



Introduction

Section 8 asks a question: what if players got to re-spawn just about anywhere they wanted? The answer turns out to be a futuristic mission that will determine the fate of the world of the future. As a member of an elite squad, you'll travel through numerous battlefields and boost, shoot and dash your way to victory as you face a skilled rival and his army of powerful warriors.

Naturally, we're here to help. This guide will walk you through the entire single-player campaign, with information about each checkpoint, helpful tips on how to defeat the most common enemies and plenty of specifics pertaining to each objective. With us at your side, the futuristic world is in good hands!

In this Section 8 strategy guide, you'll find:

- **BASICS** // We'll cover the specifics in our full walkthrough, but you won't need to look that far if you're just anxious to get a few pointers that will see you through most of the campaign's challenges. Here, we cover the fine arts of dropping, running, deploying, choosing weapons and not doing it all.
- **WALKTHROUGH** // The game's single-player campaign is a good way to learn the techniques that you'll need to dominate online while working through a twisted tale of betrayal and lots of bullets.

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Section 8 Basics

On the surface, Section 8 plays much like any other first-person shooter that you've likely encountered. General familiarity with the genre will take you far, but there are a few nuances you'll want to master to easily cruise through the game's campaign. We're no instruction manual, but below you'll find a few tips to help you on your way.

Skydiving is fun.

If you fall in combat, or if you've just started a mission, you'll be treated to a high-speed drop toward the surface. Upon landing, you'll briefly be dazed before your viewpoint shifts to the area where you made your sudden appearance.

As stages begin, you won't have much to fear from the surrounding hills and buildings, but that can change when you're in the middle of a stage and returning to a battle where you were slain just moments before. Upon returning, you could find the zone still heavily populated by enemy troops and even anti-air weapons. Your best bet is to re-enter the scene from the side, not the center. Aiming off to the side allows you to decrease the likelihood that you'll be shot down before you can even land, plus it provides an excellent opportunity to shoot some enemies in the back.

Run like the wind.

When you're exploring the areas that make up the Section 8 world, you'll find that they're mostly decorated by a few complexes. If you need to move within a complex, there's not often much call for speed, but often you must advance from one complex to another. That's when you want to move with a bit more haste.

Run for a short distance and you won't notice much, but longer sprints shift to a third-person viewpoint. Here, you can use your camera controls to steer as you dash through a given environment. That's useful, because crashing into an object can stop your run almost before it begins. On the other hand, building up a good burst of speed will allow you to inflict damage if you crash against an enemy soldier. The same is true of friendly units, though, so be careful!

Don't try to do it all.

While there's a certain temptation to run in with guns blazing, this is often the quickest way to ensure failure. Instead, let your buddies fill that role. They're more than happy to. Their haste can work in your favor, especially in later stages where you face heavy armor machines that only need to grab a soldier to crush him to death.

Whenever you approach a new area, make sure that your allies have had time to catch up with you, then move slowly forward. As you exercise caution, your comrades will rush forward and engage commando units, turrets and the aforementioned heavy armors. This leaves you free to attack from shelter, which allows you to focus on one enemy at a time and to plan out attacks against units that have superior armor or offensive skills. You'll survive a lot of fights just by playing the 'caution' card.

Know your weapons.

Though you only have a few means of offense throughout the entire campaign, there are definite situations where you'll want to attack in a certain fashion. Your primary weapon is a machine gun that will work best against infantry, soldier and commando units. They move quickly, much like yourself, and can take evasive maneuvers that make them difficult to hit with an explosive charge.

More stationary objects like generators, turrets and arrays, however, aren't going anywhere. Instead, they rely on powerful armor to ensure their survival. If you head toward these and try using your normal attacks, you'll spend a lot of precious ammunition for no good reason. Instead, switch to your explosives and you can take down powerful turrets with two or three shots.

Winners don't forget to deploy.

If a message appears on-screen informing you that it's possible to deploy weapons, there's generally a reason. Several of the stages throughout the campaign grant you the ability to place turrets or use vehicles. Each comes with a cost, but you'll usually have enough credits to get the goods by the time you near the end of a given stage.

While tanks tend not to be particularly useful because they're so slow and difficult to control, turrets are fantastic. They'll dish out damage to multiple enemies, a fact that helps ensure your own safety since you don't have to worry about facing sustained bursts of fire from someone with nasty intentions. The only down side to these turrets is that they can't be positioned within cramped areas. You'll do best if you place them at the center of large areas or, better yet, at the corner of an area where they are partially protected by walls and can fire shots at any enemies who choose to approach them head-on.

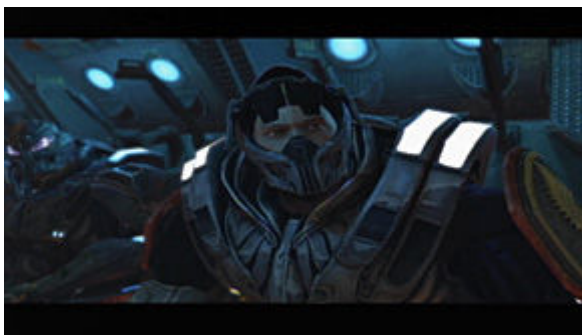
Some of the above comments might seem obvious, but they can at times go forgotten in the heat of battle. Make sure that you remember the above tips and you shouldn't have trouble surviving any challenges that the game's campaign throws your way.

Section 8 Walkthrough

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I. Operation: First Contact

As this first mission begins, you're part of a squad that is checking to see why communications from the colony of New Madrid have ceased. After confirming the difficulty setting on which you wish to play, you'll appear within a vessel high above the planet's surface. Following a brief scene, you'll find yourself plummeting toward the ground while debris flies around you. Once you land and the dust clears, you're free to start exploring.



Tension before the drop.

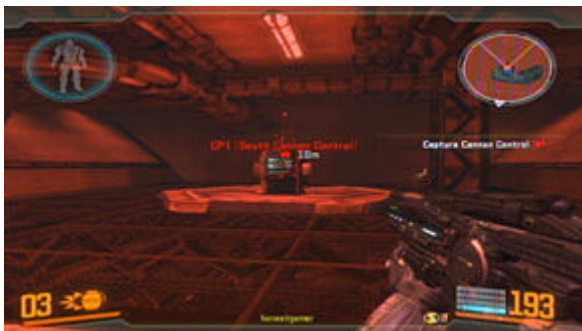


Friendly fire is bad, m'kay?

Begin by starting forward with the other men in your squad as the game briefs you on controls and your first objective. You are expected to capture Control Central, which is the name of the overall area in which you find yourself.

As you move forward with the other soldiers, they should start up a hill toward a bluff to the right. When you get near the top, you'll find that there are enemy units poised to attack. You can keep close to the rocks to avoid most of their shots, but they may come at you from above when you do so. There are several foes to worry about, but there also are several members in your squad so it's a fair fight. Just focus your shots on one enemy at a time while being careful not to hit your own teammates (who are lighter in color and don't have the nasty red lettering over their heads) and you should be able to quickly take care of each potential threat.

Veer left from where you defeat those first enemy soldiers and you'll receive instructions over the radio to deactivate cannons while your fellows secure the perimeter. You should be at one end of a wide, metal bridge now. Start across it and you'll see a firefight up ahead as your squad members engage more enemies.



Head for South Cannon Central.



There's more activity following the hacking.

Despite your orders to deactivate the cannons, you need to get involved in that fight. Head into the fray and tend to the enemy soldiers while again using the architecture to your advantage as you seek cover and circle around to attack enemies from behind. Note that if you find yourself taking too much damage, you can press close to walls and your armor meter will gradually restore once enough you last long enough without taking new damage. That's useful and will serve you well throughout the campaign, but of course it's not particularly useful if you can't find cover when you need it. Even then, your enemies aren't hesitant to seek you out and finish you off while you're trying to recuperate.

I. Operation: First Contact (Continued)

When you've defeated the last of the opposing soldiers, an explosion will shake the area and then you can continue forward toward a new target, South Cannon Central. You may notice a number on-screen that begins counting down the distance between your current position and your objective, which is helpful if you've gotten turned around and aren't sure about the proper direction to follow. Pay attention to the map in the corner of the screen, as well, since it often points you to the objective, outlines areas you're free to safely explore and even gives you a feel for where enemies and allies have gathered.

When you near the terminal, you'll be able to press and hold the button indicated on-screen to slowly hack the station. Once you have done so successfully, you can turn and start back into the area that you've just cleared, where your recent hacking efforts have paid off in the form of new enemy troops. Tend to them with help from your comrades, following the corridor as a new overall destination is provided: the ammo storage facility.



The generator facility is a good second stop.



Generators aren't particularly durable.

The next place that you can easily reach actually isn't the ammo storage facility; it's the generator facility. Head back to the entrance of the compound that you just claimed, then cross back over the bridge and start up the sand dunes and toward the left. As you do, you'll find yourself advancing toward another compound. This one is the generator facility. When you near it, you'll be instructed to tend to it.

Draw closer and you'll find that the place is crawling with enemy soldiers, as usual. Take them out as you did their predecessors: by sticking to cover when possible so that you make yourself a target for the fewest possible adversaries. Your comrades will continue to help in the effort. When you've cleared the space, you'll be free to safely blast the generators (hacking is for wimps). There are three generators, mostly sheltered by hangars. In a surprising but helpful twist, you can duck into those hangars if you've taken a lot of damage and need to rest. Enemy soldiers seem reluctant to join you in those cramped quarters.

When you blast the last of the generators, that'll trigger a new checkpoint and will prompt radio chatter about heading for a rendezvous point.



Run like the metallic wind... or something.



Capacitors are no tougher than generators.

You'll soon find that you're not actually ready to proceed to that point just yet. Your commander wants you to follow him as he takes out some more cannons. He's in a hurry, so you'll have to run to keep up with him. Follow him along the canyon and as you descend toward a new complex, he'll suggest that you use your jetpack to get a drop on the enemies that you're about to face.

I. Operation: First Contact (Continued)

You can boost up over a wall that should be just ahead of you as you receive that last suggestion. On the other side, you'll find several enemy units. Remember that you're not joined by as many team members now, so you have to be more particular about how you tend to your foes. Try to stick near cover more than ever now, as there could be shots coming from multiple directions. Your armor won't hold out long if you get caught from the sides. You also have to worry about enemies boosting using their own jetpacks, since they can hit you from above if you're not paying close attention. As usual, try to keep combat limited to one-on-one confrontations, where you tend to have the advantage. It's also useful if you can stay near your commander as he seeks out cover, since he'll provide health boosts as needed.

When you've destroyed the enemy soldiers, that leaves you free to safely seek out the capacitors in the area. There are three of them, as there were with the generators, so you'll need to look around the base and be sure to head down the ramps along one edge to find the one positioned in a corner on the lower level.



Your commander gets in a few shots first.



Then it's up to you to finish the job.

Destroying the third capacitor triggers a third checkpoint and also clears the way for some plot elements. When those conclude, you'll find yourself once more following your commander, this time toward a new destination. You shouldn't have any trouble keeping up with him, even without running. When you reach your destination, you'll definitely know it because there will be another brief cutscene. Then you're engaged in battle with a mech.

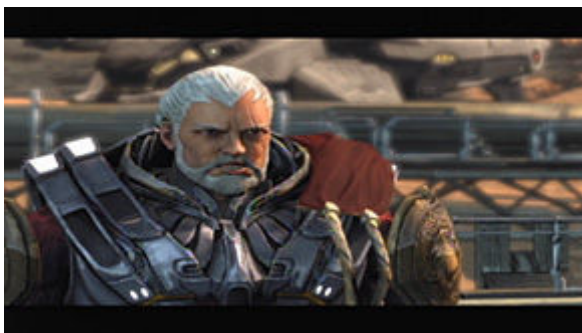
The heavy armor you must defeat now isn't particularly tough, but he can take a lot of damage before exploding and that means you'll need to employ strategic retreat. Try to approach from the side if possible, then pelt him with shots until he turns toward you. If he gets close, that means he's about to charge. You'll want to boost backward while you continue to fire. Try to keep the shots coming, with pauses only when you need to reload. If you continue to fire and don't let the mech grab you, the fight shouldn't take long and you'll survive in mostly one piece. If that doesn't happen, you can still win because you'll be able to drop onto the map from above and your opponent's energy won't have refilled. You can even land right at the point where you were last fighting, if you're careful, making it especially easy to take out the heavy armor.

When you win the fight, the mission is concluded.

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II. Operation: Black Box

Following a cutscene and deployment to the planet surface, you'll need to follow your squad members toward a rock archway where they will gather to prepare for a push into enemy territory. That push can only happen if arm sensors are disabled, which is your first real objective in the area.



Despite his gruff demeanor, the man has good news for you.



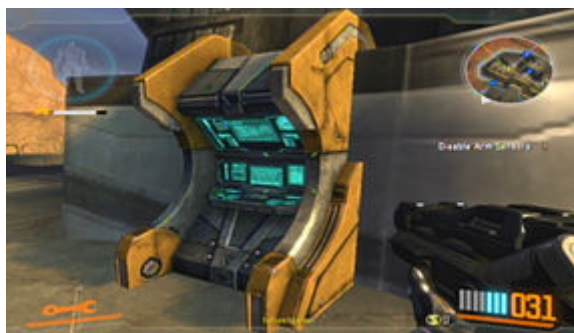
Go toward the archway to meet with your pals.

From the archway, head downhill toward the complex at its base. You'll find several soldiers here, of the sort that leap into the air and fire from above whenever you get close, so be ready to move your cursor around and fire at odd angles. There's a generator of sorts at ground level, which is easily destroyed once you've eliminated the threat posed by the handful of soldiers.

After taking out that first arm, turn your attention to finding the sensors. They're easily located, since they're positioned at the base of each of the three large satellites. You'll need to stand near them and hack the systems to deactivate each of the sensors, which is most easily accomplished *after* you clear the area of enemy goons.



Your targets aren't exactly left unguarded...



This ain't no ATM, it's a sensor!

When you take out the last of the sensors, your success will trigger a checkpoint. Then you'll hear radio chatter instructing you to check out a nearby crash site. At this point, your map expands so that you can visit portions that previously were off-limits. If you tried to go there earlier, you would have been warned that you ventured out of bounds and may even have died as a result.

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II. Operation: Black Box (Continued)

Dash along the map to the new area toward the north, most easily seen because there are red dots moving around that represent enemy units. As you get near to them, another checkpoint is triggered and there's a brief cutscene. Now you'll be in control again. Give your cohorts time to catch up to you if your rush took you too far ahead, then start forward toward the next bunch of enemies.



Run north along the map to the expanded area.



This is a bit of intel.

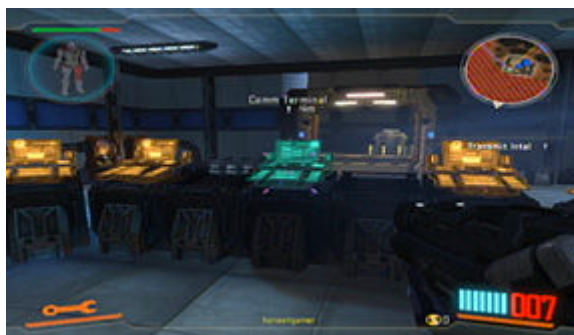
There are actually quite a few enemy soldiers gathered in this area, so you'll need to be especially careful to take advantage of any cover that you can find. Watch the map to make sure that you're not heading into open territory with a bunch of soldiers along the fringes, as that's a good way to quickly die. Another concern is a turret gun along the edge on the upper level?where you'll probably be hanging out to prevent soldiers from easily striking from above?as it has enough protection that it can withstand a fairly steady burst of fire while probably dealing out enough shots of its own to eliminate your armor.

When hazards are gone, your goal is to collect intel. The pieces you need to gather are actually quite small, but they do tend to stand out since they look like little lights rotating in circles. You can find one along some crates near a wall, another under the wreckage that was made obvious during the cutscene a moment before and a final piece in the hangar along the top of the slope.

Grabbing the third piece of intel will trigger a checkpoint, then you'll receive your next instructions. It's time to send the information that you've received back to your superiors so they can try to make sense of it.



Soldiers like to attack from the safety of the awning.



The terminal is the green one.

Head northwest along the map, to the portion where there now should be another cluster of red dots. These represent another turret, as well as a handful of soldiers. Take out the turret first, then quickly move around and deal with the soldiers in the same fashion as you have been up to this point. It's fairly easy to isolate one or two at a time?which you can handle?and to duck behind walls for cover so that you're not out in the open for long. By now, you should also be more comfortable with your jetpack and able to mount a few of your own attacks from above.

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II. Operation: Black Box (Continued)

When you've defeated the last of the soldiers, your comrades will announce that the area is secure. Now you can safely start looking for the transmitter. You'll find the terminal in one of the smaller buildings along the edge of the map. Examine it to send the data.



Rush to the crash site ahead of your enemies.



Red means you're not in place to deploy a turret.

You have a new objective now, which is to reach another crash site. You need to do so before your enemies do, which means dashing along the map in the direction that has suddenly become cleared. Your comrades should be headed in the same direction, which simplifies things. You should soon reach some wreckage, where you'll be instructed to protect a crane and to deploy some turrets.

To accomplish the latter, follow the on-screen directions. You need to purchase the turrets from the weapons menu and you can only place them where your view won't be obstructed. They cost 40 Requisition Points apiece. You should have a fair bit more than that to spare, so use them to place as many turrets as you can. Remember that your cross hairs are what determine where the turrets are positioned, not the position where you're currently standing.

With the turrets placed, all you need to do now is run around in the space near the crash site, blasting any enemy soldiers that try to swarm the area. Your turrets should take care of a lot of the work and you can clean up the rest the old-fashioned way. The wave will last a fair while, but when the last of the soldiers fall you'll be taken to the mission's concluding cutscene.

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III. Operation: Guardian

Your overall goal in this area is to capture the fuel depot. Following the cutscene at the start, you can run forward along a paved road leading toward a bunch of buildings and enemies. You'll do so without any assistance from your team. As the road dips, you can continue straight in that direction or you can veer to the sides to explore some warehouses. Either way, you'll meet with resistance as you press onward.



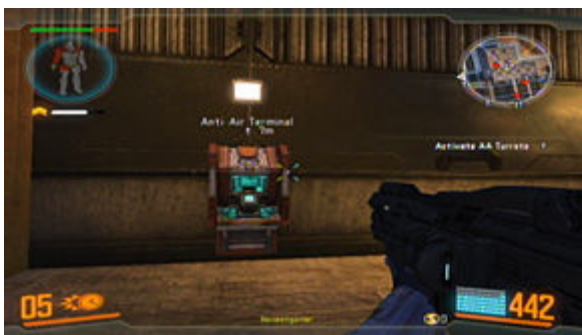
Head through the warehouse first.



This is a precious control point.

Start toward the right and proceed through the warehouse. Keep to the left as you keep along that route and advance slowly, which should give any support time to catch up with you. You'll soon meet with some sentries, which you shouldn't have any trouble eliminating as you continue forward.

You'll find yourself looking down at a plaza area below with a control point that is guarded by more sentries. Take out any that you can from your vantage point before dropping down to help your comrades, who likely have leaped to the task ahead of you. Position yourself near the control point and remain there while the meter fills to claim it for your side. You'll likely need to fend off more enemies as you do so.



A terminal ripe for the hacking.



There's a terminal near the area entrance, too.

With that first control point secured, you can now turn your attention to the task of hacking six terminals. There are two close by, positioned along the wall. Take care of those first, then start toward the area that was to the left when you first dropped down to secure the control point.

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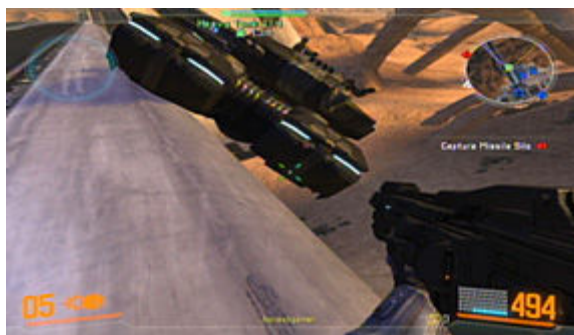
III. Operation: Guardian (Continued)

You'll continue now through an area that is crawling with an endless supply of enemy soldiers, so it's important to be on your guard. As usual, try to take care of them one at a time and stick as close to your fellow squad members as is convenient, but you do need to advance toward terminals since this isn't a zone that you can clear just by tending to a finite number of foes. You'll find the two additional terminals along the far left wall. Hack them like there's no tomorrow.

Now you should have hacked a total of four terminals. You'll find the last two positioned in odd positions: one in a hanger along the higher level (just use a catwalk to reach it) and the other in a corner near the base level (right near the base of the platform that you can defend when first approaching the complex from the area where the mission began). If you watch closely on-screen, you should see white little slivers that indicate objective targets. These also tend to appear on the mini-map. Use them to help locate the last terminals if you're having trouble.



Drive the tank slowly over the bridge or else...



...your tank could get stuck in a useless position along the edge.

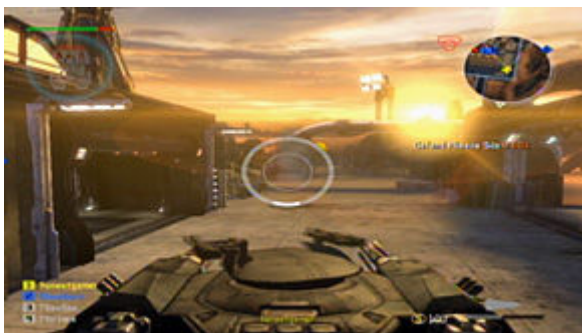
Once the last of the six terminals have been hacked, you'll be able to clear any soldiers from the area and they'll finally stop coming as a note appears on-screen to advise that you have purchasing ability again. This time, you'll need to summon tanks to assist with the operation.

When you summon a tank, that will trigger a checkpoint. You can head over to where the tank drop was positioned and press the indicated button to enter the vehicle. Now it's time to roll forward toward the approaching enemies, but do so with caution as the tank controls take a prohibitively long time to grow accustomed to. If you're having trouble staying on top of things, know that pressing up and down on your stick control forward and backward movement while the left and right directions produce pivots, but your perspective makes it difficult to tell which end is the front or back. Besides that, you can't really turn while advancing or retreating, only pivot.

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III. Operation: Guardian (Continued)

Assuming you reach the other side of the bridge safely, your next threat will come in the form of cannons positioned around a complex that you'll need to secure. Move around the complex, firing shells from your cannon to tend to each turret. When the guns are all gone, then you can jump out of the vehicle and hack the terminal that gives you control over the complex.



There's not much room to maneuver around the complex in a tank.



You can fight on foot if you so choose.

With the base mostly in your possession, it's now time to defend your stronghold. Following some discussion on radio, you'll need to prevent a wave of enemies from retaking the captured complex. You can do this from the tank so that rifle damage doesn't make quick work of your armor, though that tactic of course means that you still must grapple with the awkward tank controls. You should be able to manage, thanks to your enhanced armor.

This part of the stage shouldn't last long, since you'll have fellow soldiers running around with their guns blazing. You only need to hold the base until the enemy units tire of the assault and decide to run instead of staying to fight. That shouldn't take long. If you get tired of fighting while in the tank, you should also do reasonably well if you abandon the vehicle and fight on foot. Once your adversaries run, the mission automatically concludes.

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IV. Operation: Liberation

Following a brief cutscene and a dive to the planet's surface, you'll find yourself almost immediately engaged in combat with a handful of enemy soldiers. There also are turrets in the area, so watch out for those.

As you make your way forward, you'll want to first disable any turrets that might pose a threat, then find shelter along the rock formations. As usual, it's easiest if you can take on one or two enemies at a time. There's also a bunker nearby. Enter it and you can eliminate the soldier that likely waits within, then use it as a shelter of your own so that you can duck behind shelter to refill your energy after each encounter with an enemy.



Don't give the turret a chance to be a nuisance.



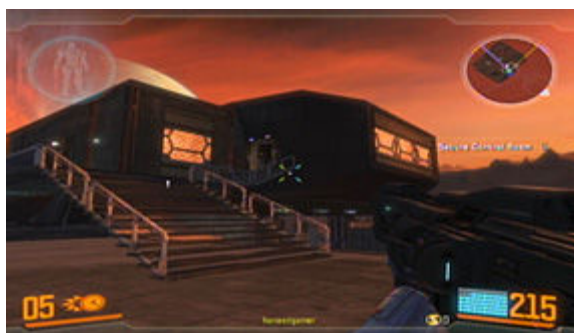
Your bunker protects better than his stack of crates.

The bunker won't let you take out all soldiers, unfortunately, so you'll have to leave its protective walls to finish off any stragglers that haven't been tended to by the other members of your squad. Your main target is actually higher on the hill, easily recognized as a rather tall building with turrets lining its base. As you approach, the turrets will be joined by a stream of soldiers. A head-on rush here is suicide, but if you can move in from one corner it's pretty easy to run along the line of turrets, disabling one at a time.

Once you've tended to most or all of the turrets, you stand a chance of climbing the stairs. Remain vigilant, though; more soldiers will continue to defend their precious base and they can make short work of your armor. It's best if you advance slowly so that teammates can remain nearby and refill your dwindling energy if you happen to reach critical condition.



Turrets can sometimes be dealt with at a distance.



This is the control room, with an ambush lying in wait.

You'll find two more turrets on some of the higher platforms as you climb the ramps leading up the building's side. These are easily taken out from a distance. You can check the rooms around the same level as those turrets, but they contain nothing of interest unless a few soldiers happen to lie in wait. Your real target is the control room, which is near the top of the complex with a steeply ascending staircase leading up to its entrance.

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IV. Operation: Liberation (Continued)

As you enter the room itself, be prepared for assault by several final soldiers. They'll rush you at once, so there's no fighting one at a time unless you retreat back out the door and tend to them in that fashion. Hopefully, your companions have climbed along with you and will again fill any energy as necessary. Once those soldiers are out of the way, you can advance safely into the room and hack the terminal that will grant you possession of the strategic point.



Go in directly only if you like eating lead.



Drop to the lower level to find the explosives.

When you have secured that first complex, a checkpoint is triggered and you'll be granted access on the map to approach the second. Do so with your men close by, since you'll be charging into another area heavily populated by enemy troops. As you approach the opening, they'll start toward you and you should seek out shelter. They'll keep coming, but if you sneak to the side you should be able to flank your enemies and possibly take on them on a single soldier at a time.

The complex where you're now fighting is multi-leveled. After taking out the goons that approach on the current level, drop down to the lower level (to the side of the main walkway) and explore the rooms that lie underneath. These contain more enemy soldiers, but also a stockpile of explosives. Grab the explosives from the pile, which will provide you with a new destination: the defense controls. Your next objective is to head through another heavily-guarded building to find the panel and place the explosives.



The defense control panel is heavily guarded.



The power terminal is in the bowels of the building.

Once the explosives have been properly placed, you'll activate another checkpoint. You're now expected to return to the convoy so that you can aid in its defense. Just look along the map and you should see the familiar white sliver that tells you where to head next. Dash toward that location and as you draw near, you'll receive new instructions. A barrier is blocking the convoy's progress and you need to disable it. Head down to the lower portion of the building that you're approaching, as indicated on your on-screen radar, where you'll find more soldiers waiting to ruin your day. Take care of them as your squad members assist, then access the power terminal.

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IV. Operation: Liberation (Continued)

Another checkpoint flashes now and you'll be instructed to deactivate the barrier that is blocking the convoy, a process that wasn't possible until you hacked the power terminal. You'll find the controls for the barrier not far from the power terminal itself. Simply work your way around on the lower platforms to reach the platform. Deactivate the barrier and you'll cause another checkpoint to flash. You will receive your final objective for this particular mission.



Take care of any turrets quickly.



Let your AI friends distract the heavy armors.

Now comes an escort mission to finish up the stage. You have to protect the convoy as it works its way through a small army of soldiers and a duo of heavy armors like the one you encountered at the end of the first mission. Try to stay ahead of the tanks as they roll forward, which will lure enemies out of their shelters so that you and your fellow squad members can defeat them. Just don't get too far ahead of your support team or you'll likely die. One point worth remembering is that zooming in with your weapon works particularly well here and can make it much easier to take out turrets and soldiers alike.

The heavy armors we mentioned won't come until closer to the end of the escort mission. They're best dealt with by using your fellow squad members as diversions. If a heavy armor is grabbing one of them instead of you, that means extra time to get in some shots. Then you can use your jetpack to boost out of the way if one of the mechs turns its attention toward you.

You can afford to die several times and dive back to the surface to resume the fight, but such trips do eat up precious time that leaves your convoy exposed to enemy attack. Try to keep your own deaths to a minimum so you can more quickly eliminate hazards to those all-important vehicles. When you manage to protect the convoy for a long enough while, the mission automatically concludes in your favor even if there are several enemy soldiers left alive. If you fail to protect the vehicles, you'll have to restart from that last checkpoint and try again.

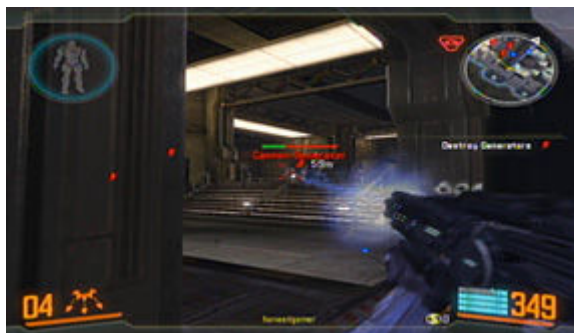
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V. Operation: Spearhead

Following a cutscene, you'll appear on the planet in an area that's lushier than those you've previously explored. You're at the base of a hill and are expected to proceed up the slope toward waiting enemies, who are guarding generators that you intend to destroy.



A pretty place to battle.../SMALL>



Take out the cannon generator from the doorway.

As you proceed, veer left and you'll come across some rubble strewn in spots across the field. You'll be looking at a sort of complex, toward which you should make cautious advancements. There's a turret right near the opening, which will fire at you as you approach. It's possible to duck behind a large boulder, which affords you some shelter from which to tend to the turret. Do so, then continue forward.

You should actually use your jetpack now to boost over the wall to the right, then head along it toward where your squad members are likely gathering. Keep an eye on your left, where you should see an opening leading inside. You don't want to venture through it just yet, but it makes an excellent point from which to blast at a cannon generator. You can take out that enemy asset without putting yourself in danger, then continue into the building itself.

V. Operation: Spearhead (Continued)

There are two more cannon generators to worry about. One of those is located indoors, where you can easily take it out from a distance yet again. Another is just outside the building, against a wall. Move slowly, since there's still a gun turret that you probably haven't disabled. You should see it on the map as you get near and should be able to take care of it without taking any damage. Then finish up the generators and you'll activate a checkpoint.



Approach the communications uplink from above.



Health refills look strange but help a lot.

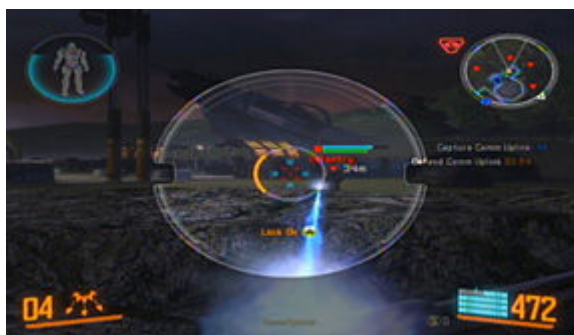
Now that the generators have been handily destroyed, you can continue along the map toward an area that has become available as a result of your activity. You have a new destination now: the computer uplink. As you start in that direction, you should keep in mind that you have access to new deployables. Using these is not crucial right now, and you may not even have enough credits to do so. Just climb up along the grassy hill and you should find yourself at the base of a rock formation with flat areas that can be used as steps. Let your jetpack carry you up to the top of this area and scope out the location of a communications uplink.

From your position high above the uplink device, go ahead and descend quickly to its location as your men move into position to assist. Now you can move safely get close and hack the device, which should go well but will alert the enemy soldiers in the area to your presence. Once the device has been disabled, prepare for troops to rush in and attempt to slaughter your team. You should by now be fairly good at taking care of them and will have several shelters that make it easy to limit the number of adversaries who can attack at once.

When you've taken care of one of the uplinks, another awaits. This one is guarded right from the start, so be careful as you vault over the wall and to the area below (you may prefer to climb onto another rocky outcropping and drop quickly down that way as your comrades storm the area). The guards here are fiercer than the other ones because they're not so surprised, but you should still be able to eliminate them without any fatalities, particularly if you stay close to your team members and shelter so that they can refill your energy if needed.



Plant your sensor device near this elevator terminal.



Quick zoomed shots can really do a lot of good here, but don't linger.

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V. Operation: Spearhead (Continued)

When the area is cleared of enemies, hack the terminal. This shouldn't take long and will provide you with your next objective: sensor destruction. You can succeed in that particular effort by heading to an elevator that leads up a long vertical shaft to an outlying building. You'll know you're at the right one when you find the elevator control terminal that can summon the elevator from above. Near this area, you should press the appropriate button to bring up your deployment menu, then place a sensor. This triggers a checkpoint.

In a moment, you'll see a timer appear and you'll be told that you have to protect the device. Be ready to defend it with your life. Your comrades should be close at hand and will be doing the same thing you are as enemies swarm the area. Be careful to take out any foes you spot as quickly as possible, generally with zoomed shots so that you can accurately strike before they get too close. You need to survive the full time indicated by the timer.



Officers go down fairly quickly.



Commando units are much tougher.

Surviving for the duration of the attack actually isn't that difficult since you'll be dealing with only two or three enemy officers at a time. They do a lot more running toward the target than they do actual shooting, so you should be able to keep on top of them simply by watching the red marks on your map. When you've survived for a long enough length of time, a new checkpoint is triggered and you can rid the area of any remaining officers at your leisure.

After the last of the officers go down, however, you'll be dealt a real challenge: commando units. These fellows can withstand a lot more damage and they seem to move in patterns that make them harder to track. They're also good at ganging up on you two at a time, so that you'll often be getting shot in the back while you try to eliminate the commando in front of you. As usual, make use of walls and healing assistance from your squad to survive the conflict. Though you're not on a timer now, the fight can be lost if you dawdle for too long and the enemy units retake the points you established earlier in the mission.

Once you defeat the last commando unit, the mission concludes in your favor.

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VI. Operation: Cipher

Your next mission begins without preliminaries. After a dive toward the planet's surface, you'll land near a large body of water and your commander will brief you even before you can admire the scenery. Your first objective, it seems, is to clear a bridge checkpoint. Swivel your viewing perspective to the right and you'll see the small complex that is crawling with unsavory enemy soldiers. Wipe them out.



This is the bridge that you'll need to clear.



Victory comes easily when you're on the rooftop.

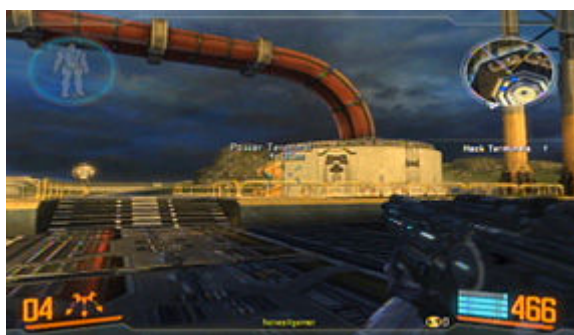
The bridge is guarded by a few light infantry units, so you shouldn't have much trouble going up against them with the other members of your squad providing helpful support. One technique that works really well is to head along the left portion of the wall on the closest side of the complex. There are stairs there that lead onto a low rooftop perch from which you can easily take out a gun turret and the few members of the waiting infantry.

After the area is cleared of enemies, a checkpoint is cleared and you're provided a new objective. Your commander now wants you to recon the generators. These are located in close proximity to one another, in a heavily guarded area that you'll find if you proceed through the complex and follow a trail leading along the seaside. When you arrive at the complex with your squad members, you'll be greeted by several heavy armor enemies, so be ready for that. Like always, you're better off if you let your helpful team members face the worst of the attack so that you can stand at a moderate distance and pepper the mechs with bullets.

Once you clear the area of any immediate threats, you will find the terminals along the outlying edges in a triangle formation. Hack two of them and as you head toward the third, more enemies will arrive. Tend to them as you did their fellows, then hack the final terminal to trigger another checkpoint.



As usual, guards are plentiful but mostly weak.



The lower array isn't difficult to find.

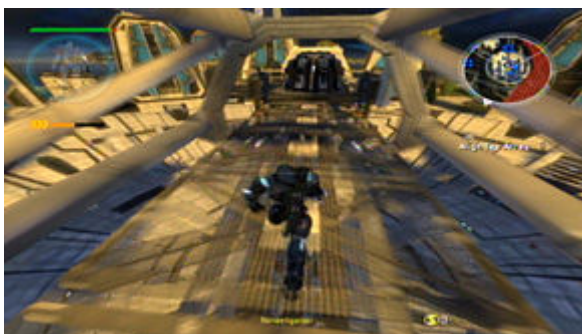
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VI. Operation: Cipher (Continued)

While you've already done some good over the course of this mission, you now need to align two components of an assembly called 'arrays' in the game or your efforts won't mean much. The two pieces are located at the bottom and top of an expansive area. Since the array at the base is closest, begin your efforts there.

Proceed forward through some small buildings that lie around the base of a large bridge constructed from metal beams. This leads out toward the center of a circular arena with more such buildings positioned along its outlying edges. Ahead, you should see a short, circular construct near the base of the saucer-shaped area. This is the first of the arrays and you can position it simply by moving within range and pressing the appropriate button. However, there will be infantry running throughout the area and trying to eliminate your life meter.

Stick close to your squad members so that you can get a health boost if needed, though by now you should be adept enough at aiming and firing that you can quickly take down the light guard duty one unit at a time. Then approach the array and press the button to set its position.



Head up the massive walkway to reach the upper array.



Another checkpoint is always cause for celebration.

Now you should set about positioning the upper array. Backtrack to either base of the staircase that forms an archway over the arena. As you do, more infantry will storm the area. There are only a few of them, though, so you shouldn't have any trouble at all if you stick close to your other units.

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VI. Operation: Cipher (Continued)

Once the last of the enemies have fallen, you can safely climb up along the walkway leading to the upper array, which is now easily tweaked so that it lines up with the lower one. When you have put it in place, you'll receive a congratulatory message for your commander, who now provides you with a final objective for the area. You're next expected to head to the facility.

Yet again, the map will allow you to see that more enemy units are on their way.



Each lockdown console is in a separate building.



Follow your team members to the elevator shaft.

Enemies will continue to arrive as you head toward the edge of the map, where there soon appear two points of interest. Radio chatter indicates that the facility you're attempting to reach is locked down, which means that you'll have to override defenses by hacking two terminals located in buildings that are close to your original target. The little white diamonds on-screen should make it easy to find the buildings, plus your squad members tend to run in their general direction, anyway.

Tend to enemy infantry as you make your way to the buildings. Hacking the terminals is easy by now. When you've tended to both of them, you'll find still more enemies appearing on the map as you finally prepare to establish an uplink to send information back to your commander.

Making your way to the uplink terminal isn't difficult, even though you'll be facing enemy troops along the way. They're just infantry and your squad members will be plenty helpful. Head to the building and make your way around to a narrow vertical shaft. This is an elevator. The lift should be visible unless one of your team members already activated it ahead of you and is using it, in which case you may have to wait a moment. Ride the lift to the top of the elevator shaft and you'll find the elusive uplink terminal, where you can finally upload your information. That's another mission complete!

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VII. Operation: Decommission

This mission begins with a dive to the surface. As you plummet toward the ground, you'll notice that purchasing is immediately available. Upon landing, instructions arrive over the radio: you need to advance to the nearby enemy checkpoint and capture it for your use.



You're completely unsheltered as you advance on the main roadway.



Arrays make easy targets, but don't get careless.

Start forward along the roadway leading to a secured building as most of the members of your squad do the same. They'll move pretty quickly, so you'll need to do the same if staying within range of their support is of interest to you. Alternately, you could just move at a normal pace and then approach the base cautiously while your comrades go in with guns blazing. If you choose the latter route, there's a large tree that you can use as shelter just ahead of the entrance to the compound, then from there you can make a quick run to the walls themselves for added protection.

Whatever you decide, you'll eventually have to enter the compound proper. There are infantry swarming this area, so make sure that you never stray far from shelter until you're down to just a soldier or two.

As you work on the moving targets throughout the area, you can also take out a supply depot and some checkpoint arrays. If you're interested in removing those targets, use your explosive sub-weapon. You'll need to save your standard ammunition for one of the many infantry units. Even if most of your shots connect, there are enough adversaries that you'll get supply warnings as you clear the area without falling in battle or resupplying.



Hack the checkpoint console when the area is clear.



Defending the checkpoint for 3 minutes can at times seem like a Herculean task.

Once the last of the infantry units are gone, one of your squad members should make a comment to that effect. You may still see red emblems on the map, since there are possibly facilities that haven't received your attention. Clear away any turrets and arrays. Those won't work to protect you even when the base is yours, anyway. Instead, they'll continue to treat you as the enemy. Make sure that all enemy assets are gone, then, including any on the highest roofs. Then place a mini-gun turret near the building that houses the console to help with the defense. Ground level seems to work best, since rooftop ones can't fire at soldiers who get too close (the very place where they most need to be killed!). Finally, now that you're prepared for a long haul, hack the checkpoint console. Press and hold the appropriate button to perform the hack, at which point you'll receive congratulations and some bad news: more enemies are on their way to see what's causing the disturbance.

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VII. Operation: Decommission (Continued)

You're now at the crucial part of the mission. Since you've not yet triggered a checkpoint, failure here means that you'll have to restart the mission from the beginning. What you need to do now is to defend the checkpoint for three minutes as a timer counts down and soldiers continue to pour in with guns blazing. It's critical that you stay close to the console that you hacked, and that you also not let any enemies draw near. If you fall in battle, odds are good that it'll take too long to get back to the base. You run the risk of failing your objective.

Fortunately, all you have to worry about are standard soldiers. Still, they will be coming in numbers that can very easily overwhelm you. If the enemy does manage to hack the console?not altogether unlikely, since they attack from multiple sides and your squad members are uncharacteristically useless for this defense attempt?then you still have time to diffuse it and start over... just as long as you can avoid getting shot to bits in the process. Hugging the console sometimes keeps you safe even when enemies are in the immediate area. Survive the onslaught for the full three minutes and you'll finally trigger a checkpoint.



The first checkpoint is a sight for sore eyes!



Stick near the tanks for handy coverage in a pinch.

With the first checkpoint ordeal behind you, it's now time to turn your attention to the next objective. Your commanding officer wants you to recon the shipping yard, which is located northeast along the map from the complex where you're presently located. Follow the road in that direction, along with your squad members, and you'll soon reach an area that prompts additional radio chatter.

You're informed that you've located a huge supply of tanks, weapons and ammunition that your enemies can use to start a small war. Naturally, your goal now is to destroy all of the above, but you won't do it without meeting resistance. There are numerous infantry patrolling and you'll have to move through the yard, taking care of them while ducking behind short walls, stacks of crates and tanks for cover. If you fall in battle, you can drop back to the general vicinity from the air, so it's easy to keep a steady assault going here.

When you've cleared the area, that will leave you free to accomplish a trio of objectives. You need to place explosive charges between two tanks, near the side of one train and on the same portion of a separate train that contains several heavy armor suits. Each time, the same action is performed in the same manner as you would hack consoles in other places. Just look for the on-screen prompt, then hold the button to set the charge. Once it has been set, back quickly away so that the blast doesn't harm you.



The heavy armors look better in flames.



In heavy armor, it's safe to rush right into the thick of things.

After you've destroyed each of those three targets, you'll receive a new directive. You now need to backtrack through the yard to where several heavy armor suits are positioned on the ground. When you get near one, you'll have the option to hack it (if you tried before, you would have been advised that it was locked). Once you hack the suit, you can then press the same button again to enter it.

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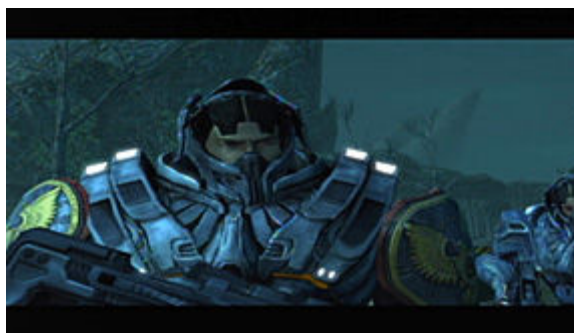
VII. Operation: Decommission (Continued)

Commandeering the suit provides you with new options. You can still move around in much the same way as you did on foot, only now you can use a new melee attack that's actually a lot more useful than you might expect. You can even run up to enemy soldiers and hit them a few times to kill them. This actually proves more reliable than your gunfire does, as you should soon find.

Continue along the road that leads into new territory on the map, where you'll be greeted by a handful of soldiers. As your comrades battle them the old-fashioned way, you should make the rounds and hit them with your huge metal fists. There's little risk of falling during the effort, since your armor is fantastic. Because you're not firing shots, it's also easy to sneak up on the soldiers (who apparently can't hear the clang of your heavy footsteps) and pound them to death. Rid the area of guards and continue along the road, which will trigger another checkpoint as you approach a new complex.



The terminal is in the center of the long warehouse building.



Being a soldier means looking grim in the face of terrific news.

Your goal now is to take over this complex, which is heavily guarded by units equipped with weaponry similar to what you destroyed at the shipping yard.

This is your last battle within the mission, and you should be able to clear most or all of it without losing your heavy armor suit. Remember that melee attacks remain the best way to take care of infantry units, plus they're surprisingly useful against other heavy armor units. Besides that, even a tank will go down if you hit it enough times. When the going gets tough, there also are plenty of large crates you can duck behind to let your armor regenerate, though you'll have less luck refilling any health that you happen to lose.

If you do happen to go down, be careful when you dive back to the planet's surface. Trying to land directly in the middle of things could cause you take enough damage from anti-air turrets that you're dead before you even hit the ground, a total waste. Instead, land somewhere just to the side of the area where the battle is raging, then move in and hit troops and turrets from safe vantage points.

To win the day, you'll need to find the area terminal in one of the buildings (doing so isn't difficult), then hack it. There may be a few other enemies left in the area, so take care of them and then the mission is concluded. It's time to head onward to your final challenge!

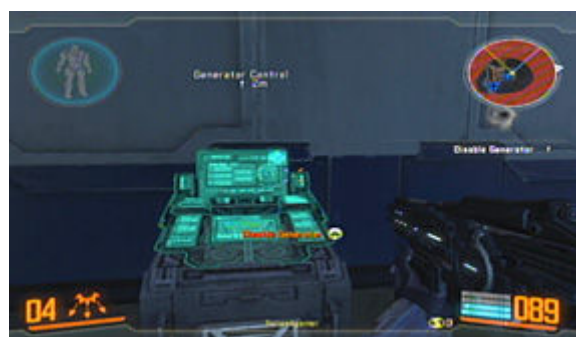
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VIII. Operation: Entrapment

Your final mission begins with a quick drop to the planet surface and then your objective is stated. You're now required to disable a nearby generator. This will mean a slow walk along the main road. Some of your comrades will find heavy armor and will put that to good use, so your advance shouldn't prove all that difficult if you move slowly and rely on the same techniques that got you through previous missions: try to target one enemy at a time, let your comrades take most of the damage and look for the building where the generator is housed.



The distance is a lovely place from which to attack.



The generator controls look very much like a standard terminal.

The road leads first forward, then sharply toward the right as it continues in that direction. A building towers to the left. By the time you reach a working entrance, the map may seem to indicate that you've cleared the area of adversaries. This is not actually the case. Entering the building sometimes shows that there are a few more soldiers on hand to ruin your day. Take them out with support from your squad, then advance to the terminal that they were guarding. Pressing the button indicated on-screen will disable it, allowing you to receive a new objective as you activate the stage's first checkpoint.

You're now expected to head back in the general direction from which you just came, though you'll now veer toward the right into new territory that wasn't previously available to you. As you move, you'll find that the trail is a lot dustier now as you abandon asphalt in favor of something more organic. You'll be able to proceed toward the marker on the map that indicates a conduit you're hoping to target, but don't get hasty. If you try to rush it because you don't see any soldiers, you'll be gunned down when your enemies inevitably emerge from their hiding places.

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VIII. Operation: Entrapment (Continued)

Instead of rushing, advance slowly and let your squad members do most of the dirty work yet again. You can pitch in and take out infantry units one at a time, as usual, which should allow the fight overall to go smoothly. Then you can advance to the terminal and disable it to trigger another checkpoint.



Just because you can see the conduit control doesn't mean you should go to it.



Your wily opponent looks slightly nasty up close.

A new portion has been added to the map, so head there now.

You'll pass two checkpoints as you head along the map, though it's unlikely that you'll encounter any enemies in the process. Your destination is a building that looks much like a silo with a sharply pointed roof. A large bay door open for you to advance toward a blue column of light in its center. There, your final nemesis awaits, but moving toward him doesn't immediately trigger a battle. Instead, there's a brief cutscene.

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VIII. Operation: Entrapment (Continued)

Following the cutscene, you'll finally find yourself engaged in the mission's final battle. The good news is that if you die here, you can plummet right back to the surface of the planet. You'll barely leave the fight at all!



There are plenty of enemy soldiers to keep you busy.



Let your foe get distracted, then move in for the kill.

You've already seen the fellow that you want to destroy, but getting to him can be difficult because he is joined by commando and infantry units. These will make short work of your armor if you ignore them entirely, so don't make that mistake. Take them out whenever they get especially close, then return your attention to the main mech. There is an endless supply of soldiers to shoot down, but at least you have your other squad members fighting at your side.

When it comes to battling the mech, you'll find that your machine gun won't do a lot of damage. Switch to your explosive sub-weapon instead. With that done, try to strafe as possible and fire a few shots. This will likely draw the unwanted attention of your vicious target, so boost back with your jetpack as necessary to stay away from his iron grasp. If it does manage to grab you, consider it fatal; you'll be diving back to the surface to keep up the fight.

Defeating the boss actually isn't all that difficult if you're good at leaping away when you see a charge coming. You've faced tougher challenges already. Here, victory is a matter of endurance as you whittle away at that all-important energy bar while trying to keep your own one in good shape. When you finally defeat the mech, that's the end of the mission, as well as the game's single-player campaign. Congratulations!