ODST Uniform Capabilities

Navigating the menu system and learning how to control your ODST squadmates are succinctly covered in your instruction manual. For advice on settings, sharing files, Theater mode, and other elements, check this section before continuing. The following is an enhanced view of the advice you garner during your Campaign sorties.

ODST Heads-Up Display

By now, you may have realized that you're not invincible and are actually susceptible to sharp projectiles—or even to blunt ones. However, the UNSC have crafted a uniform that helps you overcome the inherent design flaws of the human body—namely, your soft and squishy skin—as much as possible. Here's a little more knowledge on the HUDs and some advice on basic survival.

This is an example of in-game action during the Campaign (a Firefight variation is shown at the beginning of that chapter). Here's how all the information is fed into your brain, and how it can help you:

1. **Compass readout**: When this guide refers to a compass direction, check this compass. It also displays objective navigation marker waypoints (blue diamonds) and waypoints you or your friends have flagged (green pointers).

2. **VISR readout**: Underneath the compass is your health, represented by a horizontal yellow strip. This gradually turns red the more you're wounded, so be ever vigilant and locate a Health Pack before this is completely diminished. Underneath that is an area that appears only to inform you of new objectives when they are triggered, so you don't have to access your VISR database.

3. **Friends and foes**: Turn on your VISR Enhanced Vision (recommended in all low-light situations). Enemies are outlined in red, friends are outlined in green, and clues and Data Terminals are outlined in yellow. This is excellent for finding snipers at long range or watching (and counting) foes to plan an attack before you engage them. The general rule is, don't fire at anything green!

4. **Grenade inventory**: Don't simply use up the Frag Grenades, which are first on your inventory list of four Grenade types; cycle through them using 1 to select the best Grenade for a particular situation. Frag Grenades bounce on impact. Plasma and Sticky Grenades stick to most targets. Flame Grenades set a target on fire. All Grenades are found via scavenging.

5. **Primary and reserve weapon ("weapon combo")**: This shows the weapon you’re using (top), the remaining ammunition, and your other weapon (bottom); swap between the two using 0. Consult the “Arms and Equipment,” “Campaign Missions,” and “Firefight” chapters for tactics on preferred weapons and weapon combos.

6. **Target reticle**: This changes from yellow to red when an enemy is in your crosshairs. Remember that some weapons are instant-hit (and you should fire when the reticle is red) and some weapons arc into their targets, meaning you should fire at where you think your foe will be, not where they are now.

7. **Stamina risk assessment**: The tinge of red around your screen that gradually becomes more pronounced appears when you're low on Stamina. Simply locate cover and rest to restore your Stamina, or find a Health Pack to restore your Health and Stamina.
Your VISR database is a wealth of topographical knowledge, and after reading up on it in the instructions manual, you’ll soon understand how best to utilize it. One of the most useful features is the waypoint (pictured) that you can flag yourself. This appears on your compass (in green) and on your map (as a green reticle). This is the most useful of your NAV system’s inventory because you can use it (especially in Mombasa Streets) to flag a place you’ve already been, so you don’t get lost in the maze of sloping sidewalks and mezzanines. Even better, human teammates can flag areas for you to explore, which may have a particular enemy you want to face, a terminal you wish to interact with, or a cache of weapons to find.

VISR onscreen prompts (such as in the example shown) are a vital help to your cause, so don’t ignore them. When a weapon prompt appears in the middle of your screen, it means you’re standing near a weapon you can swap. Do so depending on the situation. When your VISR updates an objective, that appears, too, but you don’t need to enter your Database menu immediately; the objective appears under your compass a second later. Always look for your HUD to display when you’ve reached a check point so you know that when you die, you return to this location. Finally, your sense of hearing is important; from the hiss of a primed Plasma Grenade to the chatter of Grunts, you really need to listen more; it adds to your tactical knowledge of a particular choke point.

Differences in Control

As you’ll discover on page 24 of your instruction manual, when playing as an ODST, much of the controller functionality is identical to that of previous Halo games played as a Spartan. However, there are a few differences you should be aware of:

**VISR mode (0):** Instead of deploying equipment (Spartan), you engage the VISR; think of this as an enhanced flashlight.

**Throwing Grenades (7):** ODSTs do not have the skill to dual-wield, so this control is taken up by Grenade Throwing, which allows immediate lobbing of your selected projectile.

**Select Grenade Type (P):** Instead of swapping weapons or reloading, P now cycles through your Grenades. Swapping between your two main weapons is achieved by pressing 4 now.

**VISR Database (9):** Also a Carnage Report in ODST Firefight mode, this database (Map menu) in the Campaign allows you to check where you are, where your goal is, waypoints you or your teammates have flagged, what your objectives are, and what information you’ve collected from terminals.

**View Waypoints (0):** Your VISR negates the need for a Flashlight, so this allows you to bring up waypoints as a visual, onscreen reference complete with distance-to-target data. If you’re lost, simply bring this up and you won’t be.

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**User Preview and Preamble**

### Moving and Stamina

The basics you’ve learned before apply when traversing New Mombasa; you should keep moving to avoid becoming prone and targeted by multiple foes. You should seek cover opportunities and tactical hiding spots if you’re low on Stamina. In addition, you should seek higher ground, as it is easier to target foes looking down on them than peering up. Also, learn to sidestep and strafe, moving from left to right while keeping your target reticle pinned on a particular enemy. Step this up with circle-strafing (moving around a foe at a constant distance while aiming at them). Finally, it is worth backing up if you’re badly wounded and returning to the last Health Pack you didn’t use. A methodical approach to alien takedowns is better than a reckless and ultimately suicidal one.

▲ Facing down a foe at this range is usually frowned upon; no unnecessary risks, trooper!

▲ There are no medics here; that increasingly red glow around your helmet vision is telling you something....
ARMS AND EQUIPMENT

Aside from an ODST-specific Silenced SMG and Magnum, you may be familiar with armaments and equipment at your disposal. This chapter seeks to reacquaint you with ordnance and vehicles available in Halo 3: ODST and Halo 3 multiplayer. Your complete inventory is displayed in the following pages, and this chapter informs you of each item’s strengths and weaknesses, so you know what specific situations are most useful for the item in question.

Weapons Detail

The following details the armaments that you can carry in twos (although you can’t carry two of the same weapon type) and can swap between at will. Icons of each of your two weapons are shown in the bottom-right corner of your HUD.

**ODST Only Weapons**

**M6S Automag**

- Availability: ODST only
- A newly acquired weapon for ODSTs only; this offers a zoom-in and extremely accurate headshot potential. Worth using as a main weapon.
- Professional troopers combine this weapon with a Plasma Pistol to take off the shields; then they use the Magnum to decapitate their foe. The ultimate in Brute-killing ordnance.
- Weak against foes that have shields active. Do not attempt headshots until the foe has lost this protection!
- A weapon that is only effective in the hands of a veteran, as highly accurate headshots are difficult to land while moving.

**Silenced SMG**

- Availability: ODST only
- The silencer on the end of this SMG makes stealthy combat feasible on the streets of New Mombasa.
- A reasonably impressive clip size, a rapid rate of fire, and a quick respawn rate.
- Fire in controlled bursts to take out shielded enemies at medium to long ranges.
- Highly effective for ranged combat when paired with the Automag due to its zoom capabilities and no need for a charge.
- Most effective at closer ranges and can have a problematic recoil, although not as much as the other SMG.
- Because it takes multiple quick bursts to down a foe, others may be alerted anyway. Drop this first, not the Magnum, unless you’re attacking Drones, which this weapon is best-suited for.

**ODST and Halo 3 MultiPlayer Weapons**

**Assault Rifle**

- Availability: ODST and Halo 3 MP
- Usually found by the bodies of Marines in Campaign. Semistuns Grunts and Brutes when fired at close range, reducing return fire.
- Problematic against shielded opponents and takes a while to drop foes, as individual bullets aren’t that damaging.
- Combine with the Plasma Pistol or Plasma Rifle to take down an opponent’s shields, then execute with a headshot.
- Reliable but not impressive at medium and long ranges. You’re also likely to run out of ammunition in a clip before you fell an enemy, so switch to your other weapon to finish the job.

**Battle Rifle**

- Availability: Halo 3 MP only
- The preferred weapon for those interested in headshots, with a quick, three-hit burst that works well during MP matches.
- Not impressive against shielded foes; however, employing a Plasma Pistol first helps.
- Good against armor and is best employed at medium to long ranges.
- This is weak against shielded foes and fires more slowly than a Carbine. Therefore, it is more suited to expert players—who don’t miss!

**Beam Rifle**

- Availability: ODST and Halo 3 MP
- Recommended for long-range sniping over the Carbine to take down Jackals from a distance and to take out Brutes and Chieftains.
• Make every shot count, as this weapon, like other Plasma-based firearms, overheats quickly. Stagger your shots to prevent this.
• A greater supply of ammunition than a Sniper Rifle and easier to use without a scope.
• Prone to overheating, respawns slowly, and leaves a contrail that shows your position.

**Brute Shot**

- **Availability:** ODST and Halo 3 MP
- A great weapon to lay down suppressing fire against the enemy; the quicker you fire, the more projectiles you shoot.
- Covenant enemies seem to shrug off the fire reasonably easily, meaning you run out of ammunition very quickly. A last-ditch effort.
- Employ this at close or medium ranges to take advantage of its splash damage radius. Great against small vehicles, and the blade means a lethal melee attack.
- The best weapon to use when “Grenade jumping,” allowing you to launch yourself up into otherwise unreachable areas.
- Horrible reload time and easily dodged projectiles when your foes are at long range.
- Direct hits can be difficult; aiming for the feet is often a more reliable plan.

**Carbine**

- **Availability:** ODST and Halo 3 MP
- With a quicker rate of fire than a Beam Rifle and Battle Rifle, this is another thoroughly recommended sniping weapon.
- Damage isn’t as severe as a Beam Rifle’s shot, and it should be supplemented with a Plasma Pistol for taking out shields.
- Usually gathered and used consistently, as this is an excellent regular weapon to employ in numerous combat situations.
- For best results, use at medium to long range, but better to switch to another weapon at close range.

**Energy Sword**

- **Availability:** Halo 3 MP only
- Offers exceptionally lethal damage at exceptionally close ranges. Usually a weapon everyone gravitates toward.
- The lack of range is obviously a problem, so back this up with a preferred weapon that fires bullets or other projectile slugs.
- The attacks are quick and usually result in a kill, but they can be parried by foes armed with Energy Swords.
- Easy to conceal when not in use, making it easier to surprise a foe with it compared to the Gravity Hammer.
- Placed in areas on a map that many foes may be heading toward; this means obtaining one is more difficult than usual.
- See a foe with an Energy Sword? Back up and fire on them, lobbing Grenades to prevent them from reaching you.

**Fuel Rod Cannon**

- **Availability:** ODST and Halo 3 MP
- Excellent damage potential when it hits; should be saved for larger enemies and vehicles, especially those on land.
- Fire at medium range only, as the arcing projectile is easily dodged at long distance.
- Offer this to a Marine or ODST friend (not a human player) to use, as they have infinite ammunition and provide excellent backup.
- This weapon has few limitations (except perhaps limited ammunition) and is an excellent way to defeat multiple foes.

**Gravity Hammer**

- **Availability:** ODST and Halo 3 MP
- Devastating against clusters of enemies; you’re able to defeat multiple Grunts and Jackals with a single pound.
- You don’t need a direct hit to inflict pain, and the Hammer can wound enemies through some barriers, such as energy walls.
- The attack launches foes into the air, which can cause them to fall to their deaths.
- You can also strike with a regular melee attack, without depleting the Hammer’s ammunition; do this instead of wasting swipes.
- Also recommended against Brutes, Hunters, and Chieftains if you have cover opportunities as you approach.
- Each strike takes an extremely long time to land, meaning you may be cut down in between attacks, unless you dodge.
- **MP:** Your foes can see what you’re armed with and plan their attacks accordingly. This weapon is slower to strike than the Energy Sword and has limited range.

**M6G**

- **Availability:** Halo 3 MP only
- A weapon to dual-wield in Halo 3 multiplayer and to use if you wish to try quick, accurate headshots.
- Less than impressive on any armored adversary with shields, this must be paired with a Plasma-type weapon for best results.
- A weapon that is only effective in the hands of a veteran, as highly accurate headshots are difficult to land while moving.
The alien conglomerate known as the Covenant employ a wide variety of entities (mainly vicious and subhuman) that are sent to cull all humans. To retaliate, you must have a deeper understanding of each enemy type, along with knowledge of their attack patterns, strengths, and weaknesses, and the weapons they are susceptible to. This information is contained in the following pages and applies to enemies faced during Campaign and Firefight modes.

- **GRUNTS/UNGGOY**

The least impressive Covenant adversary but one that can still cause trouble when suicidal or in large numbers, the Grunt should not be taken lightly, as groups of them can be just as deadly as their large brethren.

- Grunts are relatively weak, so save higher power weaponry (such as the Sniper Rifle) for use against tougher targets. Use a Magnum or SMG to waste the Grunts, then turn the bigger guns on their leaders.
- Grunts are usually found in groups of three to five, sometimes accompanying a Brute leader. You can encounter them manning Plasma Turrets on Watchtowers, during Phantom drops, or even while they are sleeping.
- The basic takedown tactic for any Grunt is to tag each Grunt, one at a time, with a headshot from your Magnum or other one-shot-kill weapon. Back this up with quick Assault Rifle or Silenced SMG blasts to the head if you run out of primary weapon ammunition.
- Grunt encounters are so plentiful that it is wise to keep a Magnum or SMG as one of your weapons throughout your mission.
- You can also pepper them in the head with a favored weapon as you close in, and then melee attack them to finish them off.
- During situations in which you should conserve ammunition, it is wise to simply rush and melee a group of Grunts; assassination (melee from behind) attacks and stealthy play is encouraged on higher difficulties.
- Grunts are sometimes spotted in close formation, making them susceptible to Rocket or Grenade fire.
- Plasma Grenades usually produce “Grunt freak-out” responses, with them scattering and yelping, usually when a Grenade sticks to a Grunt. Back away from any potential damage from the explosion, and hope the Grunt charges into other enemies before exploding.
- Grunts enjoy throwing Plasma Grenades, too; in fact, they are known for it during Firefight missions. To avoid a sticky and deadly situation, quickly sidestep or retreat while listening for the hiss of a primed Plasma Grenade. Keep moving so you aren’t tagged by these Grenades, and always stoop to grab dropped Grenades—ones that aren’t about to explode! Grunts provide your main source of Plasma Grenades.
- Although cowardly, Grunts fight until they drop if you corner them. It is better to take out their Brute leader, watch the Grunts flee, and then pick them off with SMG or rapid fire; save your Magnum or Carbine shots for Grunts that require precision killing.
- Plasma-based weapons, such as the Pistol or Rifle, are less impressive when used on Grunts; save these weapons for other enemies. Grunts are also more resistant to Assault Rifles, Silenced SMGs, and Spikers (on Legendary difficulty), making headshots from other weapons even more important.
- Grunts carry Plasma Pistols; Needlers; and, on higher difficulties, occasionally Fuel Rod Cannons. Target Cannon wielders first, then focus on Needler-carrying Grunts and finally those with Plasma Pistols.
- After a fight, grab the Fuel Rod Cannon for future encounters. The Plasma Pistol and Needler are good to utilize against the Brutes, which is handy, as you’ll almost always encounter the two enemy types together.

- **SUICIDE GRUNTS**

When the leader of a Grunt patrol (usually the Brute leader) submits to a particularly gruesome demise at your hands (such as exploding after being stuck by a Grenade), a nearby Grunt usually turns suicidal. The following techniques are deemed necessary for your survival:

- Look and listen; the screams and the glowing Plasma Grenades held in each claw alert you to a Suicide Grunt attack.
- Simply aim, and use a headshot to dispatch the charging Grunt before it reaches close-combat range.
• Turn this attack to your advantage by waiting until the Grunt moves into contact with other enemies, then drop it; the explosion can badly damage other foes without you needing to attack them.

• Try not to drop the Grunt on the ground near Grenades you wish to scavenge, as the Plasma Grenades the Grunt carries can trigger a chain reaction that can be deadly if you're close by.

**GRUNT VARIANTS**

Recent investigation of Grunt corpses has revealed a ranking system among these infantry troops, although most Grunts clad in different-colored armor feature the same shortfalls, and you can attack them using basic battlefield tenets. You may find gray Grunt Ultras during Legendary missions; these battle-hardened foes are a little tougher than their younger brethren.

**JACKALS/KIG-YAR**

A thin and wiry mercenary race with a vicious disposition and dexterity with long-range weaponry, Jackals are used as scouts and snipers due to their exceptional senses. During battles in New Mombasa, they come in two varieties; Shield and Sniper Jackals.

- **Favored methods of dispatch:** Beam Rifle, Carbine, Gravity Hammer, Chaingun Turret, Magnum, Plasma Pistol, Plasma Rifle, Shotgun
- **Shield Jackals** are armed with an almost impenetrable energy shield and carry primarily Plasma Pistols or Rifles. These aren't particularly worrisome, unless a Jackal is charging a Plasma Pistol (look for the green glow and attack before it is charged and fired).
- **Jackal Snipers** forgo the shield for either a Carbine or Beam Rifle and are usually situated on high balconies or rooftops, sometimes physically out of reach from you. Identify them by the telltale purple light emitted from their optics.
- **Shield Jackals** are difficult to tackle when they are in a defensive posture. They are susceptible to melee attacks, but normal, rapid-fire weapons hitting the shields simply glances off. However, melee attacks are not practical if you're engaging multiple foes.
- **Shield Jackal takedowns** involve you shooting at them with a rapid-fire weapon such as the Silenced SMG, Plasma Rifle, Magnum, or Assault Rifle; traveling through the gap in the shield, known as the “firing embrasure,” on either side; and making the Jackal flinch for a second. Immediately follow that up with a headshot from any distance, using the Magnum, Carbine, Beam Rifle, or Sniper Rifle.
- You can also throw Grenades at Shield Jackals. When they leap away from the explosion, they expose their heads long enough so you can finish them off.
- Although a rarely used technique, you can lob Grenades at a Jackal's shield with the intention of the projectile bouncing off and into a cluster of foes nearby.
- A preferred way to remove a Jackal’s shield defenses is to strike them with a charged Plasma Pistol bolt or a series of Plasma Rifle blasts; they usually retreat and attempt to secure cover. Your Pistol-packing is rewarded with a clear shot of their prone forms, which you should hit with a sniping weapon unless the Jackal is sprinting and therefore difficult to hit. Should this occur, target another enemy and return to your initial target once it slows down (or rake it with bullets from a more rapid-fire gun).
- Be prepared to slow down as Jackals appear ahead of you; you need time to tackle each one, regardless of whether they're shield carriers or snipers.
- As Sniper Jackals are usually holed up some distance away and are difficult to spot (especially during nighttime missions), be sure to use your VISR Enhanced Vision to gain an outline of the entity you’re about to execute; this helps immensely with your accuracy.
- Sniper Jackals have one major shortfall: they are highly susceptible to sniping. Especially on Legendary difficulty, you must methodically tag each Jackal that you see pop up from their sniping position, hitting them in the head before they spot you and retaliate.
- All other weapon types are not really an option; use your ranged weapon's zoom to finalize a target, if your manual aiming isn't spectacular.
- In Cooperative missions, one player (ideally the marksman of the team with patience to match their aim) should stay back and methodically drop all the Jackal Snipers while the rest secure other objectives.
Mission 01: Prepare to Drop

Occupied city center • ROOKIE • 6 hours after drop

After becoming separated from your ODST squad, you (as the Rookie) crash-land somewhere in one of the many districts of New Mombasa. After disembarking from your Pod, you are faced with exploring this massive hub and attempting to locate your team using different clues. You return to the city a number of times throughout the Campaign and are free to explore many of the districts. To do so, access the city map, located on some still-functioning COMM Terminals being run by a functioning Superintendent. Your first task is to find Tayari Plaza and seek evidence for your first ODST squadmate.

New Mombasa Visual Intelligence System Reconnaissance Class (VISR) Target Acquisition Mode Ratio: 95 percent

New Mombasa Hidden COMM Data: 0 (Total: 0/30)*

*The initial COMM Terminal doesn’t count as part of the data you’re optionally seeking.

Mission Objectives

- NEW MOMBASA Explore the city at night
- NEW MOMBASA Contact city Superintendent
- NEW MOMBASA Search Tayari Plaza for ODST squadmate

Preferred Weapons

- Carbine
- Magnum
- Plasma Pistol
- Beam Rifle
- Plasma Rifle

Par Score

100,000*

*You cannot achieve this score until you’ve completed more of Mombasa Streets.

Level-Specific Achievements

- Tourist: Access and download the city map to your VISR
left, near the stationary police vehicle and buttress defenses. The starting point is a brightly lit dead end, complete with anti-UNSC graffiti and a second Optican kiosk. Remember to return here if you need additional health.

Some important lifesaving tenets to remember:

• You lose Stamina after falling or being wounded by enemy fire.
• Your Stamina will regenerate over time.
• Avoid combat to regain Stamina.
• Find an Optican Kiosk to restore Health.
• Health Packs are also occasionally found scattered on the ground.

Your HUD’s database isn’t completely operable yet (you have no map or compass), but you can flick on your VISR’s Target Acquisition mode using \[3\]. The VISR is useful in low-light situations (such as now), so you should employ it consistently through this mission, especially as it helps with target identification. Test out the target acquisition on your first enemies—a Brute and a Grunt patrol farther down the right roadway, toward a sloping section of road just past a wrecked coach liner \[1B\]. There are a variety of combat options to try:

Run immediately toward the foes as soon as the mission starts; they are farther down the ramp, giving you a height advantage.

Switch to your Magnum and tag the foes with headshots.

Tag the Brute first, frightening the Grunts. This allows you to pick them off as they flee.

Attack at range using the SMG or Magnum, ideally aiming for your foes’ heads. Use the wrecked coach liner on the road, the building pillars to your right, or the crates to your right as cover.

Take this opportunity to throw a Grenade (using \[7\]) at the feet of the group, ideally before you are spotted; then cut them down with SMG fire as they flee.

Charge in and engage the Brute with a mixture of rapid-fire attacks followed by a melee pistol whip (using \[2\]) to finish him off.

Afterward, you can return to the Optican Kiosk and grab the other Health Pack, or access the Optican Kiosk back at the dead-end side street.

Beware the Bubble Shield! If this domed-shaped protection is activated, seek cover, wait for foes to emerge from the shield, and then fight. Or, rush the shield and smack down the foes inside.

Watch for Suicide Grunts throughout this mission! If you spot a Grunt staggering your way with two Plasma Grenades, shoot it in the head and back away from the massive subsequent explosion; it is all too easy to get caught in this Grunt’s final act of desperation!

There are likely to be Sticky and Plasma Grenades, a Brute Shot, and Plasma Pistols to claim after the fight. Weigh up the advantages of changing weapons, and take what you prefer. Always take Grenades, though!
Mission 01: Crater & Crater (Night)

Fight in Dare’s Sunken Crash Site

From one of two side corridors, you emerge in New Mombasa, overlooking a large sunken plaza known as the “crater.” On either side is an alcove from which foes periodically stream in, and there is an alcove on the lower level to the north, where the Rocket Launcher is housed. Expect incoming attacks from doorways here and from the upper street to the north. This is also where Phantoms drop their payload of foes. Nighttime sorties on this mission result in a lack of Jackal Snipers, but Engineers arrive intermittently.

\[NOTE\] Campaign Reference

02: Tayari Plaza. This is where Dare’s Pod crashed.

\[NOTE\] Except where noted, all tactical data applies to both the Day and Night versions of this mission.

DATA STREAM

- **Expected Enemies**
  - Grunts
  - Jackals
  - Brutes
  - Brute Chieftains
  - Jump-Pack Brutes
  - Brute Stalkers
  - Drones
  - Hunters

- **Special Enemies**
  - Jackal Snipers (Crater only)
  - Engineers (Crater: Night only)

- **Expected Vehicles**
  - Phantoms

- **Optimal Weapon Combinations**
  - Gravity Hammer & Magnum

- **Preferred Weapon Combinations**
  - Carbine & Fuel Rod Cannon
  - Carbine & Gravity Hammer
  - Carbine & Rocket Launcher
  - Fuel Rod Cannon & Gravity Hammer
  - Fuel Rod Cannon & Magnum
  - Gravity Hammer & Rocket Launcher

- **PAR Score**
  - 200,000 Points

*After Set 3, on Heroic and Legendary difficulty*
**Notable Offense**

**Weapon: Fuel Rod Cannon Advantages**

Usually, players race for the Rocket Launcher—an undeniably devastating weapon—in the northwest alcove under the upper street. However, the Fuel Rod Cannon (scavenged from Brutes, Chieftains, or even Grunts) is arguably a better weapon. Although it isn't as damaging, it has greater and more accessible ammunition. For every round, you're given only six rockets to use: four in the Launcher and two more in a Rocket Pack behind the Turret on the entrance wall. Compare this to the numerous enemies dropping this weapon, and you'll see the Fuel Rod is a fine alternative. In four-player games, have one player use the Rocket Launcher constantly while others use the Fuel Rod.

**Weapon: Hammer and Magnum Sprees**

Your personal choice may vary, but ODST Troopers have had excellent luck with the Gravity Hammer and Magnum combination due to a very specific advantage: the accrual of all-important points. Maximize your points potential by dashing about with the Hammer, culling multiple Covenant at their spawning points; you're awarded large kill chains and Hammer sprees in the process. While you're running to Hammer the next group, bring out the Magnum and headshot a Grunt or Jackal to keep the kill chain continuous. When executed adeptly, performing kill chains through multiple enemy waves is difficult but possible.

**TIP**

Need the most points? The Hammer is preferred over the Rocket Launcher or Fuel Rod, as it gives you an extra multiplier to your score compared to the other two weapons.

**General Plans**

**Tactic: Incursion Points—Phantom Drops**

As the guide map indicates, there are three Phantom drop-off locations: two on the upper street and one within the Crater plaza. The upper-left (south) drop point deposits Covenant down through a hole in the Phantom's superstructure. The north and Crater Phantoms have hatches on the sides, and enemies descend from both locations; these include Grunts, Jackals, Brutes, and even Hunters. Learning these two dropping methods allows you to camp at the Phantom drop points, then wade in and wallop with a Gravity Hammer or with multiple strikes using a Rocket or Grenades. This adds serious points to your team total.

**TIP**

Lobbing Grenades into the Phantoms’ open side hatches damages many foes, too. Aiming area-effect weapons or raking the Grunt with the Plasma Turret on the Phantoms’ structure enables you to nullify this attack. The Turret can fall from the craft, so your team can pick it up and lay waste with it (on lower difficulties!)

**Tactic: Incursion Points—“Monster Closets”**

There are eight doorways you can’t enter (an energy wall prevents you), where Covenant forces pour out from. These are known as “monster closets.” There are two on the upper street level; two on each side alcove, near the steps down from the starting location; and a final two to the northwest, under the upper street in the alcove where the Rocket Launcher is located.

**TIP**

There’s no need to let these monsters out of their closets; just before they spawn, a carefully placed Grenade, Rocket, or Hammer swing in front of the doorway just as the enemies pour out can grant you massive points and keep the Covenant from spreading out. You can also snipe foes behind the energy walls who haven’t stepped out yet!
Welcome to the Halo 3 multiplayer maps section of this guide, showcasing all 24 Halo 3 multiplayer maps; three maps (Citadel, Heretic, and Longshore) are brand-new with the release of Halo 3: ODST. All the multiplayer strategies in this section were provided by tournament-level players from the PMS clan. For each level, there are labeled maps, location information and tactics, ideal sniping spots, and more.

The Covenant war machine continues its march to conquest; even with its head severed, it is still dangerous.
Topographical Overview

• The setting is that of an assembly line, contained within a Covenant Scarrab factory. Assembly’s tunnels and corridors make it easy to hide from your enemy and take cover.

• Weapons within the maps containment area are of Human, Covenant, and Brute origin—a broad range of weapons to suit anyone’s fancy.

• This map is great for Slayer and Team Slayer play.

- Call-out Locations

Camo Tower

Other names: N/A

Placed within the center of the map, Camouflage Tower is a pivotal structure of Assembly. The structure possesses two levels and multiple access points and is not easily captured.

Bottom Camo

Other names: N/A

Bottom Camo is located on the lower, ground level of Camouflage Tower and has two entry points. Each doorway faces the Orange Base and the Yellow Base. You will also find the Gravity Hammer in this area.

Middle Camo

Other names: N/A

Middle Camo Tower is on the main level of the playing field. There are four entry points—off the light and dark runways—to Middle Camo. A center energy stream rises into the air to the Scarrab Assembly line. Middle Camo houses the Active Camo within its central beam; rendering you invisible for a brief period of time.

Light Side Camo Shelf

Other names: N/A

Mounted to the interior walls of the Camouflage Tower, Light Side Camo Shelf often goes unnoticed. However, pay close attention and you’ll find the Mauler—a sharp, quick weapon that packs a nasty punch. Crouch on the shelf, ready to pounce on your opponent with the Mauler. This is always sure to bring about a quick kill.
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About the Author

Originally hailing from the English city of Manchester, David began his career in 1995, writing for numerous classic British gaming magazines from a rusting, condemned, bohemian dry-docked German fishing trawler floating on the River Thames. Fleeing the United Kingdom, he joined the crew at the part-fraternity, part-sanitarium known as GameFan magazine. David helped launch GameFan Books and form Gamers’ Republic, was partly responsible for the wildly unsuccessful incite Video Gaming and Gamers.com. He began authoring guides for Prima in 2000. He has written over 60 strategy guides, including: The Legend of Zelda Twilight Princess, Assassin’s Creed, Half-Life: Orange Box, Mario Kart Wii, and Fallout 3. He lives in the Pacific Northwest with his wife, Melanie, and an eight-foot statue of Great Cthulhu.

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