HALO: REACH GUIDE

» Mission 2

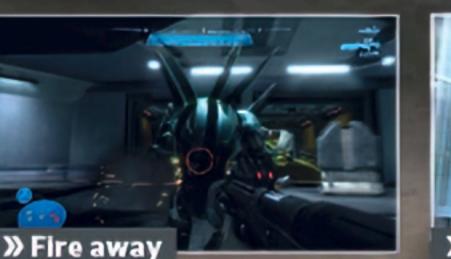
ONI: Sword Base Objective: Return to Base



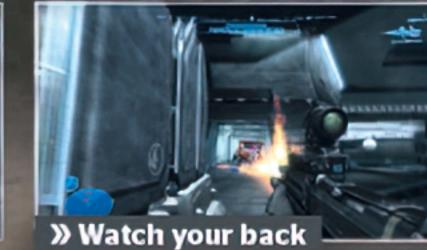
You're up against two Hunters, and they're not exactly best pleased to see you. With very little room to move around in, you need to be quick on your feet to stay alive.



If you use the barriers as cover, you can lure the Hunters around the sides and then take the chance to throw sticky grenades on their backs, their only weak spots.



Your main job is to get behind the Hunters and unload as many rounds as you can into their fleshy backs. You can sprint and jump to get round them, then shoot and run.



The Hunters may be out of the way, but watch out for the Grunts and Elites stowed in the room to your right. They'll tear you a new one If you're not careful.

» Mission 1

Winter Contingency Objective: Defend Outpost Entrance

OTHER STATE

>>> Breathe easy through the new Halo's vicious choke points and see the final of Reach

with our step-by-step guide to the most difficult bits on the toughest setting...

Halo

Hot potato Use grenades as often as possible in Reach, Grunts will usually drop lovely sticky plasma ones, while USNC cases will normally have a few regular ones tucked away for you. Learn when to switch between each type, because they both have different pros and cons. The Plasma Grenade is ideal when opponents are tough or precision placement is required (on a Humer's back say). Traditional grenades can be bounced around corners and will roll right into the paths

of enemies.

making it much

harder for them

to dodge danger.

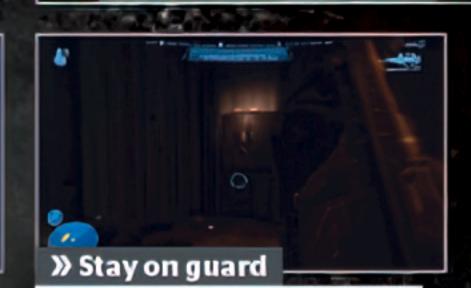


Jump down through the open doorway below you and hole up for the entire duration of the fight. The only way in is through that door, meaning nothing can flank you, and if you only poke your head out a little, you'll be much harder to hit.



» Rely on others

While you may have limited vision, you'll still be able to cover your front and sides. Your team-mates are invincible, so just let them tackle anyone who gets too close. They also have infinite ammo, which you don't, so abuse this as much as you like.



Keep popping into the danger zone and scoping with your rifle, picking off any targets from the side of the door that Kat's trying to close. Keep it up long enough and you'll be beating them without even worrying about

being killed.

You have access to several medi-kits, guns and grenades, located on the wall near the door. Don't forget to share the stockpile, otherwise friends might not return the favour when you needit most.

» Don't get complacent

Even though this is the first real

if you don't approach it right.

Safest route to take

encounter on this mission, it's a right

doozy if you're not careful. You could

end up stuck here for quite a while

Nightfall Objective: Recon Covenant Combat Capabilities

» Take cover

getting to the cover.

There are a couple of shields you can

use for temporary hideaway. You

making your escape, so focus on

don't need to kill everything before

Shoot and run

≫ Mission 3

Your target is the left-hand exit there's zero point in going anywhere else because the place is littered with enemies. Focus on using cover and kill the Elites first, then the Grunts.



» Stay hidden

sneaking up the stairs, you can get the drop on the Cloaked Elite before counter-shooting the two Snipers in front of you.

If you switch to Active Camo before

you should do it at any quet opportunity. This prevents you getting what's known as the Dead Man's Click. where you fire your weapon with no ammo left in it - doh! Once you get used to keeping a regular eye on that all-important ammo count. you'll become much slicker at knowing when to reload and. in multiplayer, when not to.

Halo hint

Lock and load

into the habit of

learning when

this campaign,

to reload. In

Get straight

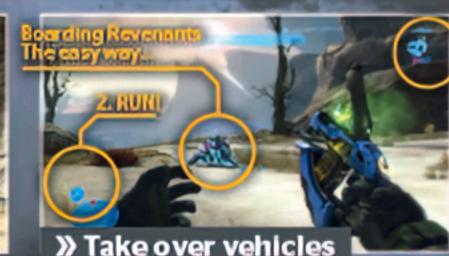
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Halo Tip of the Spear Objective: Neutralise Enemy AA

>> Clear a path

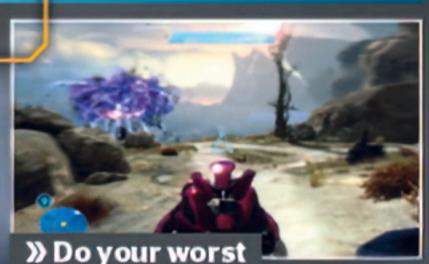
ocus on firepower

Use the power of your kick-ass, rocket-launching Warthog vehicle torid the AA (Anti-Air) of enemy Reverants, Grunts and Jackals I before getting too close. Once that's done, you're free to advance.



If you fire off a charged Plasma Pistol shot at a Revenant, you'll temporarily disable it, enabling you to run up and board it with ease. Running over the Elite is optional but encouraged for comic effect.

1. Fully charged Plasma Pistol



You can now use your new vehicle to clear your way around the AA (Anti-Air) itself, firing the Revenant's high-powered shots. You can still die at the drop of a hat on Legendary,

though, so hang back and go carefully.

» Mission 6

EXOCUS Objective: Advance to Traxus Tower



Use your scoped DMR to pick off the Jackals below you before making your way forwards. Also, be very wary of the Focus Rifle-wielding Jackal in the distance - he's deadly accurate with it.



>> Start a fight

You may as well grab the Sniper Rifle lying up against the wall and use it in combination with the nearby grenades. If and medi-kit to pick off the enemies opposite. Duck behind the wall to make yourself a smaller target.



Use your Jet Pack to boost all the way up to the ledge above you - this will give you a much more level view with your enemies in the tower opposite. You can use the pillars for cover and there's gear up here too.



If the Elite Chief shows up with his Gravity Hammer when you fly across, ready your Rocket Launcher - if you brought it - and rain some hot death on him from the air After all. he can't shoot back.

ls plasma

pointless? Most people normally write off the lowly Plasma Pistol carried by basic Grunts, but used properly, it's one of the most handy guns in the whole game. A single homing charged shot can temporarily disable Wraiths or Revenants. buying you time to board them. They can also strip away the protection of any enemies who happen to cover themselves with invisible shelds (much like your own). Hitting such foes with a fully charged shot and immediately following it up with several DMR rounds to the head makes very light work of them. Not so pointless after all, then.

» Mission 5

Snipetacular

to improve your

disciplining you

in controlling

accuracy over

long ranges.

as well as

your shots

and reading

your enemies.

they're going

to run to. It

also allows

you to stay

away from the

game's danger

zones, making

it the preferred

attack method.

Marksman Rifle)

scoped weapons

(Designated

is one of the

in the whole

of Halo, and it

you can keep it

topped up it'll

serve you well

up close and

far away, and

recoil on it, so

be at the top of

your list.

it should always

there's little

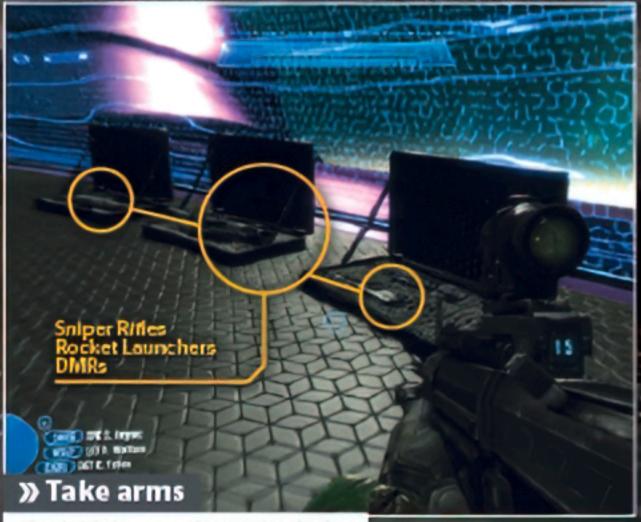
most versatile

The DMR

guessing where

Sniping gives you the chance

Long Night of Solace Objective: Defend the Slipspace Bomb



The initial wave of enemies is the easy one. There'll be multiple orslaughts of more powerful foes, so work your way through the cases at the back of the room to find DMRs, Sniper Rifles and Rocket Launchers.



If your Revenant gets destroyed, or the enemies simply

clear up the Elite Chief and any remaining Grunts before

aren't playing ball, use your most powerful weapon to

» Scope out shooters

» Use the big guns

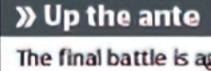
destroying the Anti-Air emplacement.

Keep your eyes peeled and scan not only the lower level of the room but also the numerous walkways that worm their way around you. There'll be many snipers up above who are eager to take you out.



» Position yourself

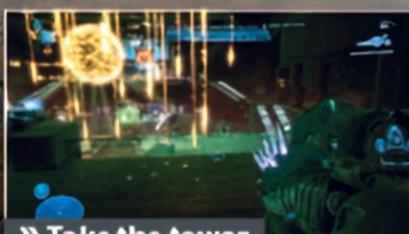
Hang around the back of the spaceship to get extra cover and ammo, and watch out for those pesky Grunts. When they're in a pack, they can put you down very quickly through sheer force of numbers.



The final battle is against several heavily armoured and highly tooled-up enemies. You'll have to use some high-calibre firepower to kill those plasma weapon-packers -Rocket Launcher, anyone?

» Mission 7

New Alexandria Objective: Destroy Covenant Jammer at the Tower



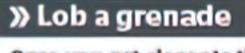
» Take the tower

Watch out for the two Shade Turrets and the guards scaling the outsides before heading in. Once you're inside, there are a total of four Hunters to sort out. They're boogying away (sort of), so should be easy to take.



» Break up the party

You now have to choose to go left or right. Either path leads to the same outcome, so pick one and - from a distance - shoot the Hunters on the dance floor in the back. If they spot you, throw a distracting hologram.



Once you get closer to the elusive Jammer, there'll be a Hunter blocking your path again. Unless you're really lucky and it's not on the stairs, you'll need to use one of your handy grenades to soften it up first.

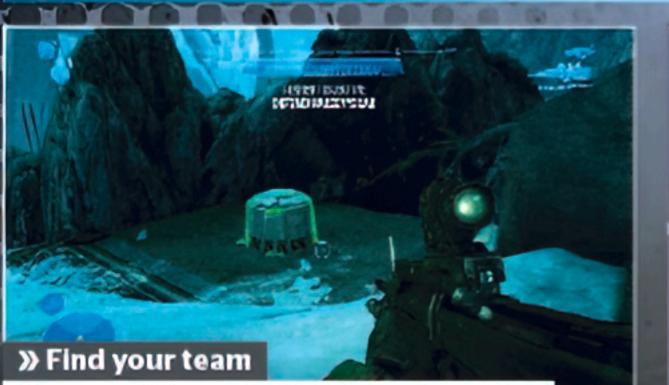


Send in a distracting hologram of yourself, run past the guard and deactivate the jammer. Now you can leg it out of there and make a very hasty escape.

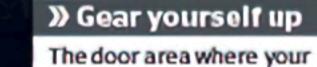
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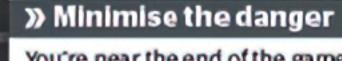
The Package Objective: Defend Halsey's Lab



This is a really long and hard bat tle against multiple waves of increasingly tough Covenants. As soon as you start the objective, make a beeline for the nearest two Turrets before joining your team-mates by the door.



conspirators stay is packed to the teeth with every USNC weapon in the game. There are medi-kits, Mongooses, Jet Packs and more, so there's no lack of choice.



» Final mission

You're near the end of the game now, so don't expect this assault to be easy. You really want to focus on hanging around the two-tiered hut on the left of the landing pad. It's got several medi-kits in it, as well as plenty of ammo.

The Pillar of Autumn Objective: Clear Platform For Keyes



There are only two ways for you and the bad guys to reach the top - via the steps on the left or the right. This draws your enemies to you, allowing you to cover your back with greater ease.



Back-stabber Nearly every enemy will die after a single smack to the back of their noggins, though heavily armoured ones require a little bit more clout. So, if you're right behind an Elite. just hold down your melee but ton. draw your knife and assassinate. Stunning your enemies (with a clever charged Plasma Pistol shot, for example) and following that up with a swift punch to the back of the head or stab in the back is the way forward. Plus. it saves you precious time and ammo.

Stick to a strategy

Use the weaker weapons, such as the Plasma Pistol and the Assault Rifle) against the Grunts and Jackals. Save the Sniper Rifle, DMR, Spartan Laser and Rocket Launcher for the final battles against the Brutes, Armoured Elites and Elite Chiefs.

» Make your escape Once you spot the Zealot Elite

waving a giant, ass-kicking Plasma Sword, you know you're at the end of the final wave. It'll go straight for you, so jet up to the roof and let your unbeatable team-mates take care of matters.

Your escape route - gol

» Show off your skills

Use charged Plasma Pistol shots on any Brutes or Chief Brutes to make them drop their shields. Then, go in with a couple of cheeky headshots. By now, you should be a master of those, so enemies shouldn't be too difficult to take down.

N NY DESCRIPTION OF THE PARTY NAMED IN COLUMN 2 AND

» Watch out for Brutes

Finally, watch out for the heavily-armoured Brutes who carry some of the Covenant's most powerful weapons! If you can grab any Fuel Rod Guns, now's the time to use them. (Or you can grab the Sniper Rifle found by the window up here.)





for our Halo weapons guide

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Choose your multiplayer Halo: Reach armoury wisely with this battle-tested guide to the guns

Fully automatic rifle that shoots for as long as you hold the fire button down. There's a lot of recoil, so only use it in very short busts.

M392 DMR (Designated Marisman Riffe)

weapon pade a hefty punch and can be found quite

Come: Can only haid a

maximum of 60 rounds.

ammo for it frequently.

PIDTLY TURNING

Cexa: Granades can

meaning you'll run out of

A semi-automatic gun with a 2x 200m sccoe. This

rzes: The best rifle in the

game - make a begine for

about three or four shots.

pretty rapid reload on it too.

Pres: A useful weapon

Plasma Grenade

for enemies who aren't

looking where they're

Covenants, and watch the magic unfold.

CO EVERAGES

Grenade Launcher

Send a round of high explosives towards your designated target in a rather graceful arc. There's a

for taking down groups of bounce and explode earlier

enemies in one bit Plus, it than you planned, meaning

can hold a decent number a bit of pre-battle practice

This glowing sphere of death can stick right to objects, so just attach it to people you don't like, or the

Presi Can be used as a trap Cexts: You need to be

going. Will guarantee a kill bounce. If your throw's

when stuck to most things. off it may be wasted.

certain of your aim

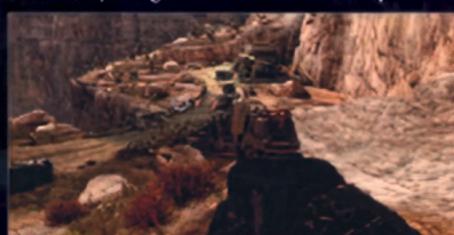
because k has zero

it when you can It il take

down a shielded Elite in

Magnum

This single-handed gun might not look like much, but with its 2x 200m you can slota builet between the eyes of an unsuspecting Grunt from half a mile away.



Pres: Allows you to pull off mid range headshots with case, so is an excellent back-up lifloss of Grustsare around.

Shotgun

Cause Not very powerful so can be wasted on shielded enemies such as the more powerful Bites and Butes.

Sniper Rifle

weapons cache on a

mearby wall.

Pros: You can usually find

an Assault Rifle on a UNSC

member or actor had to a

Assault Rifle

This bad boy delivers a single high-velocity round that packs a big punch on anything Khits. A formidable weapon in the right hands.



Pres: Up diose and personal this can rip away unless you're fighting up an Elke's shield, allowing close - the weapon's you to finish of with a QUICK MARCH ATTACK.

Rocket Launcher

Carries a very powerful rocket that also has semi-lode on capabilities (vehicles only). It usually appears

when there's powerful enemy transport rearby_

Cons: The gun's no good spread is just too much for any other distance.

Presi Offers serious

to take something down

AX 2000TH CODA BITTAINS

Coms: Hits may be huge firepower when you need but the slow rate of fire is amorging. Plus, the dip's quickly, and has whopping small and the gun's hard to aim if it's not stoped.

Come Too much recall

means the gun's useless

at any range but up close.

unless you can learn to

control it.

This has 2.5x 2 com capabilities, and you must hold the fire button down as the beam charges. There's immerse



Press Can take Glacets straight out in a single shot and Revenants in two. Watch out - there'll be hard to come across

Consilement availability is limited, reload time is long and the weapon itself is plenty of splash damage. Enroughout the campaign.

Spartan Laser

power in the shot but it won't kill everything in one hit.



Pros: Really effective against smaller vehicles and heavily shielded Eites and Bruses, aslong as you

Come it takes a while to charge and a lot of enemies can somehow dodge the beam just as it fires. meaning a pointless shot.

Frag Grenade

A standard-issue fragmentation grenade that simply bounces and rolls around the ground until it explodes. Lobit as far as possible and then take cover.



around corners and along the ground, allowing you to get a bit more 'reach' cent of it.

Cons: Explosions aren't very powerful, so use the Fragagainst groups of close lent enemies for maximum camage

Plasma Repeater

Fires rapid rounds of plasma at anyone or anything stupid enough to stand in your way. Most useful on



damage to your shielded enemies pretty quidey rapid fire.

Needler

Pres: Can do some serious Come: Unfortunately, the weapon's quick ire nature leads it to everteat quickly. thanks to its penchant for and it also takes a while to cool down.

When the relicule goes red, any shots fired will home in on targets. A rapid series of needles will cause your victim to explode in a plak mist.



Pres: You can lire needles Cons: Notivery good quickly, and the homing aspect makes the weapon very useful over those mid-range distances.

against heavily shielded opponents, such as Jadials its also useless when fired in single stors.

Gravity Hammer

Carried by Golden Brute Chieftalins only, this bad boy causes a ferodicus amount of damage on anyone who gets a bit too close for comfort.



Press Pressy rations a guarant end one-hit design for anyone who's studid enough to stand beside you as you slam it down.

Come: / Architely no use whatsoever at long range forcing you to run right up to you'r enemies to kill GOOD COM

Plasma Pistol

This weedy-looking gun doesn't look like much, but it holds a great secret. A fully charged shot can remove enemy shields and stall vehicles for short periods.



Pros: When fully charged. Coms: The Plasma Perol this is excellent, it's perfect isn't that powerful in single tondowing down vehicles shots so is only really allowing you to board അത്രത്താടെ കെയ്യു.

A large homing weapon. You have to line it up with a target for a few seconds while it acquires a lock on, so it's best when you're not too against the clock.

Plasma Launcher



useful against low-level Grusses and the like.

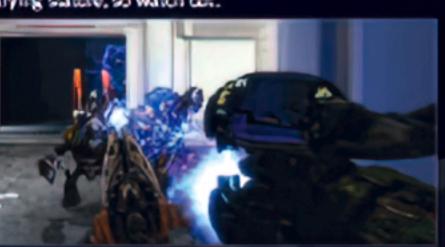
line up your target. If you

don't shoot fast encurh.

auto-Gre for you

Plasma Rifle

A plot delike weapon that fires beams of plasma straight towards your targets. Frequently carried by Elites of varying stature, so watch out.



Pros: Offers Increasely rapid fire, and is highly effective against shielded Can'tget at.

Commican ever hoat easily and can't be releaded with amma soyou run the risk targets that other weapons of being left open to attack If Krusscory.

Spike Rifle

Carried by Brutes only, this blade-wielding gun can fire off high-velocity spike bullets at your enemies. Messy but presty cool.



Pros: When you're ore rediscours of gooding surrounded by Brutes ammo is piensitul, so you an relaid asily.

Cozza: You don't have the ability to 200m in and aim with this one, so have to use short, controlled bursts to stay on target

Concussion Rifle

can take out some of the

toughest enemies with

homing shorts.

High-impact rounds that fire in small arcs towards their targets. The gun seems to do more damage in the hands

Pres: Very powerful, and Coms: You need time to

ease. Great for important six un-homing shots will

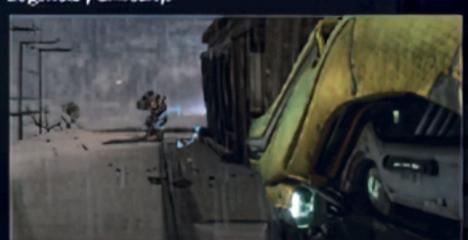


Presi Has a lot of splash you want to break up proups of enemies.

Com: Susprisingly and damage associated with it. disappointingly, this isn't making it very useful when amazingly powerful when you hitan enemy directly. Go for the arc.

Fuel Rod Gun

These green blobs of doom travel fast and can even be carried by low-level Grunts when you're playing on Legendary difficulty.



Pres: Very powerful, and causes plenty of splash damage on impact That's useful for clearing Shade furrers quickly.

Coms: You can actually kill yourself with the splash damage if you use this gun when you're too close to

Energy Sword

Carried by Zealot Eites, this blade is very similar in principle to the Gravity Hammer - they're both highly effective meiee weapons.



Prosi Curs Garcego Covenant enemies as fi they're warm butter it can also down almost any

Consi Can only be used to any real effect if you're close enough to feel your nemests's cold breath on



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