

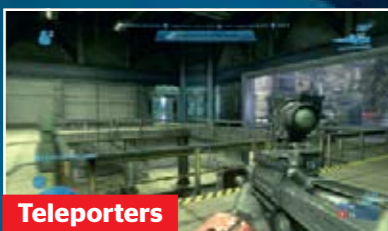


Rule Halo Reach's Defiant maps

» We show you how to defy your opponents on Halo Reach's new Deathmatch map pack...

» Map 1

Highland The largest of the two maps we're covering, Highland sees a lot of action on the grass-covered walkway on the side of the map (there are tunnels and stairs galore here) and along the remaining corners of the environment.



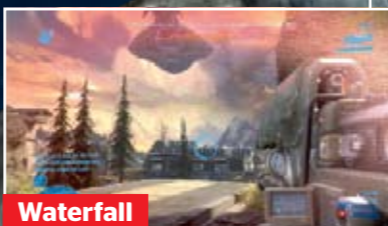
Teleporters

» Keep an eye out for the teleporters located around the environment. There's one at each spawn base and another in the sides of each map. Use it to zip around at high speed in Slayer matches, so try nipping in and out of the same one if you're trying to snipe someone's face clean off with the DMR...



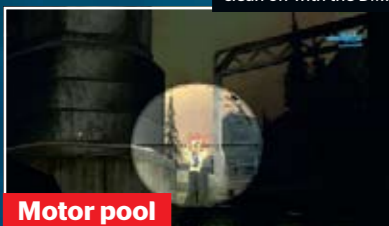
Red/Blue base

» The spawn points are home to a Rocket Launcher on the upper walkway, and behind them at the back of the map is a mounted turret (very useful in capture the flag modes). The opposing team will frequently scope the other base out (in a vehicle usually), so take the turret with you for a few easy kills.



Waterfall

» The open space on the edge of the map is a favoured spot for enemy snipers. There's a Spartan Laser up there, but if you're not using camo (you should be), be ready to nip in and out of cover and try and take out any counter-snipers. The tunnels that lead through here to each base are also a great route in CTF-based modes.



Motor pool

» The outer corners of the map are a haven for snipers (due to the area's open design), so always keep your eyes peeled for anyone who's too busy trying to kill one of your teammates. Take advantage of their stationary position and line them up. The indoor building also contains a Ghost if you're feeling the need for speed.



Operations

» The sheltered building on the outskirts of the map has loads of windows just begging you to snipe from. You need to be careful re: ambushes from your sides or from behind (so switch on active camo and stay still), but there's a useful health pack on the wall at the bottom of the stairs nearby if you need it.



Cliffs/Rappelling Towers

» The far corner near the Blue base spawn point is usually a quieter part of the map, so you can take advantage of this to reach the Blue base on objective-based modes (such as CTF). If you're feeling adventurous, you can run upstairs - with active camo equipped - and onto the helipad for some wide-ranging sniper action.

» Map 2

Condemned

A much smaller map - when compared to Highland - that sees the majority of the action focus in and around the zero-g room in the centre of the map (hint: there's a Plasma Sword for anyone quick enough to get there first!)

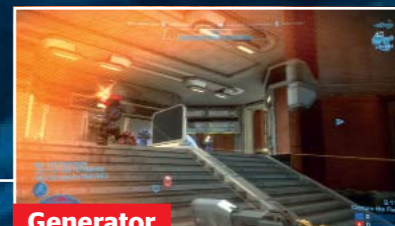


Centre Core 1

» If you've got the Active Camo selected then you can rack up a fair amount of kills by hanging/camping around the cut-in grooves on the lower level of the zero-g room. You'll be amazed at just how many people will run right past you, presenting you with easy opportunities. Cold and calculated perhaps, but also very effective!

Centre Core 2

» Sticking with the central zero-g room, if you're not using the Active Camo, then keep your eyes open for any enemies that'll jump across the gap to the central platform. They'll be left floating in the air for long enough so you can line them up and follow them as you pump a controlled amount of bullets into their stomach.



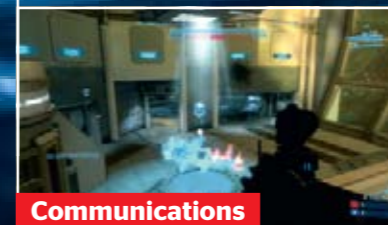
Generator

» The area just off from the zero-g room (where the Red team's flag would spawn) holds a sniper rifle, but if you plan on sniping through the zero-g area, you can bet your ass someone on the opposing team also has the same idea, so be careful of counter-snipers and ambushes from the left-hand side entrance.



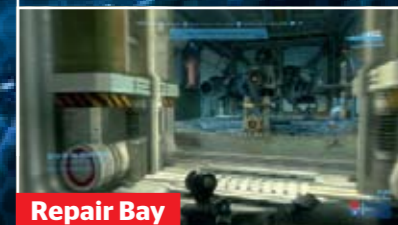
Comm Hallway

» The outer corridors of the map don't see as much traffic as the central areas do, so use this to your advantage on objective-based modes. Try and make your way through these right-angled hallways with a friend if you can, it'll make any surprise encounters much less troublesome (especially if you're carrying said objective).



Communications

» The communications room is home to the Blue team's spawn point and leads directly off to the zero-g area and the plane hangar to the right. Hang around the upper walkway on objective modes as you can make your sticky grenades work well (along with the immediate height advantage you'll have for regular gunfire).



Repair Bay

» The hangar area leads off from the zero-g room towards Blue Team's spawn point, there's an air lift to the side of the plane in the hangar; this isn't frequented often, so if you're packing Active Camo plus Sniper Rifle/DMR you can rack up kills pretty steadily (esp. on objective modes as you attack/defend the Blue Spawn point).