

ONSCREEN DISPLAY

1 Primary Weapon: The weapon currently held in your right hand. The number to the left shows the total ammunition carried or remaining battery power, while the gauge below displays the ammo in the current clip, or a temperature gauge for weapons powered by fuel cells. If this gauge reaches its red extreme, an automatic cooling system will prevent you from firing for a few seconds. When you dual wield (use two weapons simultaneously – see page 14), an additional (and functionally identical) display will appear in the left-hand corner of the screen for the weapon held in the corresponding hand.

2 Reserve Weapon: The secondary weapon you have at your disposal, which will either be holstered or slung over the Master Chief's shoulder. Note that the reserve weapon icon will flash if it is out of ammunition or has a depleted fuel cell.

3 Energy Shield: This gauge shows the status of your shield, with the bar decreasing as the Master Chief is hit by weapons or explosions. Once empty, it will turn red and flash (there's also an alarm that sounds), indicating that any further damage might kill you. If you avoid being hit for a number of seconds, your shield will return to normal working order and the gauge will be refilled.



4 Grenades: You can carry a maximum of two grenades per type; the currently selected model is highlighted. When you're dual wielding, this display will be replaced by information about the weapon held in your left hand (see Primary Weapon).

5 Equipment: You may only hold one piece of equipment at a time; a representative icon will be positioned here when you're carrying an item. Guidance on how to use these gadgets is provided in the Campaign chapter.

6 Crosshair: The crosshair shape varies with each weapon, and its color indicates whether a target is an ally (green) or a foe (red).

7 Onscreen Instructions: Every time you can interact with your environment (for example, to pick up a weapon or to open a door), the button you need to press will appear here.

8 Radar: Also called Motion Tracker, this device reveals the location of all moving or firing entities in your immediate vicinity. The top of the radar corresponds to the direction you're facing. Friendly beings are represented as yellow dots (this includes you, in the center of the circle), while hostiles are red dots. Larger dots signify vehicles. When you have an objective to fulfill, the direction of your target will sometimes be shown as a white triangle.

9 Waypoint Indicator: In some instances an icon will indicate the direction of your next destination, as well as how far you need to travel to reach it.

10 Checkpoint: Whenever you cross a new checkpoint, it will be briefly mentioned above the radar. Read the "Halo 3 Primer" section further along in this chapter to learn more about the checkpoint system.

HALO 3 MEDIA

Halo 3 isn't just great to play: it's also fun to watch and look at, and the ability to create, share and download custom Game Types and edited maps is endlessly absorbing. In this section, we provide a brief introduction to the File Share and Theater features, and tell you how you can use them to watch, play and distribute film clips, screenshots, custom maps and Game Types.

To visit the Media page (Fig. 1) in Your Settings, simply press **Y** at any time. From here, you have access to several self-explanatory options. Bungie Favorites provides a list of Bungie's recommended files, which are frequently renewed. File Share and Screenshots enable you to manage, amazingly enough, your File Share and your Screenshots.



FILE SHARE

Your File Share is a dedicated online area where you can make files available for other people to download. Each Halo 3 player with an Xbox LIVE Gold Membership has their own File Share space allocated, with no limits on the number of transfers that can take place.

Uploading data to your online File Share is dead easy. All you have to do is enter your File Share menu from Your Settings (see above), and select the files you would like to upload. These files can be:

- Video footage stored while playing Campaign or Multiplayer modes (including Forge sessions).
- Screenshots taken while watching Campaign or Multiplayer game videos in the Theater (more on this below).
- Custom Game Type Variants created in the Custom Games menu (for more information, turn to page 146).
- Maps that you have edited in the Forge (see page 206).

Downloading data from another person's File Share is also a snap. Simply highlight their name from within a game Lobby, then press **A** to display their Player Details, which includes their File Share. You can also press **X** and browse your Friends and Recent Player lists. If you select someone while Halo 3 is running, you'll see a special File Share entry added to the usual list of options.

Once a file is in your File Share space, you are free to use it as you please, and as many times as you want. You can access your File Share from the Custom Games Lobby to load a map and/or a Game Type Variant; from the Forge Lobby to load a map; or from the Theater Lobby to load entire game films, edited clips or screenshots.

You can also recommend files from your File Share to your friends. Whenever you do so, they'll receive a message taking them directly to the file in question.



SIERRA 117

[MISSION 1]



You'll have the Arbiter fighting alongside you for the forthcoming jungle battles. Armed with a Carbine, he's a highly useful companion — even when his shots don't hit their mark, he tends to draw fire away from the Master Chief.

Weapons are made available on purple "dispensers" throughout most levels. Feel free to help yourself whenever you encounter one.

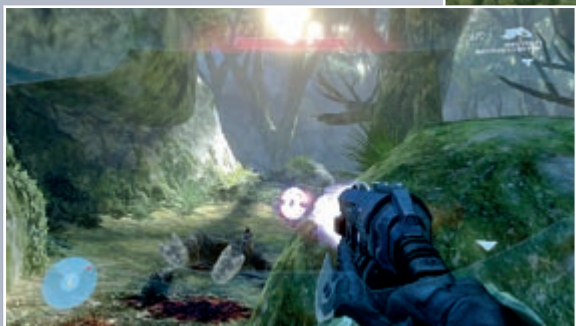


There's a Brute standing guard on a tree trunk here, and a sizable group of Grunts will attack shortly after you arrive. As a rule, it's always smart to break enemy forces up into manageable units. On lower difficulty settings, you can also rely heavily on your allies to help you out when things get tough.



Once the first enemies have been dispatched, two Phantoms will drop off reinforcements. The Phantom's cannons can be devastating, even on Normal, so it's prudent to take cover until they fly off. Fight your way along the riverbank until you reach a natural rock passageway marked by red flares.

There are a handful of sleeping Grunts in this area. If you're sufficiently quiet, you can silently kill these with melee attacks without raising the alarm.



The main Covenant force is located on the opposite side of the pool, with further troops just off to the right. These include Jackals for the first time, so make sure you fire at the embrasure on their shields to send them reeling, then follow up with shots to the body or, better still, head. You can also disable a Jackal's shield with a charged Plasma Pistol shot.

[SIERRA 117]



A First things first: your Assault Rifle is of relatively little use against this Brute or, indeed, his entire species, on Legendary. You may as well be pelting him with spitballs, or harsh language. You'll need to expend at least an entire clip at close range to destroy his power armor, while simultaneously dodging incoming fire. It's much better, then, to leave habits acquired on Normal (or even Heroic) behind and learn to love one of the tools that will keep you alive on Legendary: the humble yet deceptively powerful Plasma Pistol.

B Meanwhile, two Phantoms will deploy Brutes and Grunts further along the riverside, so take cover until they depart. At this point, you should begin to notice enemy behaviors that were perhaps less apparent on other difficulty settings, particularly their tendency to pull back to more defensible positions once the tide of battle begins to turn against them. Over the first waterfall, pop the single Brute's power armor with a charged Plasma Pistol shot, then — carefully — dispatch him with a headshot. (This

is by far the best way to kill Brutes at this point, so we're going to assume that you've got the message now.)

Move forward cautiously: there are numerous Grunts and two more Brutes along the river's edge. You can swap your Assault Rifle for a Brute Shot to deal with the former quickly from range, and there is a ready supply of Plasma Pistols to help you beat the latter.



C Grab a Carbine from the dispenser and make your way up to the ledge overlooking the Grunt Camp. There are Jackals with Carbines here (which can sometimes include one to the very far right — you can only see him before dropping down if you stand beside the Arbiter), so deal with those first, then set about killing every Grunt you can find. The Covenant troops will take cover or even withdraw, but don't be tempted to sacrifice your excellent vantage point just yet. Lastly, kill the shield-wielding Jackals. It may take more shots than usual to dispatch them from this range (remember, you should ideally shoot for the embrasure on their shields to make them stagger, then follow up with an immediate headshot), but you certainly won't be short of ammunition here.

The remaining members of the Covenant force (particularly the Brutes) will usually retreat to the top of the slope on the far side of the camp, though they will be less inclined to do so if you have kept some Marines alive. Replenish your supply of Carbine ammo, then make your way to the opposite side of the shallow pool. If there is a Jackal marksman on the high ledge to the right and you didn't kill him earlier, you'll probably notice a succession of searing yellow reminders heading your way any time *now*. The surviving Covenant troops will either have foolishly backed themselves into a corner near the point where the path upwards turns to the right, or be spread thinly on the slope if there are Marines accompanying you. This is a good opportunity to have fun with a Needler. Once you've cleared the area, take a Plasma Pistol to dual wield with your Magnum (with a Carbine in reserve) before you continue.

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- MISSION 9

A harsh reality of life on Legendary is that the Marines accompanying you are so very fragile. While it's fun and rewarding to try to keep them alive, their support is not something you should count on.

If the Brute Shot dropped by the first Brute you encounter has five or more shots, you may be able to use it to detach the Plasma Turret from its mounting on the starboard side of the nearest Phantom dropship when it arrives shortly afterwards. You can then collect it to make light work of the Grunts and Brutes ahead.



Emerging from the jungle, you will immediately encounter Covenant forces on the river bank, with a much larger attack group (including several Brutes) deployed by dropship to the concrete platform a short way along the river. You can use the Battle Rifle you collected earlier to pick off Grunts (perhaps even a couple of Brutes) from distance before you engage your opponents at close range. While you could run directly up the short slope to make a frontal assault, it's safer to take the small pathway to the left.

You can actually save the Marine being interrogated by the Brute if you're quick – a Needler is the fastest way to do so if you're not yet confident enough to use Plasma Pistols.

As you make your way to the sub-station, you can find two Battle Rifles and some Frag Grenades. From this point forward, you'll find that Grunts may also drop Plasma Grenades when killed. The bad news, however, is that they'll now use them with malice aforethought whenever they can...

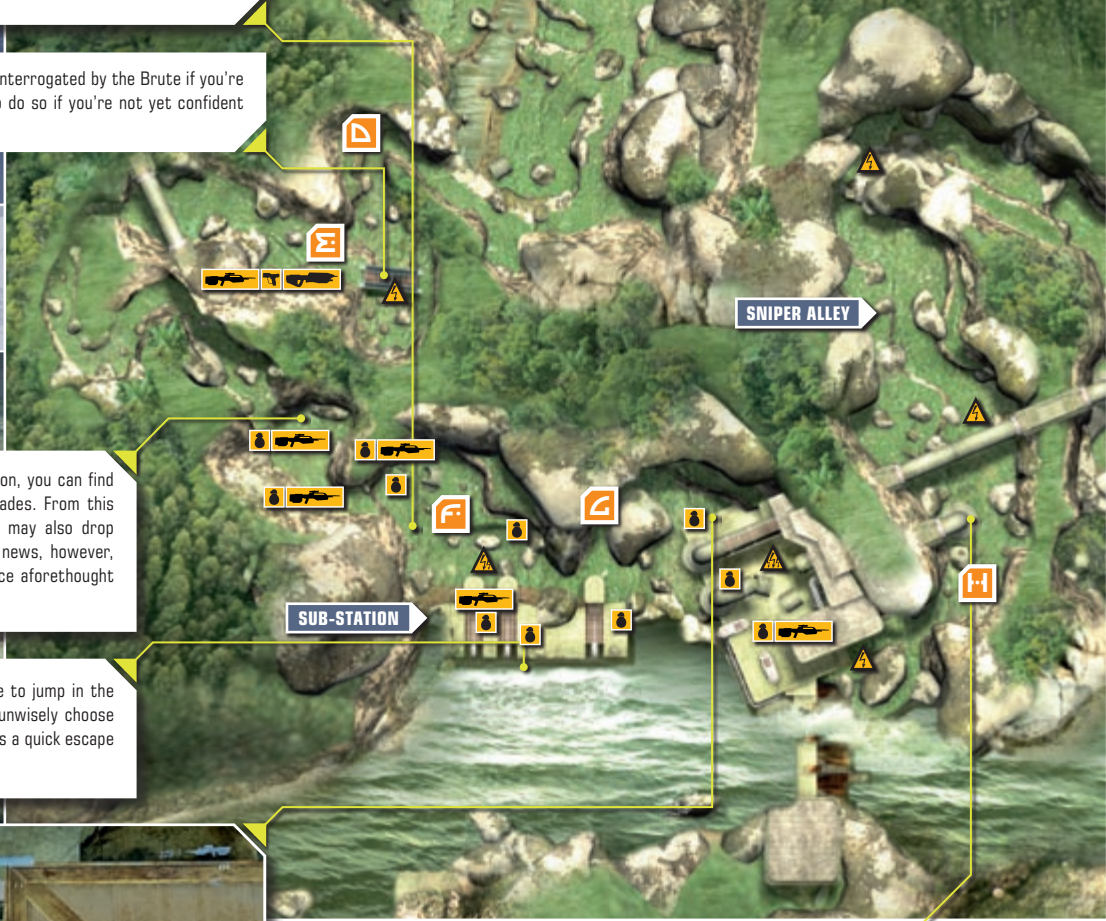
During the sub-station battle, feel free to jump in the river – it's perfectly safe (unless you unwisely choose to dive over the waterfall), and presents a quick escape route if you need one.



It's important to avoid being backed into a corner that offers scant protection from explosions while fighting the Covenant here – the blast radius of Brute Shot projectiles and Plasma Grenades means that your enemy doesn't necessarily have to hit you to hurt you. Ideally, keep a reasonable distance, use the crates for cover, and dispatch all foes with a combination of the Battle Rifle, grenades and – as soon as you can acquire one – a Brute Shot.



SIERRA 117



There are several Jackal marksmen armed with Carbines hiding in the trees and on ledges in this area. You can use a weapon scope or the Master Chief's built-in visor zoom feature to find them. Make your way through the gloomy undergrowth carefully, dispatching each one from a safe distance.

D As a point of interest, note that you can save the Marine from the Brute – just hit the latter with a charged Plasma Pistol shot, then follow that up with a quick headshot with a Carbine. If you use a Needler instead, don't forget that the explosion will also hurt the Marine. There is a Jackal marksman here, so you'll need to be quick.

E Over the tree bridge, you'll encounter a force of Grunts and Jackals (including at least one marksman), with a Brute loitering with intent further on. In the cave to the left (watch out for the trio of Grunts that emerge) you'll

F The sub-station area is the stage for one of those large, free-form battles that the Halo series is famous for – there's plenty going on, and you can approach it in a number of different ways. The most practical solution, though, is to attend to targets in the order of the danger they pose to you.

Priority 1: Run to the right and kill the Brute there. Deal with all Grunts in the immediate vicinity, and the Jackals with Carbines on top of the low buildings.

Priority 2: Look for (and kill) the Jackal snipers on the far side of the river. However, note that the Battle Rifle isn't very accurate or effective at this range. Sometimes, one shot each will suffice; on

find a Battle Rifle and Magnum ammo next to the fallen Marines. Again, take a Plasma Pistol to accompany your Magnum, then look to collect more Battle Rifle ammunition and Frag Grenades from beside the Marines' corpses as you follow the path.

another day, you may need to expend the best part of an entire clip to kill them.

Priority 3: While avoiding fire from incoming Phantoms, use the Battle Rifle to pick off any Grunts you can see at the far end of the area; you should also be able to spot another couple of Jackal snipers armed with Carbines. Brutes (possibly accompanied by Grunts) may or may not move forward to attack you here; either way, it pays to have grenades or a Plasma Pistol at the ready just in case. You can find Battle Rifle ammunition and a Machine Gun Turret (which isn't available on Normal) beside the river, though the latter is unsuited to this battle – it's difficult to dodge grenades and Brute Shot blasts when carrying it.



G Once the lower portion of the sub-station area is clear, cautiously move around to the path that leads to the back of the concrete platform. There are two Jackals with shields to deal with and, as you round the corner, up to three snipers armed with Carbines (unless you espied and shot them earlier). While using your Battle Rifle to pick off nearby Grunts, have a Plasma Pistol at hand to quickly deal with any Brutes that approach.

H Everybody loves sniper duels (bar, perhaps, those wheezing through newly acquired puncture wounds in their chests), and this is a good one on Legendary. The majority of the Jackals here have Carbines, but there are also a few armed with Beam Rifles. You need to move slowly and carefully, identifying and neutralizing each target in turn as you scan the branches and gaps in the trees for the

The remaining Brutes and Grunts tend to pull back to a more defensible position on top of, and around the base of, a large rock next to the waterfall, unless you kill them quickly. They are potentially covered by a sniper with a Beam Rifle once they move there, so it can be beneficial to attack aggressively before they commit to an organized retreat. Stock up on ammunition (there's a Battle Rifle near one of the concrete pipes) before continuing.












tell-tale purple glow that identifies each enemy. The Arbiter is a great help here, as you'll find that he tends to draw their fire. Pick up a Beam Rifle as soon as you can find one, and watch out for the Jackal on top of the high cliff as you round the corner to the right – he's difficult to spot in the glare of the sunlight. Collect a Carbine (and as much ammo as you can find) before you press forward.

On Legendary, Brute Captains clad in gold armor are stronger than their peers, and can sometimes survive a grenade explosion at point-blank range. Always be prepared to make an immediate headshot to finish them off.

Jackal snipers can be surprisingly tough unless you score a headshot. When they stagger backwards, don't relent – if you stop firing, they'll be able to shoot back at you. (Halo 2 multiplayer experts will recognize this principle as a Campaign equivalent of "descooping", a technique for suppressing snipers.)

INVENTORY

EQUIPMENT

	NAME	USAGE TIPS	ENEMY USAGE TIPS
	Deployable Cover	<ul style="list-style-type: none">Not particularly strong on Legendary – in a large firefight, don't be surprised to see it cut out rapidly under pressure.Can be used to block doorways and narrow corridors, for example to slow a pursuing horde of Flood.	<ul style="list-style-type: none">Melee attack base unit to destroy it.A charged Plasma Pistol shot or sustained Plasma Rifle fire will quickly disable it.Brutes will sometimes use a Deployable Cover unit as you attack them to cover a retreat.
	Bubble Shield	<ul style="list-style-type: none">A Bubble Shield effectively offers two barriers to hide behind – you're not obliged to stay in the centre.	<ul style="list-style-type: none">Strike the base unit to destroy it.Brutes are vulnerable to melee attacks while hiding inside a Bubble Shield.
	Grav Lift	<ul style="list-style-type: none">It's not just a tool for reaching higher ground – you can also use Grav Lifts to deflect charging Brutes, Chieftains, and even onrushing vehicles.	<ul style="list-style-type: none">Not used. However, watch out when Brutes and Grunts throw grenades in your direction when you are standing near an active Grav Lift – if one passes through the energy field, the results can be unpredictable.
	Power Drain	<ul style="list-style-type: none">Its effects last for approximately six or seven seconds.Though there is a momentary pause as it activates, a Power Drain operates even while airborne.Throw one at a large group of Brutes, and quickly follow up with an explosive or a volley of shots for maximum effect.Power Drains can be used to deter Covenant from giving chase.	<ul style="list-style-type: none">Brutes toss Power Drains regularly, so it's a good idea to get used to the sound they make as they activate, and be prepared to move immediately.Don't get too close to Brutes when you're driving a vehicle – they won't hesitate to throw a Power Drain to disable your ride.Shoot the unit to destroy it.
	Regenerator	<ul style="list-style-type: none">Remember: you're not invulnerable while it is active – a Regenerator only increases the speed at which your shield recharges.Regenerators are best used when you have good cover to work from. You'll still need to duck out of sight when hurt, but only for a moment.	<ul style="list-style-type: none">Regenerators last for around fifteen seconds.Brutes tend to use Regenerators to protect Chieftains. Don't be misled, though – you can still kill them with a suitably powerful weapon.
	Flare	<ul style="list-style-type: none">Brutes regard Flares as dangerous, and may jump out of the way when you throw them. However, it's only a temporary distraction – and you'll find that you cause more damage to your vision than to theirs.	<ul style="list-style-type: none">The moment a Brute activates a Flare, turn away and get behind cover until it explodes.The device auto-destructs after five seconds.
	Radar Jammer	<ul style="list-style-type: none">Brutes may enter their berserk state when you deploy a Radar Jammer in their direction, and Grunts may panic. Generally, though, you're better off choosing a different piece of equipment. Brutes hunt primarily by sight, so using one will often only inconvenience you.	<ul style="list-style-type: none">Shoot unit to destroy it.Radar Jammers cause interference on your Motion Tracker for twenty seconds.This device is especially dangerous when used by Brute Stalkers. If you can't destroy it safely, withdraw to a secure hiding spot until its effects end.
	Trip Mine	<ul style="list-style-type: none">If they are not triggered, Trip Mines usually auto-destruct after approximately a minute and a half.	<ul style="list-style-type: none">The sound generated by an active Trip Mine makes it easy to detect. Unless you're daydreaming, you'll hear one well before you see it.
	Cloaking	<ul style="list-style-type: none">Cloaking lasts for around twelve seconds, but fades over the last two.While firing weapons and incurring damage affects your visibility, melee attacks and grenade throws do not. It's best to keep moving after you use them, though.	<ul style="list-style-type: none">Cloaking units used by Brute Stalkers do not have a time limit.When you destroy a Stalker's power armor, he will remain fully visible until he is killed.
	Invincibility	<ul style="list-style-type: none">Invincibility lasts for approximately ten seconds. During that time, you are completely impervious to all forms of damage, but falling from a great height will still kill the Master Chief.	<ul style="list-style-type: none">Invincibility units are used by Chieftains only. When they activate one, don't bother attacking them: just run or hide.
	Auto Turret	<ul style="list-style-type: none">The Auto Turret has a very short range, and really doesn't pose a threat to an organized Covenant attack group. However, it <i>will</i> distract them – and that's never a bad thing. Note that there is a short delay before its weapon system activates.	<ul style="list-style-type: none">N/A



GRENADES

FRAG GRENADES

Frag Grenades are ideal to kill or disrupt large groups of low-ranking infantry (Grunts and Jackals especially), to blast an advancing horde of Combat Forms and Infection Forms, or to distract enemies as you beat a hasty retreat to cover. While they can be used to kill weakened Brutes, it's generally wasteful to try to do so.

PLASMA GRENADES

These colorful, sticky globes of doom are an absolutely pivotal part of your arsenal on Legendary. As they're plentiful wherever Grunts are found, you can regularly use them to kill Brutes (and, with practice, from surprisingly long range). They're less effective when thrown at the ground as their blast radius is smaller than that of Frag Grenades – but, at a pinch, they can be used for similar purposes. They're extremely efficient for dealing with certain small vehicles and Shade turrets, too.



SPIKE GRENADES

Spike Grenades may share a key characteristic with Plasma Grenades, but don't make the mistake of thinking that the similarities stretch beyond their sticking qualities. The different trajectory of a thrown Spike Grenade means that it's much less suited to tagging enemies or vehicles from greater distances; additionally, its razor-sharp payload is only lethal at point-blank range (or, of course, when "stuck"). These are best saved for taking out Brutes at close proximity or, if necessary, shield-bearing Jackals.



INCENDIARY GRENADES

Incendiary Grenades cause their target to burst into flames, and will burn anything that comes in contact with them. It's a one-shot kill weapon against all opponents bar Chieftains, though their relative scarcity means that you should save them for use in emergencies, or against powerful opponents. As they are hugely effective against the Flood, these are worth their weight in gold during the Cortana level...



WEAPONS

When you play Halo 3 on Heroic or Legendary, having finely honed reactions will only get you so far if you're artlessly indiscriminate in your choice of weapons. Knowing which firearms are suitable for specific enemies – and situations – is absolutely vital.

The table that you'll find overleaf is designed to illustrate the efficiency of each weapon against the main enemy types based on the chosen difficulty level. The more stars in a weapon's cell, the more effective it is against the corresponding foe. While you'll notice that some columns state the patently obvious – for instance, the fact that only a guileless simpleton or a gaming madman would attempt to take down a Brute Chieftain with an Assault Rifle on Legendary – you'll find that it pays to study how the efficiency of many weapons decreases as you play on higher difficulty settings.

Of course, the table's guidance reflects each weapon's approximate worth under optimum conditions. It assumes that you are within the ideal range boundary (see "Weapon Range"), that your weapon

sights track your opponent with unerring accuracy, and that you aim for the most vulnerable part of each enemy's body.

The information offered in the table is fairly self-explanatory, but you should note that the following "Analysis" section is generally skewed towards examining how effective weapons are on Legendary.

Weapon Range

If you've ever found yourself wondering: "At what distance does an Assault Rifle become less efficacious than a potato gun?", then cry a lusty halleluiah and clap your hands in giddy anticipation, because we've prepared a diagram to show you. Beyond the marks specified on this diagram – which, to aid easy range recognition, is a top-down view of the Dam in the Sierra 117 mission – the power and/or accuracy of all featured weapons can be said to decrease by a notable degree. The reduction in efficiency thereafter is sometimes sudden and severe (as with the Shotgun and Needler); with other weapons, such as the Carbine and Battle Rifle, you'll notice a more gradual decline.

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HIGH GROUND

INTERIOR



In objective-based games where the front gate is initially locked, you can use the control panel here to open it.



The Spartan Laser spawn point is often one of the most fiercely contested areas of real estate on High Ground, especially during free-for-all Game Types.

- BASICS
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- PLAYING CO-OP
- MULTIPLAYER BASICS

- GAME TYPES
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- MULTIPLAYER MAPS
- FORGE

EXTERIOR



[QUICK FACTS]

Recommended Variants	Slayer, One Flag, One Bomb, Escort, Hide and Seek, Territories
Recommended Number of Players	4-12
Objects of Desire	Spartan Laser, Sniper Rifle, Rocket Launcher, Machine Gun Turret, Ghost

[DEFAULT GEAR & RESPAWN ESTIMATES]

Weapons	slow	fast	Portable Turrets	slow	fast
Battle Rifle			Machine Gun Turret		
Brute Shot					
Carbine			Equipment	slow	fast
Mauler			Active Camo		
Needler			Bubble Shield		
Plasma Pistol			Grav Lift		
Rocket Launcher			Overshield		
Shotgun			Power Drain		
SMG			Grenades	slow	fast
Sniper Rifle			Frag Grenade		
Spartan Laser			Spike Grenade		
Spiker			Vehicles	slow	fast
			Ghost		
			Mongoose		

I TOWER: INTERMEDIATE FLOOR

II BUNKER

HIGH GROUND

Beach Area

The base area has three principal points of ingress: the main gate (which may be closed at first), the bunker on the left (via the hole in the wall and the trapdoor above it), and the broken wall section on the right.

The pipe provides a direct route into the base, but is the easiest entry point for a defending team to guard.

The beach is a happy hunting ground if you favor stalking newly spawned players, but don't forget that other combatants will be equally inclined to prey on the vulnerable.

Beware of snipers in the beach area, especially down by the water's edge and on the upper rock ledge.

The Ghost is a particularly powerful tool for sniper suppression (though less so if the sniper is positioned on the rock ledge, of course).

tactic best suited for free-for-all games only, though – indiscriminate use of explosives will not make you particularly popular in team-based matches.

To blow open the trapdoor above the bunker, you need to either shoot at it or hit it with a grenade. In team-based games, there is a less noisy way to open it if a stealthy approach is your objective: simply drop a Bubble Shield on top of it.

In Territories games, you can temporarily prevent your opponents from using the trapdoor entrance to the bunker by dropping a Grav Lift beneath the opening, which may gift you a few valuable extra seconds. If you encounter this trick, you can try to destroy it from above, but watch out – clever players will throw a Spike Grenade at the floor to greet your imminent arrival...



If you are defending an objective point, the Power Drain is an effective way to break up concerted attacks, or to prevent your opponents from escaping with the flag in a vehicle via the main gate. Don't waste it frivolously!

There is a small camouflaged ledge just over the wall from the Spartan Laser spawn point. It's a good avenue of retreat in the heated battles that take place in this area (less knowledgeable players may assume you have jumped to the ground below), and is also a great position for launching surprise attacks.

As every fraction of a second counts in the rush to secure the Spartan Laser in certain Game Types, base-side soldiers can reach the spawn point by jumping to it from the metal platform above the gateway.

In the room that contains the pipe exit inside the base, there are two thin metal supports that extend from the far wall. You can jump on these and use them as ambush points. The one behind

and above the pipe is especially good for free-for-all games (Fig. 3) – even people entering the room may fail to notice you, and anyone emerging from the pipe will be oblivious to your presence. The other one enables you to fire (or throw grenades) at enemies as they walk through the pipe, which makes it a better choice while defending the base in objective-oriented games.



In the same room, there is another hiding spot behind the pipe. You can sometimes escape pursuing foes if you can conceal yourself here, gaining vital seconds for a shield recharge, or you can lie in wait for oblivious enemies to pass by before leaping out to strike.

Remember that anyone traveling through the pipe will be crouch-walking as they move, and therefore invisible to radar.

The Brute Shots located in the base are highly effective against the Mongoose, which makes them vital tools in CTF games. A furious, well-aimed barrage will at very least weaken (and potentially dismount) both driver and passenger, which makes it very hard for the opposing team to escape with your flag.

When you attack the base in objective-based games, you can take advantage of the Ghost to provide an armed escort for Mongoose raiding parties. However, both Ghost and Mongoose drivers should be extremely wary in this area – it's very easy to stick either vehicle with Spike Grenades.

If you are defending the base, consider sending a Ghost driver out to destroy the opposing team's vehicles as they appear, and to terrorize their spawn area, hampering any attempt to organize a structured attack.

When you attack the base, securing and deploying the Grav Lift to reach the Spartan Laser spawn point or the gate controls is important, but it's vital that you coordinate with your teammates before you place it. The defending team will aim to destroy the device immediately.

If you hear combat as you pass the Spartan Laser spawn point, you can sometimes score easy kills by throwing grenades up there. This is a

With a little practice, it's possible to climb certain trees on the hill area, walk to the end of a branch, and crouch to hide in the leaves. There are two trees in particular where this can be a fruitful tactic. The first is the tree opposite the main gateway. The cover here is reasonable, though the element of surprise is lost the moment an opponent knows you are there. The most interesting tree, however, is the one nearest to the Grav Lift spawn point (Fig. 1). If you carefully run to the end of the branch pointing in the direction of the ocean, only players with eagle eyes, outstanding luck, or remarkable prescience will be able to see you. Unfortunately, the leaves that conceal you also greatly reduce your view of the battlefield. However, a gifted sniper will appreciate the gaps in the foliage that provide views of the cave entrance, the Rocket Launcher spawn point and, to a lesser extent, the Spartan Laser spawn point.

In Assault games, the team attacking the base can benefit by stopping to pick up the Bubble Shield, which can be deployed over the arming spot to protect the player with the bomb.