

Expert Guide



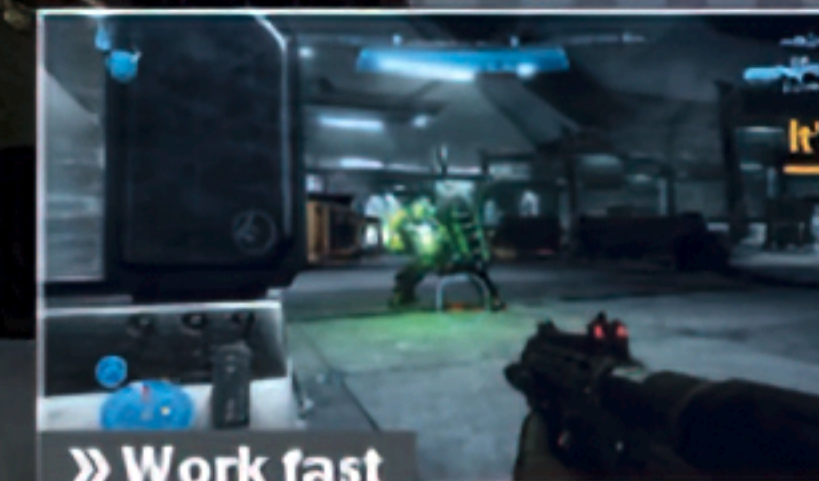
# Reach the end of Halo... on Legendary

» 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...



## » Mission 2

### ONI: Sword Base Objective: Return to Base



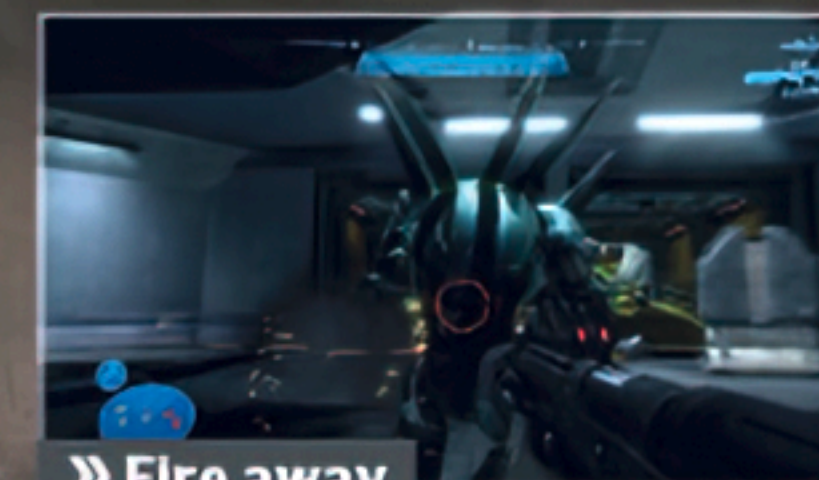
#### » Work fast

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.



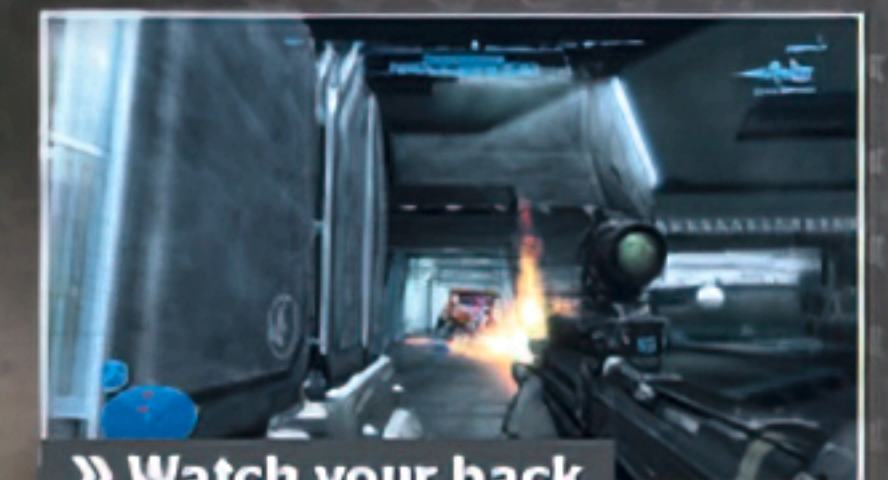
#### » Lay the bait

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.



#### » Fire away

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.



#### » Watch your back

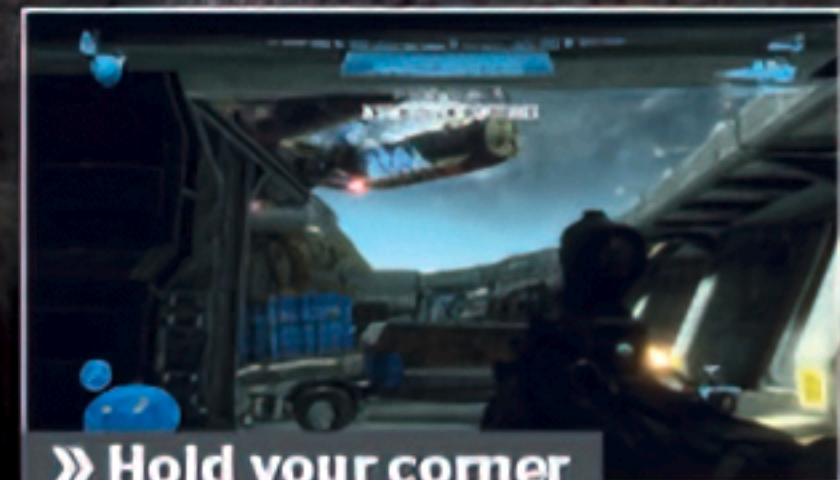
The Hunters may be out of the way, but watch out for the Grunts and Elites stowed in the room to your right. They'll tear you a new one if you're not careful.

## » Mission 1

### Winter Contingency Objective: Defend Outpost Entrance

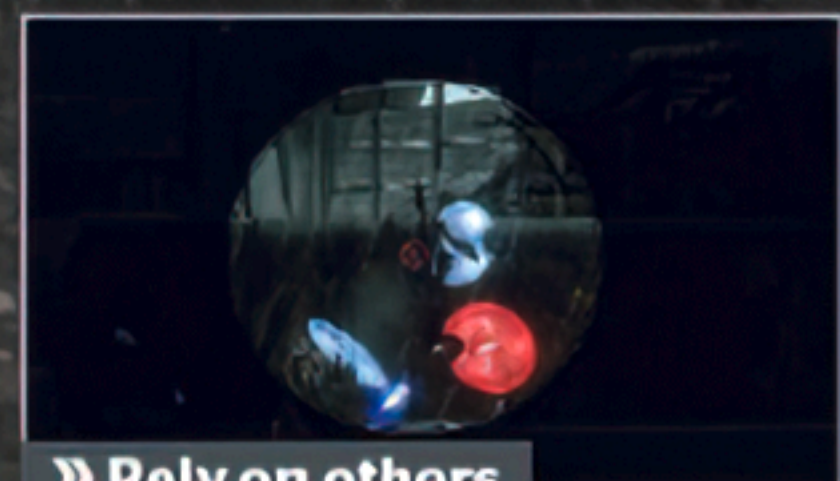
### Halo hint

**Hot potato**  
Use grenades as often as possible in Reach. Grunts will usually drop lovely sticky plasma ones, while UNSC 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 Hunter'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.



#### » Hold your corner

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.



#### » Share weapons

You have access to several med-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 need it most.



#### » Stay on guard

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.

## » Mission 3

### Nightfall Objective: Recon Covenant Combat Capabilities



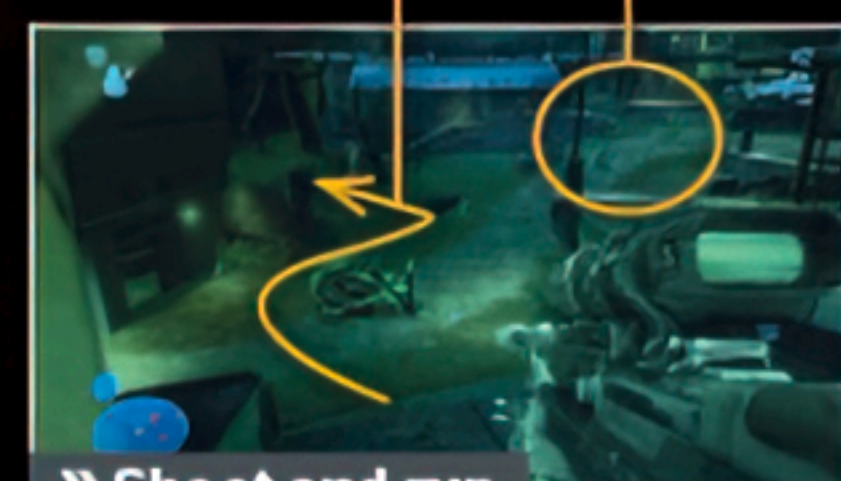
#### » Don't get complacent

Even though this is the first real encounter on this mission, it's a right doozy if you're not careful. You could end up stuck here for quite a while if you don't approach it right.



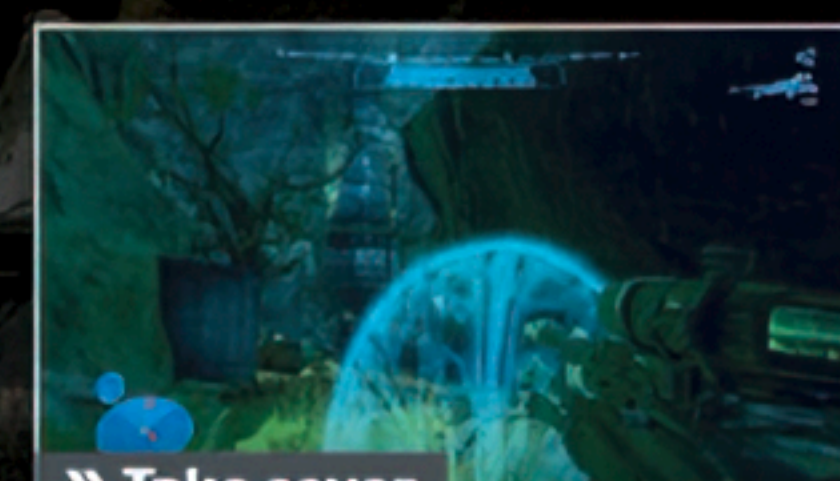
#### » Stay hidden

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



#### » Shoot and run

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.



#### » Take cover

There are a couple of shields you can use for temporary hideaway. You don't need to kill everything before making your escape, so focus on getting to the cover.

### Halo hint

**Lock and load**  
Get straight into the habit of learning when to reload. In this campaign, you should do it at any quiet 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

**Snipetacular**  
Sniping gives you the chance to improve your accuracy over long ranges, as well as disciplining you in controlling your shots and reading your enemies, guessing where 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. The DMR (Designated Marksman Rifle) is one of the most versatile scoped weapons in the whole of Halo, and if you can keep it topped up it'll serve you well. It's powerful up close and far away, and there's little recoil on it, so it should always be at the top of your list.

### » Mission 4

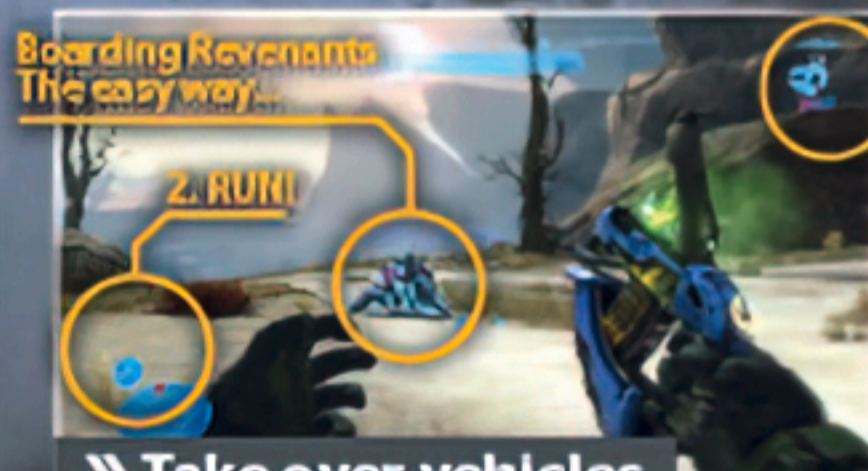
## Tip of the Spear

Objective: Neutralise Enemy AA



### » Clear a path

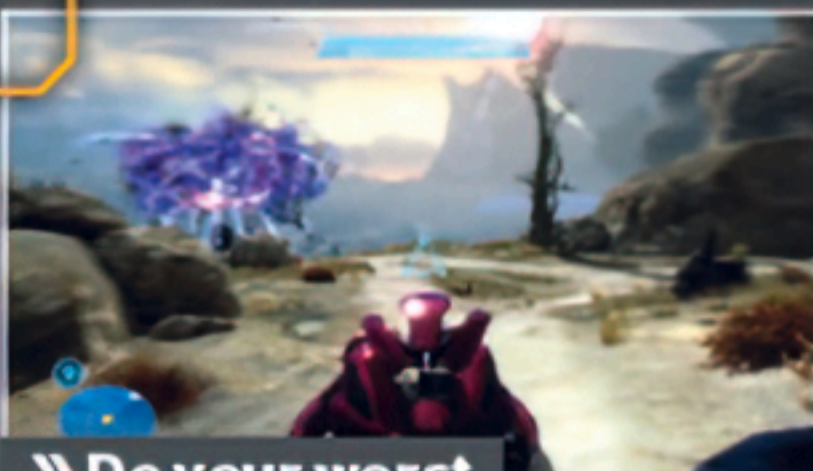
Use the power of your kick-ass, rocket-launching Warthog vehicle to rid the AA (Anti-Air) of enemy Revenants, Grunts and Jackals before getting too close. Once that's done, you're free to advance.



### » Take over vehicles

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



### » Do your worst

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.



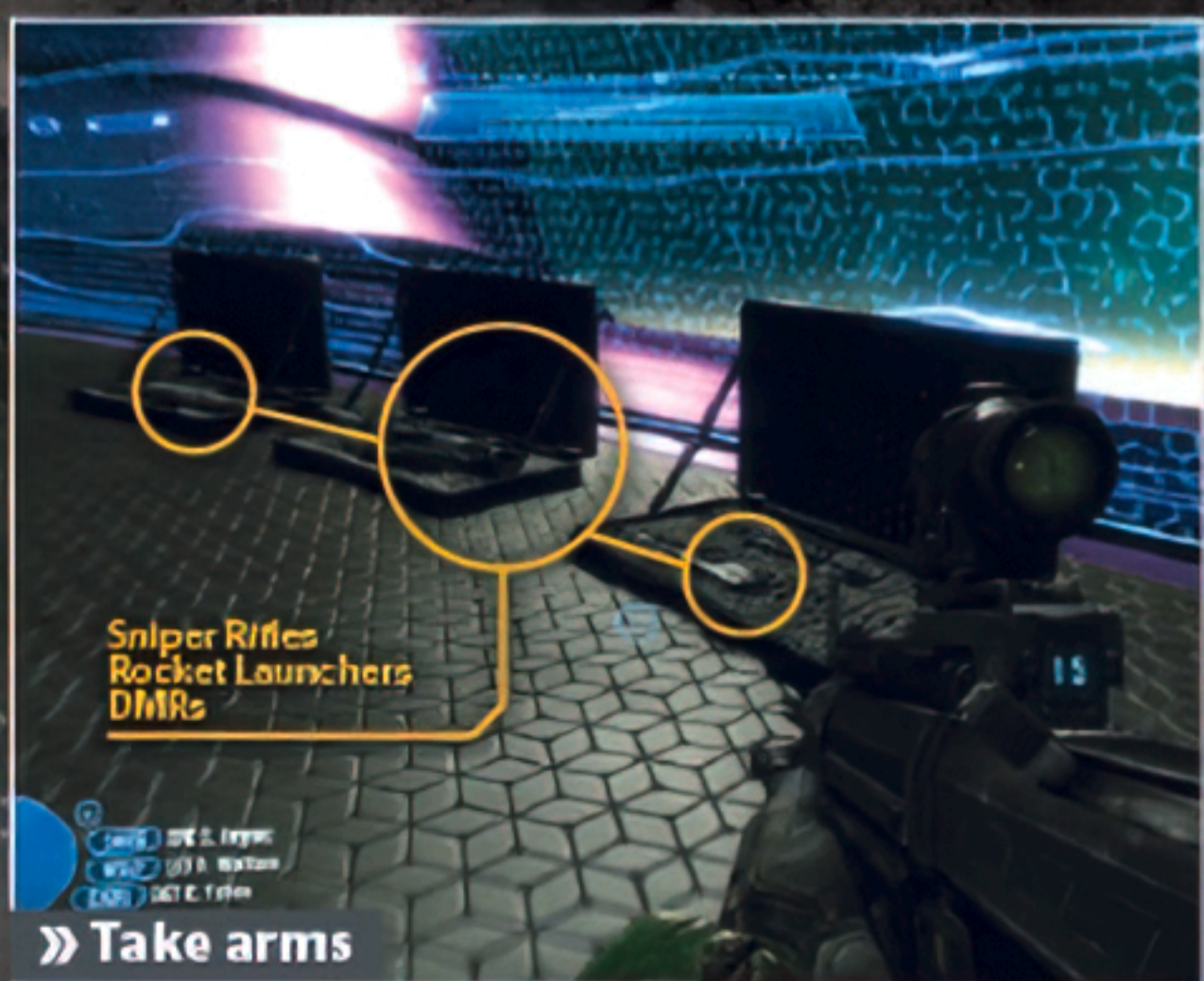
### » Use the big guns

If your Revenant gets destroyed, or the enemies simply aren't playing ball, use your most powerful weapon to clear up the Elite Chief and any remaining Grunts before destroying the Anti-Air emplacement.

### » Mission 5

## Long Night of Solace

Objective: Defend the Slipspace Bomb



### » Take arms

The initial wave of enemies is the easy one. There'll be multiple onslaughts 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.



### » Scope out shooters

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.



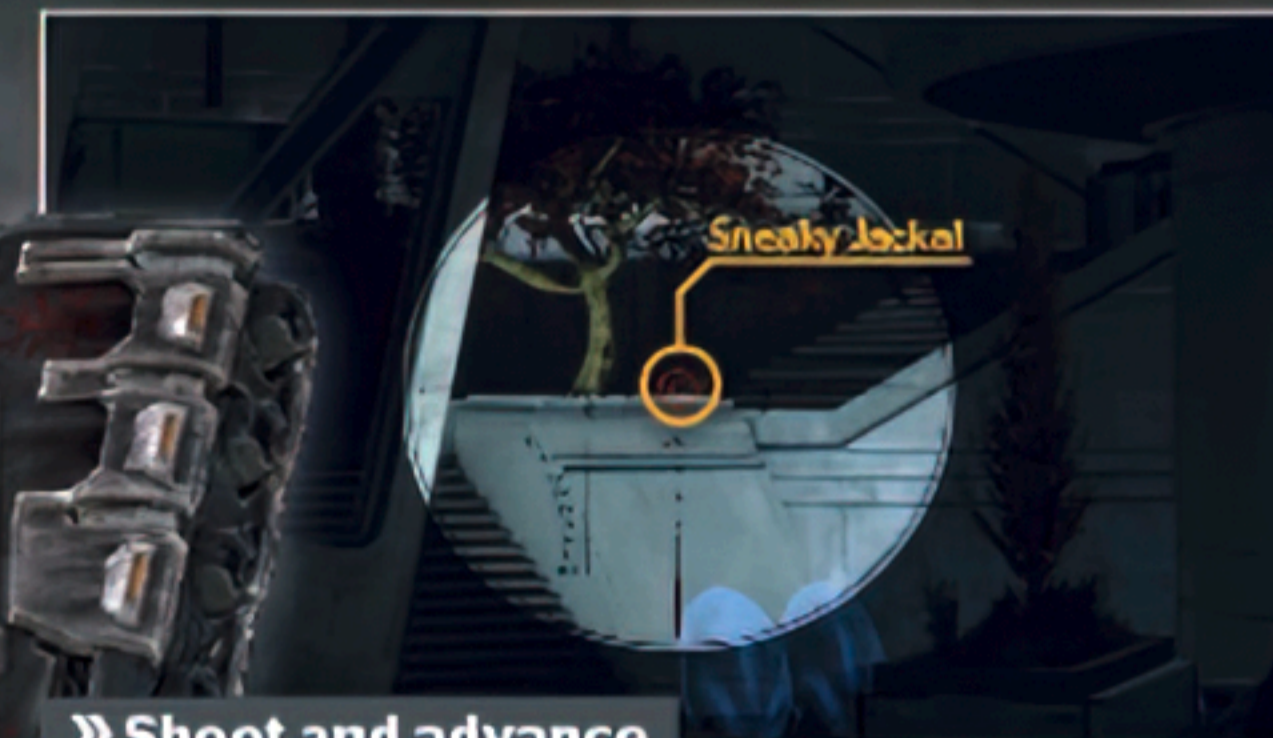
### » Up the ante

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

### » Mission 6

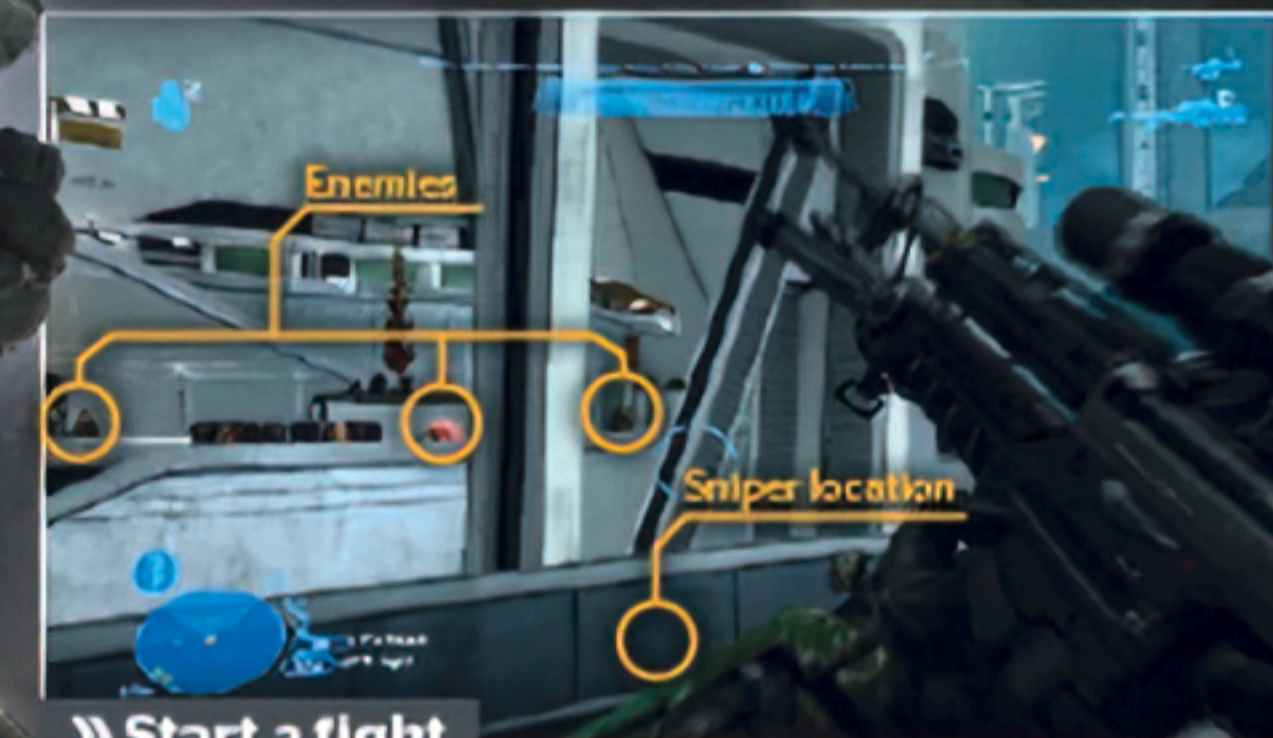
## Exodus

Objective: Advance to Traxus Tower



### » Shoot and advance

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 and med-kit to pick off the enemies opposite. Duck behind the wall to make yourself a smaller target.



### » Get some air

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.



### » Use your advantage

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.

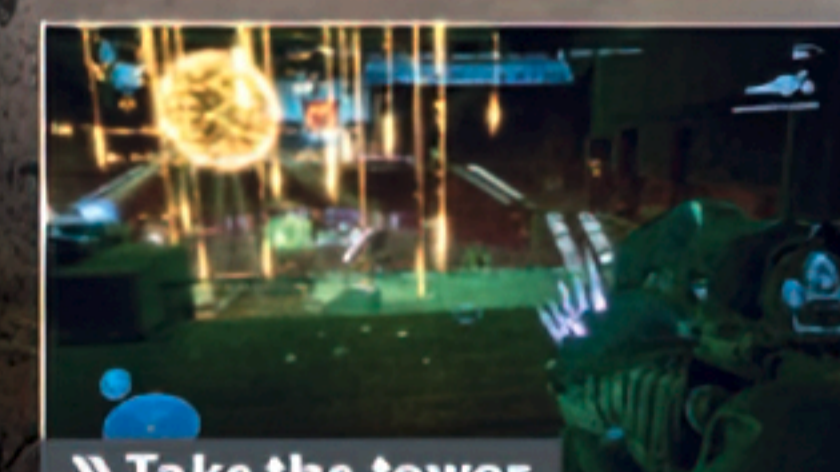
## Halo hint

**Is 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 shields (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 7

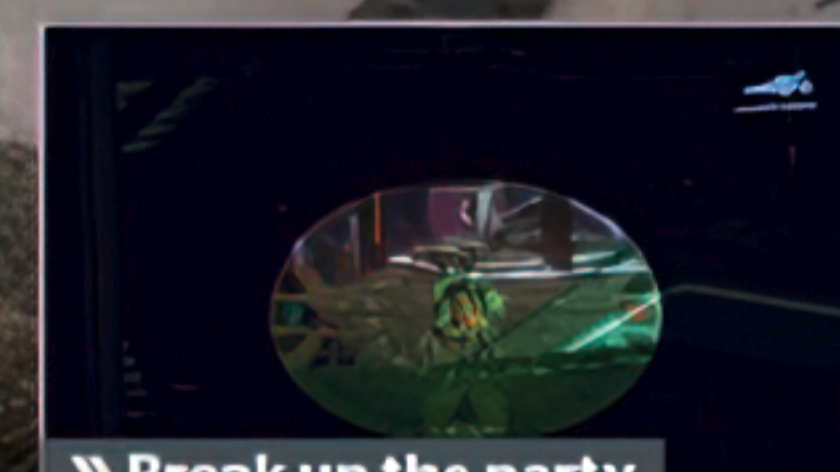
## New Alexandria

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.



### » Lob a grenade

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.

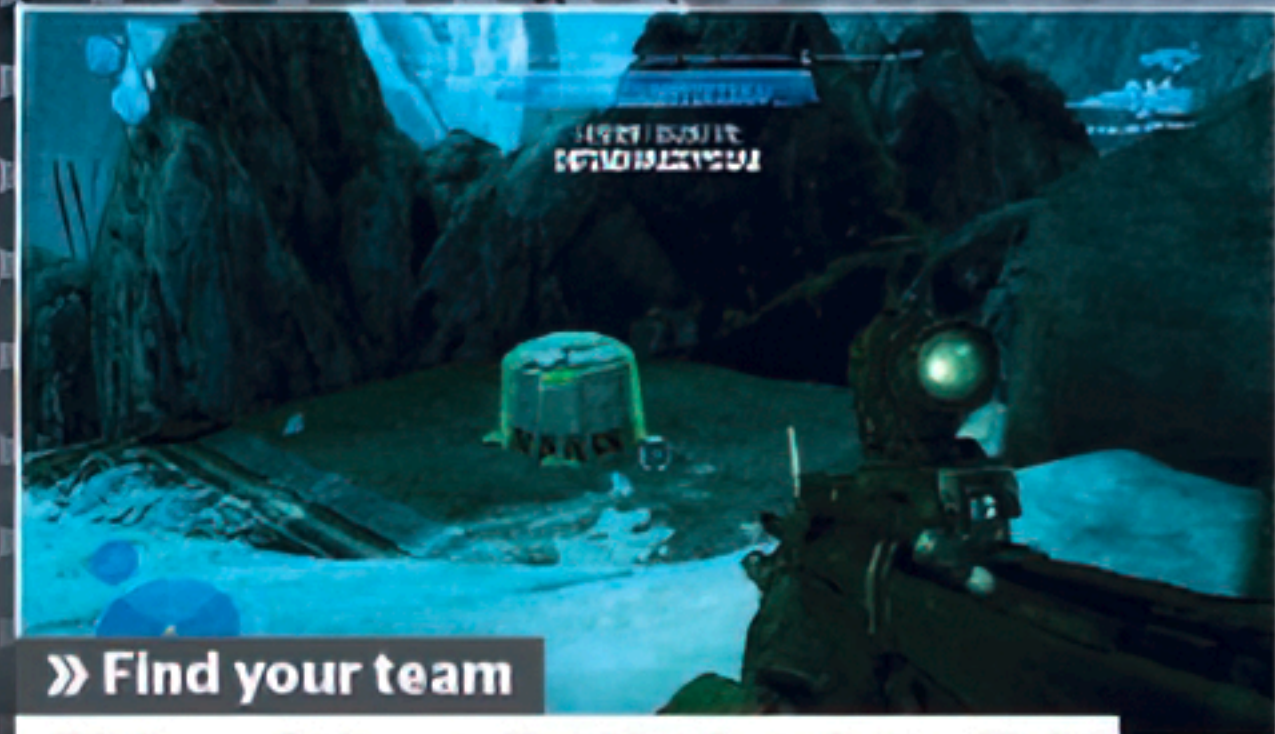


### » Run for your life

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.

## » Mission 8

### The Package Objective: Defend Halsey's Lab



#### » Find your team

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



#### » Gear yourself up

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



Say hello to my little friend

#### » 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.



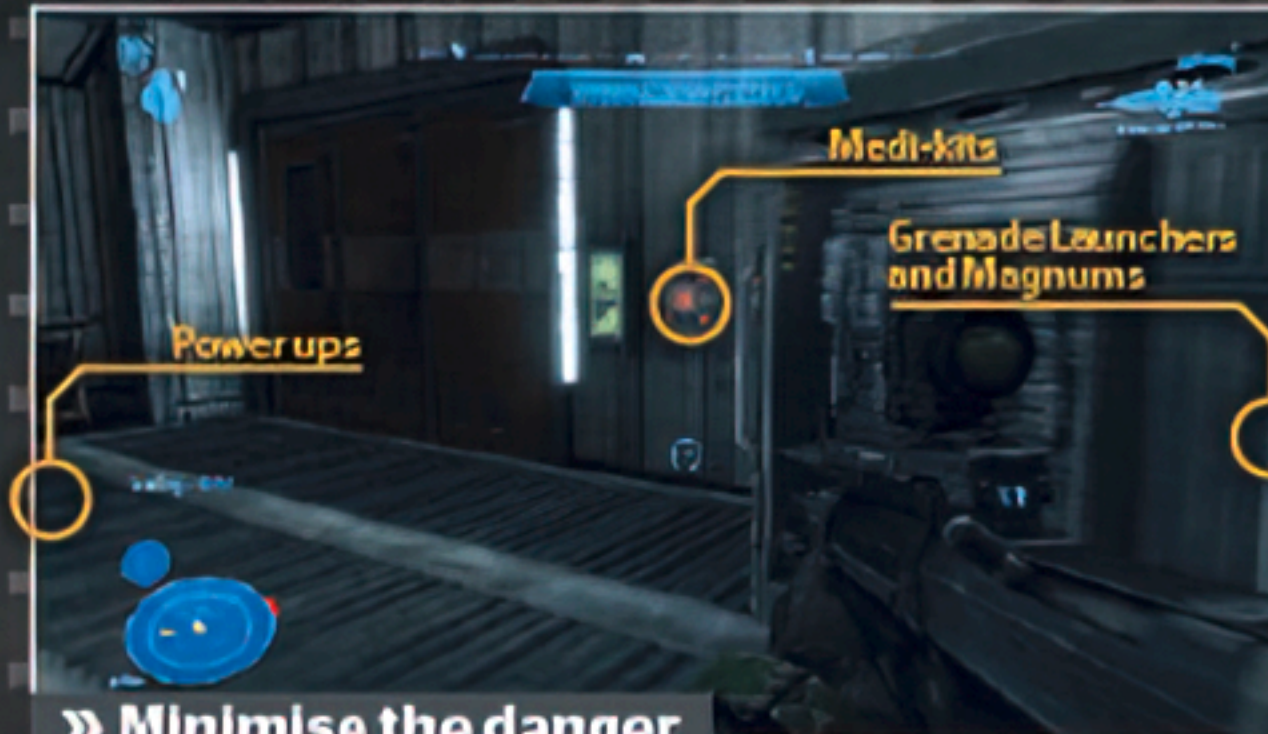
#### » Make your escape

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 - go!

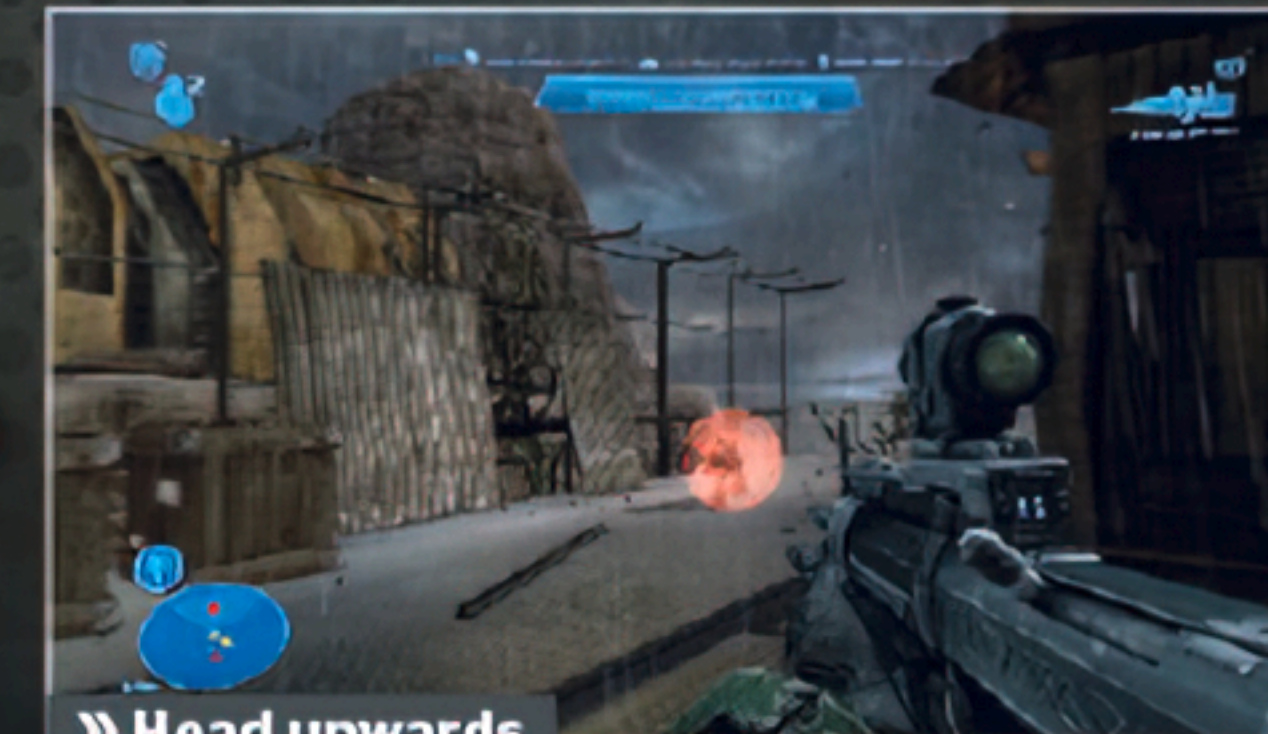
## » Final mission

### The Pillar of Autumn Objective: Clear Platform For Keys



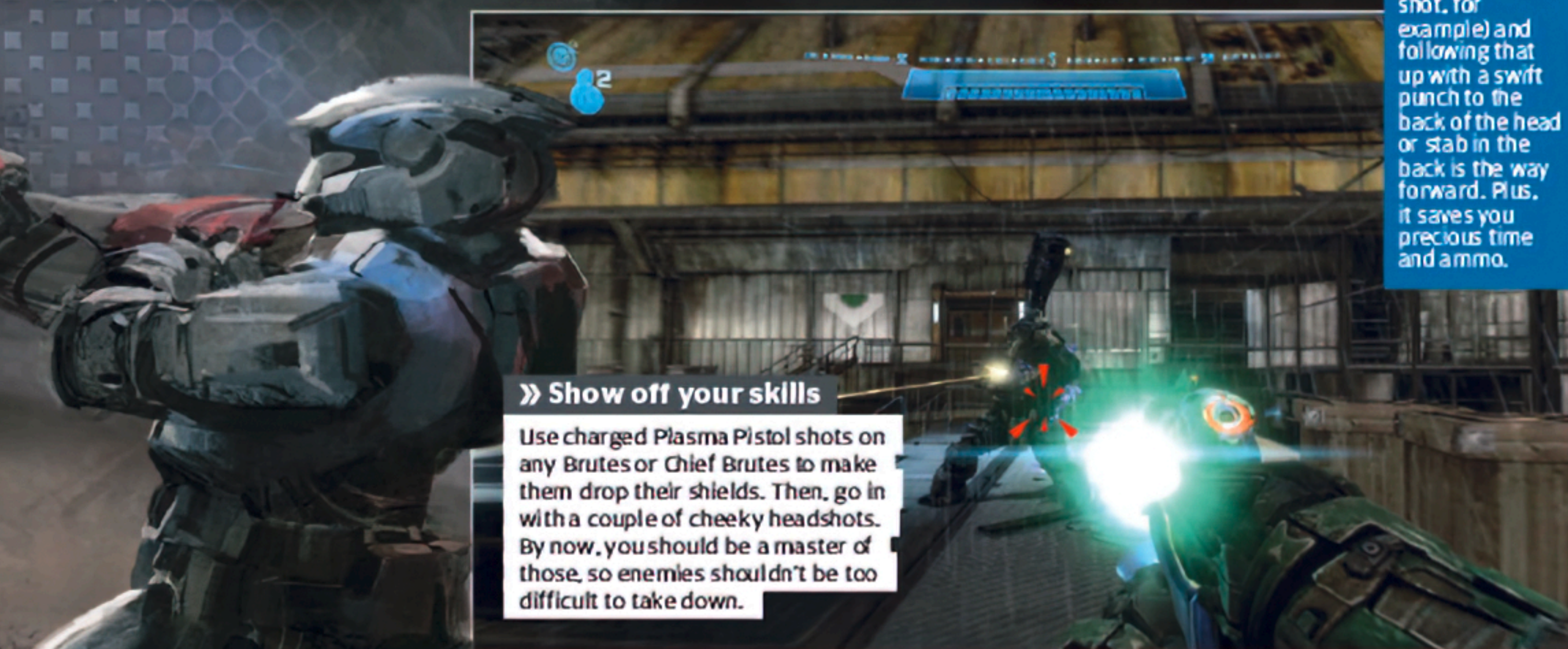
#### » Minimise the danger

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.



#### » Head upwards

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.



#### » 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.



#### » 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.)

Watch your back

Powerful gun

Use cover

## Halo hint

**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 button, 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.

**Turn over**  
for our Halo weapons guide

