While they do so, you should split away and take an alternate path through the shallow water. Your goal is a platform at the far end where a Covenant drop ship deposits a Wraith.



Before heading for the water, let Noble team take out the first few Grunts and Jackals and then snag a Plasma Pistol from a body. Keep your Magnum.



Make sure you don't go out of bounds as you wade through the water on the beach. You should soon come to a catwalk that leads to a platform above the water. Hide behind the walls of this

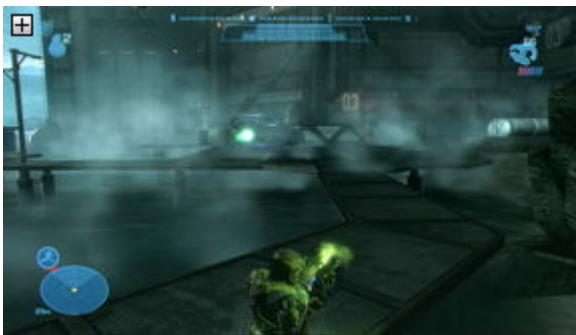
platform as the Wraith gets delivered. You will be jacking this Wraith -- or at least destroying it.



Peek out of cover and use your Magnum to shoot the Elite on the Wraith's turret in the head a few times. Once that's out of the way, switch weapons and shoot the tank with a charged Plasma Pistol shot. This will temporarily disable the Wraith. It will sink towards the ground, making it easy to hop up on top of the turret area. Once you are standing on the turret you will be able to assume control. The Elite inside the tank won't like this, and will hop out to confront you.



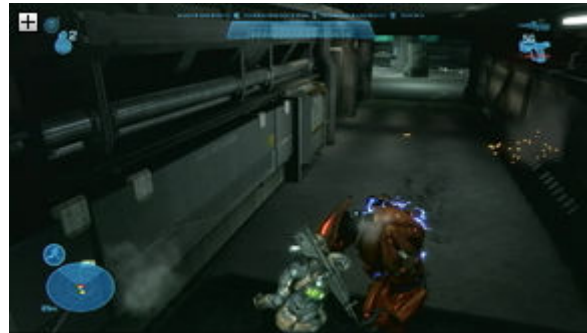
Immediately shoot the Elite dead with the turret. Now, hop out of the turret and into the control room. Although Noble Team will probably have beaten a path to the launch pad doors, you can flank any remaining enemies on the beach by piloting the Wraith into the water and then through the rocks up onto the beach. Getting it through the rocks is pretty tough, but by using the boosters and some tricky angles you can get it through.



Use the Wraith to eliminate any enemies around the entrance to the launch center. In the doorway you'll find a Drop Shield which you should grab for much later in the mission. Also, be sure to grab a DMR off of the rack on the other side of the door. Although you can pick up tempting weapons like an Energy Sword, Sniper Rifle and Missile Launcher in the base, we recommend sticking with the DMR/Magnum pair weapons for shootouts later in the game.



Inside the base there's only one path to follow, despite the branching corridors -- each has a dead end. Watch out of the rampaging Elite that tosses a UNSC soldier out of a doorway as it passes you. Try to get behind it as it turns its back and perform an Assassination.



Data Pad 09

Any Difficulty

In the launch facility, just before you blast off in the Saber, you must pass through a control room with a holographic display in its center. As you enter this room, turn left (west) and examine the raised area bathed in red light. Near a downed soldier is a Data Pad on the floor.



Pass through the control room and out into the launch area. Take the stairs up to the Sabre and a cutscene will play.



Data Pad 10

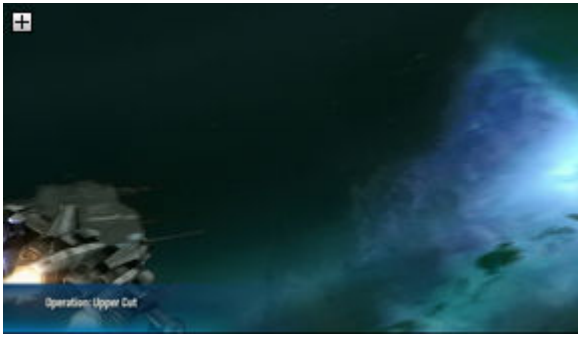
Legendary

Just past the room where the first data pad is, you'll continue down a narrow hall before entering the large hangar area ahead. Climb the first set of stairs on the right and turn left. You need to make a jump to a platform with a metal structure. Jump onto the angled part of the metal structure and then crouch-jump onto the top of the rectangular metal panel one step higher. From there, turn around completely and jump to another platform. Run up the makeshift ramp to find the data pad.

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RALLY POINT ALPHA: OPERATION UPPERCUT

Piloting the Sabre takes some getting used to. Here is a rundown of the controls (for a DEFAULT setting):



Saber Controls

- Press LEFT BUMPER and hold LEFT or RIGHT on the D-Pad to perform a barrel roll to avoid enemy fire.
- Press LEFT BUMPER and hold DOWN on the D-Pad to quickly turn around.
- Press the RIGHT BUMPER and hold LEFT or RIGHT to rotate your ship's orientation with respect to the horizon (you won't need to do this much since your ship automatically orients itself with its belly towards the planet).
- Press Y to toggle between MISSILES and CANNONS.
- Press RIGHT TRIGGER for Thrust -- Watch the THRUSTER HEAT meter, if it runs out, you'll lose speed.
- Press LEFT TRIGGER to fire missiles or your cannons (press Y to toggle between the two)

Throughout your flight, avoid collisions with other ships by keeping your distance. It's best to thrust far out into the void, perform a quick turnaround and then target bogeys in peace from afar. Your first set of targets is a fleet of Banshees.



These unprotected, weak ships go down easily under a volley of cannon fire or missiles. Missiles are actually a bit slow for our tastes. Toggle them with Y and then pass your reticle over an enemy ship until it turns red. Once the square turns red, pull the trigger to unleash a barrage of four missiles.



Cannons are much faster at taking out Banshees, but you have to use the aiming circle to use them effectively. Each enemy craft has a blue circle leading it on your screen to help you aim your slow shots at the fast moving ship. Aim your shots for the circle NOT for the craft itself and you will end up hitting the craft -- we wish we had this clever utility for Space Invaders!



After taking out a few ships in each wave, the remaining ships will be flagged on screen making them easier to track down.



After the first wave of Banshees a pack of Seraphs slip out of hyperspace. These take a bit more though than the Banshees. To take them out, first nail them with a long stream of cannon fire. This will visible disable the shield around the ship. At this point you can switch to missiles, lock on and finish them off with a volley of seeking missiles OR continue to beat them with cannons. As mentioned above, the missiles can be a bit slow -- it's up to you!



These Seraphs should all be marked on your screen, so immediately switch from one to the next. If you start taking fire, perform a barrel roll or a quick turnaround to lose your pursuer.



After the Serpahs, Anchor 9's station defenses -- massive Battlestar-like gun batteries -- will come on line. These will never hit your ship, but they become very useful in taking out enemies that fly into their range. Stick near the cannons and they'll do your work for you, occasionally.



Soon, a wave of large Phantoms will arrive. These have powerful turrets and can take a beating so keep your distance while taking them out. We recommend flying high "above" or "below" the area, flipping around and then sending multiple barrages of missiles at the Phantoms from afar. Just be sure to back away before taking on another Phantom.



Once all the Phantoms, Banshees and Seraphs are eliminated, Anchor 9 will call you in to the central dock. It's marked on your screen. Just thrust over to it and a cutscene will play.



Flanked by the Savannah and its gun batteries, your task is now to disable the massive Corvette.



Achievement Tip: Wake Up Buttercup

Destroy the Corvette's engines & escort in under 3 minutes in the 6th mission on Heroic or harder.

It may seem like a crunch, but 3 minutes actually is plenty of time to destroy the four Corvette engines and the accompanying Banshees and Seraphs. You'll get a Checkpoint and an audio clip saying "Frigate Savannah in position, Saber Team sound off" which is your cue that the 3 minute countdown has begun. First, thrust far off the stern (the rear, engine side) of the Corvette and turn around. With plenty of distance between you and it, fire volley after volley of Missiles. You can lock on to all four engines and a single batch of missiles should destroy each one. After they are all destroyed, immediately look for a Seraph or Banshee to target. Use your cannons exclusively on Banshees and on the shields of the Seraphs. Lock on to Seraphs without shields and fire your missiles (Note: Press Y to switch between cannons and missiles) to finish them off -- don't wait to see them explode. You'll know you are almost finished when you see the remaining ships marked on your screen. Finish them off for the Achievement.



With the Corvette disabled, head for the port on its top side. A cutscene will then occur.



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RALLY POINT BRAVO: AND THE HORSE YOU FLEW IN ON

The Corvette's shields are preventing the Pelican team from docking, and when you touch down on the ship the gravity and atmosphere is minimal. This means you'll be able to jump further, but it also has some negative effects. For instance, you'll toss grenades much further in the low gravity, and the lack of atmosphere inhibits sound waves making your shield alerts and weapon fire inaudible.



As soon as you gain control, approach the nearby Jetpack Elite and melee attack it. Jump directly across the circular portal and, when you touch down, another Elite should show up that you can beat down.



Your fellow soldiers will now leap into the fray below. This is a tough situation since several well-armed Elites patrol the area and they tend to hunt you down in the cramped hallways.



It's best to keep on the move and definitely stay in the hallways. You can grab a Drop Shield if you didn't grab one before you got on the Saber earlier in the mission. This will help immensely since there are no Medkits around. Once again, the Drop Shield replenishes your health -- an incredibly useful side effect.



Your best bet in this area is to use the hallways to take on one Elite at a time. The UNSC soldiers will distract them so you may be able to sneak up behind them. Stick to the hallways and use your Drop Shield liberally to heal.



Once the Elites are disposed of, a door to the south will open and several Grunts will stream into the room. Try to stay on top of this by lobbing a grenade down the hallway. You should have a Magnum and a DMR from earlier in the mission, but you can grab a DMR from one of the Soldiers accompanying you (WARD) if you need it and you'll start this Rally Point with a Magnum. Make sure you are packing both of these scoped weapons for the next area!

	Mission 01/02	Mission 03	Mission 04	Mission 05	Mission 06	»
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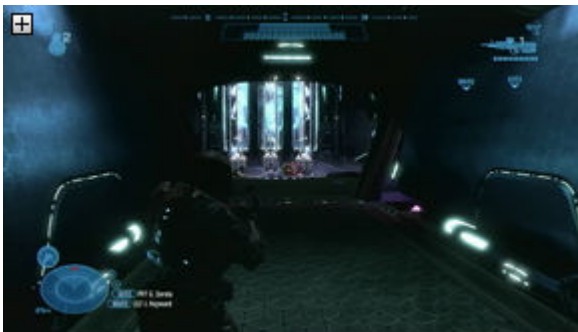
The cargo bay is filled to the brim with Elites and Grunts. To make things worse, the Grunts are all shielded -- but these aren't ordinary shields. An Engineer -- an artificial life form created by the Forerunners -- floats high above the room provided the shield.



You can destroy the Engineer with a few shots from the DMR. This should be your first order of business. Step into the room, duck behind the short wall and take out the Engineer by looking up for the floating creature, zooming in on it and firing a few rounds.



Now, back out into the hallway you came from. This is the ideal place to snipe from since you can back down the hallway if enemies charge you and it provides a wide, safe view of the room.



Note that there are many blue glowing crates in the cargo bay. These can be shot to cause an explosion that damages nearby enemies. Shoot these before taking out anything else.



Now, begin taking shots at all of the Grunts in the room. There are about a dozen, and you'll need to knock their helmets off for an effective follow-up headshot. Many will attempt to rush you, so get ready to throw down the Drop shield and retreat up the hallway. After killing all of the Grunts, you'll get a much-needed checkpoint.



The Elites make tougher targets, and they'll target you from afar with the Focus Rifle. Try to use the explosive crates to your advantage. Really, this is all about quick, accurate headshots though. If they happen to approach you, throw down your shield and melee attack them when they enter its perimeter.



If you run out of ammo, grab the Needle Rifle from a pod on top of the ramp leading to up and to the left (east) from the hallway.



The last few enemies will be marked on your screen. You must eliminate them all before you can lower the Corvette's defenses. Cross the room and head towards the waypoint. Activate the panel in the southeast corner of the room and a Pelican will arrive with much needed supplies and support.



Grab a DMR and Magnum for now and leave the Sniper Rifle for later. Don't spend too much time examining the supplies. Soon, the Covenant forces will enter through the southern door. Be ready with a grenade to catch them as soon as they enter. Now, hang back and take shots at the heads of the two Elites. Try to protect the four UNSC soldiers here since they will come in handy on the bridge -- if only to distract the Covenant.



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Follow the remaining UNSC forces down the hall and you'll eventually come to a large room with a view of the Savannah getting pummeled. In this room is a single Elite. Take shots at it from the door and finish it off with a melee attack if you need to.



The bridge is just ahead. The Elites on the bridge won't be alerted to your presence, so you have a chance to strike stealthily. An Energy Sword should help with this. As soon as you enter the bridge area, hang a left and examine the central ring around the holographic display of Reach.



A Covenant weapons crate here has several Energy Swords. Grab one and try to aim attacks at two unsuspecting Elites -- the one on the nearby control panel and the heavily armored yellow/orange Elite, who may take two hits (!).



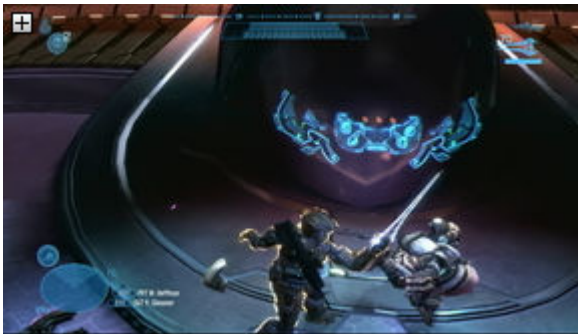
Now all hell breaks loose. Two more cloaked Elites will immediately head for your location. Although you can drop your Drop Shield, you'll also need some cover due to the armed Grunts that will all turn their sites on you.



We found it best to make for the hallway you came from, but there are a number of cover spots in the area. Don't rest until you are sure the invisible Elites are dead. Watch your radar and anticipate their Energy Sword attacks with your own.



From the hallway you should have adequate cover for targeting the Grunts with your DMR. Kill as many as you can before repositioning. With all of the enemies on the bridge dead, a panel will be marked on your screen. Approach it and activate it.



Immediately run back towards the entrance hallway. The door will open and several Jackals and an Elite will enter. Try to catch them all in a grenade blast.



Follow the path back to the cargo bay. Carefully snipe any enemies you encounter from afar.



<div></div>	Mission 01/02	Mission 03	Mission 04	Mission 05	Mission 06	Mission 07		
		Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	

In the cargo bay, Jorge is taking on a large group of Covenant. Hang back and pick them off one at a time with a scoped weapon.



Your last stand on the Corvette is made in the cargo bay where enemies will now enter from nearly every door. Stock up on DMR ammo from the supplies around the Pelican and note that there's still a Sniper Rifle here for later...



For now, use the DMR and the Energy Sword to eliminate the incoming enemies. First, a wave of Grunts and Jackals comes from the direction of the bridge -- through the southern doors. Since they arrive in a pack, use a grenade to hit as many as possible, then concentrate on hunting down the Elites with your Energy Sword.



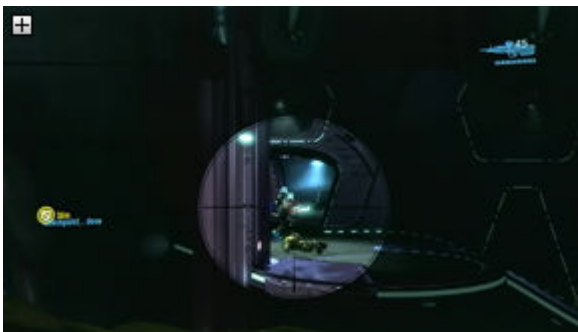
The next wave arrives through a door just up the ramp to the north. Anticipate this wave with a grenade and you should take all the Grunts out in a matter of seconds.



Now, several Elites will enter the highest door on the northern side of the room. Run up the ramps and use your Energy Sword to catch them off guard.



The toughest wave yet arrives from the southwest. Luckily, there are plenty of explosive crates in this area you can use to your advantage. As soon as the Elites drop to the ground level, explode the crates. One of these Elites has a Plasma Cannon which spells instant death for you if you get pasted with one of its shots.



It's best to remain as far away as possible for this battle and snipe. It may be worth it to run down and grab the Sniper Rifle as well. For this portion of the battle, the Elites may not stay distracted by Jorge the entire time and attempt to hunt you down as you snipe. If so, immediately move to the opposite side of the level and take shots at them from the high ground there. This part can get a bit chaotic, with four Elites to keep



With this final pack of Elites out of the way, the mission is over. Rendezvous with Jorge at the Pelican.

MISSION START: THE DEVIL HIS DUE

This is a helluva mission on the harder difficulties. To make things easier, you'll want to carefully manage your ammo and nearly always keep scoped weapons on hand -- with the occasional exception of picking up a Gravity Hammer. Many of the most difficult areas of this mission can be managed by staying far away and using the DMR and Magnum to pick off enemies one at a time.



Speaking of the Magnum, that's all you'll have at the outset of this mission, along with half your normal health bar. Before moving west, head south and then east to find some stairs leading up to the platform above the area. Here, on a balcony with a corpse, you'll find some extra Magnum rounds.



Run west and pass through the malfunctioning doors. On the far side, take cover and try to eliminate at least one of the Jackals. On top of the stairs. Grab its weapon and follow the Jackals into the doorway.



Inside you'll be warned about Covenant suicide squads -- essentially Grunts with pairs of active grenades in their claws. You can't back away and gain ground on these quick little buggers, so try to eliminate them with headshots from afar. Usually a downed suicidal Grunt will set off a chain reaction to eliminate those around it.



There are three in the top level of this building, but many more appear as you take the stairs down. It is essential that you keep your eye on your radar to track the movements of the Grunts since they can pounce on you easily in the tight hallways.



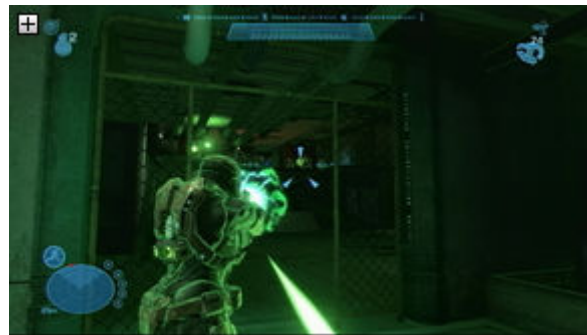
You can grab an Armor Lock to safely avoid the exploding Grunts at point blank if you wish. At the bottom of a few flights of stairs, look for a cage with a Medkit inside to finally restore your health.



Opposite the cage with the Medkit is a large room where you can take shots at oblivious Grunts. This will get their attention, though, so back away if they get too close and shoot them in the hallways.

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In this open area you can restock on Magnum ammo. In the next room you'll find a large group of Jackals and suicidal Grunts at the top of some stairs. Nail the nearest Grunt running down the stairs and you'll set off a chain reaction hopefully destroying a good chunk of the opposing forces.



Pick off the rest with your Magnum. At the top of the stairs is another cage with a Medkit inside. Wait for the Covenant dropship with the Brutes to pass before leaving the dark building. You can pick up more Magnum ammo just as you exit.



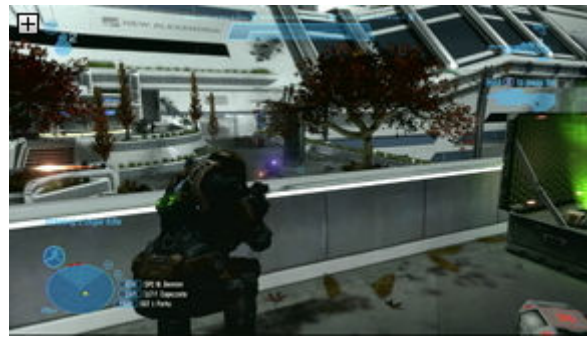
The large ape-like Brutes usually don't sport shielding, making headshots the best way to deal with them. Unfortunately, they are all wearing helmets, which take two or more dead-on shots to remove with a Magnum or DMR. Once you remove the helmets, a single shot to a Brute's exposed head will take it out.



Brutes also charge in to confront you more than other enemies, so keeping your distance and sniping is really the only technique that will keep you safe.



A lone Brute is holding a human just below you so snipe him or, just for the fun of it, fill him full of needles from a nearby Needler. The Needler is actually an effective weapon against Brutes as well, but it holds so little ammo and requires such a short range that it's hardly a substitute for a Magnum or DMR.



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As soon as you step out of the doorway you'll be able to grab a DMR propped against a planter. As you do so, two Brutes will run by to the west. We highly recommend taking these out with a few grenades or else you'll have to deal with them in a difficult position later.



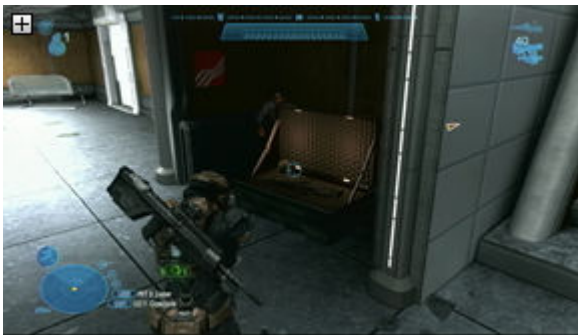
Now, put that DMR to use! Line up headshots on anything that moves. There should be a handful of Grunts to target and some Brutes as well. Pop out of your zoom mode occasionally to check for sneaky Grunts around you.



On an upper level directly in front of your is a an armored Brute with a Concussion Rifle. Like any other Brute, the best technique for dealing with this ape is to knock the helmet off. It can take four or five shots with your DMR or Magnum, but it will eventually pop off, leaving the bald head exposed for a one-hit-kill.



There are Medkits on the wall below where you found the DMR and in a room on the second level on the west side. On the ground level, in the far southwestern region of the stairway is a DMR in a weapon case that you should use to restock your ammo before climbing the stairs to the north.



Stay on the upper walkways in the north and eliminate the remaining enemies in the plaza below. You can hit a switch on the wall in the far north once it's highlighted on your map that brings an elevator down with more troops. The next face off is quite difficult thanks to a pair of Brutes with Gravity Hammers.



As the drop ship lands to the east, search the plaza for grenades and ammo. A Medkit is on the northern wall by the elevator and a Magnum can be found just below it. To start this battle off, take

up a sniping point on the upper walkway across from the eastern door leading to the drop ship's landing area. As soon as enemies pour in, toss a pair of grenades at their feet and try to catch Brutes in the blast.



Take shots at the Brutes below with your DMR, but be wary of other threats nearby. The Jackals/Skirmishers will hop up onto the upper level across from you, so pick them off early on.



The brutes with Gravity Hammers are much more difficult to deal with since they will actively seek you out if no UNSC troops are left in the plaza below. The best way to deal with them is to get the Gravity Hammer from one and use it on the other.



To take out one, a well-place grenade or some great sniping will do the trick, but it's hard to offer specific tactics since these enemies are so mobile. The Brutes will employ the Armor Lock ability around grenades occasionally. To circumvent this, time a second grenade to hit them as they come out of it. As soon you can eliminate one of these Brutes, move in grab its Gravity Hammer. This will make things easier.



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Move outside at the bottom of the elevator and use the weapon rack to stock up on sweet, sweet DMR ammo. Follow the catwalks through the gates and, at the dead end, a door will open revealing four Jet Pack Armor Ability pickups.



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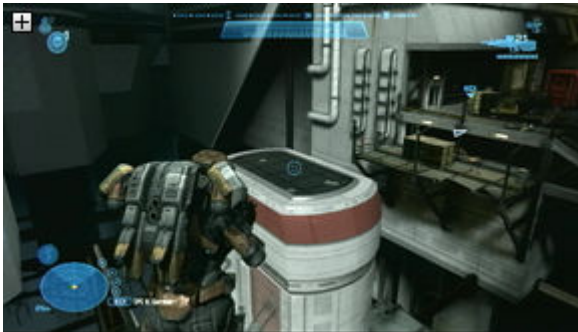
We use a very sneaky method to deal with the clusterf*ck that is the next portion of the level. Instead of following the Bullfrogs into the fray -- an area crawling with Brutes, Fuel Rod Cannons, Jackals and Gravity Hammers -- it's vastly easier to hang back and snipe with your DMR and Magnum.



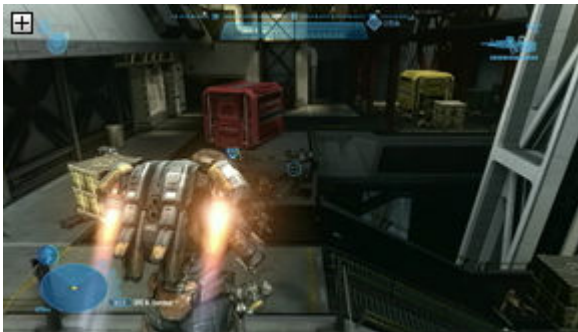
Fly out to the highest of the towers in the center of the divide and start picking targets to the northwest. It's like shooting Grutns in a barrel from this vantage point. Just be aware that there are about a dozen Brutes to contend with and one armored Brute with a Gravity Hammer, so be sure the coast is clear before moving in.



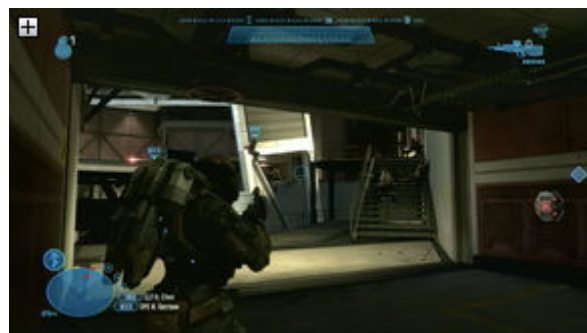
Fly over to the small building just to the south of the area with all the enemies and use the new vantage point to make some more kills.



After things seem quiet, fly over to the area with all the cargo crates for a much needed checkpoint. There will probably be a few stragglers here so don't be shy about using grenades.



Climb up the stairs taking shots at any Grunts you see. You'll pass a Medkit on the way. At the top is yet another pack of Brutes and an armored Brute with a Concussion Rifle. The best you can do here is use your DMR and Magnum to hit them from cover. If you are feeling adventurous, you can grab the Gravity Hammer from the downed Brute below to quickly dispose of this pack.

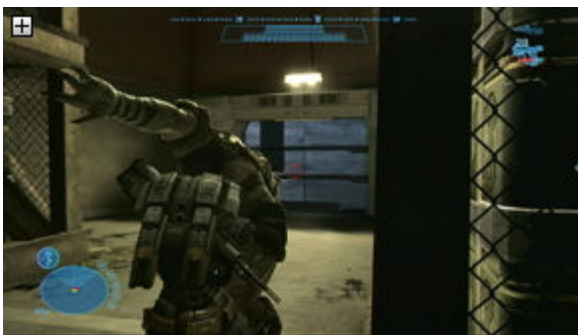


**Data Pad 11****Any Difficulty**

In Exodus, at Rally Point Alpha, after crossing a large open area when you get the Jet Pack for the first time, you'll land in a warzone with tons of enemies. Shoot through them and climb the many stairs. Before entering the atrium that leads to the rooftops you'll encounter a few Brutes and an armored Brute with a Concussion Rifle. Fly up to the unlit catwalks overhead. The Data Pad is on top of the catwalk.



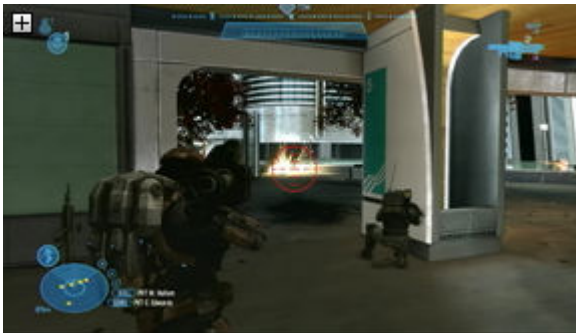
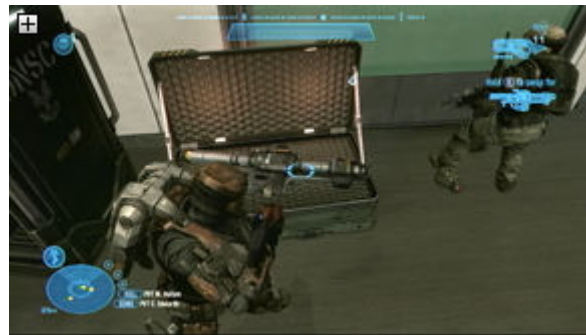
With this last batch of Brutes out of the way, enter the door at the top of the stairs. Fly up through atrium towards the waypoint marked on your screen. As you exit onto the rooftops a welcome sight will greet you: Weapons!





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First, stock up on DMR ammo and grab the Rocket Launcher. Use the four rockets to eliminate packs of nearby enemies and anything you can see across the way. Once again, this area is VASTLY easier if you hang back and snipe from afar, so return for your Magnum before proceeding.



Or favorite sniping roost is above the area with all the UNSC troops. Some of the Bullfrogs will zip up here (if they are still alive). It's a balcony above the northeast area and a Sniper Rifle can be found at the eastern end.



Use this Sniper Rifle to take out the armored Brutes across the way to the north. This makes things MUCH easier, but your DMR can do some damage from this area as well.



It's hard to tell when all of the enemies are eliminated on the far side of the divide, so move in cautiously. If things are still crazy on eastern stairs, consider backing away and sniping. Otherwise, clean house with some grenades and you'll get a checkpoint once you begin climbing the stairs leading up and to the west.



Data Pad 12

Legendary

After the point where you get the first data pad, you'll exit to a large courtyard between two buildings. Fight your way up the stairs but don't enter the next building. Instead, follow the walkway to the right. You need to jump over the railing and use the jet pack to fly over to a small ledge created by a series of beams. Hop your way up the small ledges, taking breaks with each successful jump to refill your jet pack. The data pad is found atop a couple of air conditioning vents.

On the highest level of the structure to the far west is a heavily armored Brute Chieftain. This Brute is nearly invincible and you'll probably get board just hitting it in the head repeatedly thanks to its

recharging shields.



You have a few options here, but thanks to the recent checkpoint, feel free to get crazy and move near the Chieftain for a grenade strike. A few grenades should take it out or at least reduce its armor. Watch out for Grunts on your way up the stairs -- you may want to use one of their Plasma Pistols to knock out the Brute Chieftain's shields.



Just past the Chieftain is a Medkit and a DMR ammo supply at the far end of a long, Grunt-filled walkway. One or more of the Grunts have Plasma Cannons so be especially careful. Snipe at them and use grenades if they are in packs. Above the Grunts and Jackals are a few Brutes patrolling the walkway that you can take shots at as well.

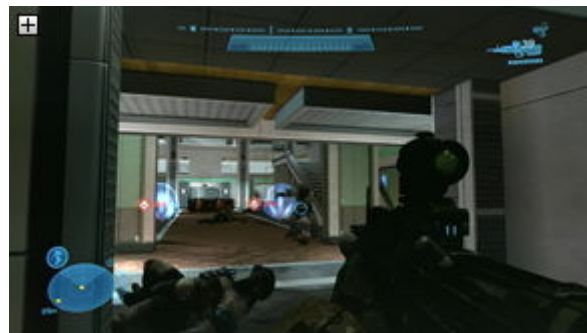
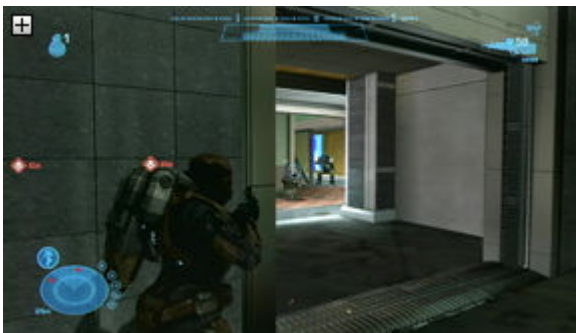


Your destination is a pair of doors leading to a room with a hellish population of Brutes and more. Stay by the door and peek in to snipe at targets with your DMR. A grenade can help clear out nearby enemies occasionally but they won't come close usually.



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At the rear of the room is a Brute Chieftain with a Plasma Cannon and beyond him is a landing pad flanked by two turrets. Once you start thinning out the Brutes in the room with headshots, a Brute with a Gravity Hammer will begin to charge you from the landing pad in the distance.



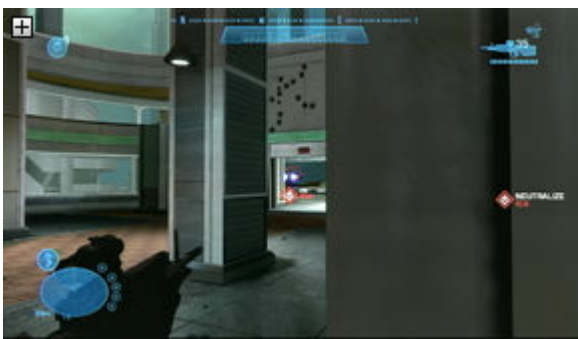
While you may be able to snipe him from the doorway, you can also take cover in the upper walkway and shoot down at him from relative safety. At some point the Brute Chieftain with the Plasma Cannon will retreat and you can get a Checkpoint in the center of the room.



A few Jackals, the Chieftain and the turrets remain on the landing pad. Hang back in the middle of the room and empty your DMR into the Chieftain's face to reduce his shields and pop off his helmet. He won't fire any shots at you if you fire through the doors from far away. Use any Plasma Grenades in the area to kill the Jackals to conserve DMR ammo for the Chieftain.



Now, target the Grunts in the turrets with a single shot each from your scoped DMR. This will actually cause the turrets to explode. Once every last enemy is dead you can move out onto the landing pad. **BE SURE TO GRAB THE PLASMA CANNON.** This will make the next area VASTLY easier.



Soon a VTOL will arrive. Hop on the gun to leave the rooftops.



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RALLY POINT BRAVO: I SHOULD HAVE BECOME A WATCHMAKER

You won't be able to do much with your chain gun but choose whatever targets you can and eliminate them as you pass over the city. Soon a passenger frigate will go down nearby and you'll arrive at your destination.



As you hover above the UNSC troops, eliminate the Brute and the other Covies with the turret. Once they are dead you can land. Stock up on ammo and health -- although you'll be spending most of this mission in a Wart Hog.



You'll be able to commandeer said Wart Hog just down the road. While a computer-controlled soldier will do a decent job on the Wart Hog gun, you really need some extra fire power here, so give the soldier in the passenger seat that Fuel Rod Gun you've been holding on to from the very end of the last area.



First, press X to make him hop out of the passenger seat of the Warthog. Now, with the Fuel Rod Gun equipped, press X to switch weapons. When he has the massive weapon, hop back in the Warthog, let him get in and drive off! If you do not have a Fuel Rod Cannon, then try to find a soldier with a Spartan Laser on the north side of the area -- a giant, shoulder-mounted weapon -- or you can pick up a Missile Launcher at one of the panels you need to activate. The Fuel Rod Gun is your best option, though! Remember: Any weapon you give to a computer-controlled player will have infinite ammo! That's a lot of Fuel Rods!



There are several vehicles you'll want to eliminate right away, the nearest being a Ghost. Drive quickly past it and let the Fuel Rods and bullets from the turret do all the work. Now, it's time to take on the Wraith tanks.



There are two missile batteries you must activate in this area in two plazas linked by a sky bridge. Drive north past the southern missile battery to the sky bridge area and you'll meet a second Wraith. The key to taking out Wraiths is fast passes in the Warthog, since it won't be able to target you with its mortar fire.



Streak past it and try to get behind it. It's best to let your passenger side face the tank on your pass so the soldier with the Fuel Rod Gun will hit the tank. It will only be a matter of seconds before the Wraith is toast.



Just to the north is another Wraith. Circle it and let your buddies beat it down. For each destroyed Wraith you'll get a checkpoint. Check the area thoroughly for any remaining Ghosts -- there may be another on the north side.

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Now, about those missile batteries... The plazas where each battery can be found are heavily guarded by Brutes with all manner of weapons.



The northern plaza features a Brute with a Concussion Rifle and another Gravity Hammer for instance, which is especially dangerous. Nevertheless, your passengers will rip into these apes easily every time you make a pass. Just be careful to never stop near a Brute or you can expect a Plasma Grenade on your hood.



Clear out the Northern Plaza first and drive right up to the panel to activate it. There's ammo and a Medkit here, but the real goodies can be found around the next missile battery.



From here you can drive south right across the sky bridge towards the second battery. The walls of the bridge should protect you adequately from the charging Grunts and Brutes around the plaza. The Fuel Rods will make short work of them.



Drive straight to the second missile battery and arm it by activating the small panel on its side. Now you can grab some goodies. A Rocket Launcher lies here, but you probably won't need it. You definitely will need the Active Camouflage Armor Ability, however.



The Active Camouflage can be used to cloak yourself from enemies -- essentially you become invisible. However, some enemies will still spot you if you move or take damage. You can remain cloaked for a long time, and you can use the cloak even if the Armor Ability hasn't recharged.



The final task in this mission is to activate the missile batteries by activating a panel on the upper level of the facility on the eastern hill. This is an incredibly fortified place, and a pack of armored, Gravity Hammer-wielding Brutes hangs out in the room with the switch, not to mention countless reinforcements and a few Ghosts that get deposited in the area at this time.



Despite all this, you can get to this panel in a matter of seconds -- you read that right -- SECONDS. Get in your Warthog and head towards the southern portion of the level where you initially landed.



Examine the building marked on your screen. A grassy ramp leading to a side staircase can be seen leading up the south side of the building. Pilot your Warthog up this ramp and up the next staircase you see. As you do so, a stream of Brutes will round the corner above you.



Hop out of the Wart Hog and your passengers will start ripping into the apes, completely distracting them as you turn invisible with the help of your Active Camouflage. Round the corner at the top of the stairs and make a left into the hallway that leads to the room with the switch marked on your screen. Hit the switch to end the mission.

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Mission 08 // New Alexandria

MISSION START: FLY BY NIGHT

For much of this mission you'll be piloting your trusty Falcon through the rooftops of New Alexandria. Note that if you lose your Falcon after safely landing it, you can press DOWN on the D-Pad from any rooftop to respawn at the start of the level. Wait here for a bit and a new Falcon will land. You won't lose any progress and you can just zoom back to your previous location. As a bonus, you'll have two new gunners. Sweet!



Before doing anything in this level, you may want to switch weapons with a soldier on the Falcon's gun -- he has a Magnum which is better than your default Assault Rifle.

Data Pad 14

Legendary

As soon as the mission starts, get into the chopper, fly up a bit and pull a 180 turn to face the back of the building. Fly to the building directly behind the one with the chopper pad and start floating down the side of it. The data pad is on an impossibly small ledge along the side of the building. You'll need to position the chopper as much on top of the

ledge as you can and exit. Sometimes Noble Six will hop out the wrong side of the chopper and die. You want to land on the ledge to grab the pad. You can press DOWN on the D-PAD to warp back to safety.

Piloting the Falcon is easy, but you should know the limitations of the machine. It climbs slow and has trouble moving backwards. Much of this mission will involve avoid fire from turrets and Banshees, so you should learn to strafe from side to side at full speed at all times while firing to avoid taking damage. You can also cut your engines to fall out of a Banshee's range in an emergency.



Data Pad 13

Any Difficulty

As soon as you get into the Falcon in New Alexandria, turn northwest toward the large, double-pointed building in the distance. Just past that building is a shorter triangular-roofed building. It has a wedge-shaped top. On the opposite side of the rooftop (the north side) you'll find the Data Pad on a ledge between two fans.



Wait for a waypoint update and then head towards the point marked on your screen, a night club on the side of a skyscraper. The first comm jammer is located here. There are turrets on either side of the red light-bathed entrance to the night club.



Strafe the area firing at anything that moves, but be especially sure to eliminate the turrets. You should kill every Grunt, Brute and Jackal before setting down on the landing pad. Cut your engines gradually to avoid taking damage.



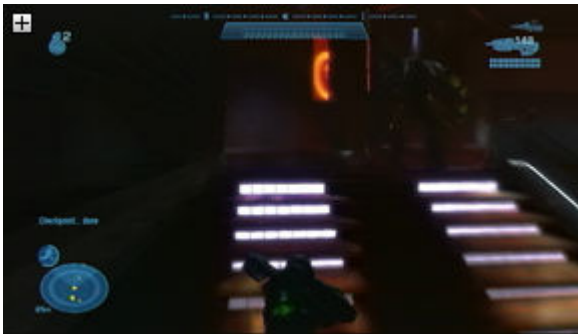
If you move fast, Banshees probably won't even bother you for this first flight, but if they do, strafe while firing at them. It only takes a few shots from your main cannon to bring them down, but if you get close your fellow soldiers will do some serious damage with their turrets.



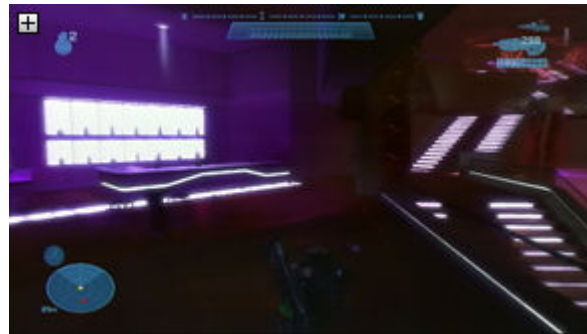
Enter Club Erera through the set of red doors and head down the stairs. It's pandemonium in here, with FOUR HUNTERS between you and the comm jammer. Luckily, all you need to do is smack a panel on the jammer as you run by it. this means you can be in and out of here in seconds -- without ever touching a Hunter!



Note that on the way down the left side of the area you can score some DMR ammo from a gun on the ground. Stay along the left side of the area and stop just below the platform with the comm jammer and two Hunters. From here, run up the stairs and try to avoid getting noticed.



If you do get noticed, use your Sprint Armor Ability to run past the slow Hunters and straight to the button on the comm jammer. Hold X as you pass it and keep moving down the opposite side.



You can now leave the night club. Grab some grenades on your way out. Head toward your next waypoint marked in yellow. A Pelican is having trouble taking off due to four turrets surrounding it.



The turrets are marked with red arrows on your screen. Circle the area at full speed, firing at each turret. The closer you get, the more damage you will do, so try to swoop in low. As soon as the turrets are down, the Pelican will take off and you'll get a new assignment.



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SINOVIET HM CENTER

You'll probably encounter a few Banshees on your way to the SinoViet HM Center. Try to keep above them and fire down while strafing to eliminate them.



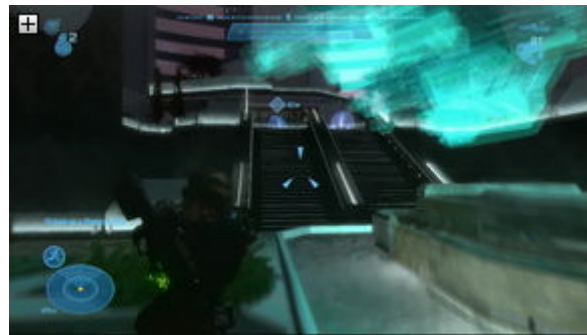
On each side of the landing pad marked with a green arrow are turrets so try and identify these from afar so you don't get pummeled.



The SinoViet HM center is crawling with Brutes, but many of them are in the interior plaza. Luckily, you can fire through the building's façade into this area. Make use of your Altitude Lock by finding a spot where you can fire straight through the building's slats and lock yourself in place there.



Now, aim at the tiny Brutes and Skirmishers in the distance. You'll know you've taken them all out when an armored Brute appears. Often you'll only be able to see the red ring of your aiming reticule, but keep firing anyway. You can even use your enhanced radar -- the smaller blips represent foot soldiers (although their distance is a bit misleading). This makes this uphill battle a cake walk -- it just takes some patience!



After the area goes quiet, land your Falcon and head up the stairs into the SinoViet HM center. There may be some stragglers so proceed with caution. Most likely, the armored Brute will still be alive. Take a moment to stop and hit him in the head a few times before moving to the elevator.



Take the elevator into the building. This area is similar: Hit the button and get out. However, you'll have bit of help since you can pick up an Active Camouflage Armor Ability on your way to the comm jammer.



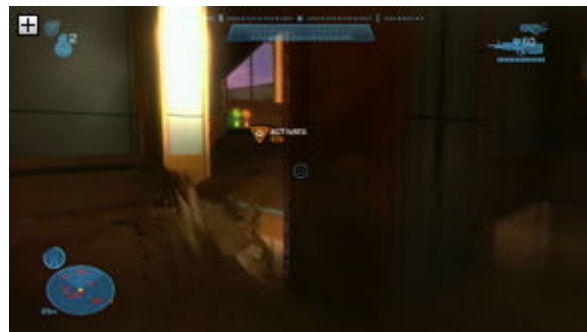
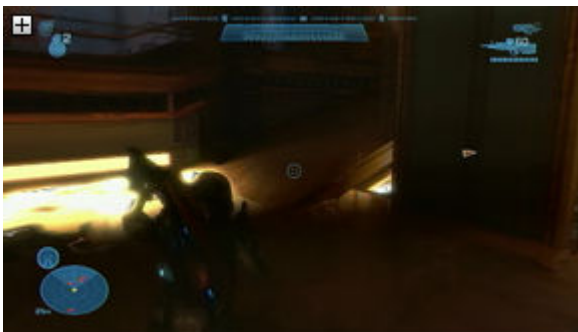
Exit the elevator and jump off either side of the room to get to the bottom level. Pick up the Armor Ability here and you can score some DMR ammo as well.



In the rear of this area is a small room with the comm jammer. Plan your path of escape now. The shortest path to the elevator you used to reach this area should be indelibly burned in your brain by the time you hit the switch.



Hit it and turn around and begin to make your way out. You should get a checkpoint after a bit. At this point Buggers will appear all around you. Engage your Active Camouflage and move straight up the ramps to the elevator.



A good path will take you right by the Armor Abilities case. As you pass it, hang a right and take this ramp right to the elevator. DO NOT engage the Buggers. They are incredibly vicious on Brutal and Legendary and not worth confronting. Just get out of there! Once on the rooftops, head back to your Falcon and get in.



		«	Mission 07	Mission 08	Mission 09	Mission 10	Mission 11
				Part 1	Part 2	Part 3	Part 4

NEW ALEXANDRIA HOSPITAL

Take the Falcon to the next waypoint where a group of soldiers is being attacked by some Covenant forces on foot. Circle the building and shoot all the enemies on the rooftop marked in red. You may need to fire at some Banshees circling the area as well before the Pelican lands to pick up the troops.



Your next goal is the New Alexandria Hospital nearby. There are no enemies protecting it so you can just land outside the doors and head inside. Activate your Active Camouflage inside the doors and kill every snoozing Grunt with an Assassination. You may notice that they are shielded by a nearby Engineer which quickly retreats to the ground floor as soon as you enter.



Now, look for the top of the winding staircase that leads out into the central area. Stand here and look straight down. You should be able to target the Engineer below while dodging enemy fire. Use your DMR to take it out in just a few hits.



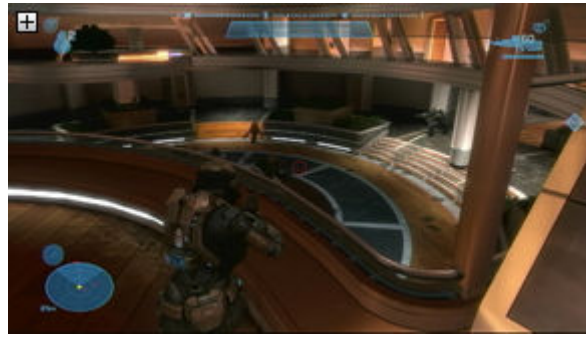
Now, return to the perimeter of the room. Ramps in the ringed hallway lead down to sublevels, each with Grunt and Jackal patrols. Use grenades on large packs of enemies, but otherwise, use the bend in the hallway for cover and pick them off one at a time.



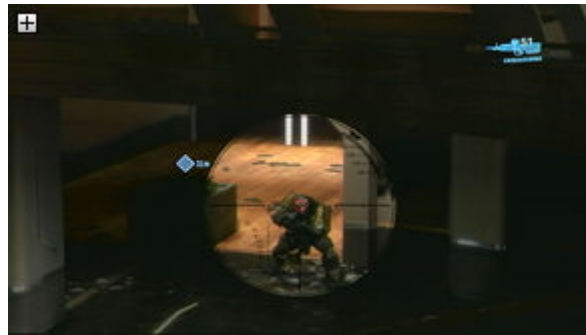
Above the second floor ramp leading down is a Drop Shield Armor Ability which we highly recommend you pick up. There will be no more sneaking around in this mission. Try to conserve your DMR ammo on the way down by picking up Needlers and other weapons and using them on the smaller enemies.



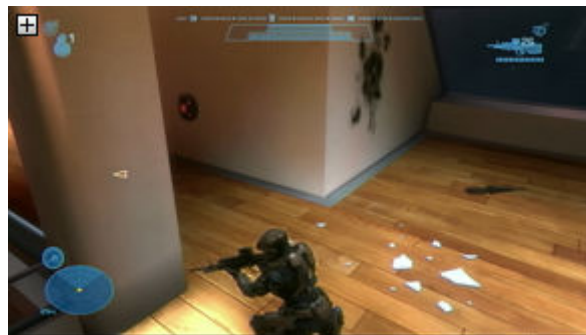
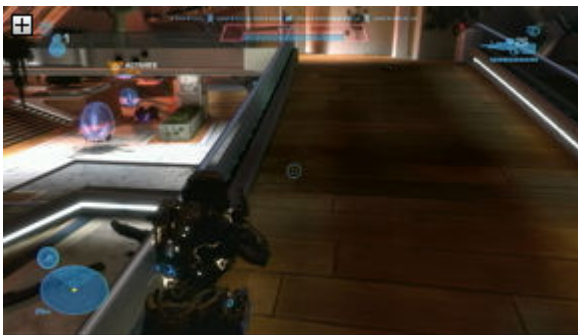
At the bottom you'll find an armored Brute and a large pack of Grunts, some suicidal. Take shots at them with the DMR and save the Brute for last. You should be able to nail it in the head a few times from your vantage point without too much trouble.



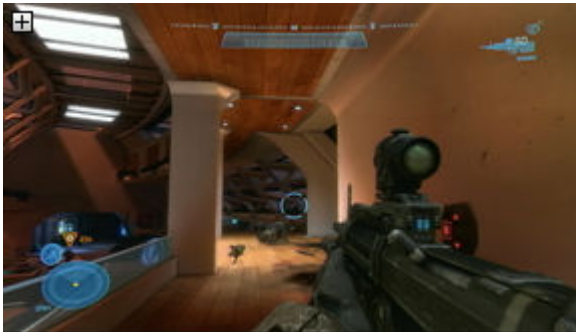
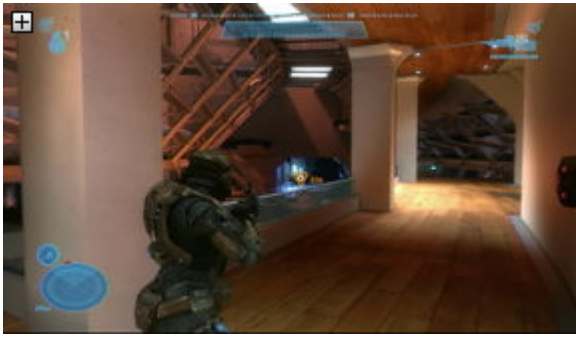
Head down to the ground floor and into the eastern corridor. A full complement of Brutes is between you and the final comm jammer. Slowly advance using your DMR to pick off the monkey men.



Stick to the eastern wall and take the first ramp up to find a Medkit and a DMR for some extra ammo on the second level. Look at the end of the hallway past the Brutes below. An Engineer floats here protecting the armored Brutes. Take it out with the DMR. Use grenades and your DMR to kill the three armored Brutes at the end of the hallway.



Before hitting the comm jammer, be absolutely sure you have a Plasma Pistol and hopefully a good supply for DMR ammo! As soon as you hit the panel, a pack of Jetpack Elites enters from the far door.

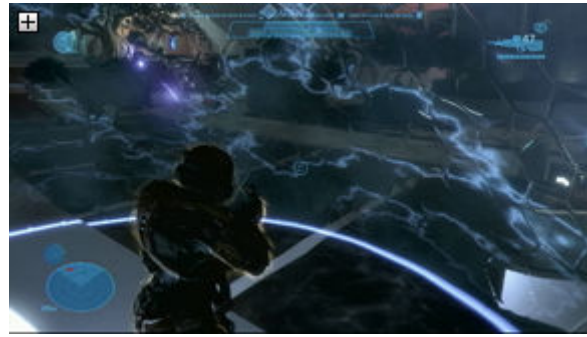
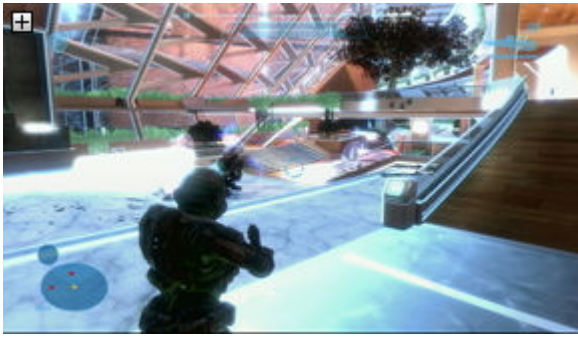


≡	«	Mission 07	Mission 08	Mission 09	Mission 10	Mission 11
			Part 1	Part 2	Part 3	Part 4

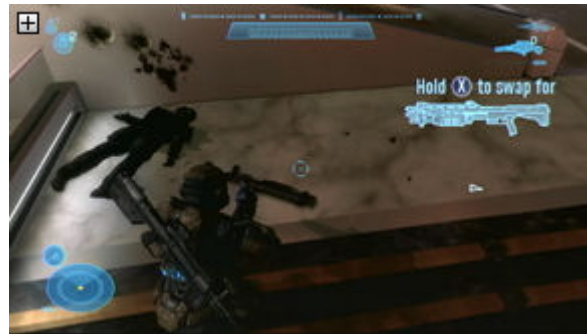
Taking on the whole pack is incredibly tough, but an overcharged Plasma Pistol shot will make it easier. Take cover on the upper level and hit one at a time with a Plasma shot followed quickly by a headshot. Your Drop Shield will come in handy here, allowing you to recharge your health in the midst of a tough battle.



If you lack the weapons for this you can use a shotgun from one of the downed soldiers on the east side of the lower level. Hide in a corner and wait for the Elites to land nearby, then pop them off one at a time -- this strategy isn't recommended, but if you get trapped with no other options it will work!



You can return to the comm jammer area and then walk up the middle of the hallway for a **Checkpoint** after each kill to play it especially safe.



After the Elites are dealt with, a few more Skirmishers with Focus Rifles and a shielded Elite with a Concussion Rifle. You'll need your Drop Shield to survive this. Attempt to snipe the Skirmishers and then try and take out the Elite with a Plasma grenade.





You can now safely exit the building the way you came in. Climb the ramps to the launch pad and take off.



Now, head towards the tall building with two spires. Six turrets on the top of six buildings must be eliminated before you can land. Phantoms, Banshees and the turrets themselves make these skies extremely unfriendly.



Quickly strafe in a wide circle, aiming for the turrets marked on your screen. It helps to be near them since you can take them out much faster when your reticule actually turns red.



If you take heavy damage, try backing away, landing in safety and extracting yourself by pressing **DOWN** on the D-Pad (you may need to destroy your Falcon to get the prompt allowing you to do this). Once all the turrets are destroyed, head towards the landing pad extended from the tall building in the center of the ring to end the mission.



Achievement Tip: I Didn't Train To Be A Pilot

Kill 3 of the anti-aircraft batteries during the 8th mission.

You'll get this Achievement for taking out 3 of the 6 turrets surrounding the tall building in the end of this level. Easy!

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Mission 09 // The Package						

MISSION START: TORCH AND BURN

Your return to Sword Base and its environs will recall some familiar sights. You'll begin this mission across a lake from a pack of Covenant. There are several well-armed Grunts to worry about: A Grunt in a Ghost, two Grunts with Fuel Rod Guns and two Grunts in turrets. Additionally, a sniper tower holds a Skirmisher sniper with a Focus Rifle. Your DMR should come in handy in sniping these threats.



In the middle of the lake is a structure with a Holographic Decoy and an Armor Lock, but you should ignore this area and stick with your Sprint Armor Ability for now. As soon as you fire a shot, all guns

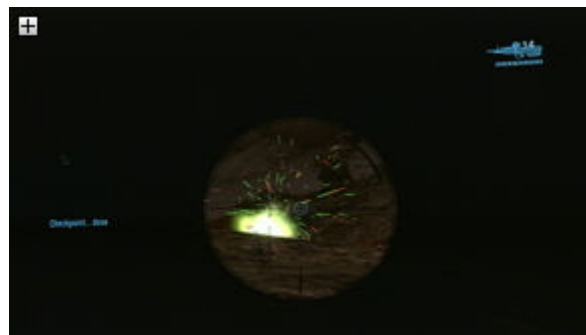
will turn towards you. Follow the beach around counterclockwise and hide behind the rock just before the turret. From here you should be able to pick off each enemy.



Start with the nearby turret. Hit the Grunt behind the controls to knock it out and then quickly snuff out the Grunt with the Fuel Rod Gun. At this point you'll be taking fire from the Ghost and the sniper tower and possibly the second turret in the south. Hopefully your fellow troops will be drawing some fire -- although you want to keep at least one of them alive. This means you should take out the second turret without delay. You should be able to hit the Grunt operating it from your position provided it turns away to shoot at the soldiers.



Use your scope to hit the Skirmisher in the tower with a few DMR rounds. Now just the nearby Ghost should be between you and the tower. If you can jack it will make things easier -- although sprinting up to a Ghost without stunning it with a Plasma Pistol is a recipe for disaster in the harder game modes. You can do it, however -- just sprint and jump towards the Ghost and jack it.



Turn the Ghost or your DMR on the enemies around the sniper tower. There's at least one more Grunt with a Fuel Rod Gun you'll want to be sure to eliminate. With the Ghost you can shoot the tower itself to blow it up.



Near the sniper tower and the second turret is a small shack on the lack. Inside the shack you can stock up on DMR ammo at a weapons cache and score a Medkit as well just outside. Before leaving, grab a Fuel Rod Gun -- try to find the second gun to fill out your ammo supply. This will come in handy later when you face Elites.



Head south over the pass and you'll find a pleasant sight: A Scorpion tank! This tank's ultra powerful cannon can take out almost anything in one blast. Try not to attract the attention of the distant sniper tower as you commandeer the Scorpion. Your lone surviving UNSC trooper should take control of the powerful turret -- you'd be surprised at how much this helps!

Achievement Tip // Tank Beats Everything

Finish the 9th mission on Legendary with the Scorpion intact.

This is a fun Achievement -- and the level is much easier if you keep the Scorpion alive anyway! In the following pages of the Walkthrough we'll focus on keeping the Scorpion from taking damage so you can get this Achievement. Note that having at least one UNSC soldier to man the gun is extremely helpful for the occasional Ghost that gets to close for comfort.

Immediately destroy the sniping roost to the south. The road loops around to the north, but beware:

There are many threats just around the bend. Peek around the corner and fire at the Ghost first. One direct hit will do the trick, so aim carefully -- and a bit in front of it to make you nail it in the wide blast.



Now, scoot a bit further out and aim for the sniping tower around the bend. One shot will bring it down. You can now take shots at the smaller enemies to the west. Don't get too cocky, though, since a turret sits in the middle of the road to the northwest and it will begin to riddle you with plasma as soon as you pull out all the way.



As you turn northwest past the turret, a pair of Ghosts will come around the corner. Aim your cannon their way to blast them just as they begin firing -- aim for one at a time, but hope that you get lucky and catch both in your first shot.





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As you round the next corner a Covenant AA gun will come into view. Don't worry, you won't have to toss any grenades into this one! Your Scorpion will make these AA guns a walk in the park. Just aim your sites at the gun itself -- any part of it -- and hit it with a half dozen rounds. You'll get an audio message when the gun enters its self-destruct mode (an alarm will sound as well).



Move west until the second AA gun comes into view. Don't aim for it yet. Pick off the Jackals on the hill and wait for at least two Ghosts to come over the ridge by the Jackals. Take out each one -- there may be some a lag before you see them both.



At the same time, Banshees will stream in from the right side of the screen. You can shoot them fairly easily if they move slow. Take out a few Banshees but also get some rounds into the AA gun. As soon as you destroy the second AA gun some Falcons will be able to help out with the seemingly endless stream of Banshees.



Head north and then east along the road. As you round the corner, Sword Base will come into view along with a sniper tower you can hit from a safe distance just as you spot it. As you turn east, a trio of Ghosts will come over the ridge. You should be prepared for these since they can be overwhelming at close range. Line up your shots carefully and shoot a bit in front of each one to catch it in the blast.



The canyon to the east features four turrets and multiple Revenants that will destroy your ride in seconds if you attract all their attention at once. Thankfully, using the boulder at the top of the small mound before the canyon as cover, you can peek out and destroy all the threats safely -- if you can spot them!



There are two turrets due east from this boulder -- one fires green shots and the other, beyond it, blue shots. Follow their firing lines to the source and then pummel that location with shells. If a turret returns fire, back up and wait before trying again.



Before inching out any further, make sure the Revenant that approaches you from the valley is eliminated. You won't be able to outmaneuver it, so keep your distance and pull back to safety of cover if it fires a slow mortar at you.



The next turret is to the southeast and is pretty close, so snuff it out quickly as you inch down into the valley.



Finally, a fourth turret lies to the upper left as you round Sword Base's wall. Stick closely to the wall and peek around the edge to fire at the final turret. Take shots at Banshees as you head for the waypoint. While a few Revenants remain in the area, you can safely head straight for the Sword Base main gate.



Destroy the Revenant just outside the main gate entrance and the door will open. Drive inside and exit the tank.



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RALLY POINT ALPHA: LATCHKEY

At the top of the ramp you'll rendezvous with Noble Team. They are engaged in a firefight with two Elites and a few grunts. Flank the Elites from the ramp and use grenades and the explosive canisters in the area to drop their shields so you can take them out with your DMR.

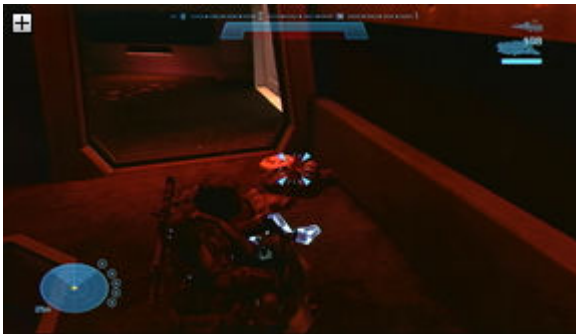


Just inside the base is a Grunt behind a turret which you can pick off easily from the top of the

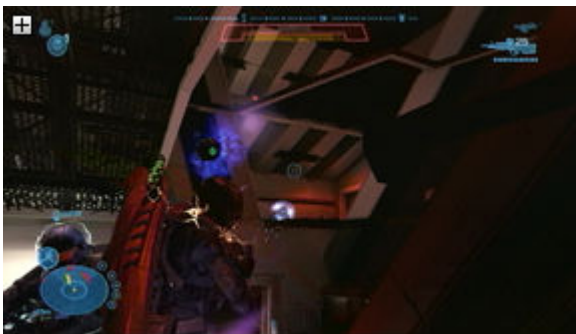
ramp. Before heading to the elevator, grab one of the Plasma Turrets and heal up using the Medkit on the far side of the room (to the right of the door marked on your screen) if you need to.



With Jun and the soldiers in tow, begin working your way up the ramps in the next room. The turret can help with this a bit, but after you empty it, just ditch it and use traditional methods on the shielded Jackals. Be careful as you reach the top of each landing -- enemies often wait just out of sight.



You can replenish your DMR ammo at the top of the room. You should still have your Fuel Rod Gun from before, but if you don't, grab a Shotgun at the munitions locker.



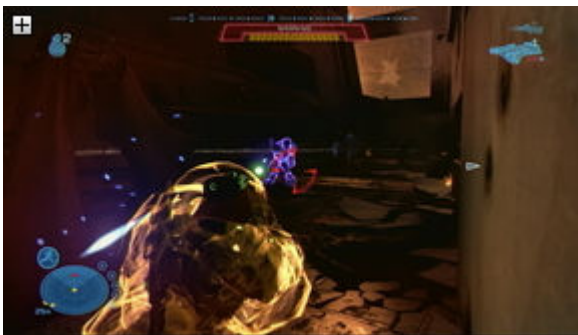
Head up the ramp and through the destroyed entrance to Sword Base's interior. On the way you'll pass another munitions locker with Magnums in it -- take note of this.



In the next room you'll encounter several Elites with Active Camouflage. Your Fuel Rod Gun will take care of them swiftly, so break it out now. If you don't have a Fuel Rod gun, let Noble Team do most of the work here. If an Elite approaches your cover spot, hit it with a blast from the Shotgun.



As you tear through them you may notice a few with shields -- notably a well-armored yellow Elite that will appear once the invisible Elites are destroyed. An Engineer floats over the western end of the area. Take it out with your DMR or a Magnum to hit it with a few rounds from a distance. You'll still need to deal with the Elite, however.

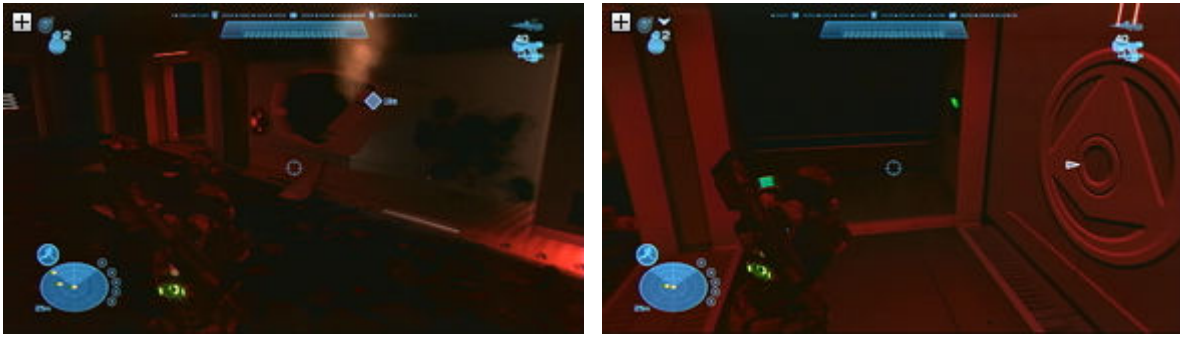


Keep in cover while it fires off Concussion Rifle rounds and peek out to get in head shots or use the rest of your Fuel Rods on it. Use the northern ramp to get to the second floor and move through the wreckage of Sword Base towards the waypoint. Before heading through the door, look for a nearby Data Pad.

Data Pad

Any Difficulty

At the locked door in the interior of Sword Base -- just after you fight the pack of Elites -- look for a Data Pad on the ground near the panel you activate to head underground.

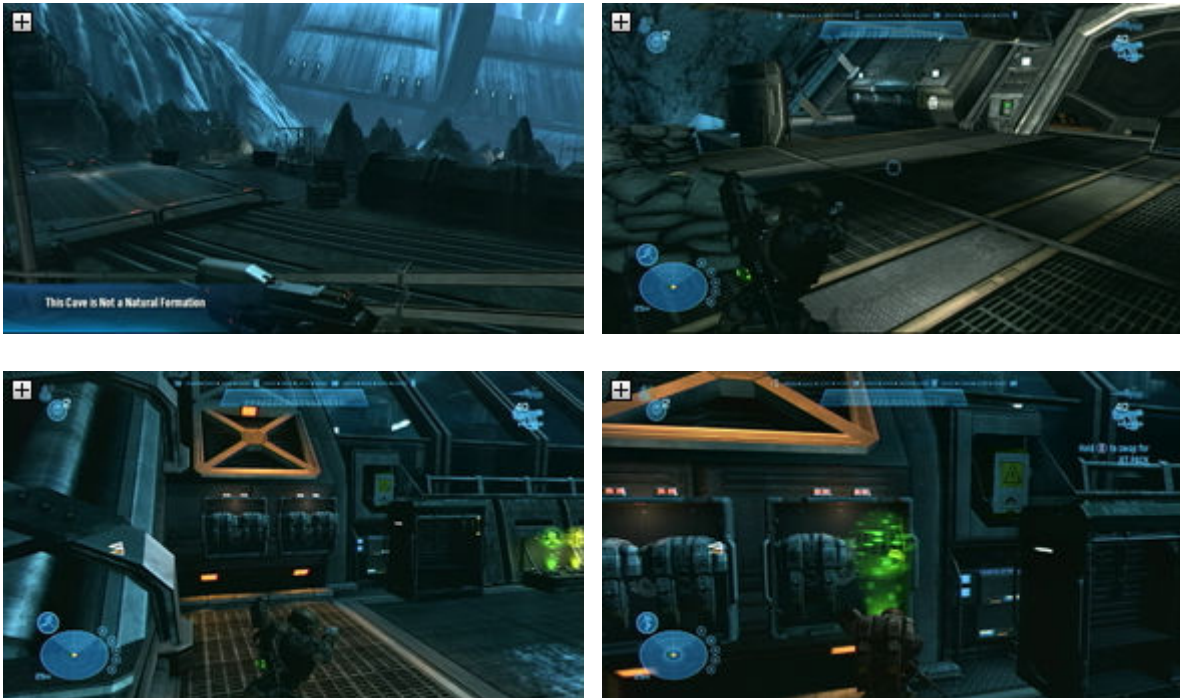


Access the panel by the door marked on your screen to initiate a cutscene.



RALLY POINT BRAVO: THIS CAVE IS NOT A NATURAL FORMATION

Make your way down the walkways towards the laboratory entrance. At the entrance, you'll find a huge stockpile of ordinance, Medkits and Armor Abilities.

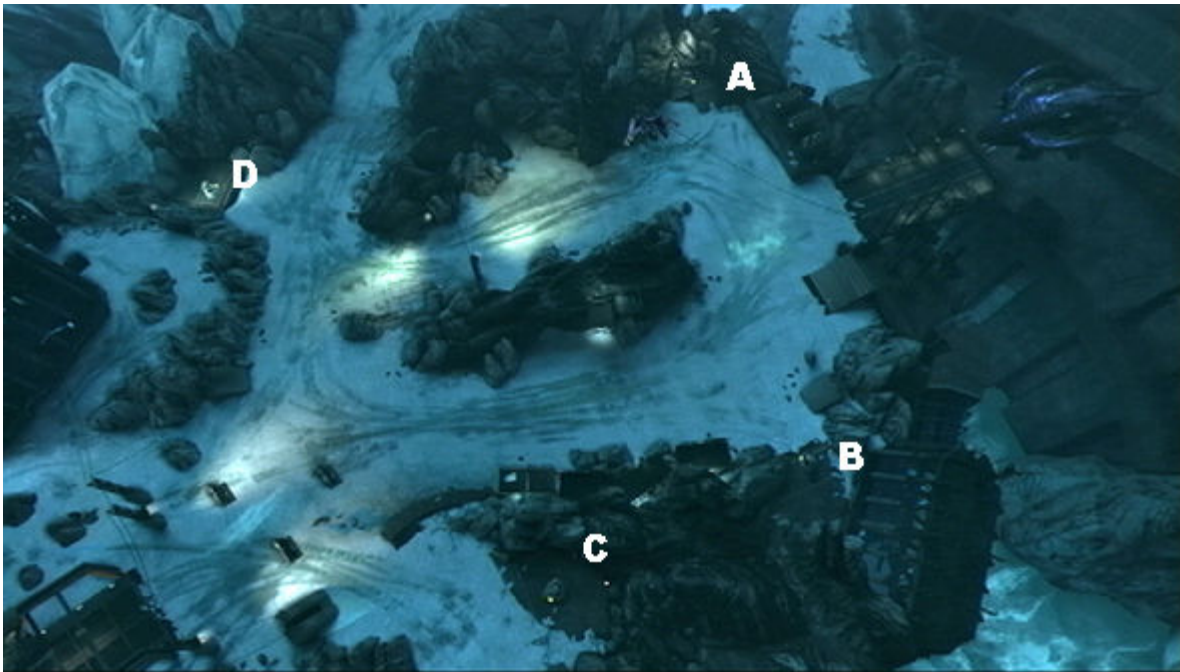


We recommend you grab a Magnum and a DMR and definitely grab a Jet Pack. The Jet Packs are not holograms here, but nondescript packs on the wall of the laboratory entrance (they are on the north side of the building).



The next portion of the game involves a siege of sorts. The Covenant will flood in from all sides. There are several waves of increasing difficulty: Grunts, Jackals, Skirmishers, Brutes, Elites and finally Hunters. Ghosts and Wraiths included appear as well -- but you won't have to worry about the latter since they keep their distance.

TURRET LOCATIONS



The key to this area is keeping the four turrets, A, B, C and D, in good shape. Between these overworked turrets and Noble Team, who hangs out by the lab, you won't have to lift a finger -- although you should lend a hand to make things faster.



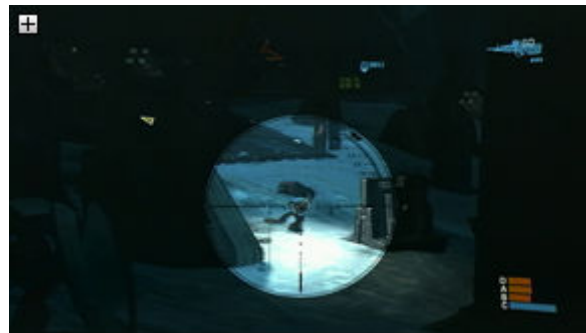
For the entirety of this fight you can hide in the rocks between the pairs of turrets in the north and south. D and A are connected by a strip of rocks in the north, and C and B are similarly connected by a strip of rocks in the south. It's in these rocky patches that you can avoid ALL enemy fire.



Using your Jet Pack, turn on all the turrets before the Covies show up. After that, hang out in the rocks between C and B. The view from behind turret C is perfect for picking off enemies as they rush the group of Spartans around the lab.



You can spend the entire fight here, with the exception of the occasional jaunt to repair a turret. You can monitor each turret's health in the lower right portion of the screen. When one is knocked out, it recharges for a few seconds before it can be reactivated. All turrets are marked on your screen by waypoints. To repair a turret, remain in cover as much as possible, using your Jet Pack to move from one rocky outcrop to the next. Touch down at a turret and hold X to reactivate it, then quickly retreat into the rocks.



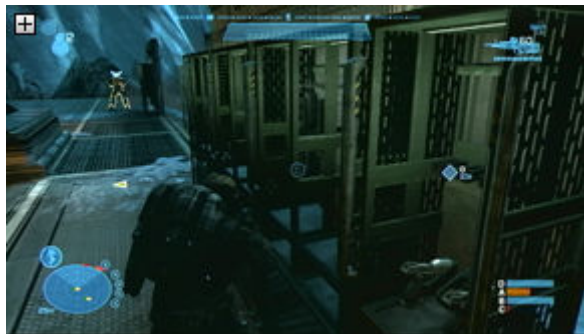
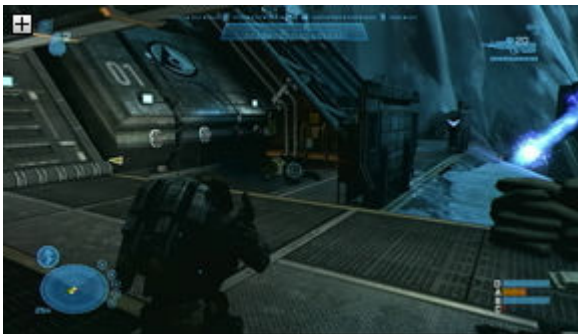
The turret that will take the most damage is probably C. As the Covenant forces stream across the bridge to the south, you can help keep this turret functioning by picking them off as they come into view.



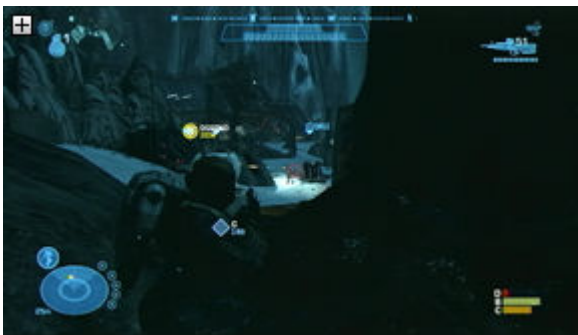
From your cover spot behind turret C you'll be able to pick off many enemies. Try to aim for those that the turret has already weakened. You'll receive many Checkpoints as you cut through enemies.



Occasionally, things will quiet down noticeably and the doctor will say something like "Almost there." This is often your cue to run for ammo around the lab entrance.



You'll know things are winding down when the Elites show up. After a one wave of Elites, a second will show up with Jet Packs and then a third, dropped by a Covenant ship right next to turret C.



Let the turrets do their work and keep snagging headshots when you can from weakened Elites

without shields. A gold Elite with an Energy Sword will probably be your final target. From the safety of the rocks behind turret C you will be totally safe.



After the final wave of Elites, the door to the lab will be unlocked. Fly over to it and hit the panel to end the mission.



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Mission 10 // The Pillar of Autumn						

MISSION START: ONCE MORE UNTO THE BREACH

Below you is a bridge with Covenant forces on either side. Numerous Elites, Grunts and Jackals and all you have is a few Magnum rounds and a lousy Assault Rifle. Because you are outgunned and outnumbered, it's best just to skip this area entirely. With a bit of stealth and a lot of Sprinting, you can make it to the building in the east and to the Mongoose just beyond it.



Achievement Tip: If They Came to Hear Me Beg

Perform an Assassination against an Elite to survive a fall that would've been fatal.

You can get this Achievement at the very start of The Pillar of Autumn. You begin this mission at the edge of a cliff. Below you is an Elite and a pack of Grunts. The Elite will move around the area, but he'll be in the right position occasionally, a bit closer and with his back towards the cliff. Your goal is to activate Sprint and jump off the cliff towards the Elite, control your fall carefully, cancel your Sprint (press DOWN on the Analog Stick) and perform an Assassination on the Elite in the millisecond before you hit the ground. Sounds easy, right? It ain't!

To make things easier, try to time your jump -- with a running start -- to be right between the lines of dialog "There's our destination Six, Pillar of Autumn" and "...Race you to her." You can also use the visual cue of the message "Current Objective: Deliver Package to Pillar of Autumn." Begin your run right before this message disappears.

You must aim for directly behind the Elite below and you must hold LB to perform the Assassination just before you land. You may be shocked to survive after a well executed Assassination with no Achievement rewarded. This is because you touched the Elite before you performed the Assassination. If you touch the Elite you will stop your fall, so the Assassination isn't really what stopped you. Make sure you fall BEHIND the Elite, not ON it. Also, if Sprint is still activated you'll swing your weapon for a melee instead of an Assassination, so be sure to pull back before hitting the ground to cancel Sprint.





Carefully move down the path that hugs the cliff. Hide behind rocks to let groups of enemies pass by. Get as far east as you can before you are positive you will draw attention, then sprint to the small building ahead.



Jump the barrels and run through the building. You can get to a Mongoose on the far side without taking a single shot! Before getting in the Mongoose, be sure to grab a Rocket Launcher from the downed soldier here.



As you drive down the winding road, beware of a Banshee overhead. Keep going at full speed to avoid taking damage.



Soon you'll exit a narrow canyon and find yourself in a large, empty field -- but it won't stay empty for long! Pods filled with enemies rain down along with two Scarabs. These massive AT-AT wannabes CANNOT be boarded or destroyed, so don't try!



Cut in a straight path northeast across the plain. Drive right through the legs of the Scarabs to avoid their turret fire. If you keep the Mongoose at full speed you can easily avoid taking damage.



When you come to the destroyed bridge, line yourself up with the far side and hit the gas to clear the gap. Hop off the Mongoose at the dead end and grab the Medkit if you need it. We chose to stick with the Sprint ability for now instead of picking up another Armor Ability. Stock up on DMR ammo at the munitions locker -- sweet! -- and wait for your buddy to show up before making any moves.



You have two options here -- you can either go about shooting everything in the area or run straight to the Wraith tank, Rocket Launcher blazing, and capture it. We cannot recommend the latter strategy, especially on Legendary where you'll take massive amounts of damage from the Phantom dropping the Wraith, but it IS possible. You just sprint towards the Wraith, fire a few rockets at the pilot and gunner (splash damage will actually kill the pilot) and then grab the Wraith to get a Checkpoint. Again, this method works, but it is difficult.

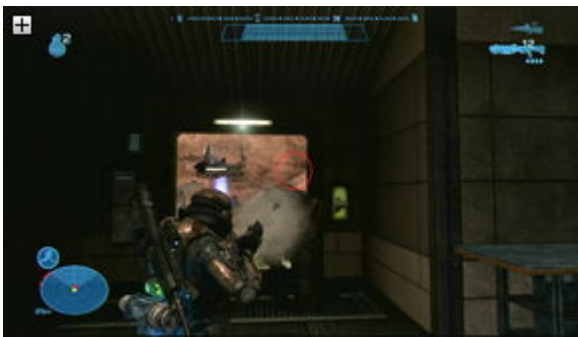


			Mission 07	Mission 08	Mission 09	Mission 10	Mission 11	
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A more effective method, if a bit boring, is to use the buildings on the left side of the sloping hill for cover. You can grab DMR ammo and a Shotgun at another munitions locker in one of these buildings. This will help keep the Brutes that rush you at bay.



Take shots at anything you can see. Use the Rocket Launcher to take out the sniper tower and then save the remaining rockets for the Wraith. Watch your motion tracker carefully to see Brutes that get near the doors to the building.



Immediately hit them with a Shotgun blast or two, followed by melee attacks as needed. There are quite a few Brutes in the area, but they should only approach you one at a time. Emile will do a good job of distracting other enemies outside the building.



There's a Medkit in one of the buildings and another in the building at the top of the hill if you need it. With all of the Covenant footsoldiers out of the way, turn your attention towards the Wraith. Hit it with your remaining Rockets. Try to take out the gunner so you can approach the Wraith for a grenade plant.



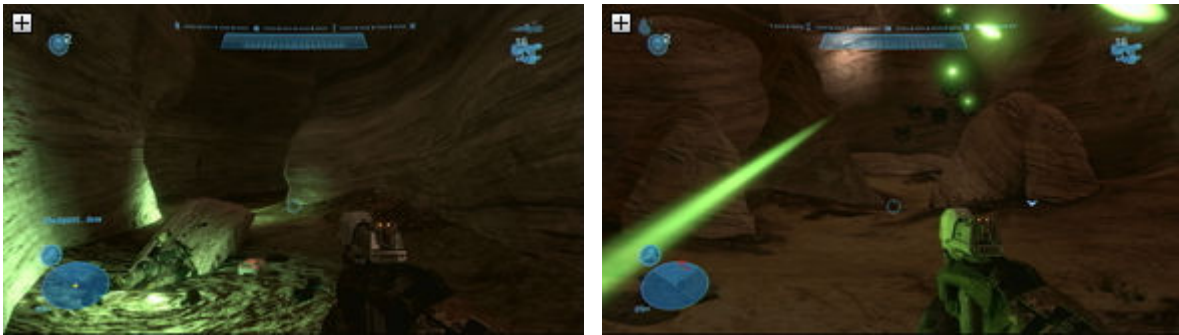
Just up the path are a half-dozen suicide Grunts so if you manage to jack the Wraith, don't think you can drive off into the sunset. Skirmishers and Grunts hide behind the rocks to the north. Carefully work your way through them with a DMR or use the jacked Wraith to take them out.



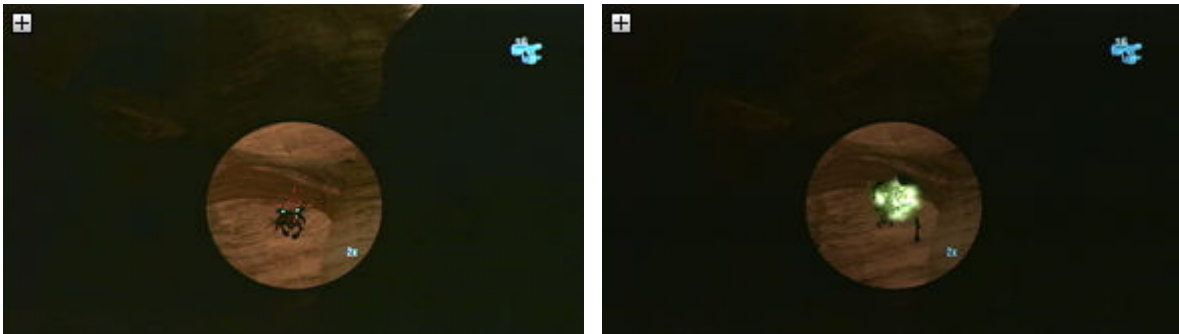
Before heading into the canyon, STOCK UP ON DMR AMMO at the top building. You'll need it for the Buggers...



After the cutscene, enter the caves. A green light marks a downed soldier with a Medkit if you need it. Now, about those Buggers; They are extremely vicious on the harder difficulties and absolutely overwhelming in packs. Luckily, the DMR is an extremely effective method for exterminating them.



Peek around the corner and aim for the head -- if you can make it out. One good DMR shot will pop the Buggers like green ooze-filled balloons. There are about a dozen total, and they tend to surprise you just as you think it's safe to move out from cover.



The last few will be flying around a steep drop. Hang back and take them out before approaching the edge since there are several Skirmishers below that can complicate things.



Take shots at the Skirmishers. The fancy arm-shielding won't prevent you from taking headshots. Just past the Skirmishers is a welcome sight: a Drop Shield! The health-replenishing effects of the Drop Shield are tough to ignore, and though you will be wishing for Sprint later on in the level, we highly recommend you grab this now so you don't have to worry about sparse Medkits later.



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RALLY POINT ALPHA

Below the canyon's exit is a wide valley with several large buildings. Like the very beginning of the mission, you can similarly run right through this area instead of wasting time and ammo on the numerous threats. There is a specific path you should take that will allow you to not only bypass the area before the building, but the region beyond it as well.



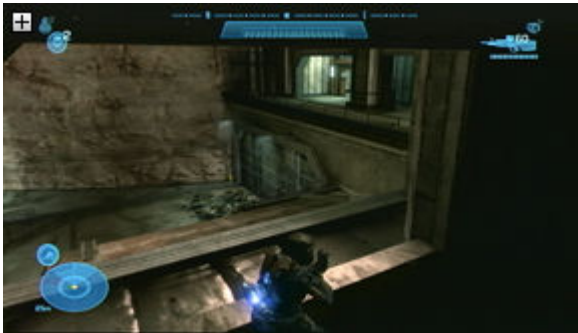
Stick to the north side of the area below. Drop down and head straight for the stairs leading up on the east side of the massive structure ahead. Throw down your Drop Shield if you need to recover on the way.



You'll pass a locker filled with DMRs at the top of the stairs. Stock up on DMR ammo and stop climbing here. Continue down the walkway past the DMR locker through the rear door of the building.



If you are on the right track you'll pop out on the far side high above the turret, Ghosts and numerous enemies below. Leap on to the conveyor belt and traverse until it stops. Now, jump down to the left northeast and enter the second building.



Data Pad 17

Legendary

From Rally Point Alpha, you'll head down a hill to fight a bunch of enemies in front of some buildings. You can stay left and just run by all of the enemies, entering the building via some stairs to the north. Head up the stairs and go through the building to an outdoor walkway on the east side. Follow the walkway across another battlefield, go up a ramp, and look for a large gap in the steel beam barrier on the right through which you can jump onto the eastern rooftop. Go around the south corner to find the data pad.

Follow the hallway back and take a right into a large room with several walkways on various levels. Drop to the bottom and head through the eastern door on the ground floor.



Turn the corner and you should get a **Checkpoint**. Congratulations! You just skipped a huge portion of the level!



Data Pad 18

Any Difficulty

In the second building you come to in your speed run through the ship yard in The Pillar of Autumn, smash the glass in the windows in the hallways with a melee attack. Crouch and then jump while crouching to hop on to the window ledge and get into the rooms on the other side of the glass. In the southeastern corner of the eastern room is a Data Pad on a shelf.



As you exit the hallway you'll find a pack of UNSC soldiers fighting three Elites and an assortment of other Covies. Note that you can grab a Medkit in this room and a Sprint Armor Ability -- this will come in quite handy shortly, although you'll want to keep track of your Drop Shield as well since it's far more useful in the long run.



Take shots at the non-Elites in the room first. Grab a Plasma Pistol from a downed Jackal or Grunt to help with the shielded Elites.



After that, use the stairs in the east to get to the northeast corner of the large garage area to flank the Elites. You can safely stand behind a shoulder-level piece of metal here that will deflect all incoming fire from the Elites -- except for grenades.



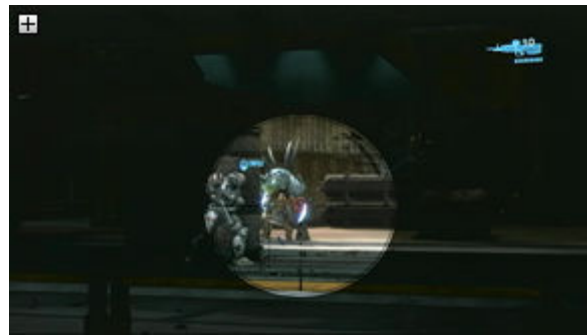
From here you can drop an Elite's shields with your Plasma Pistol and then quickly finish it off with a shot to the head.

<div>☰</div>	<div>«</div>	Mission 07	Mission 08	Mission 09	Mission 10	Mission 11	
		Part 1	Part 2	Part 3	Part 4	Part 5	Part 6

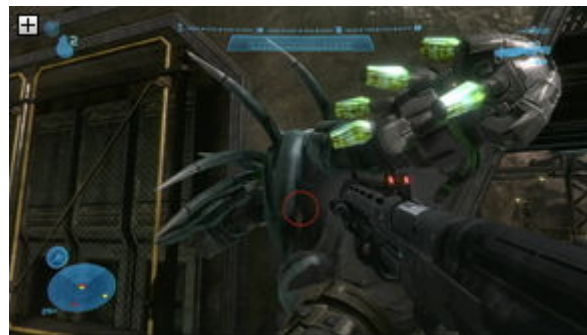
Just up the stairs from here is an area with several cargo containers and two Hunters. These Hunters can be extremely difficult without the proper equipment: A Shotgun and a Sprint Armor Ability. Luckily, both can be found in the area.



A gun locker just to the west of the Hunters holds a Shotgun and plenty of ammo. Back track to the area with the Medkits and the Armor Abilities to TEMPORARILY switch out your Drop Shield for a Sprint ability. This makes it far easier to run around the rear of the Hunter for devastating Shotgun blasts to its sole weak point.



Armed with these two items and grenades your strategy should be familiar. Let your partner distract one Hunter while you sprint around the back of the other and hit its small, exposed rear with Shotgun rounds. If there are still Skirmishers in the area, snipe them from afar with your DMR before taking on the Hunters.



If you get near a Hunter it will cease firing its ultra-deadly Fuel Rod blasts, but if it warms up its gun and you're nearby, toss a grenade at its feet. The Hunter will cancel the attack and block the grenade giving you time to escape.



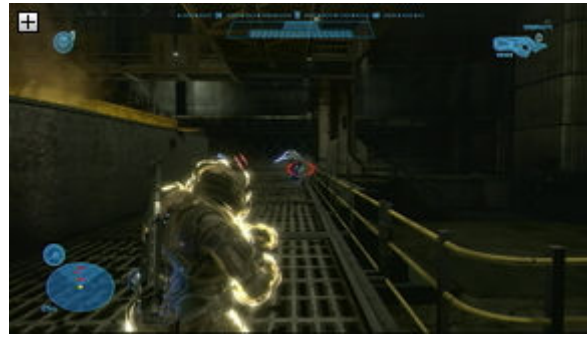
If you are really having trouble, count on Emile to not only deal out damage (he can finish the fight singlehandedly -- it just takes forever) but to draw the Hunter's attacks so you can get easy Shotgun hits on its back.



Once both Hunters are eliminated, the door leading into the eastern building will open. Be sure to grab your Armor Ability from the previous area before entering the doors. Additionally, try to track down a Concussion Rifle from a downed Elite in the previous area as well -- failing this, grab a Plasma Pistol.



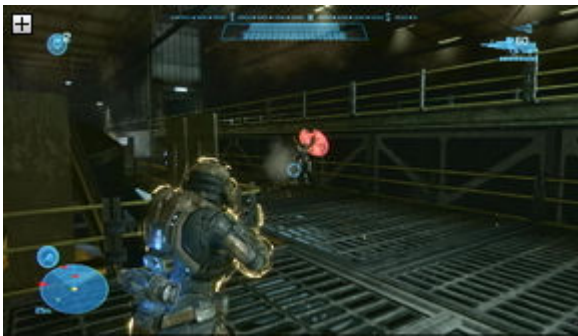
Jackal snipers will fire down at you from a balcony in the foundry area beyond the Hunters. Move to a position under them so they can't fire down at you. A pack of Jackals should be moving towards you from the west as well.



Try to hit them with a grenade -- the bigger threat in the room is an Elite with an Energy Sword that won't be shy about approaching you. This is where the Concussion Rifle can come in handy. The Concussion Rifle is weak, but at point-blank range it can drop the Elite's shields in a few shots and hopefully down it before it gauges you.



Another option is the classic Plasma Pistol overcharge followed by a DMR shot to the head. Regardless, you'll have to back away from the Elite as it approaches you since it moves so fast. Be aware of your surroundings and, if it stabs you, you have a recent Checkpoint to fall back on. Grab the Energy Sword from the downed Elite. In a room to the southeast on the lower level -- just under the Jackal snipers -- is a gun locker filled with DMRs that should help immensely with the next section. Stock up on ammo and head upstairs.



Remain on the west side of the room and snipe the many Jackals by hitting them in the hand and quickly in the head or chest as they reel back. You can take cover behind the panels sticking up around the railing of the catwalk, but if the Jackals get close then they will target you through the holes. Feel free to return to the room below to score DMR ammo when you need a refill.



An Elite will eventually appear at the eastern end of the catwalk with some Grunts in tow. Save the Elite for last. With your Drop Shield and Energy Sword you should be able to rush the Elite for a quick melee kill. You may want to stock up on DMR ammo one more time before leaving the area.

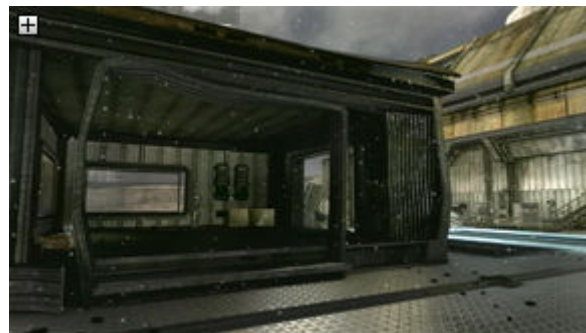


You won't encounter any enemies in the staircase to the west but there are a few more Jackals to take care of on your way through the hallways leading outside. Pass on the Grenade Launcher in the hallway. Make sure you have an Energy Sword and a Drop Shield for the next area.

<div>☰</div>	<div>«</div>	Mission 07	Mission 08	Mission 09	Mission 10	Mission 11	
		Part 1	Part 2	Part 3	Part 4	Part 5	Part 6

RALLY POINT BRAVO: KEYES

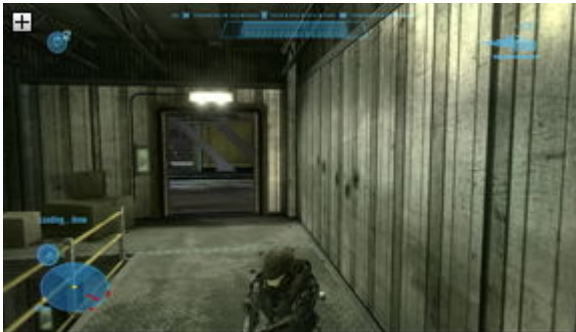
Once you step out into the rain, size up the massive area -- you'll be spending a long time here. At the bottom of the sloping hill is a landing platform that you are ostensibly defending. In the center of the area is a building with lots of supplies. The roof level holds a Sniper Rifle, the top floor (marked "04") holds various weapons and Medkits, and the door on the east face of the bottom level leads to a hallway with Medkits and a stairwell with Shotguns at the bottom. This is where you will be spending most of your time.



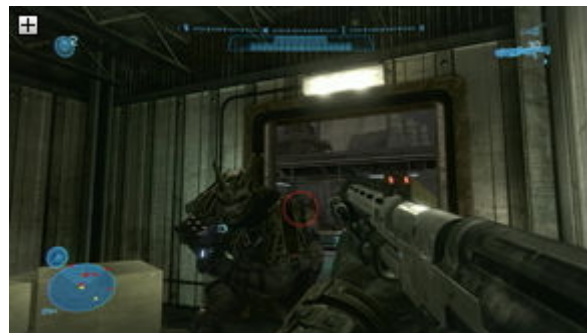
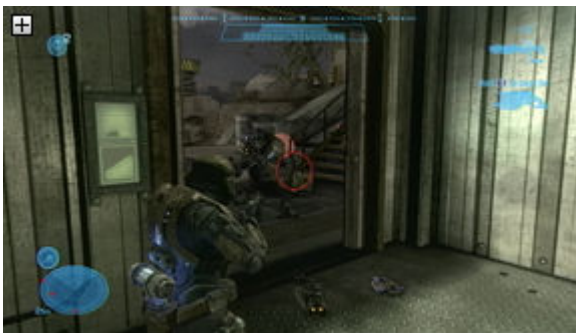
While Emile takes the AA gun, you'll be left to fend for yourself in this complex. Enemies will be deposited in waves by Phantoms. The last few waves include armored Brutes, and occasionally a Brute with a Gravity Hammer, Concussion Rifle, Fuel Rod Gun or Plasma Launcher will make things especially difficult.



Since your primary goal is just to survive these waves, you'll need a safe place to hole up with plenty of ammo and a "bottleneck" that will feed you a one or two enemies at a time so you aren't overwhelmed. A doorway on the bottom level of the central building will provide just such a bottleneck.



This hallway has two entrances, one below the other, and a staircase leading down to the lower door. By the lower door is a large supply of Shotguns and Magnums. Enemies will essentially ignore this door, favoring the upper door for the most part.



You can stand in the corner by this upper door with a Shotgun and safely take out anything that peeks its head in -- even Brutes. A single shot to the face is enough to take out an unarmored Brute, while the armored Brutes will take two shots to kill, and sometimes three.



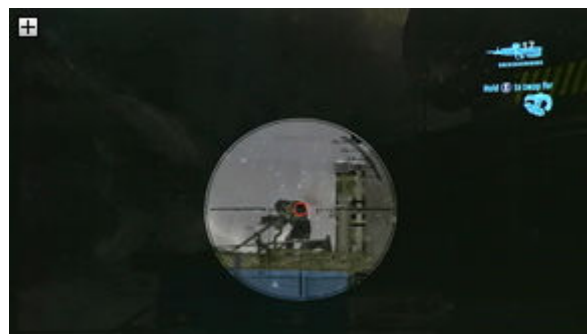
The Energy Sword can come in handy when the Brute Chieftains show up. The blade will cut right through their armor. If you don't have your Energy Sword anymore, then you'll need to catch these Brutes in the doorway with a grenade before finishing them off with the Shotgun.



Once you have a Gravity Hammer from a downed Brute things get easier. You can then instantly kill any Brute that sets foot into your hallway.



Occasionally, things will quiet down and you'll need to coax the enemies to your location. They could be distracted by other UNSC soldiers or just sitting below where the Phantom deposited them not doing anything.



This is where your remaining DMR ammo and the Magnums on the lower staircase come in handy. Take shots at enemies and they might just rush you. You can even use your Drop Shield in the doorway and poke the front of your gun out of the sphere to fire at enemies from safety. If not, you can pick them off from afar. Once you get a Checkpoint, feel free to run out and get some Gravity Hammer kills.



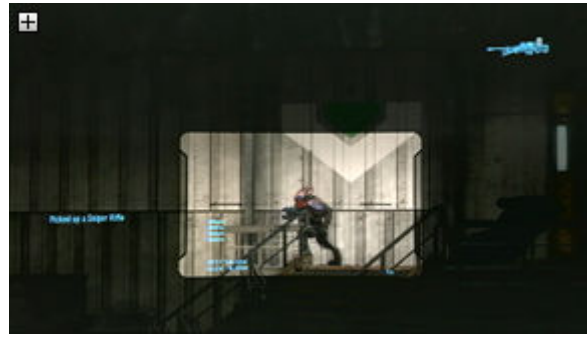
Once the Chieftains and enemies with Fuel Rod Cannons begin showing up you'll know you're near the end of the fight. The same tactics apply, however you'll probably need to leave your hallway a few times to make kills. Wait for Checkpoints before leaving.



Only after you kill the final Brutes -- including the Chieftain with the Plasma Launcher -- will you get an audio message about the landing pad being clear for Keyes. Run to the landing pad to end the scene once a marker appears on your screen.



At this point, head to the rooftop level of the central building and grab the Sniper Rifle lying propped against the wall.

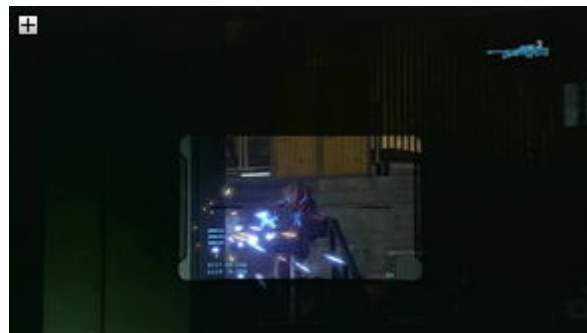
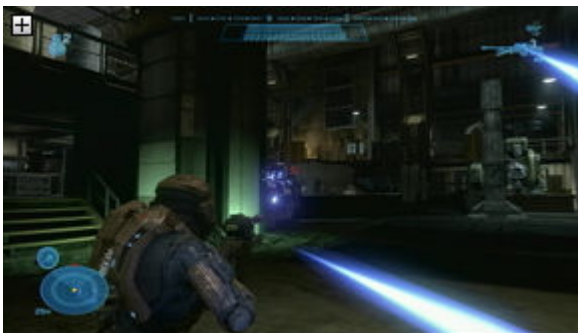


Several Grunts will come out of a door in the east along with an Elite Zealot. Use the Sniper Rifle to take out the Elite if you can. This will help make the area beyond the door much easier. If they don't come out of the door, expend your Sniper Rifle on the enemies beyond the eastern door.



<div>☰</div>	<div>«</div>	Mission 07	Mission 08	Mission 09	Mission 10	Mission 11	
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Between you and the AA gun Emile was using before are three more Elite Zealots and a handful of Grunts. Take out the latter first from the doorway using a Magnum or DMR. The key to handling these Elites is to make sure you pick them off one at a time. Use the remaining Sniper Rifle ammo to weaken the Elite Zealot on the bottom level. If you can get its shields down all the way or kill it -- great! Otherwise, you'll need to search the outside area for a Plasma Pistol.



You'll have to be aggressive with the Zealot. Run up to it, strafing to avoid its fire and unleash a charged Plasma Pistol shot at it once you can lock on -- your crosshairs will turn red if you've locked on. This will drop the Elite's shields allowing you to either finish it off with a quick headshot or a melee attack.



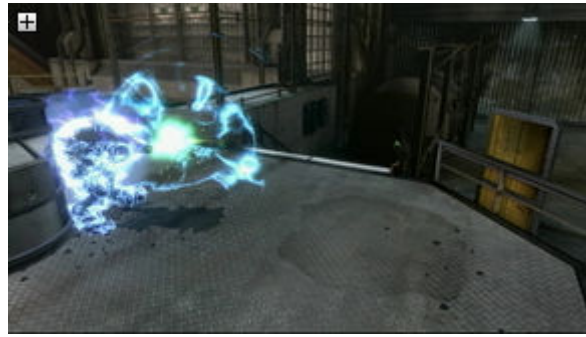
If you retreat outside after killing the Zealots and the Grunts on the lower floor you should get a very useful **Checkpoint**. Note that you can pick up a DMR in the southeast corner of the bottom area if you need it.



Try to lure an Elite Zealot from the upper floor down the stairs or at least away from the Zealot toting the Fuel Rod Gun. Hit it with a Plasma Pistol charge and immediately melee attack it or hit it in the head with a bullet. Again, you have to be pretty close to do this, so have your Drop Shield ready to recover.



The final Elite not only has a Fuel Rod Gun but an Energy Sword that he'll switch to if you drop his shields. Do so by hitting him with the Plasma Pistol -- you can strafe to avoid the slow Fuel Rod shots -- and then hang back and try to get a head shot. You can run in for a melee attack but it's extremely risky due to the Energy Sword (we did, and lost most of our life, but hey, this Elite deserved a good pistol whipping).



Once the final Elite Zealot is dead, run up the stairs to the AA gun. This is the final sequence, and it can be pretty tough on Hardcore and Legendary. The gun heats up slowly, and if you release the trigger without firing you start from zero power.



This means every shot must count, and must be planned for ahead of time. While you can see most of the threats closing in from afar, every so often a Phantom will cruise in from the upper left and nail you before you can even hit it. Also, Phantoms will come in from the distant right, but they present less of a threat.



Banshees should always be your priority when you have a chance to hit distant ships. They will fire quickly and drain your shields faster than a Phantom.



This means that memorization is definitely a good option. If you know where every Phantom and Banshee is going to appear, you can charge your shots early and hit them. However, if you want to take the cheap way out, you can hop out of the AA gun and hide or use the Drop Shield to recover.



This works since you really just need to hold out until the Covenant cruiser is directly overhead with its red bay open. At this point Keyes will tell you to fire directly at the cruiser's belly to end the sequence. Make this one shot and you'll complete the mission. That means that if you can successfully hide and heal with the Drop Shield, you should be able to hop in at the last moment and make the shot. This is more of a Legendary difficulty strategy than Heroic, since your shields and life should be a bit better off in Heroic.



A big red ring will highlight the bay on the ship when it opens. Aim the beam at it and fire to end the mission.

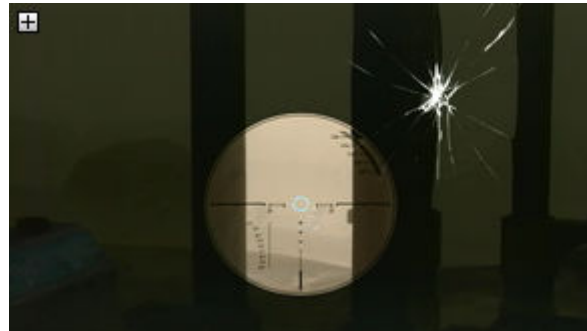


[Mission 07](#)[Mission 08](#)[Mission 09](#)[Mission 10](#)[Mission 11](#)

Mission 10 // Lone Wolf

MISSION START: THERE'LL BE ANOTHER TIME

The final mission features an endless wave of enemies. You cannot survive this mission, and you will not respawn when you die. There are no checkpoints.



So what should you do? Kill as many Covvies as possible! As you take damage, your helmet will take visible damage. When you lose your life and shields, the game's epilogue will play. Congrats, you've finished the fight!




Data Pad 19

Legendary

From the start of the mission, run down the hill, past the right side of the first building, and go up a ramp in front of a large pipe. Follow the walkway left and, at the end, jump onto a narrow landing at the end of the pipe. Jump onto the lip of the pipe and look inside of it for the data pad.



Halo: Reach Multiplayer

	Multiplayer Basics	Multiplayer Abilities	Multiplayer Modes	Multiplayer Maps
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Basics

CONTROLS



You can adjust your controller settings, but check out the default layout pictured above. You may want to up your Look sensitivity in this menu as well.

HEALTH AND SHIELDS

Health and shields operate in a new way in Halo: Reach. While your shield will recharge, your health is finite. Once your health is depleted, you die. You can refill your health at wall-mounted Health Stations (a white panel with a red "H") by approaching them and pressing the button shown.

Certain things, like the Plasma Pistol and the electromagnetic pulse from the Armor Lock, disable shields.



R A D A R

The Radar system is improved and can now reveal enemies below and above you: Enemies below your level will appear as a blip that's a darker shade of red or maroon. The blips tracking enemies above you appear with a dark rim or "shadow" below them. The Active Camo ability will jam the radar or anyone around you including your own -- multiple blips will appear.



M E L E E A T T A C K S

Melee attacks are a bit weaker than before in Halo: Reach. It can take two hits to fully kill a foe making frontal assaults much less advantageous than any previous Halo game. Luckily, melee attacks from the rear still result in an instant kill. Hold down the melee button to perform an Assassination.

Bungie has made this announcement about Shields and Melee attacks:

In previous titles, when you were laying into a shielded opponent and bringing them right to the brink of shieldlessness, any damage you did before the pop would transfer into their underlying health. Hypothetically, let's say they had 5 points of shield left when you clocked them for 10 points of damage. The result would be the loss of their shields and a 5 point reduction to their health.

Not anymore.

Now those additional 5 points are absorbed by the shields as they wink out of existence and the underlying health is left unscathed.

Perhaps the place this impact will be felt the most is in melee combat. Ostensibly this means that if your opponent is shielded to any degree when you land a melee strike, they will not die. You'll pop their shields. If their shields are gone, however, they'll drop like a rock.

For those fearing that this new model will impact weapons like the Sniper Rifle, rest easy. The Long Rifle is exempt, as are other weapons you might expect to be. Rockets will be a one hit kill at close range, as will the Shotgun, even though the April Fools' ViDoc might have indicated otherwise.

A S S A S S I N A T I O N S

Assassination moves can be performed by approaching an enemy from behind and hold the melee button down. You are completely susceptible to damage and even an Assassination while performing the move. Different instances result in different animations. These animation look cool, but also leave you open to attack -- so skip them if you mean business!



A R E N A

The first Arena Season is happening now! What's Arena, you ask? It's a new competitive matchmaking mode. Take it away, Bungie:

It's go time. Gone are the traditional rankings of the past online Halo experiences, in are seasons and classes. Do well here and you will be grouped into flights of players featuring the best of the best, but at the end of each "season" your stats will be archived, reset, and you'll need to climb your way to the top of the heap again.

The Arena is a brand new Matchmaking experience incorporated into Halo: Reach and aimed directly at competitive players who value skill, rank, and bragging rights above all else. Halo: Reach will still feature a wealth of other Playlist offerings, ranging from social to competitive (and everything in between), but the Arena is all about extreme competition.

Its rules are simple:

- 1. Play enough games each day and you will receive a Daily Rating.*
- 2. Earn enough Ratings in a Season and you will be placed in a Division amongst your peers.*

At the end of each season, everyone who has qualified for a Season Rating will receive a breakdown of their Division placement and their individual performance in each Arena Playlist.

Good luck. You'll need it.

	Multiplayer Basics	Multiplayer Abilities	Multiplayer Modes	Multiplayer Maps
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Note: The following section reflects the Multiplayer Beta. Updates for the full retail version of Halo: Reach are on the way.

I G N S T R A T E G I Z E : A R M O R A B I L I T I E S

Most of the Abilities listed below are tied to the "Class" you choose at the outset of a level and every time you respawn. Select the Ability you want on the right side of the screen as the timer ticks down. Class-based Abilities are all toggled via one button -- even the Jetpack (it's different from JUMP). You can toggle abilities on and off, and a meter in the lower left corner shows the recharge time needed for each. Monitor this closely until you get a feel for each Ability's duration.



ACTIVE CAMO

This is an old Halo favorite, and it's back in Halo: Reach. This time you'll have a lot more control over how you use it, though. Tap the Armor Ability button and your character will become invisible, distinguishable only by a faint shimmering. Stay perfectly still, and you'll go completely unnoticed. But once you start moving, you'll become more and more visible. Definitely a trade-off here between stealth and mobility. And Active Camo has another trick up its sleeve. Turning it on sends out radar jamming signals to everyone in the vicinity -- including you. So unless your target isn't paying attention to his radar, he'll know something is afoot once you start creeping.



- You can toggle it on and off at will to conserve energy.
- If you kneel, you can immediately disappear entirely AND move around while invisible.
- Firing makes you visible -- carry a powerful weapon or wait until your enemy's back is turned.
- Scramble radar means an invisible foe is near, so be on the lookout.

ARMOR LOCK

One of Halo: Reach's most complex abilities, Armor Lock is a defensive maneuver that can be used to great tactical advantage if you know how to use it. Activate it by holding down the ability button. As long as it's active, you'll stay locked in a crouch pose and completely invincible. No matter what is leveled at you -- rockets, Banshees, grav hammers -- you'll stay unscathed in your protective shell. The longer you hold that ability button down, the longer you'll be protected. And when you release the button, you'll throw off an electromagnetic pulse that can pop the shields of nearby enemies. Armor Lock is a nasty little tool, but it has its drawbacks. Like all sustained abilities, it only lasts so long before its power runs out and it needs to recharge. So if you Armor Lock while exposed, you can bet some sniper will have you in her sights, just waiting for you to pop up.



- Armor Lock can make you a walking bomb -- that won't kill you! Leap into tight spots and activate it to clear out campers.
- The pulse charges up while you crouch. You'll release a large burst if you charge it all the way, but you can surprise the enemy by coming out early. Just make sure your foe is nearby.
- The pulse only affects shields, so you'll need to finish off your enemy with additional damage.
- A group of Armor Lockers can alternate the ability to stave off the toughest assaults.
- Armor lock is impervious to vehicles.

ARMOR ABILITIES MONTAGE

JET PACK

The Jet Pack is the crown jewel of Halo: Reach. It's flashy, it's over-the-top and it looks great in screenshots. In reality, though, it's a bit of a strange bird (see what I did? Because of the flying?). Not really defensive or offensive, this power just gets you from place to place. And it makes doing so a lot of fun. But the Jet Pack is also noisy and slow, and it leaves you fairly exposed. The next time you go outside, take a look at the sky. Not a lot of cover up there. If you can learn to use it right, the Jet Pack can be a powerful mobility tool in combat, and it lets you get to places other players can't reach. But it's definitely a tradeoff.

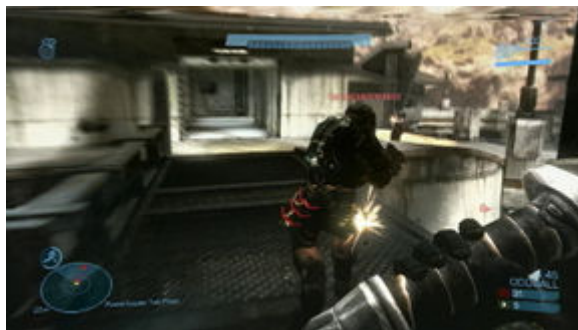


- By using controlled bursts, you can cross entire maps with the quickly recharging jetpack -- watch the recharge meter in the lower left corner carefully.
- Fall damage is back in Halo: Reach, but the Jetpack can negate this entirely. Break your fall by firing the pack just above the ground.
- Get the drop on unsuspecting enemies by firing down at them as you fall. Finish them with a melee and they may not even see you.
- You can get a totally unique perspective on large brawls around flags and skulls from the air. Use some grenades to clear out the fracas and then drop in for the prize.
- Cut the jets as you fall to land stealthily.

SPRINT

A lot of folks have been asking Bungie to put a sprint option in Halo for years. Well, here it is. This one's only available to Spartans, and it gives you a quick burst of speed when you need it. Like all abilities, it needs to recharge, and it only lasts for a short time. But it's probably the most

consistently useful addition to Reach. Getting lit up by plasma fire? Hit sprint to cover those last few steps to cover. Need to get to that Spartan Laser before the other guy? Run for it! It's even great for assassinations, making it the natural counterpart to the Elite's Evade power. A sprinter can have his blade in a n00b's back in seconds. Oh so satisfying.



- Coupled with a hammer or sword, you can rack up multiple kills easily by dashing head-on into enemies.

EV ADE

You know how Elites used to do those annoying sideways rolls in the Halo campaign modes? Well, now Elites can do that in Halo: Reach. This ability isn't available to Spartans, probably because it would look ridiculous. It looks a bit silly when Elites do it, too, but they're aliens so it feels OK. Evade is an avoidance maneuver at heart, as it allows you to dodge attacks and roll into cover in an instant. But don't discount it as an aggressive move. When Evading, you can cover more ground than simply walking, so use it to close the distance between you and an assassination target. That poor fool ahead of you may think you're too far behind to stab him in the back, but if you have Evade in your armor set, you'll be there in two rolls. By the time he realizes what happened, he'll have an energy sword where his guts used to be.

	Multiplayer Basics	Multiplayer Abilities	Multiplayer Modes	Multiplayer Maps
Modes				

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JUGGERNAUT

The "Juggernaut" has a Gravity Hammer, increased shields and a boosted jump. If you kill the Juggernaut, you become the Juggernaut. You score points by killing other players as the Juggernaut. The Juggernaut's super-shield is susceptible to shield-draining weapons (like the Plasma Pistol). The player with the most points at the end of the match wins.

HEADHUNTER

When players are killed, they drop a skull. You must collect these skulls and bring them to designated skull receptacles (a white ring) on the map. These receptacles move around during the match. Players with multiple skulls will drop all their skulls when killed. Collect 25 skulls to win the match. If one person returns ten or more skulls at once she wins the match (Skullamanjaro"). The HUD display shows how many skulls each person is carrying at all times.

GENERATOR DEFENSE

A team of Spartans must defend three generators from a team of Elites. A Blast Shield can be activated to temporarily protect a generator. All three generators must be destroyed for the Elites to win.

1 FLAG CTF

One team defends a flag while the other team attempts to steal it and return it to their territory. The teams switch roles after a period of time. You cannot use Abilities or weapons while carrying a flag, but a flag can be used as melee weapon. Tossing a flag in front of you and collecting it quickly will allow you to move faster.

STOCKPILE

Four neutral flags in a level must be collected and returned to each team's territory. While your flags are planted in your territory ring, they can be stolen. Flags are collected every minute and only then count towards your score. The first team to ten flags wins -- or the team with the most after the time expires. You cannot use Abilities or weapons while carrying a flag, but a flag can be used as a melee weapon. Tossing a flag in front of you and collecting it quickly will allow you to move faster.

ODDBALL

Players attempt to grab a skull and hold onto it. The match is scored in seconds. The first person to hold the skull for two minutes wins. You cannot use Abilities or weapons while carrying a skull, but a skull can be used as a one-hit kill melee weapon.

CRAZY KING

This King of the Hill variant features a hill (actually a ring) that shifts locations every 30 seconds. The first person to spend 100 seconds in an uncontested ring wins. The ring must be uncontested to score.

3 PLOTS

Like King of the Hill, you score by capturing a territory. There are multiple territories to capture and you can leave a territory once you capture it and still earn points. You can capture an enemy

territory by occupying it.

SLAYER

"Deathmatch." Whoever has the highest kill count wins.

TEAM SWAT

This mode is similar to Slayer but players do not have shields or radar. Specific weapons.


COVY SLAYER

This Slayer variant features only Elites.

SLAYER PRO

This mode is the same as Slayer but you have no motion-tracking radar.

	<div>☰</div>	Multiplayer Basics	Multiplayer Abilities	Multiplayer Modes	Multiplayer Maps					
	Index	Asylum	Boardwalk	Boneyard	Countdown	Hemorrhage	Paradiso	Pinnacle	»	
Boardwalk										»
Boneyard										»
Countdown										»
Powerhouse										»
Reflection										»
Spire										»
Sword Base										»
Zealot										»

	Multiplayer Basics	Multiplayer Abilities	Multiplayer Modes	Multiplayer Maps				
Index	Asylum	Boardwalk	Boneyard	Countdown	Hemorrhage	Paradiso	Pinnacle	»

Boardwalk



DMR at northeast corner of the Upper Courtyard, at the top of the stairs.



Medkit in Ocean View, east side.



DMR in northeast corner of the Service Tunnels.



Plasma Launcher in Service Tunnels by waterfall.



Needle Rifle in southeast corner of Service Tunnels, by stairs.



Rocket Launcher in Service Tunnels, north side.



Medkit by Rocket Launcher.



Shotgun at west end of Courtyard.



Medkit at top of stairs at Makeout Point.



Plasma Grenades at Makeout Point.



Shotgun in Upper Courtyard, above stairs leading down to Ocean View at northeastern end.



Medkit in Rest Stop, lower level.

	Multiplayer Basics	Multiplayer Abilities	Multiplayer Modes	Multiplayer Maps
Index	Asylum	Boardwalk	Boneyard	Countdown
	Hemorrhage	Paradiso	Pinnacle	»
Boneyard				

Invasion can be broken into three rounds, and the map along with weapon -- and vehicle -- locations change with each round. Our walkthrough of this map reflects Invasion Mode's three

round progression (Invasion Slayer and other games on this map work differently). The ultimate goal for the Elites on this map is to occupy territories in the first two rounds, and then capture a "Core" and return it to a Covenant Phantom hovering above the cliff side. The UNSC Marines must simply prevent this from happening. Even if the Core makes it to the staircase beneath the Phantom but not to the glowing endpoint, the UNSC side wins. Game over. The sides do not switch for another round.

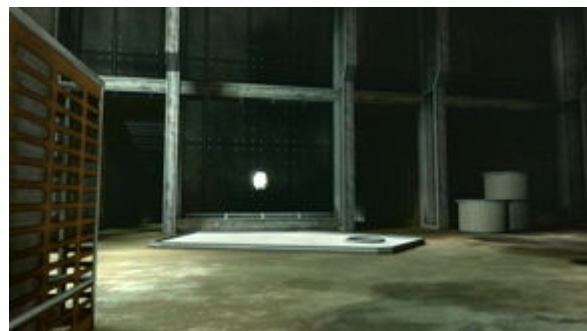
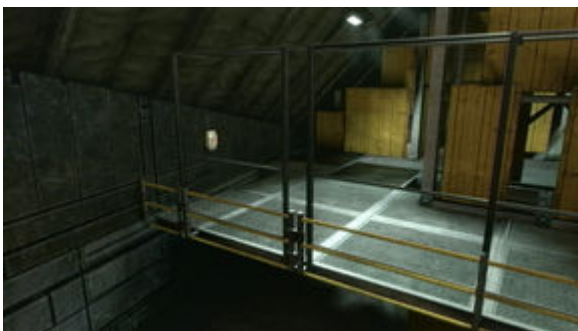


INVASION ROUND 1

In the first round UNSC defend the Hold, the top floor of a large building with two territories inside. The Covenant, who start on the ground in the Approach area, attempt to capture the territories by standing inside them for a total of 20 seconds. You can capture either territory, and the time points accumulate no matter who is capturing the territory.



In this round there aren't any fancy weapons, but you can grab a Needle Rifle near the Covenant spawn location in the Approach. It's propped up against a large hollow tunnel section. There are several Health Stations around the Hold area. There's a Health Station on a pillar between the two territories. There's also a Health Station on either side of the hold on the staircases leading into a room. Force fields prevent you from exploring the other half of the level -- past the Hold.



INVASION ROUND 2

This is where the map gets interesting. When you hear the announcer say "Territory Captured," the

Covenant have captured the Hold territories and the UNSC must fall back to the Refinery. Two more territories appear in a new building called The Refinery: One is just outside the building and one is inside near the Core. The force fields blocking access to the junkyard and refinery -- another entire field and building -- are removed and several weapons and vehicles appear on the map.



A Ghost appears immediately in the Approach area where the Elites spawned in Round 1, and very shortly after that a Wraith appears. These vehicles can be nabbed by Spartans if they act fast, but usually fall into Covy hands. You can drive these right under the Hold into the Junkyard area.



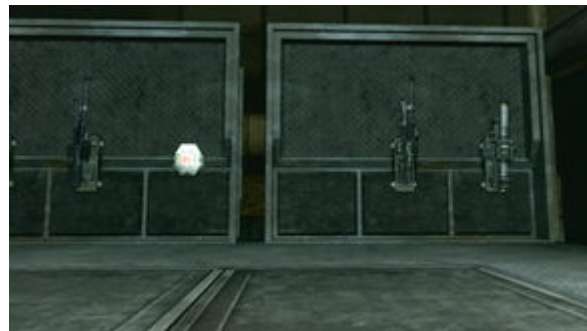
Luckily for the Spartans, a Warthog spawns in the bay adjacent to the Refinery. Unlike the Covenant vehicles, this can ONLY be nabbed by Spartans that spawn in the garage. Cycle through spawn points once you die and you'll be able to grab the Warthog. You can use the Warthog to effectively defend the outer territory spot near the bay.



Covenant weapon stashes also suddenly appear on either side of the Hold the instant Round 2 begins. In each stash you can find a Plasma Launcher and a Focus Rifle. Be sure to pass these on your way to the Refinery -- they are near both Health Stations as well!



The Spartans have access to two awesome weapon stashes as well. One of these is behind the Core in the Refinery Fl. 3 area. Take the stairs up to the catwalks above the Core and you'll find a Spartan Laser, Rocket Launcher and Sniper Rifle.



There's a Health Kit up here too, making this spot an ideal place to defend the inner Territory just below in Round 2, or the Core in Round 3. Two other Health Stations can be found on Fl. 2 around the Core as well. Another Spartan weapon stash can be found in the small building in the Junkyard area near where the Covenant Phantom shows up in Round 3. You can grab a Spartan Laser, Rocket Launcher and Sniper Rifle in this building but, like the Warthog garage, you'll need to spawn there.



The roof of this building is a great place to use your Spartan Laser once you get access to a Jetpack in Round 3. Speaking of Round 3...



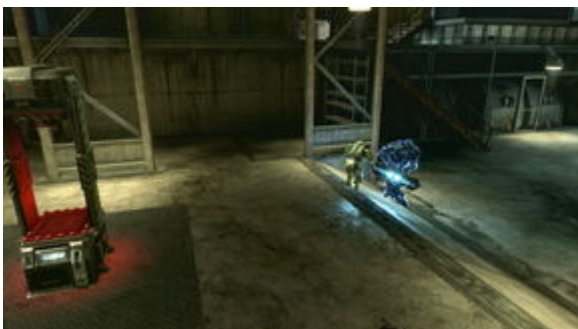
INVASION ROUND 3



In this round things get a bit crazy. The Covenant will need to capture one of two territories in Round 2 before they gain access to the Core. At this point, Round 3 begins and the Core becomes vulnerable. The Covenant must take the Core from inside the Refinery to the Phantom drop ship on the edge of the cliff outside the massive structure.



The Core acts like a flag -- you cannot fire while carrying it. If it's dropped, the Spartans cannot pick it up or return it. Each side now gains access to additional vehicles and all vehicles continue to respawn in the locations outlined above.



The Scorpion tank appears in the Spartan garage right next to the Warthog. This uber weapon can only be accessed by Spartans who respawn in the garage.

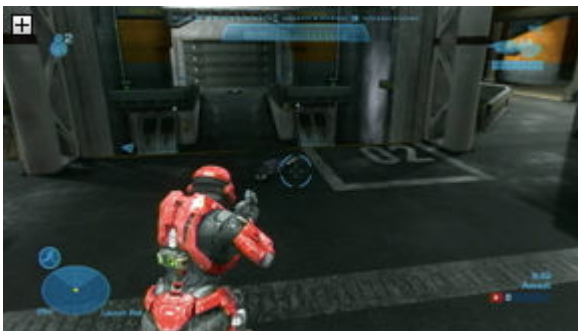


Additionally, a Banshee appears in the Approach area (where the Elites spawn in Round 1). You can pilot this through a gap in the rooftops of the Hold to join the fight in the Junkyard area.



	Multiplayer Basics	Multiplayer Abilities	Multiplayer Modes	Multiplayer Maps
Index	Asylum	Boardwalk	Boneyard	Countdown
	Hemorrhage	Paradiso	Pinnacle	»

Countdown



Needle Rifle on the north side of the Second Floor overlooking the central Launch Pad.



DMRs on both the east and west side of the south end of level 01 at the Big Door.



Shotgun at the bottom of the Launchpad room with three vents.



Concussion Rifle on the Balcony. Take the central pipe in the three pipe room in Launchpad to get here fast.



Energy Sword on Catwalk, Third Floor.



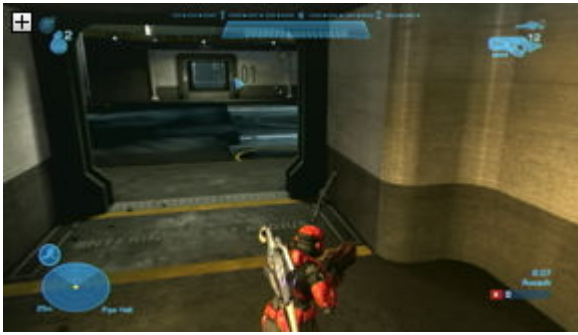
Needle Rifle on east and west Tech Stairs leading up to Second Level.



Plasma Grenades on east and west Tech Stairs, at bottom.



Medkit above the Tech Stairs on east and west sides.



DMR in Pipe Hall at east and west end of the Launch Pad.



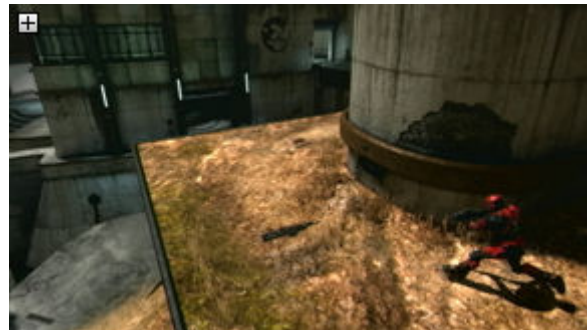
Frag Grenades and Medkit on Third Floor on north side in front of rocket.

	<div>☰</div>	Multiplayer Basics	Multiplayer Abilities	Multiplayer Modes	Multiplayer Maps				
	«	Index	Powerhouse	Reflection	Spire	Sword Base	The Cage	Zealot	

Powerhouse



Plasma Repeater on the Dirt Path.



DMR on the Dirt Path.



DMR on ledge on the Dirt Path.



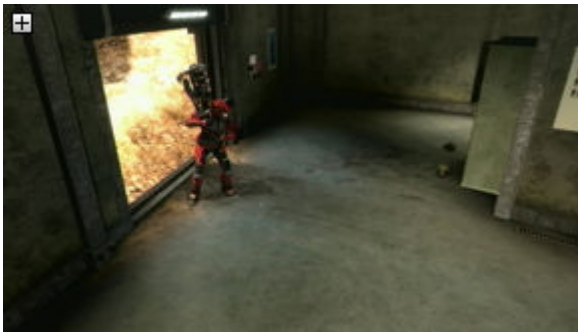
DMR on Concrete Path.



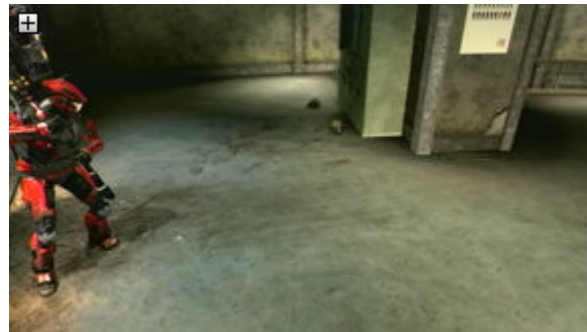
Gravity Hammer in Shed.



Medkit in Shed.



Medkit in Green Residence, second floor.



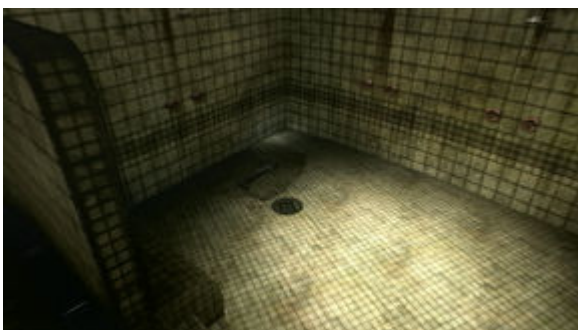
Grenades in Green Residence, second floor.



Magnum in Green Residence.



Plasma Grenades in Lockers.



Grenade Launcher in shower in Lockers.



Rocket Launcher in Spillway.



Needle Rifle in Spillway.



Shotgun on Cliffside, by large metal doors.



Magnum in Yard at bottom of ramp.



Focus Rifle in Yard.

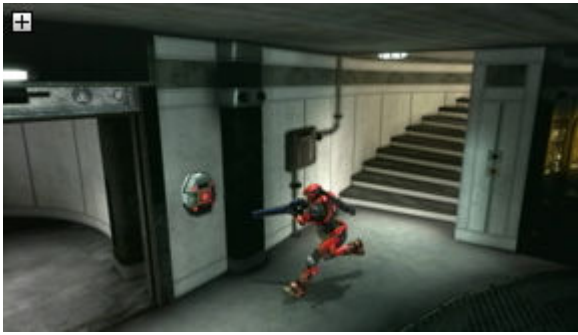


Medkit in Dormitory.



DMR on Ridge.

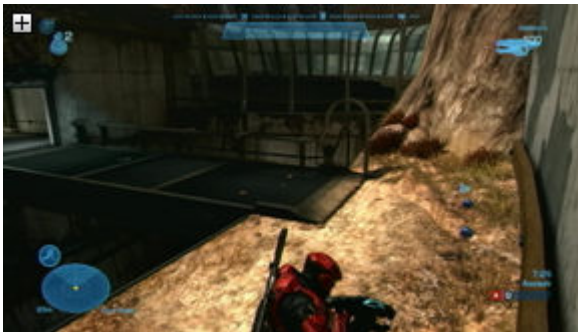




Medkit in Powerhouse 1st Floor.



Needle Rifle in Powerhouse 1st Floor.



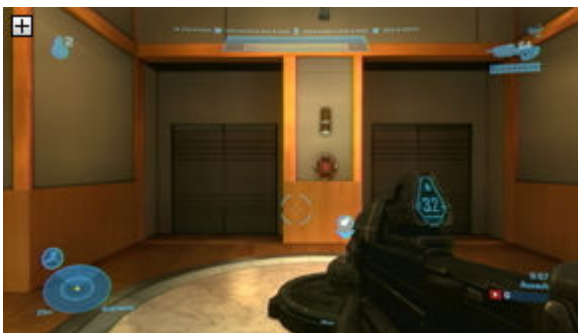
Plasma Grenades on Dirt Path.



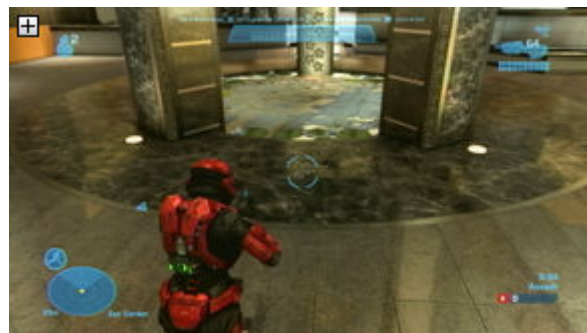
Magnum on bridge above Spillway.

	Multiplayer Basics	Multiplayer Abilities	Multiplayer Modes	Multiplayer Maps
«	Index	Powerhouse	Reflection	Spire
				Sword Base
				The Cage
				Zealot

Reflection



Medkit at the Entrance by the elevators.



Frag Grenades by the central fountain at the Zen Pond.



Rocket Launcher at the waterfall at the Zen Garden.



Shotgun on the east side of the level is on the Grass Ramp.



Sniper Rifle on the High Balcony on the south side of the very top level.



Plasma Grenades on the High Balcony.



Plasma Grenades under the Water Balcony.



DMR on the Water Balcony on the east and west side.



Needle Rifle on the Walkway, second level on the north side.



Medkit at the West View, lower level.



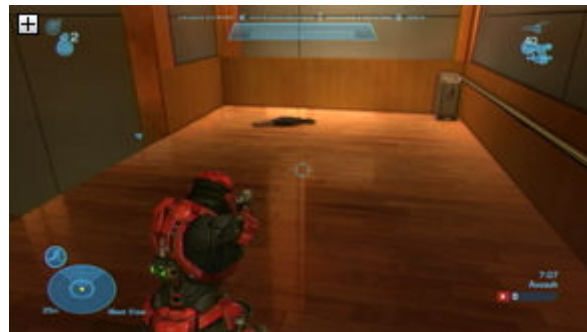
Energy Sword in the Koi Pond, basement level, north side.



Medkit on the bottom of the elevator in the Low Hall.



Magnum and Grenades in the Back Hall on the east and west side of the basement level.



Needle Rifle at eastern end of West View.

	Multiplayer Basics	Multiplayer Abilities	Multiplayer Modes	Multiplayer Maps			
«	Index	Powerhouse	Reflection	Spire	Sword Base	The Cage	Zealot

Spire

Invasion can be broken into three rounds, and the map along with weapon -- and vehicle -- locations change with each round. Our walkthrough of this map reflects Invasion Mode's three round progression (Invasion Slayer and other games on this map work differently). The ultimate goal for the Spartans on this map is to occupy territories in the first two rounds, and then capture a "Core" and return it to a UNSC Pelican hovering above the cliff past . The Covenant must simply prevent this from happening.

INVASION ROUND 1

The first round of The Spire is quite literally an uphill battle for the Spartans. There are two territories that the Spartans must capture to drop the shield blocking access to the Spire. Elites can pass through this shield but UNSC cannot, so don't even try! Many players on both sides will attempt to run for the Plasma Turrets, but the Elites have a better chance of getting there first. If you are a Spartan, choose Sprint to get to the territory and/or turret first! Usually the turret on the north side gets grabbed last.



You really want to MOVE these turrets to higher ground if you are an Elite. Pummel any Spartan with turret fire that runs towards the territories.



Elites may spawn with Needle Rifles which can be especially effective in this area. Stay atop a rocky outcropping and snipe at UNSC and you'll usually find yourself above the fray, since close combat in the territories seems to be popular.



It seems pretty difficult to hold off the Spartans in this area, but the next is better weighted towards the Elites.



INVASION ROUND 2

When you see the message "Push on to the Spire / Unlock the Core!" the shields around the low valley where the Spire sits will be dropped. No weapons or vehicles will spawn as of yet but both sides will get additional classes to spawn. At this point, Armor Lock can help the Spartans out in this area since many a Plasma Grenade will be tossed into the small core territories. Elites will do well with Plasma Pistols -- to drop shields -- and melee attacks.



Note that as you run through the downed shields, a Sniper Rifle can be picked up at the base of a rocky outcropping on the ridge above the Spire.



Once again, Spartans need only capture one of two territories on the north and south side of the spire. To get here you have several options: You can run up the hallways, with entrances just under the territory locations, or you can take the launch tubes up from the passage under the spire.



The territories are recessed in the hallway that rings the lower level of the spire. You'll have safety in numbers here as the Spartans. Aside from the occasional tossed-in grenade, you'll just be fending off close-quarters attacks. Try to pick up a Plasma Pistol.



Elites should try to get to the territories before the Spartans arrive, hide and wait to hit them with melee attacks when they enter.



INVASION ROUND 3

Directly behind the core territories are elevator tubes leading to the top of the Spire. If you are in a territory when it's captured, hop into one of these quickly. Note that you can hit people below or above you as you travel up a tube -- a Needler tracks targets nicely for a super combine kill.



The core is on the upper level of the Spire. If you don't use the internal lifts, you can also use the blue man launchers located around the base of the spire -- ignore the yellow ones (those are for getting DOWN). Also, a Banshee will immediately spawn to the north of the Spire.



If you die as a Spartan, spawn back at the river to score the awesome Falcon, which appears in the far, far east where you began round 1. Later on a Warthog will appear here as well. Behind the BFG on a small hill you can score a Rocket Launcher.



Getting up to the core is easier than getting to it. Located in the control room on the west side of the top ring, the Elites will usually hang out here in large numbers with their newly acquired Energy Swords. Since you can spawn with an instant-kill Energy Sword as an Elite, there's virtually no reason a single Spartan should get through to the core, yet sometimes they do!



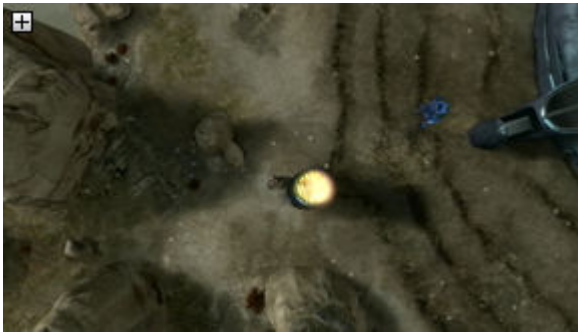
Once you grab the core, getting it down presents a problem. You can jump off the roof but you won't be able to reach the distant "landing launchers." Instead, you will sacrifice yourself for the good of the team. If you don't have the core, jump towards the yellow launchers below and aim right for the top of them to land with minimal damage.



The best way to get the core down is to just drop it off the ledge, following it down later. A Jetpack can also help you make your fall less lethal here. Finally, a Falcon can help you move the core, since the core-holder can either hop inside the passenger area OR on the roof of the Falcon.



That said, Elites spawning with Concussion Rifles can easily take out the Falcon -- and there's also the Banshee to worry about. The Concussion Rifle, Rocket Launcher and, of course, the Plasma Launcher are your resident anti-vehicle weapons here. Of course, ground vehicles and low-flying air vehicles can also be stalled with a full Plasma Pistol charge.



Once the core hits the ground, you have a chance to reset it as the Elites. Instead of circling it with Energy Swords, tactically hang back and hide, waiting to pounce on any Spartans who rush for it.

The Warthog can be parked over the Core and the turret used to eliminate Elites. Since they will ALL have swords by now, picking them off from a distance is a good idea. The Warthog and Falcon turrets are amazingly powerful, and nothing can match having vehicle support for the final stretch.

If the core resets, don't fret! The area with the core is usually unguarded once the core leaves. A smart team will leave an Elite up here just in case, or at least rush back once a reset seems imminent.



To win, the Spartans must get the core to the ring under the Pelican in the west on the edge of the cliff. If it does not make it to the ring before time runs out, the Spartans will lose. Close doesn't count!

	Multiplayer Basics	Multiplayer Abilities	Multiplayer Modes	Multiplayer Maps			
«	Index	Powerhouse	Reflection	Spire	Sword Base	The Cage	Zealot

Sword Base



DMR in damaged hall, north side.



Medkit in Security, north side.



Grenade Launcher in Atrium, east side.



Grenades and DMR in Operations, north side.



Medkit and Needle rifle in Operations, north side.



Frag Grenades in Atrium, stairs up to south side.



Energy Sword in Lobby, south side.



DMR and Medkit in Lobby, south side.



Needle Rifle in Elbow, south side.



Concussion Rifle on Medium Bridge.



Needle Rifle in Research, south side.



Shotgun under stairs in Research, south side.



Plasma Grenades under stairs in Research, south side.

Magnum in Research, South Side.



Plasma Grenades and Magnum in Security, north side.

<div><div></div><div>Multiplayer Basics</div><div>Multiplayer Abilities</div><div>Multiplayer Modes</div><div>Multiplayer Maps</div></div>									
	«	Index	Powerhouse	Reflection	Spire	Sword Base	The Cage	Zealot	

Zealot



Needle Rifle in Red Curved Hall.



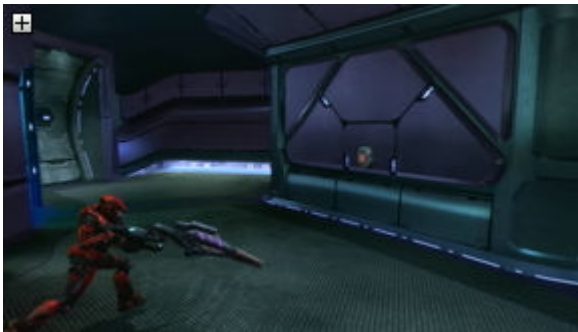
Frag Grenades in High Center.



Needler on Center Platform.



Frag and Plasma Grenades on Center Platform.



Medkit and Plasma Repeater in Blue Corner.



Medkit and Plasma Repeater in Red Corner.



DMR on Ground Floor on ramp leading down.



Concussion Rifle in Space (take launch tubes up from Ground Floor or Basement)



Magnum in Blue Halls.




Energy Sword in Holograms (after a minute or so of the match it appears).



Needler in Basement.

Frag Grenades under Center Platform.

Halo: Reach Data Pad Locations

	Data Pad Locations	Unlockables and Easter Eggs	Skulls
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Datapads are not collectibles, but read-able iPads/Kindles that shed light about the Halo universe.

The data pads are listed below in the order in which they appear in the game. Half of the data pads are available only during a Legendary difficulty campaign. The rest can be found on any difficulty.

Data Pad 01 - Winter Contingency	LEGENDARY
Data Pad 02 - Winter Contingency	
Data Pad 03 - ONI: Sword Base	LEGENDARY
Data Pad 04 - ONI: Sword Base	
Data Pad 05 - Nightfall	
Data Pad 06 - Nightfall	LEGENDARY
Data Pad 07 - Tip of the Spear	
Data Pad 08 - Tip of the Spear	LEGENDARY
Data Pad 09 - Long Night of Solace	
Data Pad 10 - Long Night of Solace	LEGENDARY
Data Pad 11 - Exodus	
Data Pad 12 - Exodus	LEGENDARY
Data Pad 13 - New Alexandria	
Data Pad 14 - New Alexandria	LEGENDARY
Data Pad 15 - The Package	
Data Pad 16 - The Package	LEGENDARY
Data Pad 17 - The Pillar of Autumn	LEGENDARY
Data Pad 18 - The Pillar of Autumn	
Data Pad 19 - Lone Wolf	LEGENDARY

IGN_STRATEGIZE: HALO: REACH LEGENDARY DATA PAD
LOCATIONS

Halo: Reach Secrets

[Data Pad Locations](#)[Unlockables and Easter Eggs](#)[Skulls](#)

Easter Egg: The Free Banshee Buttons on The Package

There are two switches that can be activated by two different players at the beginning of The Package -- this Easter Egg is different from the two panels that open Dr. Halsey's lab at the end of the level. You can do this on Normal; no need to start a Legendary game. Before you begin your switch hunting, eliminate all the enemies in the first area. Try to grab a Ghost as well. At the southern end of the lake is a shack. On the north side of the shack, look for a large crate against the wall. Use the Ghost or a melee attack to move this crate.

One person should stay right here. The other person should continue south and get in the Scorpion tank. Use it to destroy the sniper roosts and the turrets just to the south. Now, walk off the edge of the short cliff due south of where you picked up the Scorpion. Turn east and look for a glowing green panel on the cliff side where its meets the water. As soon as you hit this switch, a second switch will appear only very briefly on the wall in the lake, so coordinate this with your partner. When the second switch is activated in the lake, four Banshees will appear on the roof of the nearby building to the north.

Climb up and hop into a Banshee. You can freely explore the massive level, even the dogfight to the south. If you take out the AA cannons BEFORE you hit the switches (the AA guns seem to become invincible if you get the Banshees first) with the Scorpion, you can fly the Banshees through Sword Base's entrance gate and explore even more of the level.

You can even land on the mountains all around the area and get out without dying. Enjoy!

Credit Farming Made Extremely Easy (and Legal!)

While there are many ways to earn Credits, or Credits, in Halo: Reach, this is the easiest strategy we've discovered so far. Choose the Mission Start ONI: Sword Base and turn on the "Free For All" option under scoring options. You can set any Skulls you want but you probably want your difficulty to be Normal -- it's hard to do this on Legendary. Basically, you want to skip the first fight entirely. Run up the ramp to the west and jump onto the little wall to the north that wraps around to the road leading south. Sprint to the gate and grab the Target Locator from the suitcase along the western wall. Next, you'll want to set a Checkpoint -- this matters quite a bit, so don't ignore this step. Move to the south end of the gate and aim your locator north as the enemies approach. As you tool around by the closed southern door, you should get a Checkpoint. Now, aim the Target Locator at the street to the north and pull the trigger. Try to catch as many enemies as possible in your blast. This will earn you Credits -- probably about 100, based on your Commendations and Medals from the blast. Now, revert to the last Checkpoint and repeat the Target Locator blast infinitely. You get Credits for earning Medals Commendations, so the exact amount will vary for each blast depending on your Commendation progress. You should be able to work towards Commendations like Leadership Element and Splash Damage, while also gaining a set number of Credits for the Medals you win in each Target Locator strike. Using this method you can safely rack up Credits at the rate of several thousand every few minutes! Thanks to *TheresPooOnMyShoe*.

Easter Egg: Access Dr. Halsey's Office

You'll need two players for this and you MUST play on Legendary. Skip to Rally Point Bravo on The Package. Play the level until Dr. Halsey announces her lab is open. Do not enter the lab or access the panel on the door to end the mission. If you don't have a Jet Pack, grab one from the northern side of the lab entrance area. They are on the wall without any flashy Armor Ability holograms so they are a bit hard to spot.

One player must stay in a safe spot while the other accesses a secret panel. Fly to the far eastern line of buildings. Run up the ramp and turn left, or north. A fenced off area on the upper level lines the out-of-bounds region to the northeast. Drop off the northeastern corner and ease your way towards the rocky out-of-bounds area below but do not touch it! Hover above it and look for a panel with a green light you can access on a girder. Hit X to activate it.

This will open a door on the north side of the Halsey's lab entrance. A half dozen Elites will stream out of here with Energy Swords. Fly over them or run a Ghost through them and enter the open door. You will then be transported to a hallway. Follow the hallway to the lab area where you can view a number of Easter Eggs, from readable data panels with inside jokes to old Halo art. Enjoy!

Easter Egg: Reach Racer

On Mission 03, Oni: Sword Base, there are two hidden switches, marked as "doors" that you can open only with two players in a co-op match. Both switches can be found after Rally Point Alpha, where you must destroy the Wraiths. Switch A is found on the coast of the water just southeast of the buildings with a pair switches you must activate. It's on a pile of rocks near the frozen waterfall. You'll know you are standing in the right place when you get a message saying "Hold X to Open Door." Note: You must reload your weapon before getting this. Switch B is just past the AA cannon in the next area. A pile of rocks with some trees on it overlooks the vast, walled complex on the ice below the area. With both people standing in these places, press X simultaneously and a message will appear on screen saying "REACH RACER." You will then be warped to the Oni: Sword Base with two Gauss Cannon Wart Hogs ready for racing. You can race your friend through a course marked by red waypoints (you don't need to touch the waypoints, you just need to cruise past them). At the end of the race, the loser's Wart Hog explodes and you'll both be warped back to race anew.

Easter Egg: Master Chief Cameo

Upon completing the final level (The Pillar of Autumn), you will see a cut-scene of the ship taking off. When the cut-scene starts, hold your aiming stick (it will be dependent on your control scheme) so that you would "turn right" normally.

At the point when the UNSC shuttle docks at the Pillar of Autumn's landing bay, the camera will move to the right (if you were holding the stick to aim right) and catch a shot of a Spartan in a capsule. Should look familiar, right?

Easter Egg: Elite Ranger Bob

The "Golden Elites" or Elite Rangers (all named "Bob") are Elites with yellow armor and blue helmet visors. They appear in some levels and then quickly vanish into thin air if you don't kill them. It is unknown how difficulty level effects their appearances. You will get a medal for

killing these called "Seek and Destroy." Nothing else is known about them. Here are some of the locations where you'll find these strange fellows:

Winter Contingency: On the Campaign level Winter Contingency, quickly make your way through the level and you will randomly encounter the "Elite Ranger". His armor is bright yellow and his helmet has a blue visor that shields his entire face. (He appears on both Legendary and Normal difficulty, but he seems to show up in different areas). Usually he appears during the part of the mission where you're driving Carter and Jorge around looking for the stranded marines. Kill him and you'll be rewarded with a special medal in your medal chest on Bungie.net. He will show up in your statistics as one of the types of enemies you've killed. In the stats section, it lists him as an Elite Ranger, and actually says his name is "Bob". -- *Shamrock20*

Nightfall: In the area where you meet up with the colonists fighting a pack of Covenant, this Elite appears -- and quickly disappears -- amongst the buildings.

The Package: On the Package, once you enter the gate to Oni Sword Base (Rally Point Alpha), quickly head up the ramp and look to the left to spot the Elite. It's in the courtyard area where you meet up with Noble Team before heading into Sword Base.

The Pillar of Autumn: After the Buzzer cave you'll come across two massive buildings in a valley. The second building you come to -- the one with both Data Pads -- has a garage at one end (to the right when facing it). Inside the garage you'll find this Elite.

Easter Egg: Change Club Errera's Music and Brute Dance Party

In Mission 7, you can change the music to the tracks "Never Surrender" and "Siege of Madrigal" in Club Errera. During Mission 7, once you get to the Club Errera part of the mission, head back to the hospital. Fly to a ledge below the usual entrance. If you chose the right one, when you get out you should see a green light. Once found, activate it and go back to Club Errera. Land and when you walk in the song "Never Surrender" will be playing. If you want to change the music again, go back to your Falcon and fly to the roof of Club Errera. Guess what, there's another switch. Activate it and the song "Siege of Madrigal" will now be playing. -- Thanks, *Dexter*

Note: If you return to the dance club after you clear it out (Hunters included) then a Brute DJ will be spinning records, a Brute tends the bar and Grunts get freaky.

Unlockable: Nameplates

Nameplates are image bars that behind your name in matchmaking.

Perform the following actions to unlock Multiplayer Nameplates. You can activate the Nameplates on Bungie.net by entering your Account Settings, and then navigating to your Game Settings. Choose the "Nameplates" tab and you'll be able to activate one (hit Submit) so that it appears in the game.

- **Assault Rifle** - Unlocked for playing the Halo Reach Beta (closed in May, 2010)
- **DMR** - Subscribe to Bungie Pro hosting service
- **HALO** - Unlock the Halo, Halo 2 and Halo 3 nameplates
- **Halo 2 logo** - Unlocked for playing Halo 2 on Xbox Live (closed April 15, 2010)
- **Halo 3 logo** - Play the Halo 3 Campaign while connected to Xbox Live

- **Marathon Durandal logo** - Log in at Bungie.net with Marathon Durandal on your recently played games list -- you can see your recently played games on the Nameplates webpage
- **MJOLNIR Mk VI (Master Chief) helmet** - Unlock any 4 of the Halo (PC), Halo 2, Halo 3, Halo 3: ODST or Halo Reach Beta nameplates
- **ODST logo** - Play the Halo 3:ODST Campaign while connected to Xbox Live
- **Halo: CE logo** - Register your Halo (PC) product code at Bungie.net -- you'll be given this option at the Nameplates webpage
- **7th Column symbol/Septagon** - Log in to Bungie.net with your Gamertag/email address

Halo: Reach Unlockables
Nameplate changed; it will take a few minutes for your nameplate to update.

Your Gamertag

Default, Blank Halo: Reach Nameplate

You're either in a default state of mind or you have no idea this page exists. If you want to switch it up, steer your eyes due south for all sorts of additional options. If you don't see any addition options, that's because you haven't played

Your Gamertag

The Septagon

Gotta support the team. The Septagon symbolizes all that is right in the multiplayer world. A few million men and women, bound by honor, Bungie, and celebratory crouching.

Your Gamertag

Assault Rifle

Spray it, don't say it. You don't need words to express your love for the Halo: Reach Assault Rifle. All you had to do was play the Halo: Reach Beta in May of 2010. Didn't squeeze off a few rounds in our online test bed? Sorry, this nameplate is not for you.

Your Gamertag

Halo PC Nameplate


Use your Halo PC product key to unlock a special Halo nameplate for Halo: Reach

Unlockable: Avatar Awards

Complete the following requirements to unlock items for your Xbox Live Avatar.

- **Carter's Helmet** - Clear a Campaign mission on Legendary without dying (Note: To get this easily, play through an entire level on Legendary and die as much as you want. At the end of the level, save and quit. Choose "Resume Campaign" and then finish the level without dying to get the Avatar.)
- **Emile's Helmet** - Earn a Bulltrue medal in either multiplayer or Firefight Matchmaking (Kill someone while they're lunging with an Energy Sword attack)
- **Jorge's Helmet** - Earn a Killtacular in multiplayer Matchmaking (Kill 5 enemies within 4 seconds of each other)
- **Jun's Helmet** - Kill 100 enemies in a row without dying in either the Campaign or Firefight (set your shields/life to infinite in a Firefight match)
- **Kat's Helmet** - Avenge a teammate's death in multiplayer Matchmaking (Kill someone who killed your teammate)

Halo: Reach Skulls

		Data Pad Locations	Unlockables and Easter Eggs	Skulls	
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Skulls aren't collected in Halo: Reach, they are all available right from the start. You can turn them on before starting a campaign session for the following effects. For information on Halo: Reach's collectibles, Data Pads, be sure to check out our [Data Pad Location Guide](#).

PRIMARY SKULLS

Iron Skull

Co-Op reverts to previous checkpoint on player death. Single player death restarts entire mission. (Restart at checkpoints with all of your weapons and ammo in co-op, but you'll restart the mission on single player)

Black Eye Skull

Shields don't recharge except from melee attacking enemies. (Your shield won't recharge unless you perform a melee)

Tough Luck Skull

Enemies always make every saving throw, always berserk, always dive, never flee. (Every enemy will dodge slower attacks, like needles and grenades. Grunts will suicide attack and Brutes will charge)

Catch Skull

Enemies are grenade happy -- 2x as often and 2x as fast. (Lots of grenades)

Cloud Skull

Motion sensor disabled with this setting. (No "radar")

Famine Skull

Weapons drop 50% less ammo. (Less ammo from picked up weapons)

Thunderstorm Skull

Major upgrade to all enemies. (All enemies have more life)

Tilt Skull

Damage tables are modified. (Enemy weaknesses and strengths are increased -- Elite shields are susceptible to nothing but Plasma Pistols)

Mythic Skull

Double enemy health. (More health for all enemies)

SECONDARY SKULLS**Blind Skull**

HUD and first person arms and weapon are hidden. (Clears the screen but won't affect gameplay)

Cowbell Skull

Acceleration scale from explosions is 3x. (Things fly further)

Grunt Birthday Skull

Grunts explode as if they were plasma grenades when they are killed with a headshot. (More explosions = more fun)

IWHBYD Skull

Common combat dialog becomes less common, and vice versa. (Hear rare dialog from computer-controlled players)

[Halo: Reach Achievements](#)