

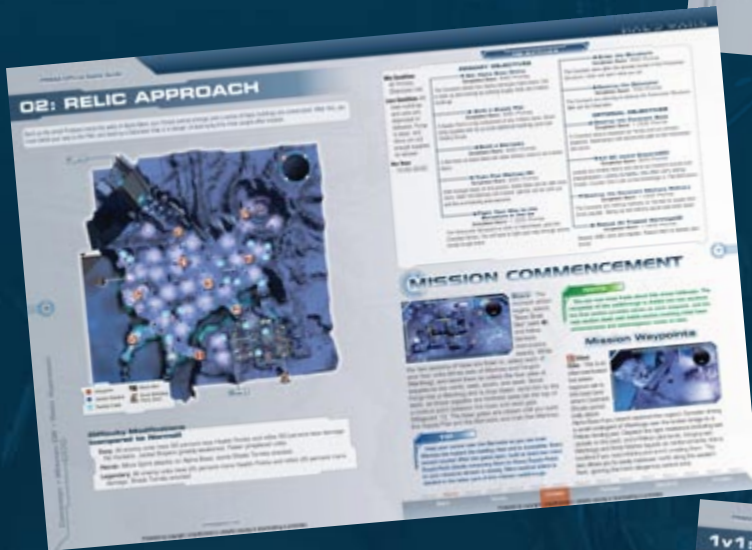
# HALO WARS™

To FIGHT the WAR You Need PRIMA'S INTEL

Every single UNSC and Covenant troop, unit, vehicle, and aircraft is showcased, along with its upgrades, weaknesses, and advice on using it to your tactical advantage.



Lift the Fog of War with exclusive, full-color maps of all the campaign and Multiplayer-locations. With all choke points, each ambush location, and every supply crate, base point, and other pertinent location revealed.



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Spartans cannot withstand sustained fire and are very vulnerable while Jacking at low upgrade levels; therefore, pump more Supply Points into upgrading them. Even at low upgrade levels, the resource and Tech swing that occurs

(you gaining vehicles your opponent has spent so much time creating) can dramatically alter the course of a battle. Additional Spartan units are available at certain points during the campaign, but for skirmish and multiplayer confrontations, only three can be trained at a time.



# VEHICLE DEPOT UNITS

## Scorpion

**Hit Points:** ★★★  
**Damage Caused:** ★★★  
**Movement:** ★★★

Scorpions are the main UNSC vehicle. They can stand toe-to-toe with the toughest enemies but are mobile enough to quickly get where they're needed.

### Base Unit



3 2 500



**Basic Offense:** 90 mm high-velocity gun, M247T Machine Guns  
**Starting Special Attack:** None

### Scorpion Overview

**Unit Class:** Main Vehicle  
**Strengths:** Excellent against infantry. Canister Shells exceptional against most troops.  
**Weaknesses:** Slightly weak against air units. Highly vulnerable to Spartan Jacking.  
**Accessed via:** Vehicle Depot

Officially known as the M808B Main Battle Artillery Tank (MBAT) but nicknamed the Scorpion, this Battle Tank is a mainstay of UNSC forces. It is a flexible weapons platform that can take a beating as well as dish out a great deal of damage, although its main gun can have difficulty penetrating some heavy-armor vehicles. Some would call it a jack-of-all-trades, but a Scorpion can truly be the ace up your sleeve when it comes to breaking through an enemy position. The Scorpion can be upgraded with a variety of technologies that make it pack more punch. Your enemy will learn to respect the Scorpion or end up under its treads.

### Tactics

As the Main Battle Tank, the Scorpion is a rumbling and powerful weapon designed to pierce through enemy territory. It is arguably the most effective at destroying enemy units and is extremely efficient at defeating enemy infantry. This is a very well-rounded unit and is preferred when dealing with Covenant leaders.

Their main drawback is against air units; they can fight them but won't win any battles against them. Therefore, it is wise to pepper a force of Scorpions with other troops that are more suited to attacking the skies.

The Scorpion's Canister Shell ability is extremely effective against massed units and is recommended if you're employing hit-and-run tactics against enemy armies. It is also useful when launched at enemy buildings if you're raiding a foe's base.

Instead of charging in with Scorpions, bring them into combat, launch a barrage of Canister Shells, and then retreat while the Canister Shell ability cools down. Then repeat.

Scorpions can quickly deal with infantry troops. However, Hunters present a specific problem, as their weaponry can punch through Scorpion armor. If you spot Hunters, make it a priority to wipe them out.

Sergeant Forge can upgrade his Scorpions to Grizzly Tanks, the ultimate form of this unit, with further improvements on offense and armor.

### Upgrade #1: Canister Shell Ability



**Weapon Type:** S1 "Grapeshot"

N/A 4 400

Equips Scorpion with a secondary Canister Shell attack. This attack is devastating to any infantry in its blast area.

### Upgrade #2: Power Turret



Doubles the rotation speed for Scorpion turrets, making them considerably more responsive in combat.

N/A 4 900

### Upgrade #3: Grizzly Super Unit (Forge Only)



**Weapon Type:** 120 mm High-Velocity Gun (x2), M247T Machine Guns

N/A 4 1,800

Upgrades Scorpions to Grizzly Super Units. Grizzlies are heavier tanks that pack a bigger punch than regular Scorpions.

Devastating against most units of a Covenant army, the Scorpion is a little less useful against UNSC forces because of its vulnerability to Jacking by Spartans. Counteract this by protecting Scorpions with Flamethrowers, and try to use this combo as early into the battle as possible.

If your foe is creating a large number of infantry units, Tech up to Reactor Level 2 and take a defensive posture. During this time, set up your base to start constructing Scorpions quickly and continuously; if you send the units onto the battlefield quickly, this can be a very adept retaliation strategy as you roll over him.

## Cobra

**Hit Points:** ★★★

**Damage Caused:** ★★★

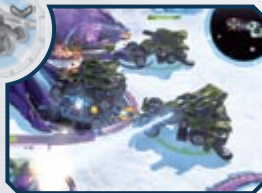
**Movement:** ★★★

The UNSC Cobra is an incredibly effective antivehicle threat. It's fast and agile against vehicles and has an active Unpack ability that turns the Cobra into a long-range artillery unit that is excellent against buildings.

### Base Unit



**Basic Offense:** 16 MJ  
LRG Rail Guns (x2; mobile)



**Starting Special Attack:** Unpack ability  
**Basic Offense:** 8 MJ  
LRG Rail Gun (locked)

### Upgrade #1: Deflection Plating



Hardened steel plates give the Cobra extra protection when locked down.



### Upgrade #2: Piercing Shot



Cobra Railguns gain extra power to allow them to punch through multiple targets, inflicting damage on each.



## Cobra Overview

**Unit Class:** Antivehicle

**Strengths:** Devastating against vehicles and buildings.

**Weaknesses:** Cannot fire skyward; prone to air attacks and infantry (when locked down).

**Accessed via:** Vehicle Depot

Although the SP42 Cobra Main Battle Tank has the ability to fill two roles, it is a specialized fighting vehicle. It has unique armored panels that are designed to deflect hardened projectiles and absorb massive amounts of damage from explosive shells. Although it is not particularly fast, the Cobra is highly maneuverable. It totes around a pair of Rail Cannons on its turret that fire a high-density slug designed to penetrate enemy armor. Alternately, the Cobra crew can choose to lock down the vehicle and Deploy the larger Rail Cannon, which fires a more high-velocity explosive artillery shell. The range advantage gained from elevating the big gun makes up for its sacrificed mobility. The artillery round is multi-purpose and can cause a great amount of damage to just about anything it hits, including enemy fortifications.

### Tactics

The Cobra is most proficient when it is pounding vehicles and buildings from long range; it is particularly devastating against enemy ground vehicles.

When the Lockdown ability is employed, it can fire farther and inflict even greater damage. However, this does have drawbacks. The first is obvious: It is immobile until unlocked. The other problem is its minimum range, meaning enemy infantry and melee units can easily strike it without retaliation. Keep this in mind when using the Cobra.

The other major deficit is that the Cobra cannot attack airborne foes under any circumstances and is therefore useless against them. Also beware of infantry, Covenant leaders, and Spirit of Fire attacks directed against them; they cannot fight these attacks effectively. Therefore, Cobras are utilized with other troop types within your army; they take the role of obliterating vehicles at extreme range.

Support Cobras with other units that can tackle enemy air troops, and bolster their locked prone position.

If your opponent is mainly building infantry or air units, Cobras should be mothballed in favor of other troop types.

Because of the Cobra's major deficits, many ignore its benefits. Try the following tactic: Position a few Cobras within extreme range of your enemy's base, ideally at a place that is difficult to reach without air forces, such as the top of a cliff overlooking the base. Then shell the opposition's buildings. If you do this at an opportune moment, you can wipe out a few key installations before your foe reacts.

Cobras are a support unit and require a reasonably high Reactor level to build. It isn't usually practical to use them alone. However, if you mingle them in with a group of Scorpions, they can reduce the time it takes to bombard a base or an opponent's vehicle army.

# 02: RELIC APPROACH

Build up the small Firebase inside the walls of Alpha Base; your forces cannot emerge until a series of basic buildings are constructed. After this, you must battle your way to the Relic and destroy a Detonator that is in danger of destroying this most sought-after location.



## Difficulty Modifications (compared to Normal)

**Easy:** All enemy units have 50 percent less Health Points and inflict 50 percent less damage. No Hunters. Jackal Snipers greatly weakened. Fewer preplaced units.

**Heroic:** More Spirit attacks on Alpha Base; some Shade Turrets erected.

**Legendary:** All enemy units have 25 percent more Health Points and inflict 25 percent more damage. Shade Turrets erected.

OBJECTIVES

**Win Condition:**

All Primary Objectives met.

**Loss Condition:**

All base buildings and units are destroyed or defeated, Forge is down, and there are not enough supplies to recover.

**Par Time:**

15:00-30:00

**PRIMARY OBJECTIVES**

■ **Get Alpha Base Online**

Completion Score: 250 Points

The Covenant attack has heavily damaged Alpha Base. Get it back up and running by building Supply Pads and military buildings.

■ **Build a Supply Pad**

Completion Score: 250 Points

A Supply Pad is a key component of any military base. Stockpiling supplies will let us build additional buildings and train military forces.

■ **Build a Barracks**

Completion Score: 250 Points

A Barracks at Alpha Base will allow military units to be trained there.

■ **Train Five Marines (5)**

Completion Score: 250 Points

With enough boots on the ground, Alpha Base will be safe once more. After the Marines are trained, patrols can be sent out and the surrounding area secured.

■ **Fight Your Way to the Structure in the Ice**

Completion Score: 1,000 Points

The Forerunner Structure is north of Alpha Base, past the Covenant forces. You will have to fight your way through enemy forces to get there.

■ **Enter the Structure**

Completion Score: 250 Points

The Covenant were after the secrets buried in the Forerunner Structure. Enter and learn what you can.

■ **Destroy the Detonator**

Completion Score: 700 Points

The Covenant are planning to destroy the Forerunner Structure. Take out the Detonator.

**OPTIONAL OBJECTIVES**

■ **Destroy the Covenant Base**

Completion Score: 1,000 Points

A Covenant base is between our forces and our primary objective. Destroying it will secure the path to the Forerunner Structure.

■ **Kill 20 Jackal Snipers(20)**

Completion Score: 500 Points

Jackals are birdlike aliens who serve as Covenant scouts and sharpshooters. Lacking durability, they often carry energy shields. Counter them with armed Warthogs or Flamethrowers.

■ **Destroy the Covenant Methane Refinery**

Completion Score: 1,000 Points

The Covenant are refining methane on Harvest to supply their Grunt squads. Taking out the refinery would slow them down.

■ **Rescue All Trapped Warthogs(2)**

Completion Score: 1,000 Points

Several UNSC units are trapped. Rescue them to bolster your forces.



MISSION COMMENCEMENT



**Start** The moment action begins, select "Base Build Site" (with **A**) and follow Serina's instructions exactly. While

the two sections of base are flown in, select each of your four units (three sets of Marines and Forge's Warthog), and send them to collect the four piles of supplies to the north, east, south, and west. Since Forge has a Warthog and is thus faster, send him to the west, as those supplies are farthest away (at the top of a lookout point between the base and west gate [Waypoint 1]). The base gates are closed until you build the Supply Pad and the Barracks and train five Marines.

**TIP**

Keep your cursor over the Barracks so you can train Marines the instant the building rises and is accessible. Every second counts! After the gates open, build at least two more Supply Pads (ideally enhancing them to Heavy Supply Pads) so your resource stream is steady. More tactical advice is detailed in the latter part of this mission walkthrough.

**NOTE**

You can now move freely about this snowy hellscape. The remainder of this walkthrough is divided into two sections: the first section provides advice on each waypoint, and the next section deals with battle tactics involving initial base enhancements and advantageous routes to take.

Mission Waypoints

**1 West Gate**

- This is an often-overlooked but advantageous exit to this base (and where Covenant Ghosts periodically attack



Alpha Base if you haven't explored this region). Consider driving a small contingent of Warthogs over the broken bridge to a Pelican landing pad. Dispatch the light resistance (including two Jackals on the pad), and a Pelican pilot lands, bringing two Warthogs and three Marine squads as reinforcements; this is excellent if you need infantry and aren't creating them. This also allows you to easily maneuver north along the western flank, ignoring the more dangerous central zone.

# 1v1: BLOOD GULCH

A fast and brutal fight awaits in Blood Gulch. Teleporters allow for surprise attacks, while bonus Reactors offer opportunities for the aggressive strategies. This is essentially a flat central area stretching from east to west, with rocky upper areas to the north and south that house the Hooks and Sniper Towers.

## AREAS OF INTEREST

**Starting Bases:** 2  
**Neutral Bases:** 2

**Teleporters:** 2 (1 at entrance, 1 at exit)  
**Reactor Hooks:** 2

**Supply Hooks:** 2  
**Sniper Towers:** 6



**NOTE:** In multiplayer, each supply crate randomly appears in one of two possible locations. All possible locations are shown.

- |   |               |   |               |
|---|---------------|---|---------------|
|  | Starting Base |  | Reactor Hooks |
|  | Starting Base |  | Supply Crates |
|  | Neutral Base  |  | Supply Hooks  |
|  | Teleporters   |  | Sniper Towers |



There are two Teleporters on this map. Enter Teleporter 1 behind the UNSC base and exit it to

the west, just below the northern Supply Hook. Enter Teleporter 2 behind the Covenant base and exit it to the east, adjacent but below the southern Reactor Hook. If you're splitting forces, try sending some through the Teleporter to claim supply crates and the Reactor or Supply Hooks you're far away from. Teleporters are also a good way to transport forces (especially slow-moving ones) near to a foe's base. For this reason, keep a lookout for enemy troops at the Teleporter exits.

### TIP

Another topographical feature to utilize is the dirt roads that crisscross the landscape. Until you learn the layout of this map, they provide reasonable routes, and you can easily learn the perimeter of the map by following them.



A key to commanding this map are the four Hooks, two on each side of the gulch. Notice there



are two types: one adding to your Reactor total and the other giving you continuous supplies from an in-ground elevator. Depending on your play style, you may wish to secure one or both types (for example, Covenant forces have to spend many more supplies to raise Tech levels, but capturing a Reactor solves this issue quickly). Simply put, if you control the majority of these Hooks, you're likely to be victorious. Train infantry early on to inhabit these locales and the nearby Sniper Towers.

### TIP

If you want upgraded, hi-tech units without the Heavy Reactor or Temple upgrade costs, then grab those Reactor Hooks as soon as you can! Better yet, you can upgrade your preferred forces, then leave or ignore the Reactors as the combat situation demands; only stay in a Reactor you need to defend (if a unit requires a High Tech to create, or you don't want the enemy taking it). Spartans make good Reactor and Supply Hook guards (before being replaced by Marines if you require Spartans elsewhere on the battlefield).



This map has a bounteous harvest of supply crates, and collecting these (perhaps starting with crates farther

away by using a Teleporter) is of great importance while you build your base. Because of the wealth of supplies, this leads you to quickly build light, fast-moving forces (e.g., Warthogs or Ghosts). This, coupled with the proximity of the enemy, makes Rushing or Scouting on a large scale two very viable plans.

### TIP

Another way to quickly take control of this map is to utilize the Pelican Transport or Covenant hot-drop abilities. Send your units immediately to reinforce Hooks on the map's opposite side; this also keeps your opponent fearful of your plans, as they see your forces dropping in and massing!



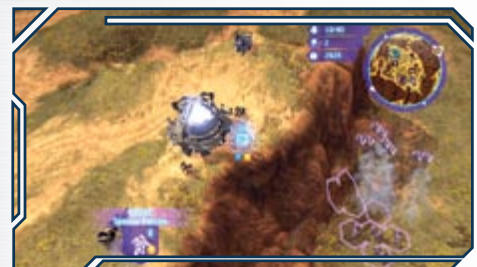
Nestled toward the map's center are two neutral bases; expect minimal resistance from either of them. These

secondary bases can be advantageous but are risky to obtain because they are very close to your enemy. Instead, consider concentrating on the Supply and Reactor Hooks.

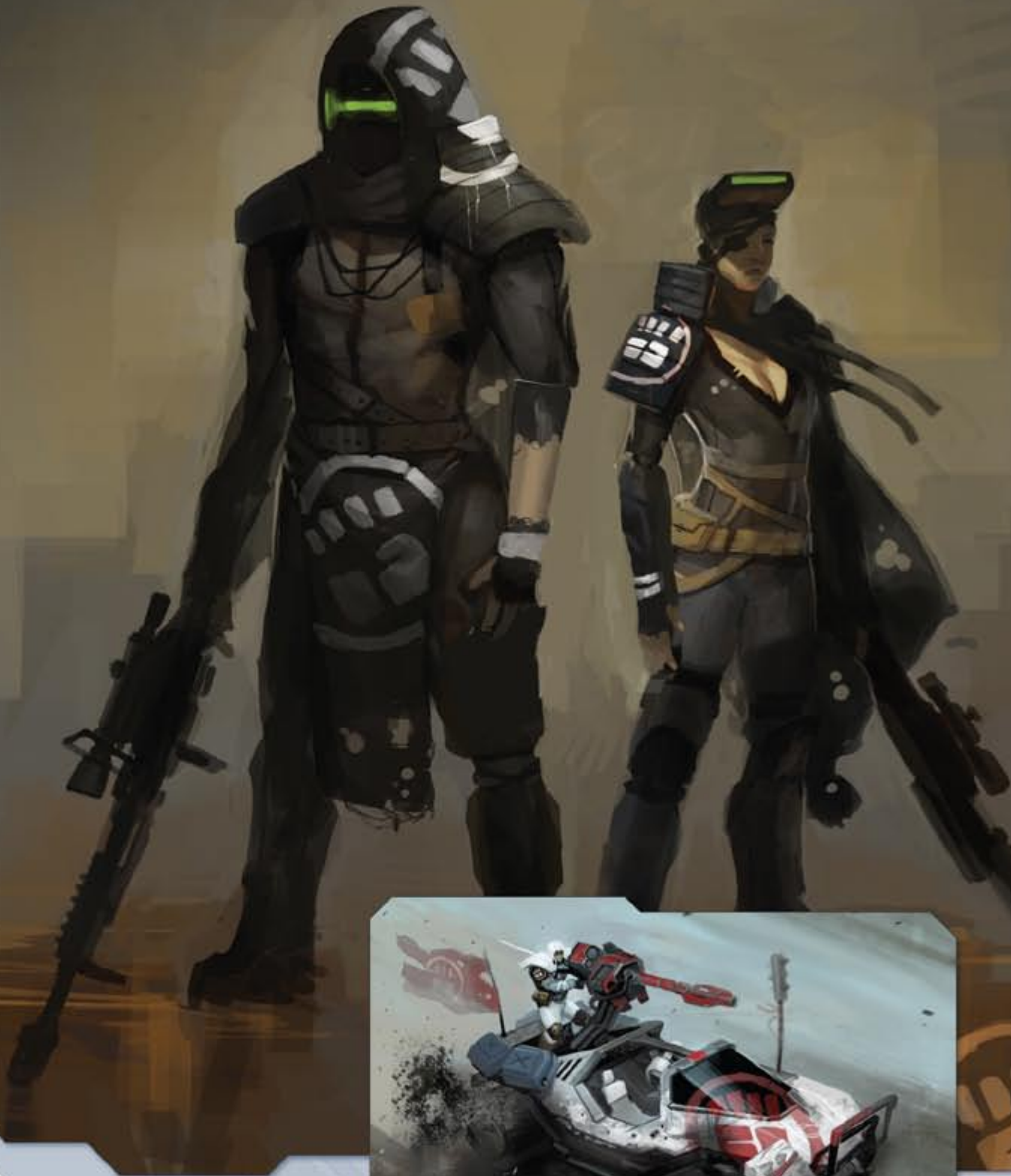
### TIP

Alternatively, you can attempt to swarm one of the neutral bases (closest to your original base) as early as possible, and pour all your resources into defending it. If you're simultaneously capturing the Hooks to the north and south, you can effectively control an entire third of the map, reinforcing your original base later.

Although a wide variety of unit types work well in this gulch, of particular interest to Covenant players are the



Brute Infantry with the Jump Pack upgrade. Their ability to quickly leap up to the Supply and Reactor Hooks and man them (instead of plodding there on foot) allows you to easily control these strategically important areas and keep your opponent worried.



While it goes without saying how much fun it was to work on the UNSC and the Covenant, with the Insurrectionists, we had a great opportunity to branch away from the traditional *Halo* factions. These bandits live on Harvest and Arcadia and salvage their equipment from UNSC vehicles, weapons, and civilian buildings.



STATIC DISC  
LIGHTS UP WHEN EMP IS  
CHARGED AND FIRED.



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# HALO WARS™

## PRIMA Official Game Guide

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An Imprint of Random House, Inc.

3000 Lava Ridge Court, Suite 100  
Roseville, CA 95661

[www.primagames.com](http://www.primagames.com)



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ISBN: 978-07615-6182-8

Printed in the United States of America

### Author Acknowledgements

To my wonderful and loving wife Melanie; Bryn, Rachel and Samuel; Mum, Dad, Ian and Rowena; The Moon Wiring Club, Laibach, Ladytron, Kraftwerk, T Power, Pendulum, and The Knife; Ron & Fez (and the Bearded Joker); And D for Dagon, Because he's one of the gods, And not for the Deep Ones, Who're just one step up from frogs. Thanks to all at Prima, especially Mario De Govia and Shaida Boroumand for their help and support throughout this project. Thanks also to Julie Asbury, Andy Roller, and Alexis Scheuble.

This guide would not have been possible without the dedication, help, and support of Ensemble Studios. It was an honor and a privilege to work with such an incredible team. A huge debt of gratitude from the Author, and all at Prima Games, to the following people:

**Design:** Dave Pottinger, Graeme Devine, Jerome K. Jones, Tim Deen, Aaron Keppel, Joe Gillum, Vance Hampton, Jeff Brown, and Karen McMullan

**Balance:** Donnie Thompson and Mike Wagner

**A.I. Programming:** Mike Kidd

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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.



We want to hear from you! E-mail comments and feedback to [dhodgson@primagames.com](mailto:dhodgson@primagames.com).

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## Special Thanks to the following people from Ensemble Studios and Microsoft Game Studios for their help and support:

Harter Ryan, Chris Rippy, Graeme Devine, the Ensemble Art and Design teams, Mike Kidd, Donnie Thompson, Mike Wagner, Jim Ying, Josh Kerwin, Steve Schreck, Jason Pace, Alicia Brattin, Haley Church.

