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KILLZONE[™]



PlayStation[®] 2



KILLZONE™

PRIMA OFFICIAL GAME GUIDE

PRIMA GAMES
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ISBN: 0-7615-4986-2

LIBRARY OF CONGRESS CATALOG CARD NUMBER: 2004114253

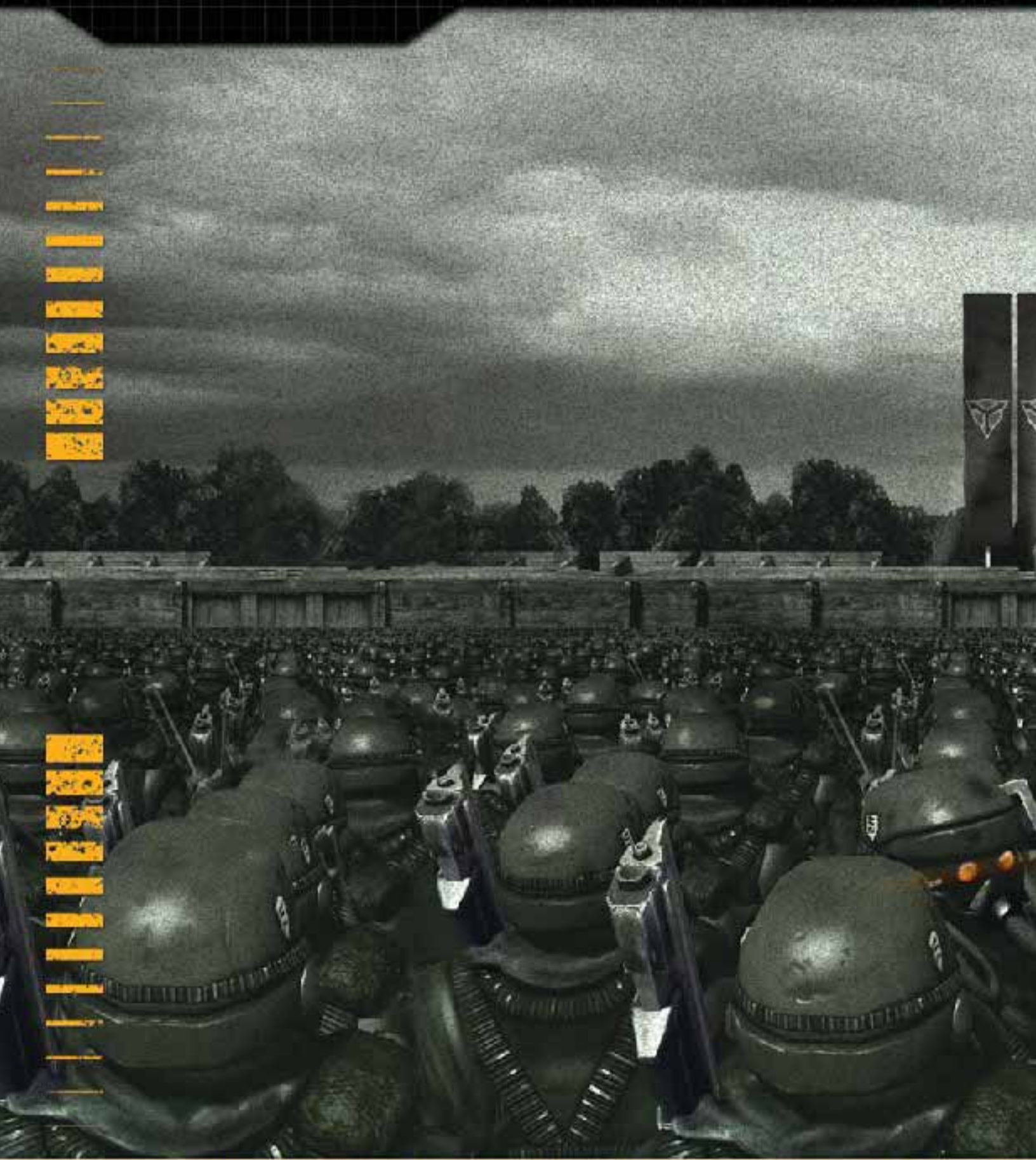
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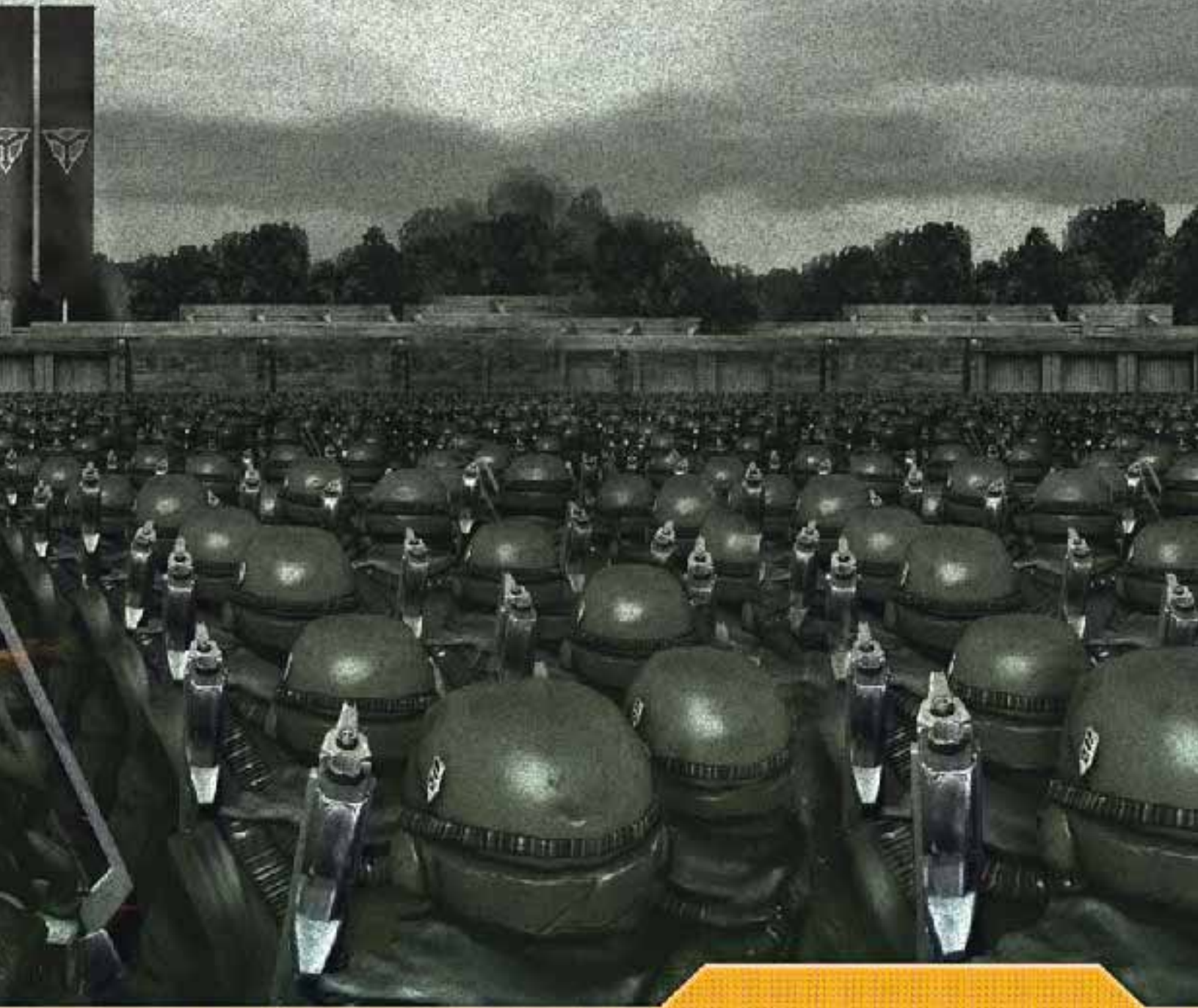
SPECIAL THANKS TO KEN CHAN AND MARK VALLEDOR FROM SONY AND THE FOLKS AT GUERRILLA GAMES.





KILLZONE™

01 | BOOT CAMP
FPS STRATEGY & COMBAT TACTICS



01 | BOOT CAMP
TACTICS

Introduction

This section covers everything from tips on how to better understand your AI teammates, to full-blown detailed weapon charts. Browse the next few pages before you play the game, and periodically thereafter to keep your senses sharp and combat reflexes sharper.

► The Killzone AI

① Use AI Allies For Fodder

First off, let it be known that losing your AI comrades—excluding special characters like Templar, Rico, Luger or Hakha—has no effect on your progress through the game. Sure, it's good to have backup gunners working at your side when the Helghast attack in waves. No denying that. What we're saying is that sometimes it's better to let your comrades take out as many Helghast as they can before you even step in to mediate. In other words, don't be afraid to let them run distractions or get chewed up while you work with the sniper rifle. You get the picture. Remember that your AI allies will only follow you a certain point in any given level, regardless if they make it through unscathed.

② Find Enemy Locations By Watching the AI

This tip sort of goes hand-in-hand with the previous tip regarding your allies on the field. Every once in a while, incoming Helghast fire can be difficult to pinpoint. You'll see bullets zipping here and there, maybe you'll catch a few to the chest, then retreat behind a wall or some cover to catch your breath. One of the better strategies for locating Helghast in this situation is to watch your AI comrades and react to their movement. If you see an ISA ally pointing his weapon in a certain direction, by all means zoom with your rifle and check it out. They're usually spot on with their reconnaissance. Our example to the right shows us how you can use an ISA soldier to find, and most of the time even kill a well hidden Helghast troop.



► Helghast: AI or Human?

One thing you'll learn right off the bat is that the Helghast Soldiers are a heck of a lot smarter, faster, and better team players than most FPS grunts. They're so good, in fact, that the sooner we started treating them like human players (say, like in a multiplayer match), the better we started doing in the game. Round corners with caution, always keep your weapon fully loaded, never rush a room without scouting and always letting your health regen are just a few of the tips that will help keep you alive in the worst of times. Don't underestimate the AI!



Learn to treat every *single* Helghast soldier as a serious threat.

► Relentless Attack!

Remember, putting five or six rounds into the chest of an oncoming Helghast doesn't mean he's down for the count. We can't even fathom how many times we thought we had one down to his last breath, only to find out that he was only injured, and now even more intense and fierce than he was before we shot him 10 times. The moral of this story is that it's usually smarter to dump a few extra bullets into a falling Helghast carcass, rather than counting every round and having that same Helghast tossing hot lead back in your face.

► **Tactical Reloading**

One thing you'll learn early on—either through persistence or by failure—is that reloading at the wrong time will kill you. Reloading takes time. In KillZone, it takes lots of time. Learn your reload times for each weapon, and factor that into your individual assault technique. If you're rushing a room full of Helghast with the secondary attack on the M82-G Assault Rifle, for instance, you know that the reload prevents you from being able to fire any follow up rounds for quite some time after you launch the grenade. Likewise, with something like the M13 Semi-Automatic Shotgun, you know that the secondary attack takes a little bit longer to fire than the primary attack, and thus you'll be reloading more often than if you'd just used the primary attack. The bottom line is that you need to adjust your strategy heavily, depending on your current weapon situation. *Know thy reload time.*

► **Hand Grenade Strategy**

By holding down the L1 key, you can “pre-load” a hand grenade before you throw it. This is known as “cooking” the grenade. If you know there are a few Helghast around the corner, for instance, just hold the grenade for a few seconds before throwing it. By doing so, you don't give the Helghast time to warn each other with the “Incoming frag!” command (which makes everyone run for cover). To alter the distance of your throw, just adjust your toss at various angles. The closer you get to a 45 degree angle, the farther your grenade will travel.



► **Using Emplaced Weapons**

Utilizing mounted machine guns—or simply “MGs” as designated by the ISA—is a great way to both conserve your precious ammunition and dish out some incredible damage at the same time. You can still be hit while firing an emplaced MG, and Helghast will almost always focus on the greatest threat on the field. That being said, don't be afraid to dismount the gun, walk away from it and seek shelter if you start drawing too much enemy fire. Sometimes it's just too big a target and you're better off fighting with stealth. Also, all emplaced weapons have a heat meter instead of an ammunition count. Keep your eye on the meter and let that barrel cool down between lengthy bursts to prevent overheating. If the gun overheats, you won't be able to fire. Obviously, that's no good.

Helghast VnD-10M Siren



Helghast VnS-10 Scylla



ISA M224 Mounted Machine Gun



Helghast EAW-25 / 4 Chimera

► **Luger's Thermal Imaging**

Luger's Thermal Goggles can be switched on and off with the square button. As you'd expect, for certain levels, this ability makes Helghast soldiers much easier to spot. Some of the best times to switch to Thermal Imaging are in caves, corridors, or even wide open outdoor areas. Sometimes it's easier to spot those bright heat signatures rather than scanning the horizon with your weapon zoomed.



► Tactics Continued

► Health Regeneration

All characters have health regeneration when injured. The rate at which they regen depends on several things, most of it being how many times they've been injured prior. If you've been taking considerable hits for several minutes, then your health will regen a lot slower than if you stepped around a corner with full health and took a single shot to the chest. That being said, sometimes your health will only regenerate to a certain percentage of what you originally had. So if you're starting with a bar that's 75% full, then you get into a skirmish and end up with a 50% bar, you might only regenerate to 60 or 65% before it stops. As long as you rest in between encounters, you'll always be able to take at least a few hits before dying.



► Carrying Weapons

Unfortunately, ISA have equipment limitations, with the main one being that they can only carry three weapons at a time. Most of the time, this is fine. Do you ditch your M4 Semi-Automatic Pistol in favor of an M13 Shotgun? Yeah, no problem. Where it gets tricky, however, is when you have two assault rifles and a shotgun, and you're trying to decide if you should pick up the BP-02 Pup Grenade Pistol. Which one do you drop? Easy. Just analyze your situation, and keep the weapons that better suit your particular level. If you're fighting lots of snipers, for instance, it might be a better idea to stick with weapons that have range. If you're doing a lot of room-clearing, though, it might be optimal if you trade up for the grenade pistol.



► Short-Controlled Bursts

The first thing they teach any ISA soldier operating a full-auto machine gun is that it's NOT always the best idea to fire full-auto. It's a combat-proven fact that short controlled bursts are more precise, devastating, all while saving more ammunition. Next time you're facing an onslaught of Helghast soldiers, instead of just opening up with the pray 'n spray method, try picking them off one by one with well-placed two- or three-shot bursts. Not only does it make it easier to get headshots, but you'll lessen the chance of serious wounds to your own self by leaving less time for Helghast to fire back. When you master this technique, you'll understand the true mechanics of combat.



► Strafe Into Aim

Strafe into aim is an old FPS technique which requires you to eliminate the need to adjust your crosshair on the vertical axis. In other words, you line up your crosshair on an enemy Helghast center mass, then strafe your character back and forth, ducking behind cover and getting in key shots as needed. As opposed to adjusting both the vertical and horizontal axis, you're simplifying your maneuvers, and thereby minimizing the margin of error. This works better for close- to medium-range combat than it does long range, of course.



With your crosshair aligned, it's much easier to strafe while firing rather than adjusting on two different axis'.



Behind the Scenes

► Weapon Design

Although the weapons in KillZone are entirely fictional, the similarities to their real-world counterparts are strikingly obvious. The ISA M82 Assault Rifle, for instance, uses a similar front rail system to that found on the ZM Weapons LR 300 ML assault rifle. In our pic below, you can see the KillZone artwork of the M82, along with a real photograph of the ZM Weapons LR 300 detailing the front rail features. You'll see a much more striking similarity in our shotgun comparison, as well. It's great to see developers studying current military technology, then adapting it toward the future, and coming up with some of the most believable weapons in any FPS game to date.



ISA M82 Assault Rifle



ZM Weapons LR 300 ML (real)



ISA M13 Semi-Auto. Shotgun



LFS SPAS-12 Shotgun (real)

Comprehensive Damage Chart

Below you'll find a comprehensive chart on every weapon in the game, detailing the damage inflicted per shot, for both primary and secondary attacks. Use this as a reference when picking up weapons in the field, or as a study guide for multiplayer.

► RATINGS FROM BEST TO WORST

- Incredible
- Very Good
- Good
- Fair
- Poor



Weapon	Primary Damage	Secondary Damage
COMBAT KNIVES		
M32 Combat Knife	Very Good	N/A
FSK-7 Fury	Very Good	N/A
SMALL ARMS		
M4 Semi-Automatic Pistol	Good	N/A
M13 Semi-Automatic Shotgun	Very Good	Incredible
M66-SD Sub Machine Gun	Fair	Very Good
M82-G Assault Rifle	Fair	Incredible
M224-A3 Heavy Support Weapon	Good	Incredible
IvP-18 Tropov	Fair	Good
StA-52 LAR	Fair	Very Good
StA-3 Stova	Poor	N/A
StA-52 SLAR	Incredible	N/A
EXPLOSIVE ARMS		
M327 Grenade Launcher	Incredible	Incredible
M404-MAW Medium Anti-tank Weapon	Incredible	Incredible
BP-02 Pup	Incredible	N/A
Pnv-3 Siska	Incredible	Incredible
BLR-06 Hadra	Incredible	Incredible
BDL-23 Dohvat	Incredible	N/A
EMPLACED WEAPONS		
M224 Mounted Machine Gun	Good	N/A
VnS-10 Scylla	Good	N/A
VnD-10M Siren	Very Good	N/A
EAW-25/4 Chimera	Good	N/A
GRENADES		
M194 Percussion Grenade	Incredible	N/A

(Please refer to our weapons section on page 108 for a much more in-depth look at the various weapons covered above. This chart is only meant to give you a quick reference on damage ratings.)



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KILLZONE™

02 | CHARACTER ANALYSIS
PROFILES ON PLAYABLE CHARACTERS



02 | CHARACTER ANALYSIS



ISA Regiment Analysis

The ISA is made up of four key regiments, as shown below. All four of these groups are playable in KillZone, with one specific character representing each regiment. Below is a quick introduction to each of the four character types, along with some helpful commentary on the overall strengths and weaknesses of each class. See our individual character spreads over the next few pages for even more in-depth info on each of the four characters.

►ISA Regular (Rico)

ISA Regulars make up approximately 90% of the overall force. Although most ISA Regulars have light body armor and use the M82-G Assault Rifle, the heavy support gunner of the group is more heavily armored and uses the M224-A3 Heavy Support Weapon.



►Our View

View the ISA Regulars as loud, hulking cannons with feet. A definite “tank” character.

►Rapid Reaction Force (Templar)

The RRF are the second largest regiment in the ISA, taking up roughly 10% of the overall force. The RRF are very well rounded, trained with all weapons and possess great leadership skills. Their weapons on choice are variants of the M82 Assault Rifle, with an M4 Pistol as a sidearm.



►Our View

Without a doubt, the jack-of-all-trades. A solid character in all respects.

►Shadow Marshal (Luger)

Shadow Marshals account for less than 1% of the overall force, but their stealthy reputation precedes them. Using specialized thermal imaging goggles along with the high-tech suppressed M66 Submachine Guns and M32 Combat Knives, Marshals are rarely seen or heard during battle.



►Our View

Swift, silent and deadly, Shadow Marshals are the “stealth” portion of the ISA.

►Field Operative (Hakha)

Field Operatives account for less than 1% of the overall ISA force, with very few actually in the field. They receive standard weapon and tactical training, but in Hakha’s case, the half-breed of Human/Helghast makes him difficult to spot by the enemy. Bypassing traps, sensors and sentries are just part of the job.



►Our View

A cross between stealth and combat. Cunning and well-trained.

The Helghast Foot Soldier

Resilient, well trained and well armed, the Helghast Soldier is NOT your typical FPS goon. Treat each Helghast—regardless of their equipped weapon or rank—like you would treat a human player if you were playing online. Helghast think as a team, attack as a squad and fight even harder when cornered or injured. Check out these important tips when dealing with Helghast:

- Never try to strafe a Helghast soldier one-on-one—they'll own you. Use shelter to pick them off from afar, or rush them.
- If you're pounding on multiple Helghast, always focus on taking down one at a time rather than shooting at anything in the group. The less guns shooting back at you, the better.
- Never let a wounded Helghast get back into action. We can't stress how many times we thought we had one down, only to see him wobble and continue to shoot us in the face.

Character Selection Chart

Only specific characters are available for each level in the single player campaign. Below you'll find a quick reference chart detailing exactly which characters are playable on each level.

Level	Title	Playable Characters			
1.1	Trenches	Templar			
1.2	Light Industry	Templar			
1.3	Industries	Templar			
1.4	ISA Command	Templar			
2.1	Offices	Templar			
2.2	Courtyard	Templar			
2.3	Research	Templar			
2.4	Comms Building	Templar			
3.1	Station	Templar	Luger		
3.2	Park 1	Templar	Luger		
3.3	Park 2	Templar	Luger		
4.1	Elevator Shaft	Templar	Luger	Rico	
4.2	Storm Drains	Templar	Luger	Rico	
4.3	Waypoint Mall	Templar	Luger	Rico	
4.4	Storm Drains 2	Templar	Luger	Rico	
5.1	Fields 1	Templar	Luger	Rico	Hakha
5.2	Fields 2	Templar	Luger	Rico	Hakha
5.3	Docks 1	Templar	Luger	Rico	Hakha
5.4	Docks 2	Templar	Luger	Rico	Hakha
6.1	Mangrove	Templar	Luger	Rico	Hakha
6.2	Firebase	Templar	Luger	Rico	Hakha
6.3	Approach	Templar	Luger	Rico	Hakha
7.1	Helghast Mist	Templar	Luger	Rico	Hakha
7.2	Helghast Hill	Templar	Luger	Rico	Hakha
7.3	IFO Bounty Hunter	Templar	Luger	Rico	Hakha
8.1	Hills	Templar	Luger	Rico	Hakha
8.2	Jungle Valley	Templar	Luger	Rico	Hakha
8.3	Forward Logistics Base	Templar	Luger	Rico	Hakha
9.1	Alpine Valley	Templar	Luger	Rico	Hakha
9.2	Base Underground	Templar	Luger	Rico	Hakha
10.1	Mountain Pass	Templar	Luger	Rico	Hakha
10.2	Weather Station	Templar	Luger	Rico	Hakha
11.1	Orbital Transfer Station	Templar	Luger	Rico	Hakha
11.2	SD Platform Docking Bay	Templar	Luger	Rico	Hakha
11.2	SD Platform Templar Route	Templar			
11.2	SD Platform Luger Route	Luger			
11.2	SD Platform Rico Route	Rico			
11.2	SD Platform Hakha Route	Hakha			
11.3	SD Platform Command Module	Templar	Luger	Rico	Hakha



TEMPLAR

► Rank

Rapid Reaction Force Captain

► Weapons

M-82G Assault Rifle



M4 Semi-Automatic Pistol



► Availability

Captain Templar is your first playable character, and is available from the beginning of **Level 1**. He is selectable for any level thereafter.

Character Strengths

- Default M82-G Assault Rifle has incredible secondary (grenade) attack
- Can take more than a few hits without dying, as opposed to Luger
- Reasonably fast in both maneuvering and traversing obstacles
- His strikingly good looks



Character Weaknesses

- Has no single “special” feature to separate himself like Luger, Rico or Hakha
- Doesn't have any unique paths through levels like Luger or Hakha
- Slower at running, climbing and traversing obstacles than Luger





LUGER

► **Rank**
Shadow Marshal

► **Weapons**
M66-SD Submachine Gun



M32 Combat Knife



► **Availability**
Luger becomes available at the beginning of **Level 3**, and is available for every level thereafter.

Character Strengths

- The secondary attack on her M66-SD is very powerful, dropping most Helghast with one or two shots
- Unique to Luger, are a set of Thermal Imaging goggles used to pick up enemy heat traces
- Has many unique paths through levels that other characters will never see
- Much faster with running, climbing and traversing obstacles than Templar, Rico or Hakha

Character Weaknesses

- Luger cannot take as many direct hits as Templar, Rico or even Hakha
- Because of her compact and relatively weak weapons (per-hit), she doesn't have the overall cover-fire ability of someone like Rico

BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

WEAPON DATABASE

ENEMY ANALYSIS

RICO

► Rank

ISA Regular / Sergeant

► Weapons

M224-A3 Heavy Support Weapon



M4 Semi-Automatic Pistol



► Availability

Rico is available at the beginning of **Level 4**, and is available for every level thereafter.

Character Strengths

- Able to withstand more incoming enemy fire than all other characters, by far
- M224-A3 is the fastest firing machine gun supportable by a moving troop
- Excels in taking out mobs of Helghast
- Secondary missile attack on his M224-A3 is a definite “room clearer,” with tons of splash damage

Character Weaknesses

- Slow and cumbersome compared to the other characters
- The M224 puts out a LOT of lead, but at the same time is hard to control and has no zoom ability
- Doesn't have many unique options during gameplay like Luger or Hakha





HAKHA

► **Rank**
Field Operative / Colonel

► **Weapons**
StA-52 LAR Assault Rifle



IvP-18 Tropov



FsK-7 Fury Combat Knife



► **Availability**
Hakha is available at the beginning of **Level 5**, and is available for every level thereafter.

Character Strengths

- With Helghast weapons like the StA-52 LAR, Hakha has a larger than normal carrying capacity on ammunition
- Can sneak past Helghast laser tripwires to take alternate paths through levels
- Regenates health faster than all three Human characters
- Has dramatically increased accuracy with select Helghast weaponry

Character Weaknesses

- Not as fast as Luger, or as strong as Templar or Rico
- Is the only character that doesn't come with a specially equipped weapon—Hakha uses standard issue Helghast weaponry, plus the FsK-7 Fury Combat Knife

BOOT CAMP

CHARACTERS

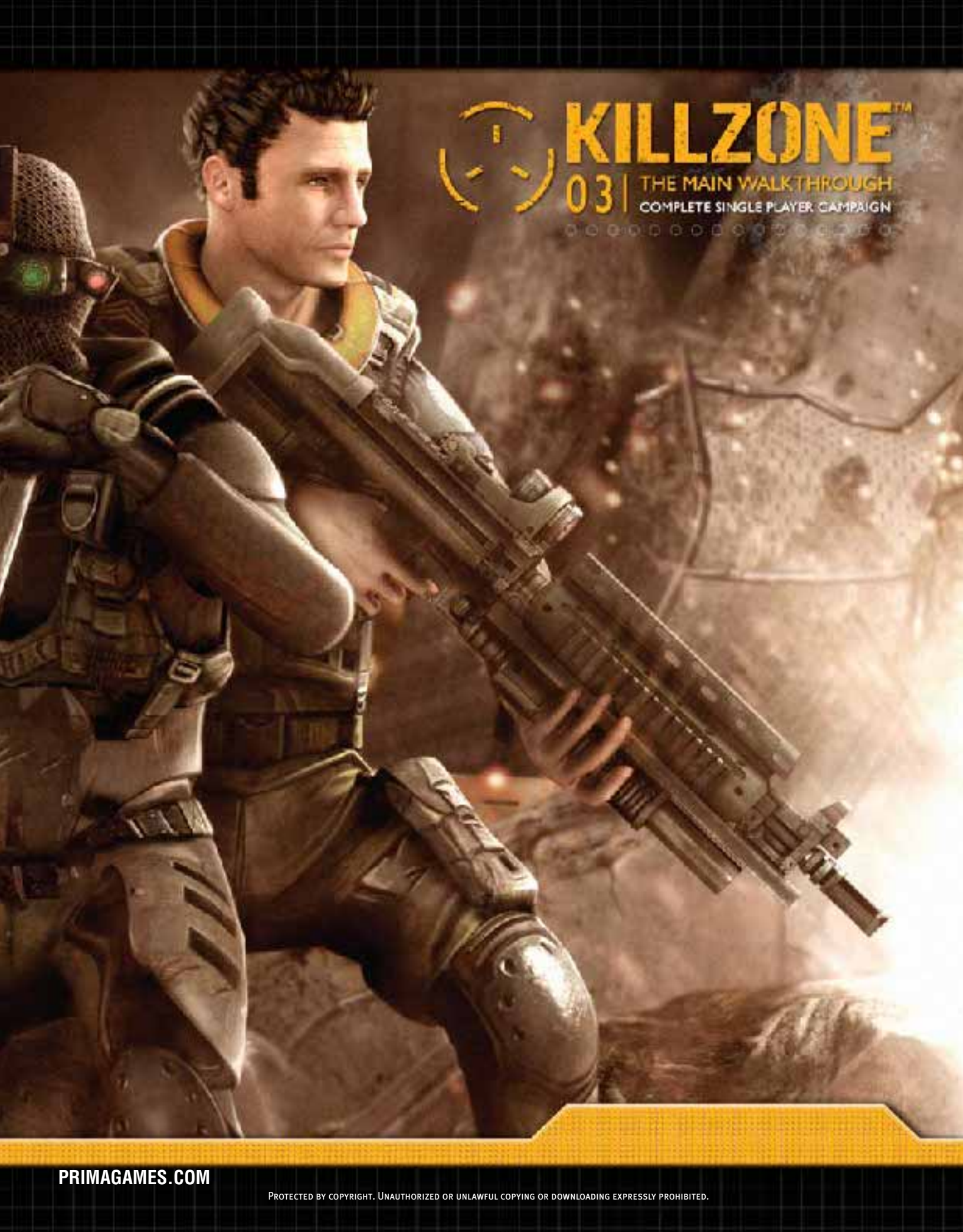
WALKTHROUGH

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ENEMY ANALYSIS





KILLZONE™

03 | THE MAIN WALKTHROUGH
COMPLETE SINGLE PLAYER CAMPAIGN



1.1 HELGHAST ASSAULT TRENCHES

AVAILABLE CHARACTERS

LEVEL OBJECTIVES

DATA

- ▶ Overall Difficulty: Easy
- ▶ Available Weapons: M4 Semi-Automatic Pistol, M82-G Assault Rifle, StA-52 LAR Assault Rifle, M224 Mounted Machine Gun
- ▶ Enemy Types: Helghast Base Soldier

1 | Defend the Foxhole

- Hold back the first few waves of Helghast, ducking into the trenches when you reload. They'll attack in two groups; one from eleven o'clock followed by one from two o'clock. Your AI comrades will help you if they get too close, but you should be able to zoom in and pick them off with short controlled bursts from your rifle.



4 | Take Cover Behind APC

- When you're told to abandon position, sprint toward the APC and use it as cover from incoming fire. You'll take some hits, but your health will regen as you sprint with your troops toward the bunker. Dodge the barbed wire, and incoming enemy mortar shells to the best of your ability.



2 | Move to the Next Foxhole

- Incoming enemy fire will continue, so when you hear the command to "Move it!", follow your comrades through the barbed wire and head to the next foxhole.



5 | Re-take Main Trenches

- Once inside the main bunker, another wave of Helghast soldiers will approach. Set up behind the sandbags and pick away before they get a chance to get too close. As soon as you clear that wave, you'll get the command to move further into the trenches.



3 | Defend the Second Foxhole

- You'll face another wave of Helghast here, this time in a tighter group with a little more intensity. Use the secondary grenade attack on your assault rifle to finish the job.



6 | Defend Main Trenches | CP

- Use the MG to hold back the Helghast. Remember to let it cool down between longer bursts to prevent overheating.
- Follow the trenches, clearing out rooms using Hand Grenades as you proceed. Bounce them off walls near the entrances so you don't actually have to go inside the individual rooms. Less risk, and a solid guarantee of no damage.



7 | Move To Light Industrial Area

ISA Trenches Area Map

- When you meet up with the last group of ISA fighting the Helghast up on the roof, you'll get a small tactical update. When it's clear, proceed up the ramp and around to the exit of the level.



BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

MISSION DATABASE

EVENT ANALYSIS

1.2 HELGHAST ASSAULT LIGHT INDUSTRY

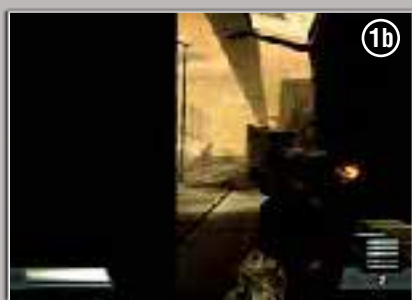
AVAILABLE CHARACTERS

LEVEL OBJECTIVES

1 | Kill the Snipers

- Rendezvous with the ISA soldiers in the trench, then climb up the ladder and grab the **StA-52 SLAR Sniper Rifle**. Use the zoom function to take out the Helghast Sniper across the way, then quickly switch back to your regular assault rifle and get ready for an ambush.

- Use the shell of the water tower as cover, strafing with your assault rifle as you take out the Helghast in the building across the street. If you can toss a hand grenade accurately, try to get it as deep into the room as you can and it should take all four of them out.



DATA

- ▶ **Overall Difficulty:** Moderate
- ▶ **Available Weapons:** StA-52 LAR Assault Rifle, StA-52 SLAR Sniper Rifle, M404-MAW
- ▶ **Enemy Types:** Helghast Base Soldier, Helghast Sniper, Helghast AA APC, Helghast Light Tank

- With the area clear, round the corner and use the sniper rifle to take out the last two snipers. If you hide near the pillar as shown in our screen below, you should be able to get both of them without taking any hits.

- A few more Helghast will appear from the left. Take them out with your sniper rifle if you have any rounds remaining. If not, storm the room with whatever explosives you have leftover. As soon as you kill the last Helghast from this area, artillery shells will damage the overhead pipes up ahead, opening a route to the next objective.

2 | Destroy the APC

- Follow the ISA troops through the building and enter the trench. Vault the pipe with the action button and equip your pistol as you run for the rocket launcher. Grab the **M404-MAW Anti Tank Weapon**, then duck until you get your bearing. Land two solid hits on the APC's turret to take it out, then quickly run for cover behind the wall to your right.

- Take out the wave of Helghast soldiers using hand grenades, or whatever other explosives you have left.



3 | Move to the Shuttle Repair Bays | CP

- You'll have a few ISA allies to help you through this next section, but it won't be easy. Grab the Health Pack if you need it, then proceed out the door to trigger the Helghast rush. Several troops will exit the area and flank the doorway to the room. If you destroy the Helghast Light Tank, the wall collapse around it. With a clear route, follow your ISA comrades to the next level.



Light Industry Area Map

F Level Finish



Health Pack



M404-MAW Medium Anti-Tank Weapon



Health Pack

3

2

1b

S Level Start

1a



STA-52 SLAR

BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

WEAPON DATABASE

EVENT ANALYSIS

1.3 HELGHAST ASSAULT INDUSTRIES

AVAILABLE CHARACTERS

LEVEL OBJECTIVES

DATA

- ▶ **Overall Difficulty:** Moderate
- ▶ **Available Weapons:** StA-52 LAR Assault Rifle, StA-52 SLAR Sniper Rifle, M4o4-MAW Medium Anti-tank Weapon
- ▶ **Enemy Types:** Helghast Base Soldier, Helghast Light Tank

1 | Move to ISA HQ

- Rendezvous with your ISA comrades near the stairs and get ready for a Helghast assault. Stay close to the building on the left and you'll be able to strafe behind the nearby wall to reload (1A).
- As you climb up the stairs, watch for Helghast soldiers lurking throughout the docking area. They're usually in groups of two or three, but sometimes they attack solo. Grab the **StA-52 SLAR Sniper Rifle** and keep the secondary shotgun attack ready on the StA-52 LAR—it works well for close encounters.



- Cross the bridge, using the sniper rifle to take out any Helghast campers. They won't leave their posts, so there's no choice but to take them out long range. When you get to the other side, proceed north until you see the rocket launcher.

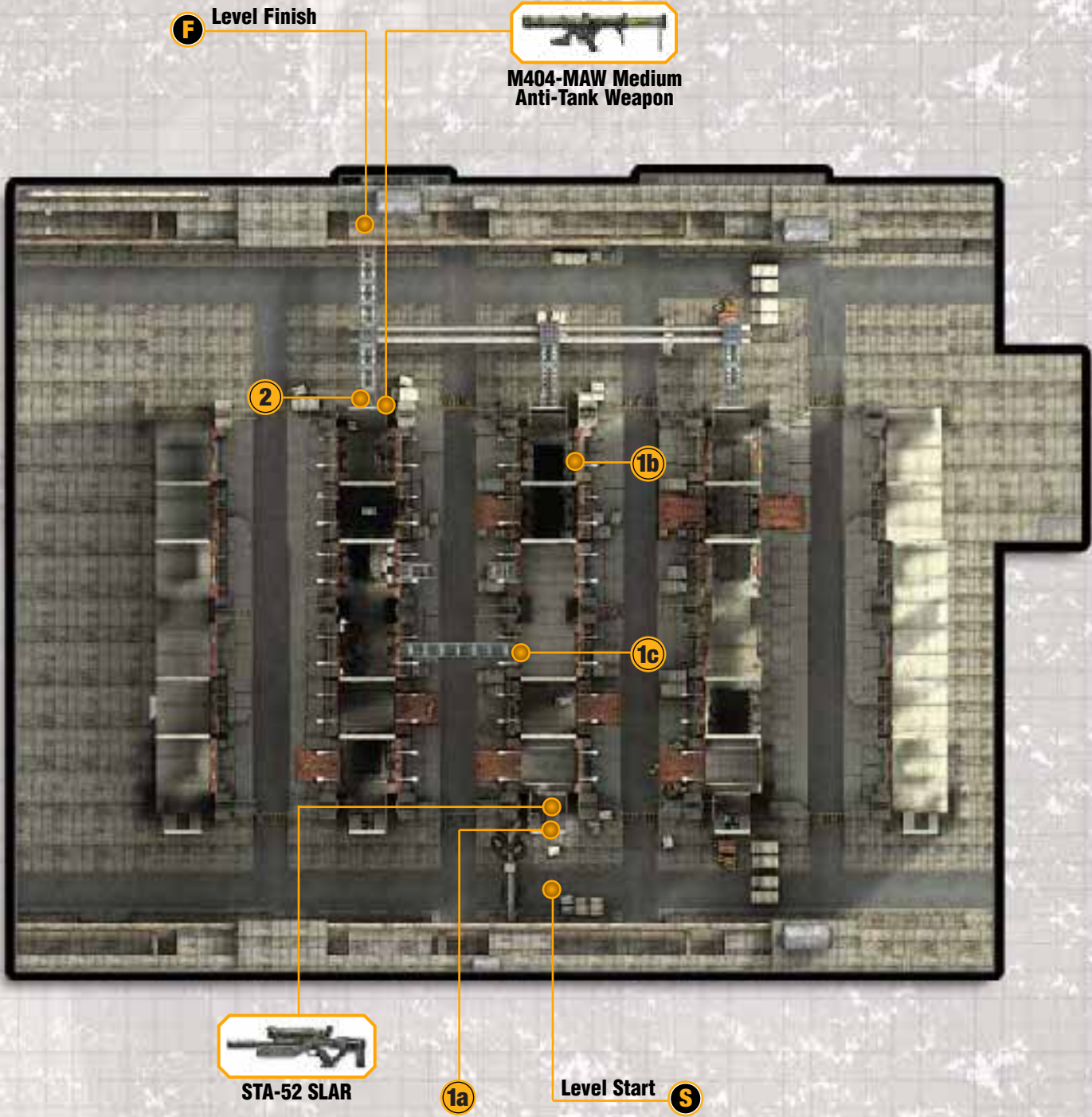


2 | Destroy Helghast Tanks

- Ditch one of your guns for the rocket launcher—it doesn't matter which—and remember to come back for whatever weapon you dropped after you destroy the tanks.
- Start off by strafing the closer of the two tanks, using the cement barrier to block out the machinegun fire. If you launch one rocket, then strafe to the other side of the barrier, the gunner won't have time to swivel his turret in time to catch you. Hit it with three solid rockets and it's toast. Repeat this for the second tank and you're in the clear.
- Cross the metal bridge leading to the next area and you'll complete the level.



Industries Area Map



1.4 HELGHAST ASSAULT ISA COMMAND

AVAILABLE CHARACTERS

LEVEL OBJECTIVES

1 | Defend Perimeter

- Meet up with the ISA soldier at the base of the stairs and follow him to the ISA stronghold near the command center. After talking with the sergeant, get behind the wall and have your weapons cocked and locked.

- When the first Helghast APC shows up (1A), try to pick off the gunner with short controlled bursts from your standard ISA assault rifle. It's more accurate than the Helghast model, and it only takes a few solid hits to get the kill.



DATA

- ▶ Overall Difficulty: Moderate
- ▶ Available Weapons: M82-G Assault Rifle, StA-52 LAR Assault Rifle, M224 Mounted Machine Gun
- ▶ Enemy Types: Helghast Soldier, Helghast Light Tank, Helghast APC, Helghast Drop Ship



- Use the secondary attack on your assault rifle to toss grenades into any Helghast pileups (1B). They don't stay tightly grouped for long, so your best bet is to get them right as they exit the APC. When you get the all clear signal from the ISA Lancers (1C), meet the soldier near the entrance to the command center.

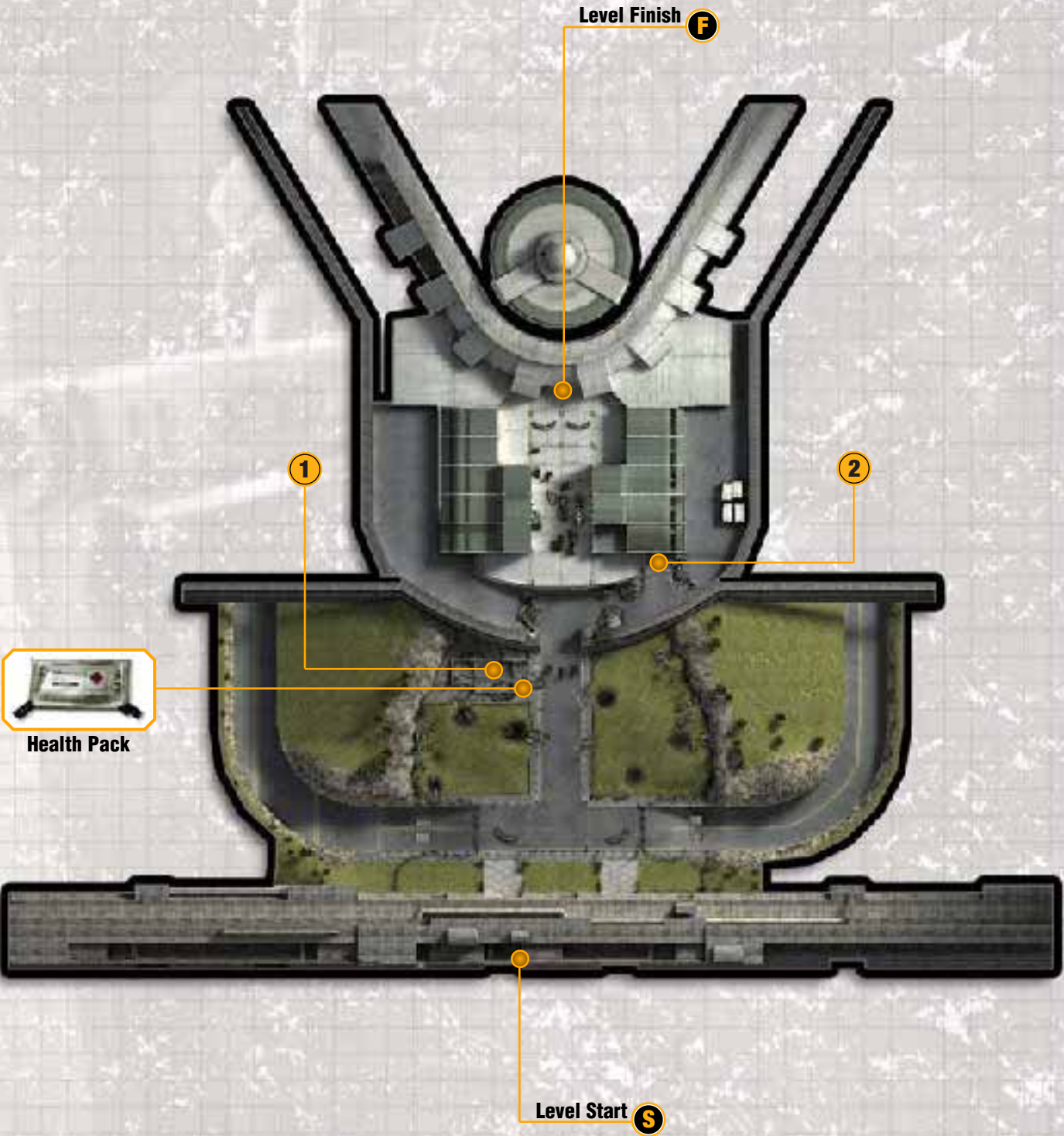
2 | Report to ISA HQ | CP

- Work your way through the entrance, past the crates (2A), and keep the secondary attack on the Helghast assault rifle at the ready position. You'll pick up an extra shotgun shell from every Helghast you drop, and since you can only hold eight, this is a really good place to use them up.

- When the Helghast Drop Ship appears, stay hidden or the side-mounted guns will rip you apart. When the Helghast are done unloading, head back up the ladder and get on the **M224 Mounted Machine Gun** to rip a few good bursts toward them. If they start throwing too much flak your way, don't be afraid to back off the MG and take them out with your assault rifle from behind better shelter.



ISA Command Area Map



BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

MISSION DATABASE

EVENT ANALYSIS

2.1 VEKTA EVACUATES OFFICES

AVAILABLE CHARACTERS


LEVEL OBJECTIVES
1 | Escape From The HQ

- Before following your ISA comrades, veer off toward the right and grab the extra ammo and grenades. They'll help for this first skirmish.

- Use the secondary attack on the M82 Assault Rifle to lob grenades down at the Helghast (1A). If you're good with standard grenades, you can lob those as well. Just make sure you "cook" them.



- When you kill the last Helghast, enter the room where they hid and you'll find a **BP-02 Pup** grenade launching pistol. This is absolutely crucial for completing this level.

- Work your way through the next few waves of Helghast, using doors, hallways and whatever else you can find as shelter in between bursts from your assault rifle. When you reach the recreational area, move toward the far right of the room and set up behind the wall. Toss grenades from either the BP-02, or the secondary on your M82 (1B).

- **Checkpoint!** When you clear the room, you'll wind through a set of dark corridors before meeting up with Private Billingham.

DATA

- ▶ **Overall Difficulty:** Moderate
- ▶ **Available Weapons:** StA-52 LAR Assault Rifle, BP-02 Pup, M13 Semi-Automatic Shotgun
- ▶ **Enemy Types:** Helghast Base Soldier



- Follow Private Billingham through the burning offices and you'll run into a small squad of Helghast. They're on the upper level, so the easiest way to take them out is with the BP-02 Pup. There's a stash of ammo for the BP-02 in the room right below the Helghast soldiers (1C). Grab it, and treat it like gold from here on out.

- When you get to the generator room, shoot out the glass to the nearby windows, then use those very same windows to flank the approaching Helghast squad (1D). One or two well placed grenades will take them all out. Grab the Health Pack hidden up on the second level if you need it.



- If you've used the last of your BP-02 Pup grenades, then swap it out for the **M13 Semi-Automatic Shotgun**. If you still have a few grenades left, then use them up the next few Helghast guards. You can always come back for the Shotgun before exiting the level.

- Rush the lone Helghast soldier in the rubble. If you use the concrete as shelter, he won't be able to hurt you (1E).

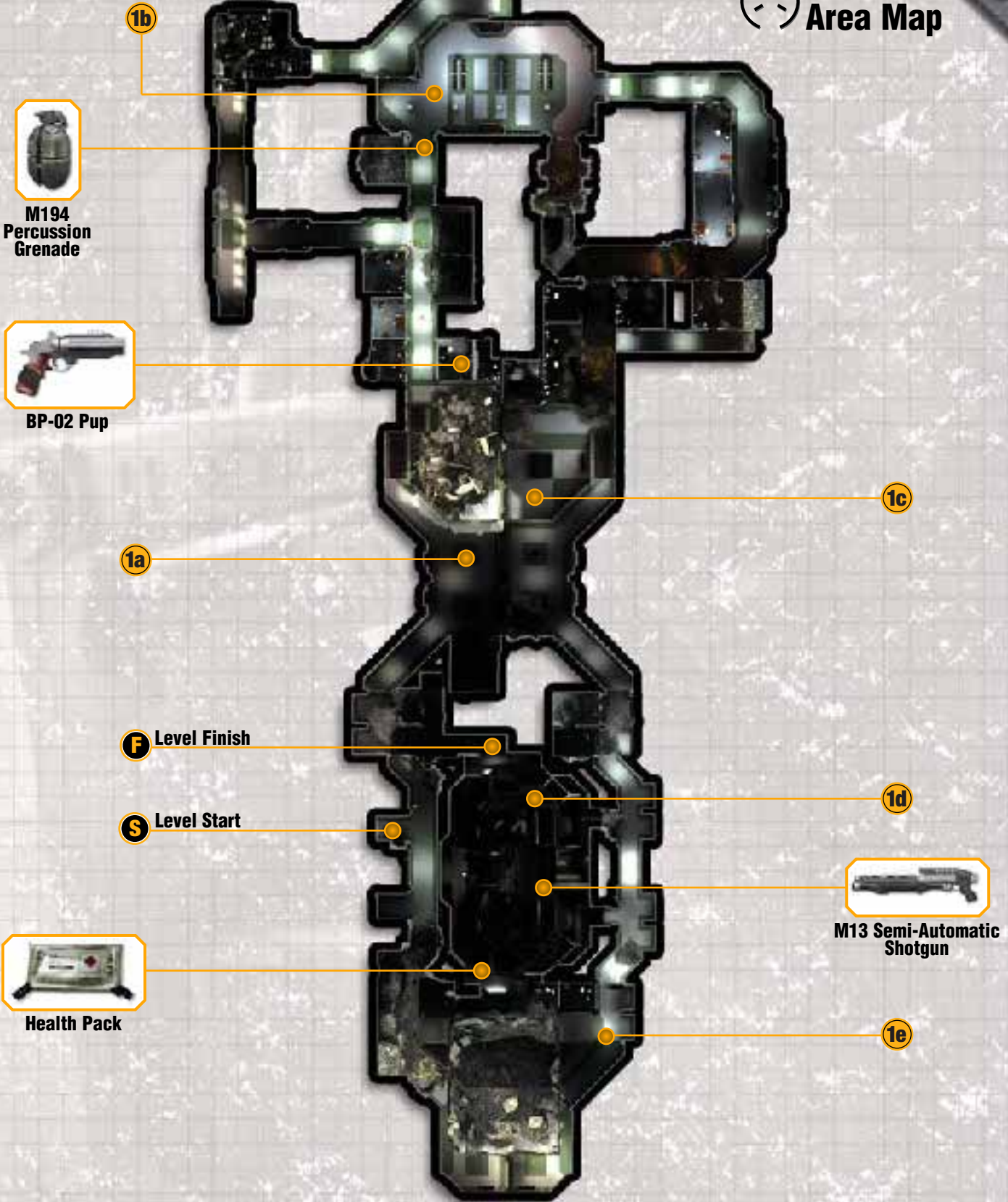


- Continue to the lower floor of the generator room and engage the last group of Helghast in the area. Make sure you toss a grenade into the room to initiate the battle.

- Finish the level by exiting the door that leads out to the courtyard.



Offices Area Map



BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

MISSION DATABASE

EVENT ANALYSIS

2.2 | VEKTA EVACUATES COURTYARD



LEVEL OBJECTIVES

1 | Repel Helghast Attack

- When you arrive in the courtyard, stay close to your ISA allies. If you wander around outside the sheltered area, you'll get whittled down far too quickly (1A).
- You can use the M224 Mounted Machine Gun if you feel comfortable, but you don't have to. The problem is that it's not armored—not even slightly—and thus, it leaves you open for a real pounding. We found it easier to just pick away with either of the two main assault rifles until all three waves are stopped. Remember to use the shotgun for close encounters (1B).
- When the first group of Jet Bikes pass by, stay behind the wall to avoid damage.



DATA

- ▶ Overall Difficulty: Easy
- ▶ Available Weapons: IvP-18 Tropov, M82-G Assault Rifle, StA-52 LAR Assault Rifle, M224 Mounted Machine Gun
- ▶ Enemy Types: Helghast Base Soldier, Helghast Light Soldier, Helghast Base Commander, Helghast Jet Bike

2 | Move Into Research Building

- When the coast is clear, follow your ISA comrades and they'll open the door to the research facility (2). This completes the level.



 **Courtyard Area Map**

Level Start **S**



M82-G Assault Rifle



Health Pack

F Level Finish

1b

1a

2



M224 Mounted Machine Gun

BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

MISSION DATABASE

EVENT ANALYSIS

2.3 | VEKTA EVACUATES
RESEARCH

AVAILABLE CHARACTERS

LEVEL
OBJECTIVES

1 | Find SD Platform Firing Key

• Enter the research building and head down through the reception area. You'll see a fully loaded **BP-02 Pup** next to the dead ISA soldier, if you want it.

• When you reach the room with the staircase, equip whichever assault rifle you feel more comfortable with and kill the four guards (**1A**). The secondary attack on the StA-52 LAR works well at close range. With all four guards gone, drop through the hole and clear out the next few hallways as you progress toward the server room.



• **Checkpoint!** Enter the lab area through the tunnels and grab the Health Pack if you need it. If not, remember it's there for later. And don't worry about the detox spray—it won't hurt you.

DATA

- ▶ Overall Difficulty: Easy
- ▶ Available Weapons: StA-52 LAR Assault Rifle, BP-02 Pup, M13 Semi-Automatic Shotgun
- ▶ Enemy Types: Helghast Base Soldier



• When you work past the next few waves of Helghast, you'll end up in the server room. Get to the room with the key as soon as possible, then seek shelter behind one of the nearby computers. We found it easiest to lob grenades into the clumps of Helghast on the ground first (**1B**), taking out the three remaining Helghast on the scaffolds afterward.

2 | Get Out of The Research Building

• With the SD key in-hand you can grab the **M13 Semi-Automatic Shotgun** from the server room and continue on.

• The next few rooms are loaded with Helghast, well-spaced and ready for you. Use whatever grenades you have left to



take out the first group, then switch to your shotgun when they crowd you from close-range (**2A**).

• In the room leading to the exit, keep the StA-52 LAR equipped with the shotgun attack at the ready (**2B**). One good hit takes down a Helghast with full health.

• Before you exit, toss a grenade toward the door and you'll take out the last two Helghast in your way (**2C**).



Research Area Map



BP-02 Pup

Level Start **S**

Level Finish **F**

2c

1a

2a

1b



M13 Semi-Automatic Shotgun

BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

MISSION DATABASE

ENEMY ANALYSIS

2.4 VEKTA EVACUATES
COMMS BUILDING

AVAILABLE CHARACTERS

LEVEL
OBJECTIVES

1 | Move to Communications Room

• Once you're inside the comms building, move through the maintenance tunnels and you'll enter a small control room. Your ISA comrades will be under attack, so do your best to take out the Helghast as quickly as possible (1A).



• When you kill all but a few of them, a backup wave of Helghast will arrive from the rear. Do yourself a favor and save some ammo for the M82, especially since it's more accurate than the StA-52 LAR and it works much better for medium- to long-range combat (1B).



DATA

- ▶ Overall Difficulty: Moderate
- ▶ Available Weapons: IvP-18 Tropov, StA-52 LAR Assault Rifle, StA-3 Stova, M13 Semi-Automatic Shotgun
- ▶ Enemy Types: Helghast Base Soldier, Helghast Light Soldier, Helghast Elite



• With the Helghast cleared, proceed through the water and exit through the door near the back of the room. Work through the next few guards, then enter the core shaft and be on the lookout for scattered Helghast (1C).

• As you proceed through the next area, you'll face two Helghast Elite. They're armed with StA-3 Stova Light Machine Guns, and they know how to use them. We recommend tossing a hand grenade right into the doorway they come out of to get a nice damage jump on their already enhanced life bars (1D).

• With the Elite out of the way, proceed to the center of the core shaft and climb down the series of ladders, taking out the Helghast guards as they appear on each level (1E).



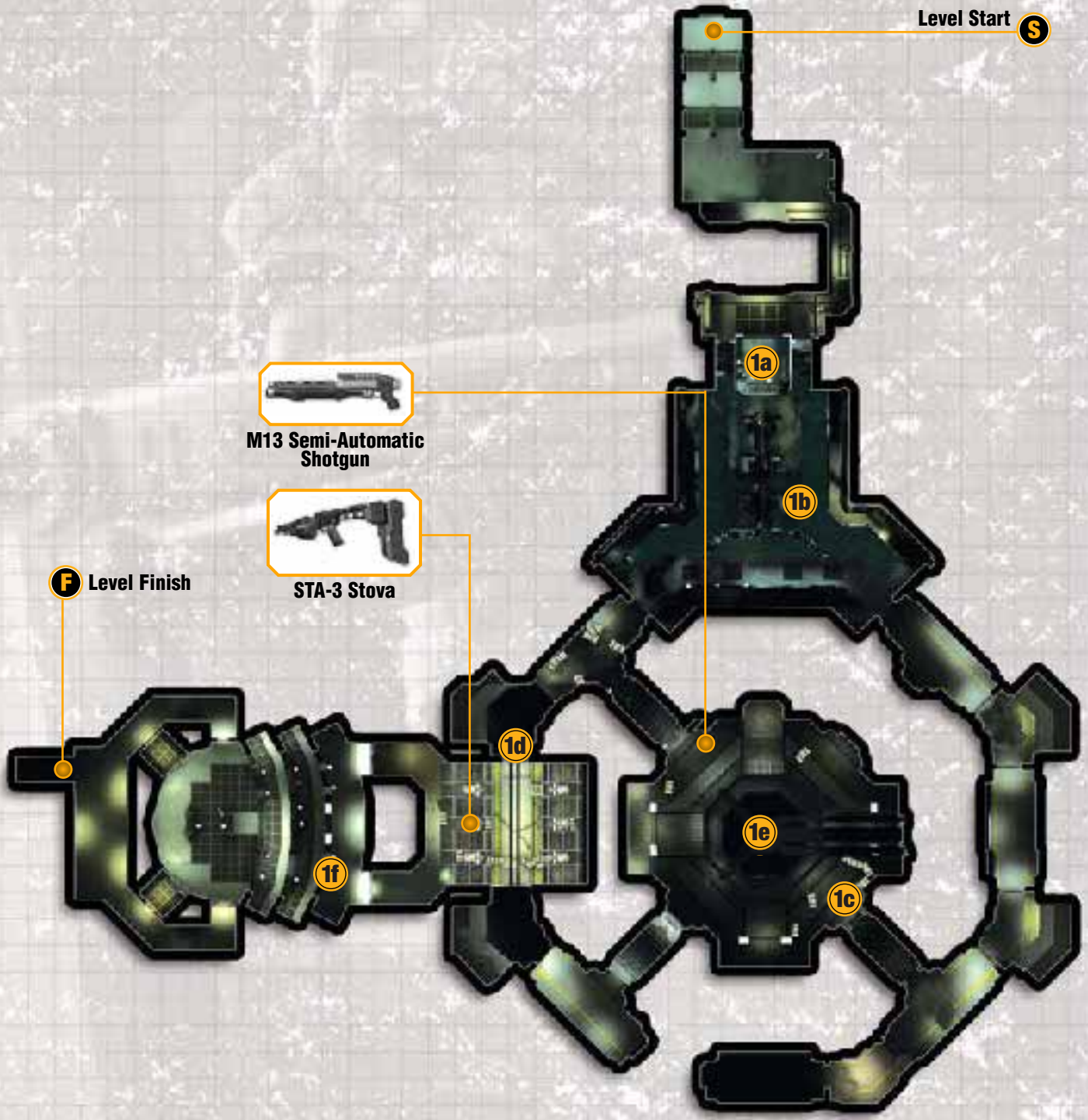
• **Checkpoint!** When you get to the very bottom there will be a set of stairs. As soon as you cross it you'll pass your checkpoint.

• Your final battle is a real headbanger where you'll face a mixture of Helghast and Helghast Elite in the control room. Once inside, the door locks, so you're trapped. Just stay behind the rack of computers and zoom as shown in our pic below (1F). You should be able to finish every last one of them without ever going down into the red.

• When the area is clear, head through the next hallway and to the faded doorway that exits the level.



Comms Building Area Map



BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

MISSION DATABASE

EVENT ANALYSIS

3.1 | NEW ALLIES
STATION

AVAILABLE CHARACTERS


LEVEL OBJECTIVES
DATA

- ▶ **Overall Difficulty:** Moderate
- ▶ **Available Weapons:** StA-52 LAR Assault Rifle, IvP-18 Tropov, M82 Assault Rifle, StA-52 SLAR Sniper Rifle, BP-o2 Pup
- ▶ **Enemy Types:** Helghast Base Soldier, Helghast Base Commander

1 | Move Through Station

• Navigate through the tunnels and you'll reach the first Helghast guard outpost. If you're playing as Templar, medium range sniping with the M82 works best. If you're playing as Luger, turn on the thermal imaging and use the secondary attack of her submachine gun (**1A**).



• With the first few Helghast out of the way, work your way through the next few tunnels and take out the remaining guards. After the second hallway, head for the ladder that exits the substation and leads to the concourse level (**1B**). When you arrive topside, you'll rendezvous with the ISA soldiers..

**2 | Give Luger Covering Fire | CP**

• As Luger, take out the Helghast in the building across the street before going for the explosives. If you're Templar, grab the **StA-52 SLAR Sniper Rifle** and use the zoom feature to pick apart the Helghast one by one (**2A**).



• As Luger, when you exit through the door, stay low and crawl up behind the crates near the center of the bridge. You can use these boxes and crates as effective cover when sniping whatever Helghast still remain behind the adjacent wall (**2B**).

**3 | Set Explosives on Station Door**

• When the coast is clear, set the explosives with the action button and get clear of the blast radius (**3A**). You'll blow a hole through the wall and create a passage through the station, and down to the park exit.

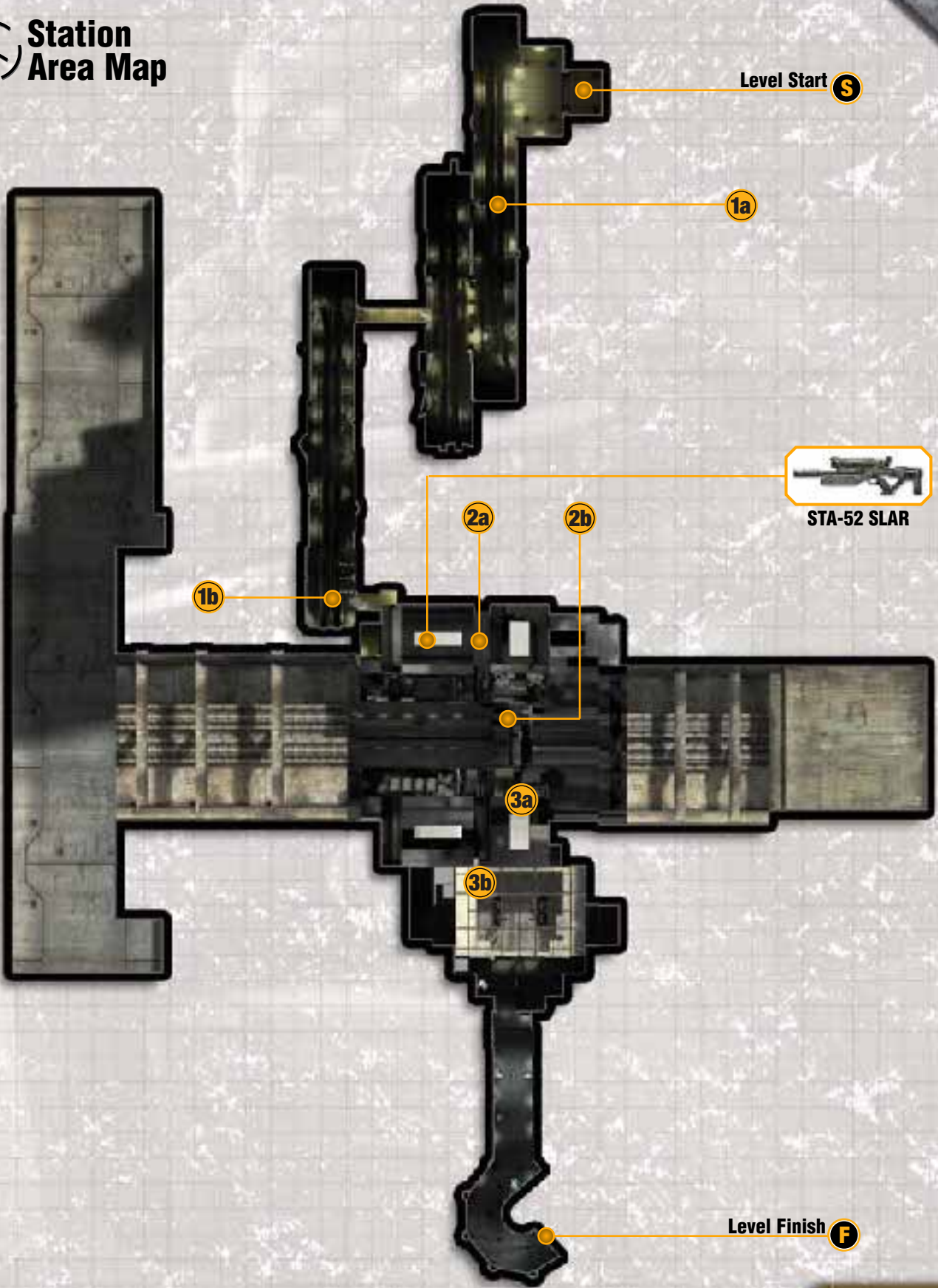


• As Luger, sneak under the door and you'll be able to support your ISA comrades from the upper level (**3B**).

• When the coast is clear, wrap around the next few corners and head for the exit to complete the level.



Station Area Map



BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

MISSION DATABASE

EVENT ANALYSIS

3.2 | NEW ALLIES PARK 1



AVAILABLE CHARACTERS

LEVEL OBJECTIVES

1 | Move Through Park

• Start off by sniping the first two guards stationed near the umbrellas as lookouts (**1A**). The first one has an **StA-52 SLAR Sniper Rifle**, which is a nice weapon to have for this level.

• Work your way through the first tier, staying out of the Helghast line of sight if possible. We found it easiest to hug the trees on the right side, stopping occasionally to scan for Helghast with the sniper rifle. If you're playing as Luger, it's even easier because the secondary attack on M66 SD is silenced (**1B**).



• When you arrive at the camp, make sure to take out the Helghast working the Scylla MGs first (**1C**).



DATA

- ▶ **Overall Difficulty:** Moderate
- ▶ **Available Weapons:** StA-52 LAR Assault Rifle, M82 Assault Rifle, StA-52 SLAR Sniper Rifle, VnS-10 Scylla, EAW-25/4 Chimera
- ▶ **Enemy Types:** Helghast Base Soldier, Helghast Elite



2 | Move To The Next Tier

• When you arrive at the second tier, you'll meet a small outpost of ISA allies that are pinned down from incoming Helghast suppressive fire. Get behind the gazebo and take out the approaching Helghast using a short-range weapon, then immediately switch to something long-range for the last two (**2A**). Remember to use the L2 button to duck for cover when reloading.

• If you're playing as Luger, switch to your thermal vision in some of the darker areas (**2B**). You'll be surprised how well the Helghast heat signatures show up from a distance, making it that much easier for you to take them out before they see you.



BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

WEAPON DATABASE

ENEMY ANALYSIS

**3 | Kill Helghast Operating | CP
AA Guns**

• When you reach the third junction, zoom in with either the M82PW Sniper Rifle, or if you're playing as Luger, the standard M66 SD Submachine Gun. You should be able to take out all three Helghast guarding the first AA gun. One clean headshot to the operator gets him offline (3A).



• On the second AA gun, approach the sandbags with caution. There will be two guards stationed 50 feet in front of the guns, so make sure you scan the horizon before running to the emplacement.

• After killing the second gunner, get in the **EAW-25/4 Chimera** and focus in the distance up ahead (3B). A wave of Helghast will storm the gun, and you should be able to take them all out with a few well-placed bursts from the quad.

• When the coast is clear, wrap around the corner and exit the level through the hole in the fence.



Level Finish **F**

**Park 1
Area
Map**

S Level Start

BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

MISSION DATABASE

EVENT ANALYSIS

3.3 | NEW ALLIES PARK 2



AVAILABLE CHARACTERS

LEVEL OBJECTIVES

1 | Storm Gatehouse To Rescue General Vaughton

- This level begins with a bang, so take shelter in the hills as Rico takes care of the Helghast Tanks. The resulting Helghast onslaught is a tough one, as they spread out covering a wide area beyond the tanks (1A). Your best bet is to focus on the Helghast before they get a chance to spread out. A well-placed grenade, or burst of full-auto fire should be more than enough to drop at least half of them.
- With the first skirmish cleared, proceed through the park area and through the encampment (1B).

DATA

- ▶ Overall Difficulty: Easy
- ▶ Available Weapons: StA-52 LAR Assault Rifle, StA-3 Stova, VnS-10 Scylla
- ▶ Enemy Types: Helghast Base Soldier, Helghast Elite, Helghast Light Tank



- When you arrive at the gatehouse, there will be four Helghast Elite guarding the entrance. They have a **VnS-10 Scylla Machine Gun** up front, along with **StA-3 Stovas** as their own personal MGs (1C). That being said, the second you initiate fire, get behind a wall or tree for cover. With that quantity and class of weaponry, it only takes but a few seconds to get rocked.

- If you creep alongside the right side of the gatehouse, you'll be able to hide behind the nearby wall and throw grenades at the front door (1D). When you kill the last one, enter the gatehouse to rescue General Vaughton and complete the level.



Park 2 Area Map

F Level Finish



STA-3 Stova



Level Start **S**

BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

WEAPON DATABASE

EVENT ANALYSIS

4.1 | STRANGE COMPANY ELEVATOR SHAFT

AVAILABLE CHARACTERS

LEVEL OBJECTIVES

1 | Move Down Lift Shaft To Access Slums

• This is the first level that has an actual content-split, sending Luger through an elevator shaft while Rico and Templar take the stairs. Either way, this level is very short and can be completed in just a few minutes.

• With Rico and Templar, just proceed forward and you'll run into a group of Helghast blocking the route to the next area.



• With Luger, wrap around the hallway and descend each of the four ladders leading to the lower levels (1A). Only two Helghast get in your way, both of them behind the panel recessed in the wall (1B). When you get to the small vent, crawl through and you'll meet up with Rico and Templar.

DATA

- ▶ Overall Difficulty: Easy
- ▶ Available Weapons: IvP-18 Tropov, StA-52 LAR Assault Rifle
- ▶ Enemy Types: Helghast Base Soldier



• Regardless of which character you're playing, try to let the other two characters get some action by putting them into the mix. They can take way more damage than you can—mainly because they're AI characters—and they have unlimited ammo (1C).

• When you reach the hallway past the second wave of Helghast, you'll come to a series of dimly lit corridors. Navigate these corridors and exit the doorway to complete the level (1D).



Elevator Shaft Area Map

F Level Finish



Level Start **S**

BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

MISSION DATABASE

EVENT ANALYSIS



4.2 | STRANGE COMPANY STORM DRAINS

AVAILABLE CHARACTERS

LEVEL OBJECTIVES

1 | Move Though Slums To Waypoint Mall

• Before heading down the stairs, take out as many of the emplaced Helghast as you can from the vantage points shown in our screen below (1A).



• Work your way down "streetside" and engage any Helghast who remain. When you cross the halfway point, you'll see a **VnS-10 Scylla** with a Helghast gunner operating it. If you're good with the secondary attack on the M66-SD, a few well-placed shots will take him out.



DATA

- ▶ **Overall Difficulty:** Moderate
- ▶ **Available Weapons:** IvP-18 Tropov, StA-52 LAR Assault Rifle, StA-52 SLAR Sniper Rifle
- ▶ **Enemy Types:** Helghast Base Soldier, Helghast Light Soldier, Helghast Sniper, Helghast Drop Ship



• The last rush of Helghast pop out as you're rounding which connects the two drains. Have a grenade at the ready—meaning pre-cooked—and toss it while they're still grouped.

• When you climb the next staircase and proceed through the small entrance, you'll have a slight content split depending on who you're playing.

• As Templar or Rico, you'll need to fight your way through a few rooms chock full of Helghast Soldiers. Use your AI comrades as backup, if needed.

• As Luger, you'll be able to climb the rope and crawl through a vent leading over the Helghast's heads. Instead of fighting them head on, you can peer through the vents



and take them out from above. When you kill the guard in the very next room, he'll drop an **StA-52 SLAR Sniper Rifle**. You'll need it for this next sequence, so go make sure you grab it before stepping down off the ledge.

• Don't step too far out on the ledge while the Helghast Drop Ship unloads the goods. If you do, the mounted guns will chew you up without remorse. That's bad. If you can, though, veer out just far enough to start zooming around with your sniper rifle as they're still rappelling from the ropes. Lets face it—they're easy targets on ropes—and you shouldn't mind taking advantage of that!

• If you miss one or two Helghast, don't be afraid to get down on the ground and mix it up melee-style. One or two cracks from the butt of your assault rifle drops any enemy almost instantly.

• To finish the level, approach the boarded up entrance to the Waypoint Mall.



Storm Drains Area Map

F Level Finish

1e

1d

VnS-10 Scylla

Level Start S

1c

1a

1b



STA-52 SLAR



M66 SD Submachine Gun



VnS-10 Scylla

BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

MISSION DATABASE

EVENT ANALYSIS

4.3 | STRANGE COMPANY
WAYPOINT MALL

AVAILABLE CHARACTERS

LEVEL
OBJECTIVES

1 | Move Though Waypoint Mall

• Grab the ammo near your starting position—you'll need it—then proceed up the stairs and around the corner (1A). There will be scattered Helghast resistance throughout the mall, so remember to watch your corners. It's not a bad idea to zoom ahead with your assault rifle to get a better idea on enemy placement.



• On the way through the mall, take a few moments to view some of the finer shops displayed throughout. Our personal fave, and without a doubt the most classy of these shops has got to be "The Shoehorn King." (1B)



DATA

- ▶ Overall Difficulty: Moderate
- ▶ Available Weapons: IvP-18 Tropov, StA-52 LAR Assault Rifle, StA-52 SLAR Sniper Rifle, StA-3 Stova, VnS-10 Scylla
- ▶ Enemy Types: HelghastSoldier, Helghast Elite

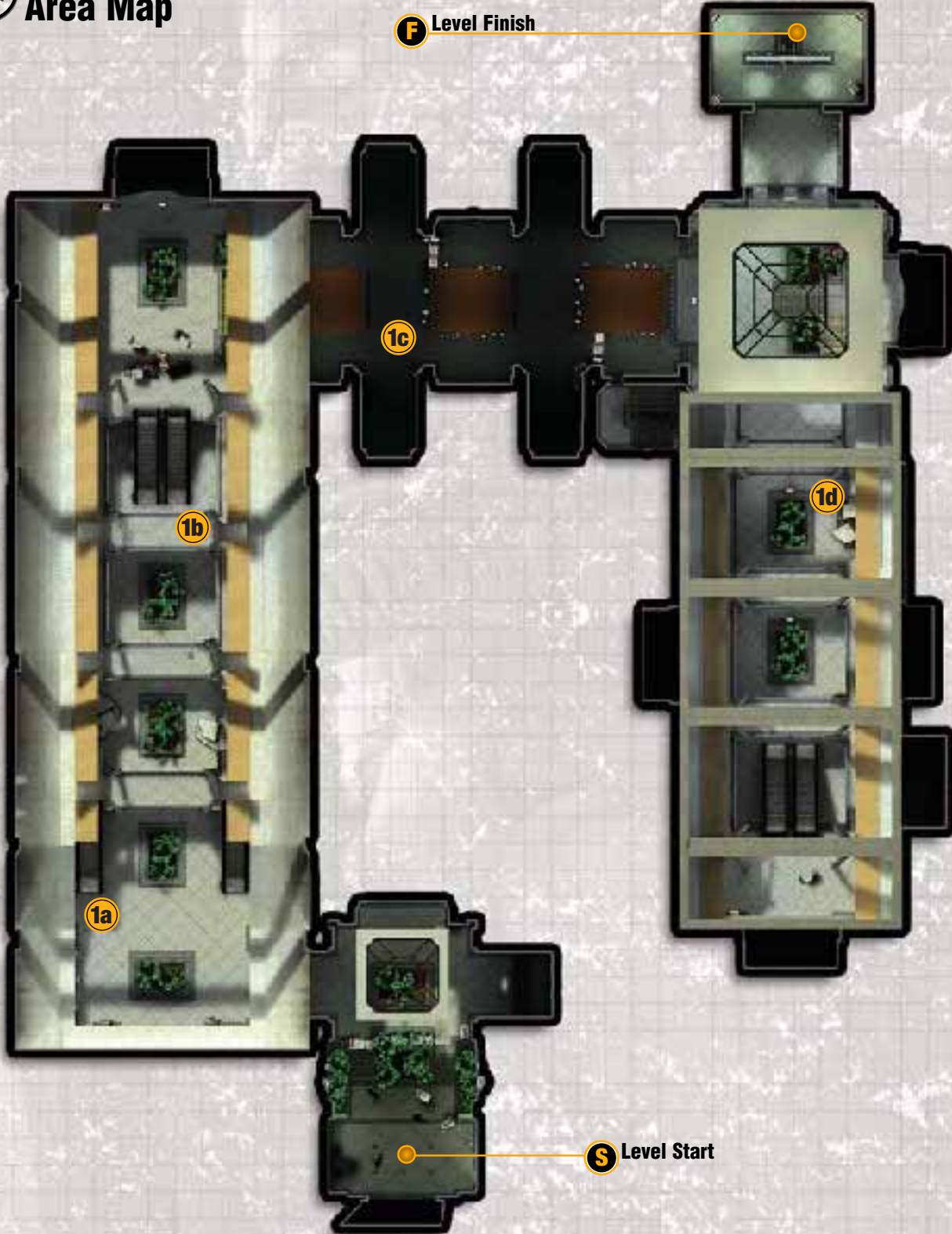


• When you enter the area next to Planet Yummy, you'll be ambushed by several Helghast Soldiers. With your teammates nearby it shouldn't be much trouble. Just keep the Helghast at medium- to long-range and you'll minimize the amount of damage you take, while maximizing the amount your ISA teammates dish out (1C).

• When you get past the last few Helghast on the top floor, you'll reach the end of the Waypoint Mall and you'll see a series of glass panels (1D). Exit the door in these panels to complete the level.



Waypoint Mall
Area Map



F Level Finish

S Level Start

BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

WEAPON DATABASE

EVENT ANALYSIS

4.4 | STRANGE COMPANY STORM DRAINS 2

AVAILABLE CHARACTERS

LEVEL OBJECTIVES

1 | Move Through Slums To Where Colonel Hakha is Being Held Captive

• Begin by laying down some cover fire for your ISA teammates engaged in the fierce battle down below. When the coast is clear, proceed across the bridge and enter the next area.



• This next area is pretty tight. Like any of the previous cramped areas you've been dropped into, don't be afraid to let your teammates do some of the work for you. In this case, they'll engage the Helghast while soaking up whatever damage the Helghast throw at them.



DATA

- ▶ **Overall Difficulty:** Moderate
- ▶ **Available Weapons:** IvP-18 Tropov, StA-52 LAR Assault Rifle, StA-52 SLAR Sniper Rifle, StA-3 Stova, VnS-10 Scylla
- ▶ **Enemy Types:** Helghast Base Soldier, Helghast Elite, Helghast Drop Ship



• Pick up the **StA-3 Stova** and work through the next area. Don't be afraid to let it rip, either. You'll find more Stova ammo as you continue through the level.

• With Rico, this next sequence is a lot easier because of how much damage he can soak up. With Templar, you'll need to be a little more careful as you slog through. With Luger, switch to long range weapons and pick away as many Helghast as you can before exiting down into the streets.

• As you clear the area, enter the small shanty-looking houses and take care of the Helghast Soldiers inside. If you're playing as Luger, don't forget to switch to thermal imaging if it gets a little dark.



• When you exit, clear the last wave of Helghast and make sure you grab the **M327 Grenade Launcher** for the final assault on Colonel Hakha's holding area.

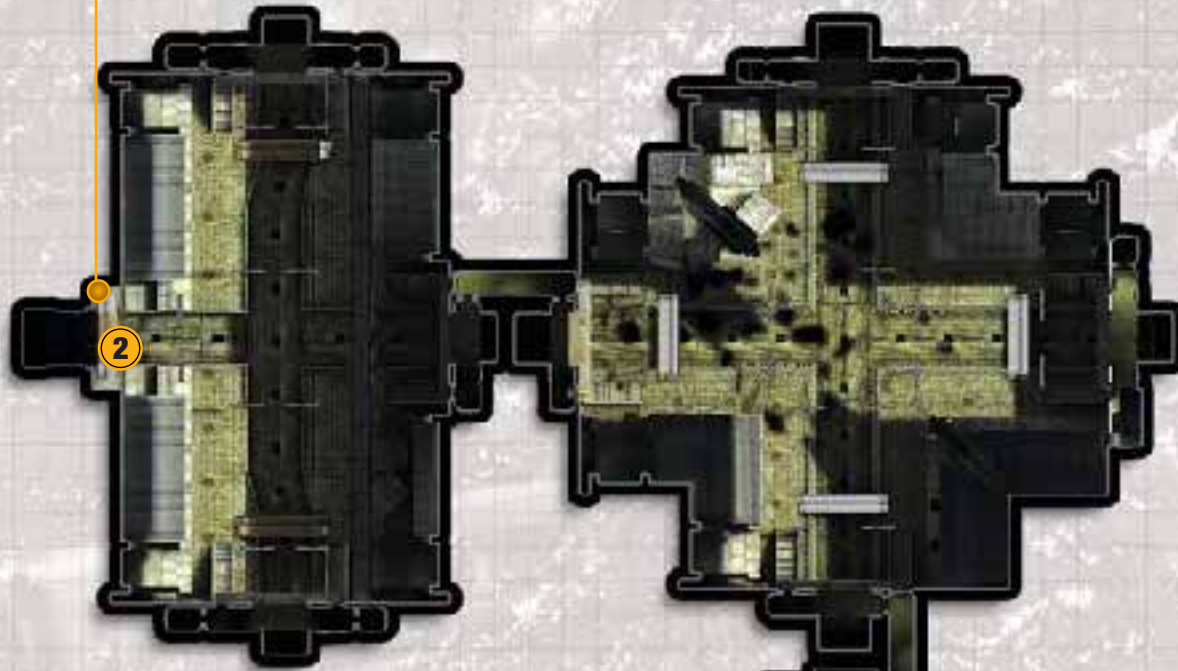
2 | Free Colonel Hakha

• After tossing a few grenades through the door leading to Colonel Hakha, back off and let the rest of the Helghast exit the room. As they come out, toss the last of your grenades, or have the secondary shotgun attack ready on the StA-52 LAR. The Helghast assault rifle works well at this range, and with enemies lining up single file, you won't have to worry about the slow reload time on the secondary attack.

• When you enter the room in the picture below, you'll complete the level.

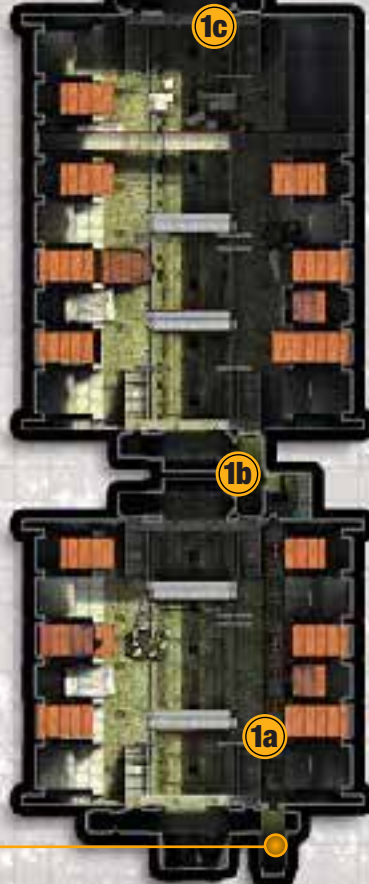


F Level Finish



**Storm Drains 2
Area Map**

S Level Start



BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

MISSION DATABASE

EVENT ANALYSIS

5.1 | ESCAPE FIELDS 1

AVAILABLE CHARACTERS

LEVEL OBJECTIVES

1 | Move Through Scrubland

• As you begin, you'll be ambushed by a Helghast Tank along with several supporting Helghast Soldiers. Pick up the **M327 Grenade Launcher** and use it to take out the tank gunner as quickly as possible.



• When the area is clear, move forward and pick up any ammunition left behind by the troops. You'll need everything you can carry for the next stretch coming up.

• When you approach the area with the two ladders, climb up and you'll find the **StA-52 SLAR Sniper Rifle**. If you want it, grab it. If not, then stay hidden as you progress through the fields on the upper level.



DATA

- ▶ **Overall Difficulty:** Moderate
- ▶ **Available Weapons:** IvP-18 Tropov, StA-52 LAR, StA-52 SLAR, StA-3 Stova, M327 Grenade Launcher
- ▶ **Enemy Types:** Helghast Base Soldier, Helghast Light Soldier, Helghast Sniper, Helghast Base Commander, Helghast Light Tank, Helghast APC HMG, Helghast Command Boat



• When the convoy rolls through, take them out with a few well-placed grenades. If you fall off the ledge you'll only suffer slight falling damage, but it's still a better idea to go back around and climb down the ladder when the ambush is complete.

• **Checkpoint!** As you proceed forward, always keep an eye on nearby rocks. They'll be your only shelter against the incoming Helghast beach landing. When they arrive, stay hidden until your ISA teammates give the command to attack. Once engaged, slide all the way up toward the far right side, with your back against the hill. This prevents any crossfire, and also keeps the Helghast from attacking your flank. A cooked grenade will take care of the Helghast Sniper hidden in the rocks above.



• With the last wave of Helghast out of the way, search the boats and you'll find a huge supply of ammunition for the various assault rifles, along with some grenades and shotgun rounds. Grab it all and head for the beach hut to complete the level.



Fields 1 Area Map



M327 Grenade Launcher



STA-52 SLAR



Level Start **S**

1a

1b

1c

1d

1e

F Level Finish

BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

MISSION DATABASE

EVENT ANALYSIS

LEVEL OBJECTIVES

1 | Repel Helghast Beach Landing

• Exit the beach hut and join up with the rest of the ISA forces guarding the coast area. You'll see a plethora of extra ammunition for the various weapons along with an **M404-MAW Rocket Launcher**. We recommend you drop something right away for the M404, just so you can switch to it immediately when the time presents itself.



• You won't have very long to prepare, so as soon as you hear the command that the Helghast have arrived, get to the front line and start firing. When the first wave of Helghast reach 50 feet from the trench, back off and toss some grenades. When they get close, they'll chew you to pieces so it's no longer a good idea to stand out in the open with an assault rifle.

• After you kill everyone from the first wave, a second wave will show up along with a Helghast Light Tank. Switch to the M404 as quickly as possible—if you didn't get it, you'll find its location on our map—and launch two rockets at the turret of the

DATA

- ▶ **Overall Difficulty:** Hard
- ▶ **Available Weapons:** StA-52 LAR, M404-MAW Rocket Launcher
- ▶ **Enemy Types:** Helghast Base Soldier, Helghast Light Tank, Helghast Command Boat



tank. Once it's out of the way, focus your efforts on the assaulting Helghast. There will be one more wave after the wave with the tank, so make sure you pick up ammo throughout the firefight.

2 | Move to Docks Entrance | CP

• After the artillery opens up a hole in the second beach hut, progress through it and help the last of the ISA members hold the beach. When you clear this final wave, sprint run along the beach until you see the three Helghast soldiers running away from your position. You should be able to take them out before they get over the hill, but if you can't, just shoot them in the back.

• When you join up with the ISA soldiers holding this last outpost before the docks, it's best to get behind the sandbags and dig in for the incoming assault. Make sure you grab the **M404 missiles**. It will fill you to capacity.

• If you can zoom in with the M404 you'll be able to launch rockets right as the Helghast Landing Craft starts to unload soldiers on the beach. One or two rockets per load should take care of 90% of the



enemies. Whatever stragglers get through will be wounded, so it shouldn't be hard to dash from rock to rock with your assault rifle at the ready.

• As soon as you've killed the last Helghast soldier, stand back behind the ISA soldiers and you'll complete the level.



Fields 2 Area Map

S Level Start

1a

1b

2a

2b

F Level Finish

2c



**M404-MAW Medium
Anti-Tank Weapon**



BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

WEAPON DATABASE

EVENT ANALYSIS

5.3 | ESCAPE DOCKS 1



LEVEL OBJECTIVES

1 | Move Through Docks to Evacuation Point

• As you're ambushed by Helghast Fast Attack Boats, use the crates as a shield and the boats will eventually go away. Don't waste your ammo trying to fight them off—it's hopeless.

• When you turn the corner and proceed to the next area, you'll see ISA soldiers pinned down from enemy fire. Assist them by taking out the Helghast machine-gunner. Once you do, the troops will move forward and help you clear the rest of this dock.

DATA

- ▶ **Overall Difficulty:** Hard
- ▶ **Available Weapons:** StA-3 LAR Assault Rifle, StA-52 SLAR, M327 Grenade Launcher, VnS-10 Scylla, M13 Semi-Automatic Shotgun, M224 MOMAG
- ▶ **Enemy Types:** Helghast Base Soldier, Helghast Elite, Helghast Base Commander



• If you're playing as Luger, you'll need to climb the rope and put a surprise attack on the Helghast Sniper positioned atop the crane. When you kill him, though, you'll alert the entire area so remember to duck down behind the rail. It will be an all out blast festival from here on out so make sure you have enough ammo to last.

• The next dock is riddled with Helghast as well, but if you're playing as Hakha, you'll have an advantage. First, you can climb or pass straight through the laser barriers—they don't affect him. Second, you'll have a great vantage point from the top of the dock, rather than being stuck on the ground fighting an uphill battle.

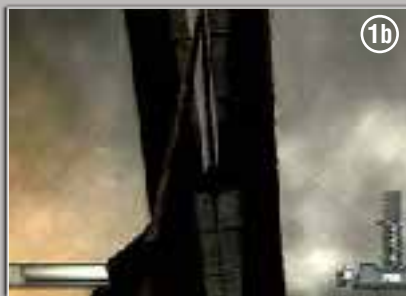
• As you proceed around the next corner, you'll see an ISA soldier getting pounded by



Helghast snipers atop the crane. Snipe them with a zoomed weapon and continue on.

• (Checkpoint!) The last dock area on this level is riddled with Helghast. The first group in the lower area are easy to overcome if you use the cover in the area. However, be aware once you move into the upper indoor building area and engage the Helghast outside through the windows, another group will try to flank you from one of the side doors.

• When you wrap around the last corner you'll come to a connection point. When you cross through the warehouse you'll complete the level.



Docks 1 Area Map

F Level Finish



M327 Grenade Launcher



STA-52 SLAR

1b



M13 Shotgun



BP-02 Pup



VnS-10 Scylla

1a



M224 Mounted Machine Gun



M4 Semi-Automatic Pistol



M82-G Assault Rifle

S Level Start

BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

MISSION DATABASE

ENEMY ANALYSIS

5.4 | ESCAPE DOCKS 2

AVAILABLE CHARACTERS


LEVEL OBJECTIVES
1 | Scout Ahead

- The first area is riddled with Helghast Soldiers. Climb the ladder and get as high up as you can on the various rooftops and crates before engaging them. One of the two soldiers across the rooftop has a **BP-02 Pup**. Grab it, use the seven grenades, then get your old weapon back.



- When the Helghast Elite cross the bridge, let your ISA comrades engage while you stay in back and pick away with your assault rifle. The one thing to remember with Elites is the fact that they will not just sit in one area and let you whittle them down. Instead, they'll move to tactically superior positions, trying to work the best angle for return fire. There will be four of them altogether; three with **StA-3 Stovas** and one with an **M327 Grenade Launcher**.

2 | Open Sluice Gate

- When you round the next corner you'll find the path blocked by laser barriers. If you're playing as Colonel Hakha, move right through them and flip the switch to the sewage gate, letting the rest of your team catch up. If you're playing as anyone

DATA

- ▶ **Overall Difficulty:** Hard
- ▶ **Available Weapons:** M82-G Assault Rifle, BP-02 Pup, StA-52 LAR, StA-52 SLAR, StA-3 Stova, M327 Grenade Launcher, VnS-10 Scylla
- ▶ **Enemy Types:** Helghast Base Soldier, Helghast Elite



else, crawl through the sewage pipe and exit through the broken end inside the dock area.

- When you grab the grenades and ammo in that very same room, a four-man Helghast squad will rush your position. As long as you keep your ISA teammates in front of you, they'll be the main targets and you'll be free to pick away with whatever weapons you have.

- Luger has the choice of taking an optional ventilation shaft through the next sequence, or just playing through the normal route. Either way, the Helghast Soldiers are out in full force. When you reach the warehouse, use grenades to clear out the rooms as you progress. The setting is tight—very tight—so make sure



you know where those grenades are bouncing. One bad toss and you'll kill yourself with the splash damage.

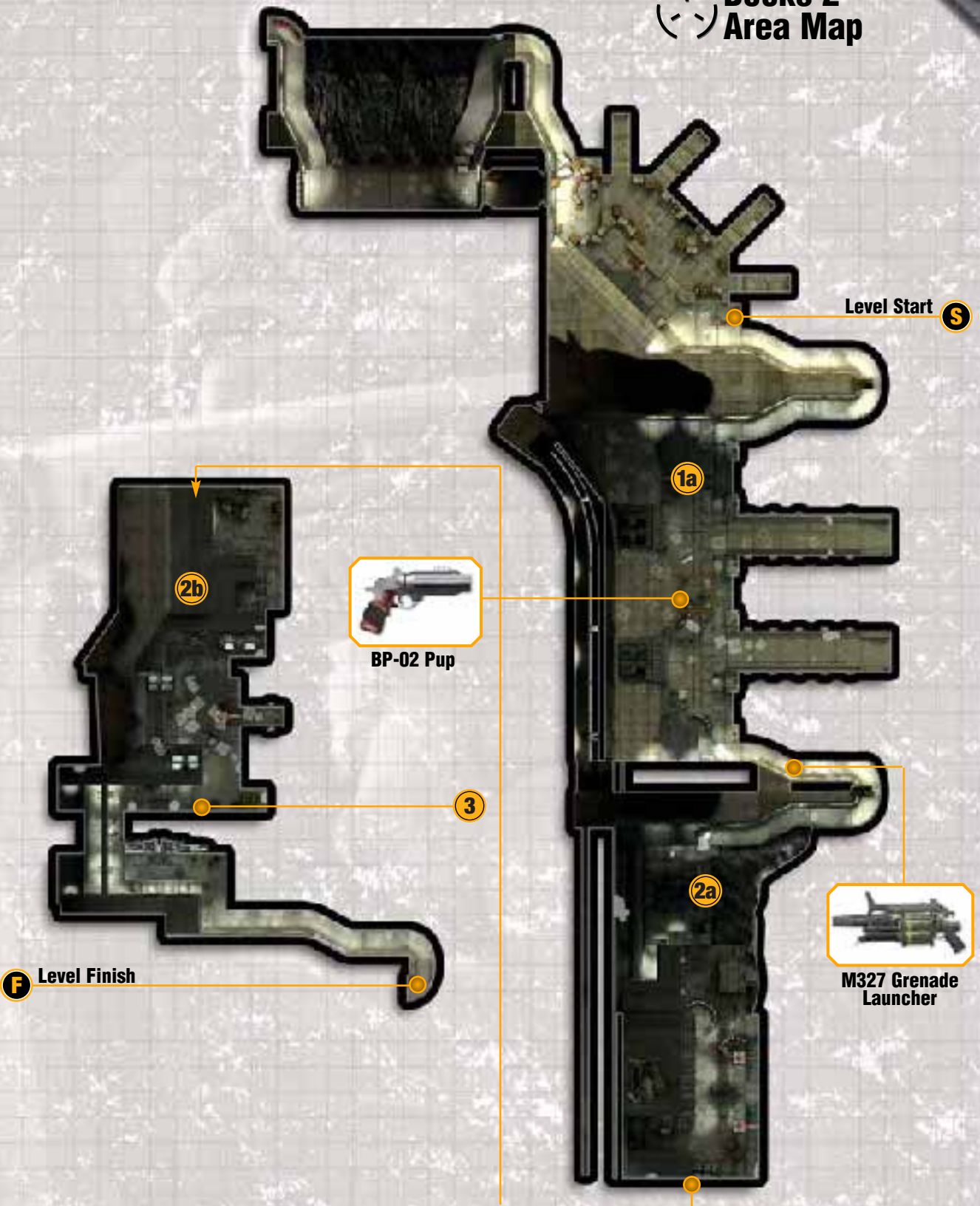
3 | Secure Fast Attack Craft to Escape Docks

- The last sequence is riddled with Helghast Elite mixed with standard Helghast Soldiers. If you're playing as Luger, you can get up on the rooftops by sneaking through the ventilation shafts. This enables you to drop grenades down through the glass skylights—or even just shoot through them. Either way, it's easier to fight from the top.

- When you cross the bridge leading to the last warehouse, you'll see a small flight of stairs descending to the lower level. When you kill every enemy in this area, descend the stairs to complete the level.



Docks 2
Area Map



6.1 MISTY WATERS MANGROVE



AVAILABLE CHARACTERS

LEVEL OBJECTIVES

1 | Move Though Mangrove Swamp

- Hold off the initial Helghast Jet Boat attack by seeking shelter behind the trees. The Helghast will dismount quickly, scattering in the bushes. Make sure you keep your ISA teammates nearby—if nothing else but for extra meat to absorb damage. When you drop the last of the Helghast soldiers, proceed forward and hug the weeds leading downstream.



- When you cross under the steel bridges, watch for Helghast guards stationed up top. The second Bridge has a Helghast Soldier carrying an **M327 Grenade Launcher**. It's worth the trip up the ladder to snag it.



DATA

- ▶ **Overall Difficulty:** Moderate
- ▶ **Available Weapons:** StA-52 LAR, StA-3 Stova, M327 Grenade Launcher
- ▶ **Enemy Types:** Helghast Base Soldier, Helghast Elite, Helghast Fast Attack Craft



- As you progress, you'll see several Helghast Boats cruising down the stream at slow speed. You can take these out with bursts from your assault rifle, or just let your ISA allies take them out once they get within "attack range". When you arrive at the small wooden outposts you'll be faced with a mixture of Helghast and Helghast Elite. Lob grenades from the M327 Grenade Launcher through the windows and you'll clear them out quickly and efficiently. Pick up any ammunition left behind before moving downstream to the next outpost.

- As you arrive near the Helghast bunkers, switch to something long range with accuracy and take them out from afar. If you're Luger, the secondary attack on her M66 SD Submachine Gun works perfectly.



- When you hit the bridge with the extended net blocking your path, climb the ladder and flip the switch to raise it. When you climb back down and proceed under the bridge you'll complete the level. (*Note: if you're playing as Rico, someone else will raise the net for you.*)



Mangrove Area Map



BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

MISSION DATABASE

EVENT ANALYSIS

6.2 | MISTY WATERS FIREBASE



BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

WEAPON DATABASE

ENEMY ANALYSIS

LEVEL OBJECTIVES

DATA

- ▶ Overall Difficulty: Hard
- ▶ Available Weapons: StA-52 LAR, M327 Grenade Launcher, EAW-25/4 Chimera
- ▶ Enemy Types: Helghast Base Soldier, Helghast Elite, Helghast MRL APC, Helghast Drop Ship

1 | Infiltrate Helghast Firebase

• The way which you attack the firebase depends on which character you play. If you're playing as Templar or Rico, you'll go right through the front door and hit the switch inside the building right as you enter. As Luger, you'll sneak up the rope and hop the fence, bypassing the main entrance altogether. And finally, as Hakha, you'll enter the base through the main gate and hit the control panel inside to switch the allegiance of the Helghast Sentry Bots.



• Once you're inside the base and moving past enemy Helghast, all four paths eventually join up to take the same route.



2 | Blow up Helghast Missile Launching APCs

• There are two ways to destroy the Helghast APCs. First, you can simply walk up to each APC and place the C4 charge on the back engine panel. When both charges are set, the APCs are toast and the objective is complete. The second method, which isn't as easy as the first, is to just lob a few grenades from the M327. Two or three per APC should do it.



3 | Infiltrate Helghast Firebase and Open Main Entrance

• With the APCs down, proceed past the wooden huts and progress deeper into the firebase. When you reach the area with the Helghast Elite guarding the main entrance switch, use either grenades or something long-range to take them out. When the coast is clear, flip the switch and wait for your ISA comrades to arrive at your side.



4 | Shoot Down Helghast Dropships

• With the fantastic four back as a group, wrap around the corner and spread out behind the crates near the landing pads. You'll be ambushed by five or six Helghast Soldiers, so stay covered as long as possible and let your ISA teammates do most of the work.



• As soon as you drop the last soldier, two Helghast Drop Ships will begin circling overhead. Do your best to sprint for the **EAW-25/4 Chimera** and get in it as quickly as possible. Before attacking the Drop Ships, though, swivel to your far left and zoom in beyond the trees to see the approaching Helghast Soldiers. Make sure you take ALL of them out before attacking the Drop Ships. If you don't, they'll whittle you down to nothing in no time.



5 | Move Toward ISA Fortress

• Once both Drop Ships are destroyed, the second one will crash into a pontoon, opening the exit. Follow your ISA teammates to complete the level.

Firebase Area Map



EAW-25-4 Chimera

F Level Finish

S Level Start



M327 Grenade Launcher

BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

MISSION DATABASE

EVENT ANALYSIS

6.3 | MISTY WATERS
APPROACH

AVAILABLE CHARACTERS

LEVEL
OBJECTIVES

1 | Move to ISA Fortress | CP

• Proceed through the water until you hit the final Helghast outpost along the river. It's well-guarded with both standard Helghast and Helghast Elite, so watch your back and keep your ISA teammates nearby.



• After clearing the outpost, head behind it and proceed up the hill. Work your way through the valley and past the trees until you see several ISA soldiers battling with Helghast. You'll be arriving at the rear, so utilize your element of surprise and land a few well-placed grenades to get the party started.

• **Checkpoint!** As you wind through the valley you'll engage scattered Helghast forces spread throughout the rocks and bushes. Check your surroundings and don't be afraid to zoom around with your assault rifles before jogging out into a clearing.

DATA

- ▶ **Overall Difficulty:** Moderate
- ▶ **Available Weapons:** StA-52 LAR, StA-3 Stova, M327 Grenade Launcher, M13 Semi-Automatic Shotgun, M404-MAW Rocket Launcher
- ▶ **Enemy Types:** Helghast Base Soldier, Helghast Elite, Helghast Drop Ship

2 | Repel Helghast Attack on ISA Fortress

• As the Helghast Drop Ships descend, stay within 50 meters and you'll be able to lob grenades as the Helghast Soldiers rappel from the loading bays. If you miss a few stragglers, pull back behind the rocks and let your ISA teammates take care of the rest.

• If you have any remaining grenades after the Drop Ship attack, set up behind one of the rocks near the ISA Fortress and lob them at the few remaining Helghast guarding the entrance.



3 | Move to Fortress HQ

• As soon as you kill the last Helghast, you'll get the command from the ISA that the entrance to the base is now open. Proceed up the hill and through the blown apart walkway to enter the base.

• Once inside, head down to the left to find an **M13 Semi-Automatic Shotgun** with some extra rounds. In the room previous—right around the corner and on the way back to the main path—you'll see an **M404-MAW Rocket Launcher**. If you



have room for both, grab 'em. If not, give precedence to the rocket launcher. Proceed back through the main hallway and you'll encounter a Helghast Drop Ship. Two or three well-placed rockets will destroy it completely.

• As you can see by now, the Helghast have completely infiltrated the base. Work your way through this last stretch of open road, leading toward the fortress tower. When you enter the tower you'll complete the level.



Approach Area Map

F Level Finish

3b

3a



M404-MAW Medium Anti-Tank Weapon



M13 Semi-Automatic Shotgun

2

1

S Level Start

BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

WEAPON DATABASE

EVENT ANALYSIS

7.1 | HUNTING THE TRAITOR HELGHAST MIST

AVAILABLE CHARACTERS

LEVEL OBJECTIVES

1 | Move Through Swamp

• As you progress downstream, you'll be engaged by Helghast Sentry Bots. They have medium armor, but fly with quick, unpredictable movements making them much harder to hit than a standard Helghast Soldier. Your best bet is to equip a weapon like the StA-52 LAR, or the M82 Assault Rifle. The rate of fire combined with the zoom ability makes either of these weapons ideal in taking down bots.



• As you proceed up through the rocks you'll encounter Helghast forces throughout. You can pick up a **BP-02 Pup** from the soldier near the rocky outcropping around the next corner. Grab it and continue up the path toward river and you'll be ambushed by three Helghast running down the hill. You'll hear your teammates give you the heads-up right before it happens, so pay attention.

DATA

- ▶ **Overall Difficulty:** Moderate
- ▶ **Available Weapons:** StA-52 LAR, StA-3 Stova, M327 Grenade Launcher, BP-02 Pup
- ▶ **Enemy Types:** Helghast Base Soldier, Helghast Elite, Helghast Sentry Bot



• When the Helghast Drop Ships pass by overhead, traverse the downed tree with the action button and continue on. When you round the next corner there will be a lone Helghast Sniper to your rear, along with a mixture of Helghast and Helghast Elite using the rocks as cover. Take out the sniper and work your way through the rest off the Helghast with your ISA teammates at your side. If you're having trouble getting them to attack, try walking ahead (into battle), then retreating behind them. They'll fire back.



• When you arrive at the crashed Helghast Drop Ship, set up behind the rock and snipe the soldiers from long range. When it's clear, proceed past the wreckage and you'll engage one last wave of Helghast Elite. Continue down the path to complete the level.



Helghast Mist Area Map



Level Finish **F**

1d

1c



BP-02 Pup

1b

1a

S Level Start

BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

WEAPON DATABASE

EVENT ANALYSIS

7.2 | HUNTING THE TRAITOR
HELGHAST HILL

AVAILABLE CHARACTERS

LEVEL
OBJECTIVES

1 | Move Out of Swamp

- Begin forward through the rocky path, then ascend the hill and take out the Helghast near the parked APCs. The APCs have gunners topside, so make sure you focus your fire on them before finishing off the scattered infantry.
- Pick up an **StA-3 Stova** from one of the Helghast Elite and move through the narrow valley leading up the next hill. When you get halfway up, two Helghast will pop from around the corner. If your ISA teammates don't take them out, use the Stova to clear a path. When you continue through the waist-deep water you'll run into a few more Helghast, plus a Helghast Sniper up on the cliff to your left.



DATA

- ▶ **Overall Difficulty:** Hard
- ▶ **Available Weapons:** StA-52 LAR, StA-3 Stova, M327 Grenade Launcher, BP-02 Pup
- ▶ **Enemy Types:** Helghast Base Soldier, Helghast Elite, Helghast Base Commander, Helghast Sentry Bot, Helghast HMG APC



- When you reach the island, use grenades from the BP-02 Pup to take care of the Helghast guarding the mountainside. The soldier on the peak of the hill also has a grenade launcher—an M327—so if you hear that familiar “pop” sound, take cover. Your ISA teammates will help you snipe the last of the soldiers before moving forward.



- Grab the M327 Grenade Launcher and continue upstream. You'll be engaged by two Helghast Sentry Bots followed by Helghast Soldiers. Hug the inside wall of the valley and your ISA teammates will help you down the bots.



- When you reach the waterfall area you'll see a small Helghast encampment. They're dug in pretty well so you'll need to use whatever heavy weapons you have left to take them out while sustaining minimal damage. If you can take care of the soldiers toward the right side of the camp, quickly move to their position and



- you'll have a better angle and superior shelter to fight off the remaining soldiers.
- When the coast is clear hit the switch on the main computer and you'll lower the roadblock. Cross the roadblock to complete the level

 **Helghast Hill Area Map**



Level Finish **F**

1e

1f

1d



M327 Grenade Launcher

1c

1b



BP-02 Pup

1a

Level Start **S**

BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

MISSION DATABASE

EVENT ANALYSIS

7.3 | HUNTING THE TRAITOR IFO BOUNTY HUNTER



LEVEL OBJECTIVES

1 | Move to Helghast Bunker

• Even before you get a chance to move, you'll be spotted by the IFO Bounty Hunter. He's using laser-guided artillery to pound your exact position as long as he can see you, so you'll need to stay out of his line of sight by getting into the trenches as quickly as possible. Just run along the rocks until you can duck down inside the trench.



DATA

▶ Overall Difficulty:	Moderate
▶ Available Weapons:	StA-52 LAR, StA-3 Stova, VnS-10 Scylla
▶ Enemy Types:	Helghast Base Soldier, Helghast Elite, Helghast Light Soldier, Helghast IFO Bounty Hunter



• As you wind through the trenches, Helghast Soldiers and Elites will descend from the top of the hill, working toward your position. Keep your head down and your teammates nearby as you progress—you'll be able to spot enemies a lot easier with your comrades blasting toward their position. When you have "line-of-sight" on the two Helghast Scylla gunners, take them out and continue forward.



• When you reach the end of the trench, climb the hill and clean out the rest of the Helghast encampment. Make sure you kill any lurkers hiding in tents before moving forward.

2 | Defeat IFO Bounty Hunter

• The IFO Bounty Hunter resides in the bunker at the top of the hill, but he won't be much of a threat by the time you reach him. With his Helghast guards eliminated and his support-line crushed, just a few center-mass hits will be enough to bring him down. Follow your ISA teammates to the level exit through the bushes ahead.



 **Park 2
Area Map**

F Level Finish

2

1c

1b

1a



VnS-10 Scylla

Level Start **S**



BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

MISSION DATABASE

EVENT ANALYSIS

8.1 | FORGING A PATH HILLS

AVAILABLE CHARACTERS

LEVEL OBJECTIVES

1 | Destroy Helghast Vehicles

• After killing the bounty hunter at the end of the last level, you now have the power of the **BDL-23 Dohvat**. It's basically a laser targeting system that calls in artillery from afar with pinpoint accuracy. You'll only have a few shots with it, though, so like Templar says, don't go wasting it on infantry. Save it for the Helghast APCs and Tanks.



• The first outpost a medium-sized squad of Helghast along with a Helghast APC. Use the BDL-23 Dohvat to light up the area before picking away whatever survivors remain. The Helghast guards with the cloaks are carrying **BP-02 Pups**, which makes a nice third weapon for this stage.



DATA

- ▶ **Overall Difficulty:** Moderate
- ▶ **Available Weapons:** StA-52 LAR, StA-3 Stova, M327 Grenade Launcher, BP-02 Pup, BDL-23 Dohvat (Designator)
- ▶ **Enemy Types:** Helghast Base Soldier, Helghast Elite, Helghast APC, Helghast Tank, Helghast Sentry Bot

• When you proceed over the next hill, there will be two Helghast Tanks and one APC. Call in a hit with the designator on the far right side, then call one in on the left side. You'll need to get two locks to do this, but it's worth it. The artillery should finish everyone off, but if it doesn't, switch to your BP-02 Pup and lob a few grenades at whatever vehicles or troops remain.



2 | Move Through Hills

• When you reach the Helghast checkpoint, you can either call in a designator attack on the tower, or attempt to bring it down with a few well-placed grenades.



When it falls, the two Helghast soldiers will attack from below it. Take them out and proceed forward.

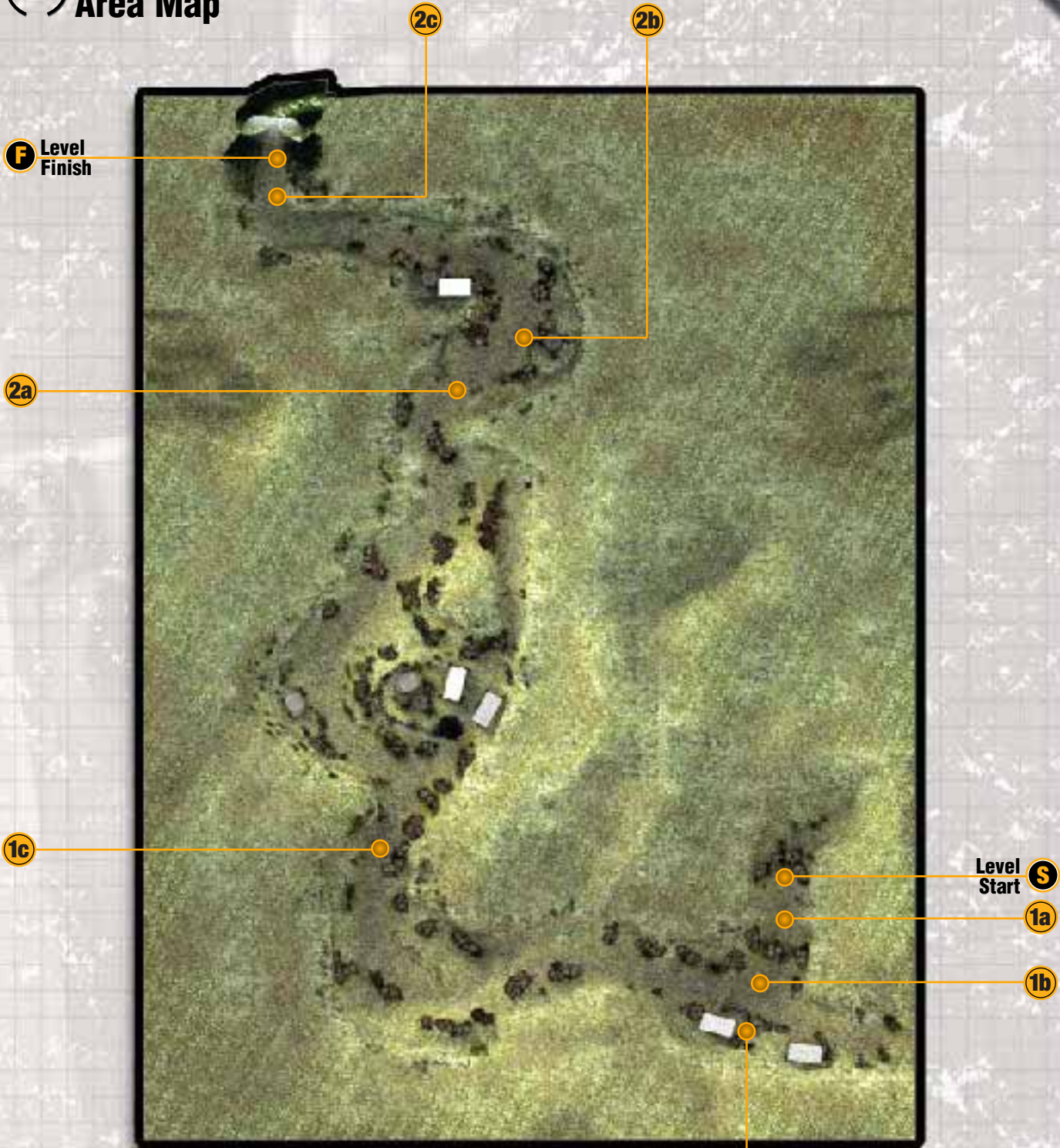
• **Checkpoint!** When you reach the next outpost, you'll be engaged by two Helghast Sentry Bots. As long as you stand behind your teammates, you'll take very little damage and the bots will come down quickly. The next tower is only lightly guarded, so a few grenades from the BP-02 work perfectly.



• The final set of APCs is best taken out with a call from the designator. When you get to the Helghast encampment, take out the Helghast Elite and flip the switch on the computer to lower the roadblock. Cross the roadblock to complete the level.



Hills Area Map



BP-02 Pup

BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

MISSION DATABASE

EVENT ANALYSIS

8.2 | FORGING A PATH
JUNGLE VALLEY

AVAILABLE CHARACTERS

LEVEL
OBJECTIVES

1 | Move Through Jungle Valley

• Begin this level by creeping carefully through the various forest paths. You'll find Helghast around every other corner, so keep your ISA teammates close and remember to use the zoom on your assault rifles to scan the horizon for enemies. When you reach the top of the hill you'll see a small Helghast encampment guarded by a few Helghast Soldiers, and some Helghast Elite. After you take over the encampment, search near the computer station and you'll find the **Pnv-3 Siska**, a Helghast squad cannon capable of wreaking some serious havoc. It only comes with 12 shells, so use them sparingly. Flip the switch on the computer to lower the roadblock and open up the path to the next area.



DATA

- ▶ Overall Difficulty: Hard
- ▶ Available Weapons: IvP-18 Tropov, StA-52 LAR, StA-3 Stova, M327 Grenade Launcher, Pnv-3 Siska
- ▶ Enemy Types: Helghast Base Soldier, Helghast Elite, Helghast Sniper, Helghast Base Commander, Helghast Assault, Sentry Bot, Helghast APC, Helghast Jet Bike



• When you continue, check the upper ledge of the next area and you'll see a Helghast Sniper. You can take him out before he even sees you if you zoom with even the standard assault rifle. When you round the corner you'll be ambushed by a Helghast APC with a Helghast running a Siren pretty hard. Whatever you do, don't get in his line of sight for more than a second. Toss a grenade or use one of your Siska rounds to take him out quickly while your teammates work on the rest of the Helghast soldiers.

2 | Collapse Helghast Bridge | CP

• **Checkpoint!** When you approach the bridge you'll see two Helghast lookout towers. One well-placed round from the Siska drops each tower instantaneously. Proceed forward after the towers drop and you'll engage a few guards stationed near the bridge.

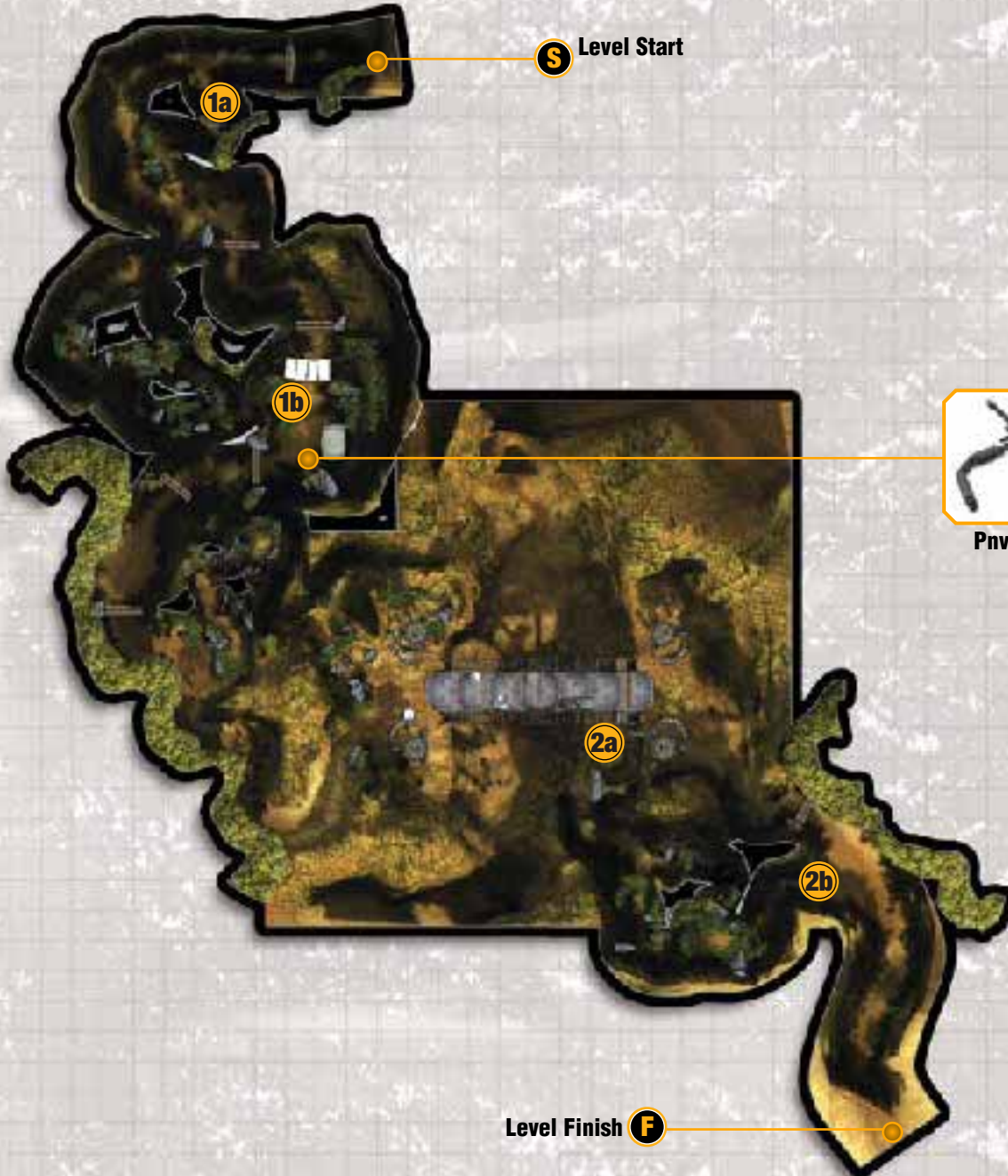


• When the coast is clear, head below the bridge and flip both switches to set the collapse in motion. As you do so, two Helghast Jet bikes will come whizzing by with their guns blazing. Ignore them, and get the switches flipped. When you get back on land and scale the rocks leading up to the forest, the bridge will collapse and your objective will be complete.



• Meet up with the rest of your ISA teammates by heading through the forest area. When you meet up with them, you'll have one small final skirmish with the Helghast before heading down the road and completing the level.

 **Jungle Valley
Area Map**



Pnv-3 Siska

BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

MISSION DATABASE

EVENT ANALYSIS

8.3 | FORGING A PATH

FORWARD LOGISTICS BASE

AVAILABLE CHARACTERS

LEVEL OBJECTIVES

1 | Defeat Helghast Defenders

• This first objective has several paths depending on whom you play. If you're playing as Templar, you'll enter the base to the side near the fallen tree. The same goes for Hakha. If you're playing as Rico, you'll enter the base through the main entrance. Just pick away at the two heavy gunners and the gates will fall, enabling you and the rest of your teammates to get in the base. If you're playing as Luger, though, you'll be able to crawl under the barbed-wire fence on the far right side of the base.



2 | Acquire Explosive Charges

• Once inside, all four paths meet up and your objective is to clear a way to the C4 explosives placed near the **EAW-25/4 Chimera**. Work your way alongside the tents, ducking with the L2 button to keep your head clear of incoming sniper fire. When you reach the Chimera, kill the operator and use it to clear all Helghast from the bridge out in the distance.

• Before leaving the area, grab the explosive charges in the bunker next to the Chimera.

DATA

- ▶ **Overall Difficulty:** Hard
- ▶ **Available Weapons:** StA-52 LAR, StA-3 Stova, M327 Grenade Launcher, Pnv-3 Siska, EAW-25/4 Chimera
- ▶ **Enemy Types:** Helghast Base Soldier, Helghast Elite

3 | Blow Up Supply Dumps

• When you storm the next area, you'll be engaged by several heavily armed Helghast. One is carrying a **Pnv-3 Siska**, so if you're low on ammo, you'll get a nice refill. As you work through the bunkers, place an explosive charge in each of the three marked ammo dumps and you'll complete this objective. Once you get clear of the ammo dumps, they'll explode.



4 | Locate Command Bunker

• As you proceed through the next junction you'll be looking for the Helghast Command Bunker. There will be several Helghast guarding it, so make sure you take out the gunner on the VnS-10 Scylla before he rips your team to shreds. When the coast is clear, reload all your weapons and enter the bunker.



5 | Defeat Helghast Offices in Command Bunker

• There's only one entrance to the command bunker, so you'll need to enter through the front door. If you picked up the M327, toss a few grenades into each room as you progress. This will ensure that whatever Helghast remain will be severely weakened when should you have to gun them down with your assault rifle.

• When you reach to the very last room, kill the Helghast Officer and approach the central computer. When you access the computer you'll complete the level.



Use the entrance to the officer's room as cover while you strafe and attack.

Forward Logistics Base Area Map



S Level Start



Pnv-3 Siska



EAW-25-4 Chimera

F Level Finish

BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

MISSION DATABASE

EVENT ANALYSIS

9.1 | HIDDEN PASTS ALPINE VALLEY



BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

WEAPON DATABASE

ENEMY ANALYSIS

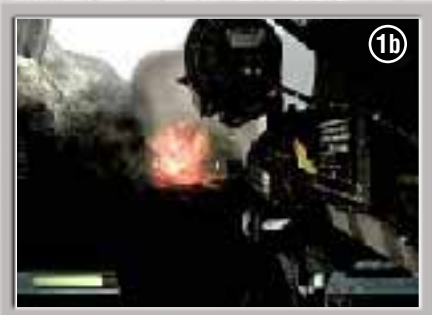
LEVEL OBJECTIVES

1 | Move to Missile Base

• Approach the first tunnel and zoom in with your assault rifle from long range. Take out the two Helghast Soldiers on the upper level, first, followed by the three or four running around near the destroyed APC. When you arrive inside the tunnel, climb the ladder and search near the dead soldiers' bodies. You'll find a **BLR-06 Hadra**, the Helghast triple-tube rocket launcher.



• When you round the corner exiting the first tunnel you'll be assaulted by a wave of Helghast Elite, followed by a Helghast APC. Use the BLR-06 Hadra in primary mode—so as not to waste three missiles at once—to take out the APC. When it's clear, proceed up through the valley toward the missile base.



DATA

- ▶ **Overall Difficulty:** Hard
- ▶ **Available Weapons:** StA-52 LAR, StA-3 Stova, BLR-06 Hadra, M82-G Assault Rifle, M66 SD Submachine Gun, VnD-10M Siren
- ▶ **Enemy Types:** Helghast Base Soldier, Helghast Elite, Helghast Sentry Bot, Helghast APC



• You'll encounter one more wave of Helghast Elite, so make sure you stick by the rocks near the sides of the valley. Trading lead with Elite out in the open doesn't work very well. Your teammates will help you whittle them down.

2 | Defeat Helghast Tanks and APCs

• When you arrive at the ISA Missile Base, search near the dead soldier and you'll find an M66-SD Submachine Gun. Grab it, and head up the hill leading to the control room. There are two Helghast Elite inside, so you can either rush the room and use melee attacks to take them out quickly, or just toss a grenade in the room to

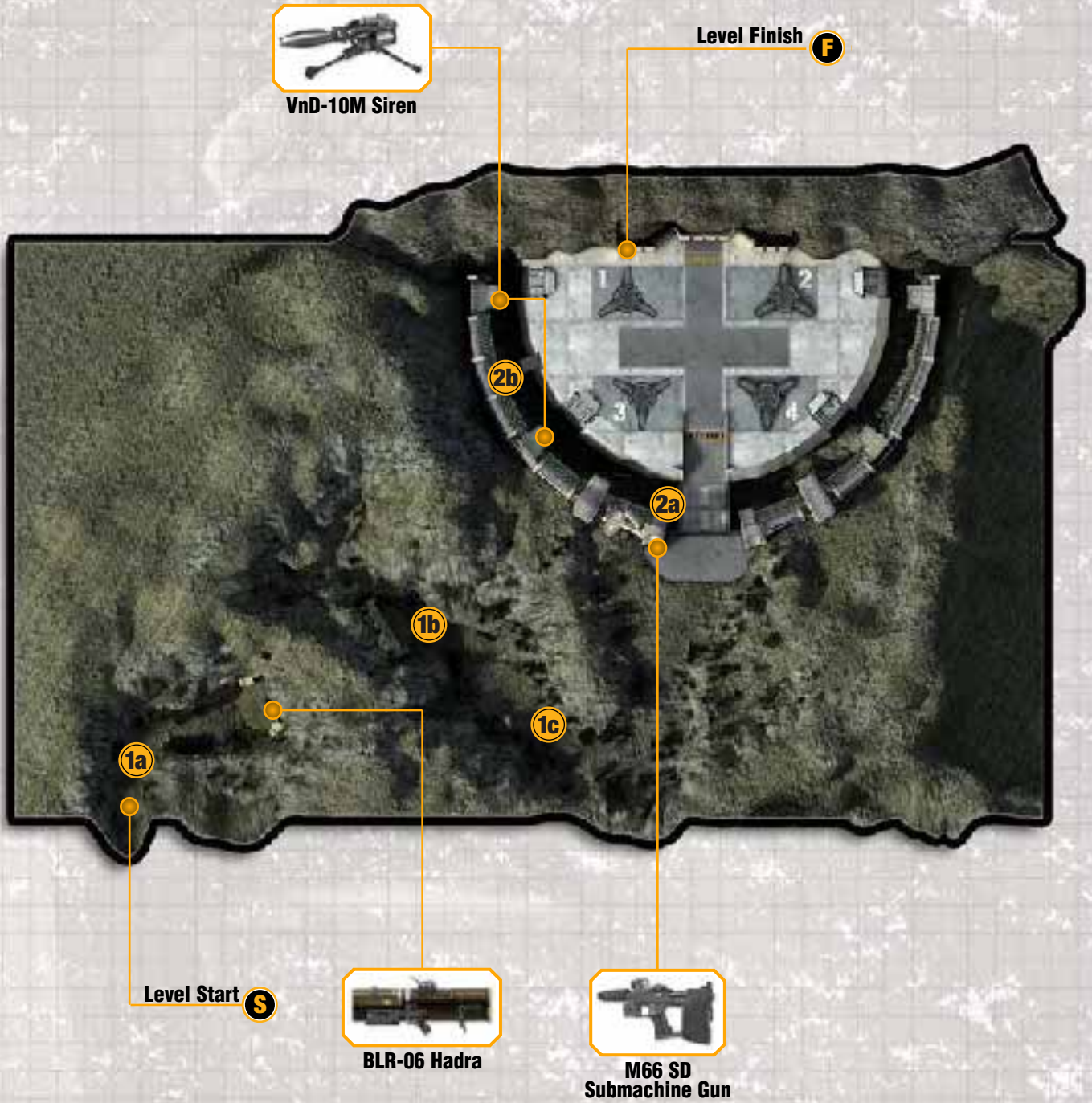


severely weaken them before attacking with your assault rifle. (**Note:** As Hakha, you can flip the switch on the Sentry Bot control to turn them against the Helghast Elite. Nice little perk.)

• Sprint run all the way to the very end of the line, and get on the VnD-10M Siren. Start tossing grenades immediately, taking out the squad of Elite as they regroup for superior tactical positions. When the APCs roll out, two or three direct grenade hits from the Siren will take them out. When you destroy the last Helghast APC, continue toward the small black door leading inside the facility. Take out the last few Elites and enter the door to complete the level.



Alpine Valley Area Map



VnD-10M Siren

Level Finish **F**

1a

1b

1c

2b

2a

Level Start **S**



BLR-06 Hadra



M66 SD Submachine Gun

BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

WEAPON DATABASE

ENEMY ANALYSIS

9.2 | HIDDEN PASTS BASE UNDERGROUND

AVAILABLE CHARACTERS

LEVEL OBJECTIVES

1 | Activate Missile Clamps

• The first area is very difficult, and perhaps one of the hardest battles in the entire game. When you enter the main room, the Helghast will set off an alarm calling all available troops to the area. Use the doorway as cover, strafing in and out while you take out a mixture of Helghast and Helghast Elite. This battle is difficult because of the position that the Helghast have behind the cement pillars as cover, and also the very limited lighting making it difficult to see them. The only way to circumvent this encounter is to use Luger, in which case she can crawl up and around through the vents and stop the guard from setting off the alarm. Plus, she has thermal imaging, which makes the dimly lit area a non-issue.



• When you continue down the hallway you'll be thrown into a second major firefight. This one requires you to stay firmly planted against either the right or left wall, strafing out from beside one of the ledges when you need to attack. If you have any hand grenades left, now is a good time to toss them near the crates to try and break up their position. When the area is clear, grab the **M13 Semi-Automatic Shotgun** and enter the office area to the left.

DATA

- ▶ **Overall Difficulty:** Very Hard
- ▶ **Available Weapons:** M4 Semi-Automatic Pistol, M13 Semi-Automatic Shotgun, M82 Assault Rifle, StA-52 LAR, StA-3 Stova
- ▶ **Enemy Types:** Helghast Base Soldier, Helghast Elite, Helghast Staff Commander, Helghast Bodyguard, Sentry Bot, General Lente



• Continue through the hallways and you'll enter another small control room. Kill the Helghast inside by using the door as cover and you'll proceed to a long, narrow hallway with a Helghast **VnS-10 Scylla** gunner at the very end. Take him out first, at all costs, then focus on the approaching Helghast Soldiers from the right and left flank. If you hit the fuel tanks on the left side when the soldiers are near it, the splash damage should be more than enough to take them out.

2 | Activate Missile Launch

• When you enter the missile storage area, take out the approaching Helghast from both sides. It's super dark, but if you're playing as Luger, keep your thermal imaging activated so you can pick up the heat traces and focus your fire on them.

• With the path clear, the team will split up. Hakha and Luger head through the missile silos to switch the two latches while Rico and Templar head the other way, to the control room where they need to access the main computer. Both teams reunite when this short objective is completed.





3 | Defeat General Lente and His Bodyguards

- Progress through the last few offices on the way to the main control room and you'll encounter stiff Helghast opposition. Toward the very end you'll begin seeing General Lente's personal bodyguards. The bodyguards take considerable damage, so bust out whatever heavy weapons you have left when trying to take them out.
- You'll see General Lente on the landing pad guarded by two fully armored Helghast Bodyguards. It doesn't matter who you kill first, or what method you use as long as you kill them all. You'll complete the level when you approach the drop ship.

Base Underground Area Map

BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

MISSION DATABASE

ENEMY ANALYSIS

10.1 | ONWARDS & UPWARDS
MOUNTAIN PASS

AVAILABLE CHARACTERS

LEVEL
OBJECTIVES

1 | Move Through Mountains

• Move down to the clearing and you'll encounter a small Helghast outpost. They won't be keen to your presence right off the bat, so take advantage of that and try to pick off a few before getting the party started. When the guns start firing, a Helghast Sentry Bot will fly over the hill and pick away until you shoot it down. If you hide behind the rocky terrain, your teammates should take it out for you.



• Toss a few grenades from long distance and you'll set off the explosive crates surrounding the Helghast Soldiers. With only a few remaining, rush the base and use the **StA-3 Stova** to clear it out. You'll find an **M327 Grenade Launcher** with some extra grenades inside. Flip the switch on the computer and you'll lower the roadblocks, leading through the next valley.



DATA

- Overall Difficulty: Hard
- Available Weapons: IvP-18 Tropov, StA-52 LAR, StA-3 Stova, M327 Grenade Launcher, BLR-06 Hadra, VnS-10 Scylla Helghast Base Soldier, Helghast Elite, Helghast Assault, Helghast Staff Commander, Helghast Base Commander, Helghast Sentry Bot, Helghast Jet Bike
- Enemy Types:



• **Checkpoint!** Use the M327 on the Helghast Elite you encounter on the way up the hill. If you have the StA-52 LAR and The StA-3 Stova as your other two weapons, you'll be set to go.

• This next area is a nightmare, especially without a sniper rifle. It is possible, however, so listen up. First, you need to burst-run to the area shown in our pic below. When you arrive near the rock, spin to your right and kill the three Helghast Soldiers as quickly as you can. As long as you stay ducked behind this rock, your teammates will be behind you absorbing whatever incoming fire the Helghast soldiers throw your way.



Without a sniper rifle you'll have to make do with the whomping power of the StA-3.

• Take out the soldier with the **BLR-06 Hadra** as quickly as you can. A few close-range blasts with the secondary attack on the StA-52 LAR will do the trick. (Note: After you clear the area completely, remember to grab it before continuing forward.) Your next focus is the three Helghast down at the end of the line. They'll be strafing in and out from behind the rocks, making it tough to fight them from long range. If you still have grenades left with the M327, burst-run until you're close enough and drop two or three over the rock.



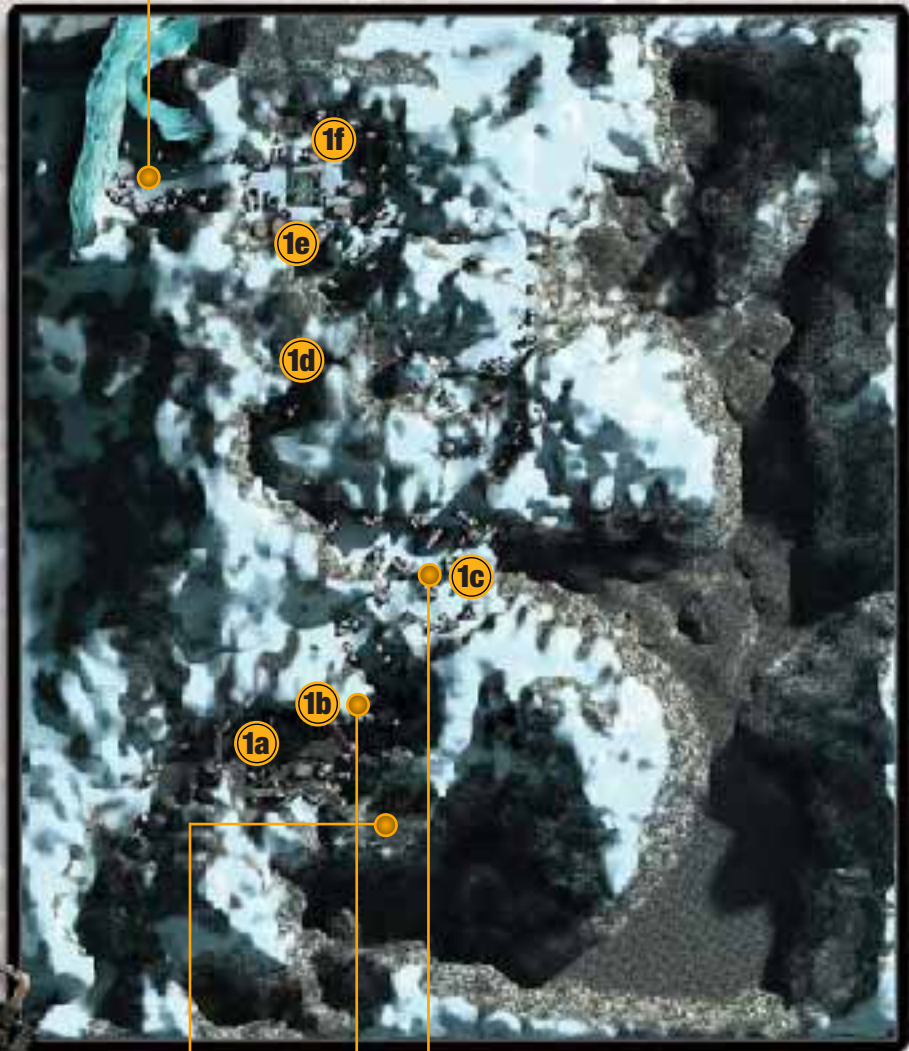
• If you're playing as Hakha, you can bypass the laser mines and sneak behind the gunner on the VnS-10 Scylla in the next area. If you're playing anyone else, this section is *really* frickin' tough. You'll need to outstrafe and outmaneuver the Helghast gunner from extremely long range, with nothing but a rocket launcher to effectively take him out with. This wouldn't be a problem if the rocket launcher actually put rockets where the crosshair was—but it doesn't. You'll need to aim high and to the right if you want a shot at hitting the gunner. Of course, you can always burst-run toward him at full speed and let your teammates take him out, as an alternative. But you'll definitely sustain damage if you do this.



Mountain Pass Area Map

F Level Finish

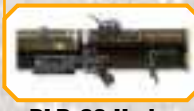
• **Checkpoint!** When you arrive at the second Helghast base, take out the Sentry Bots and get into position to take out the EAW-25/4 Chimera. As soon as you've eliminated every Helghast in the area you'll get the command to head over to the computer. Flip the switch and you'll lower the roadblock leading to the next valley. Enter the valley and you'll complete the level.



S Level Start



M327 Grenade Launcher



BLR-06 Hadra



BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

WEAPON DATABASE

EVENT ANALYSIS

10.2 | ONWARDS & UPWARDS
WEATHER STATION

AVAILABLE CHARACTERS

LEVEL
OBJECTIVES

DATA

- ▶ Overall Difficulty: Moderate
- ▶ Available Weapons: StA-52 LAR, StA-3 Stova, M327 Grenade Launcher, Pnv-3 Siska, VnS-10 Scylla
- ▶ Enemy Types: Helghast Base Soldier, Helghast Elite, Helghast Sentry Bot

1 | Reboot Servers

• Approach the base and climb the main staircase leading through the front entrance. At the very top you'll encounter light resistance in the form of Helghast Elite. Have your StA-3 Stova at the ready. Once inside, climb the steel staircases and clear out the individual rooms as you progress. Stock up on StA-3 Stova ammo if you can—this is a great place to use this weapon while keeping your reserves for all other weapons full.



• When you get to the server room, kill the Helghast Elite and flip the switch on the wall. This resets the server and completes the objective. Continue up the stairs and through the main hallway. You'll need to pass through the supply room, which is held by a small group of "dug-in" Helghast. The one behind the counter is sporting an **M327 Grenade Launcher**, so make sure you take him out first with a well placed grenade. If you don't have any grenades left, you'll find a full stack in the second aisle of supply racks.



2 | Realign Satellite Dish | CP

- To deal with the Helghast Elite effectively, seek shelter behind the crates as quickly as possible. Just strafe out from behind the crates and use the Stova to rip them apart from medium-range.
- Kill the VnS-10 Scylla gunner with a burst from the Stova, or a well-placed door knocker. With the gunner out of the way, flip the switch on the computer to realign the dish and complete the objective.



3 | Move to Orbital Transfer Station

- Descend the steel staircase into the mountain pass and you'll engage yet a few more scattered Helghast. The Scylla gunner at the end of the valley is a real pain, so make sure you hug the sides of the valley and stay out of his line-of-sight until you're in range with the Stova.
- When you reach the bridge, flip the switch and take out the two Helghast guarding the other side of it. Before continuing on, grab the **Pnv-3 Siska** from the dead soldier's body in exchange for your M327 Grenade Launcher. Even if you have a few grenades remaining, trust us, it's a better weapon.



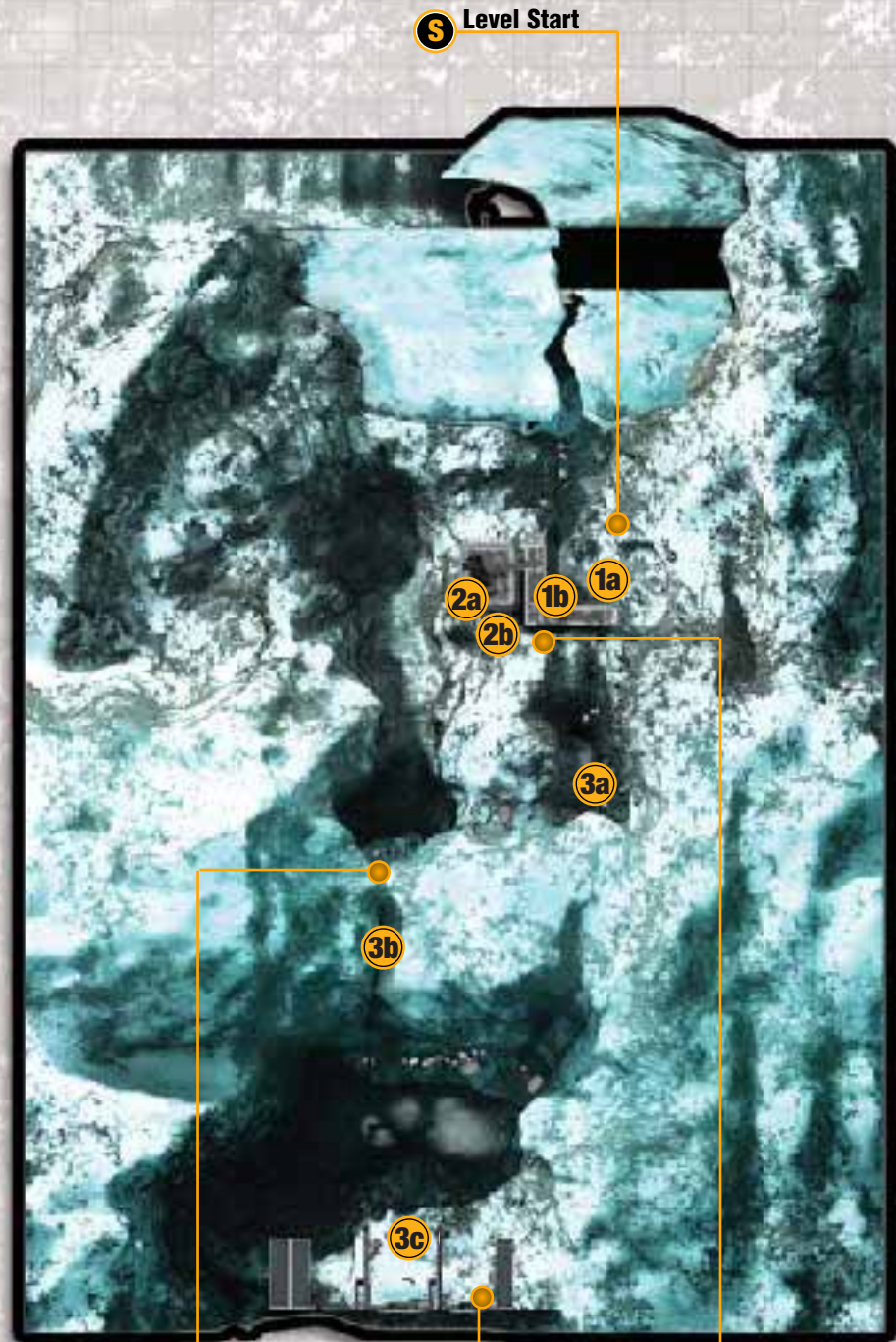


- When you reach the Helghast encampment, hug the rocks along the mountainside and use strafe techniques to take out the remaining gunners. If you want, mix it up from medium-range with the Siska. Just make sure you don't get caught in the splash damage. When you approach the Orbital Transfer Station, two Helghast Sentry Bots will attack. Take them out with your standard assault rifle—it has the best spread and works well for fast-moving targets.



- Approach the transfer station, kill the last four Helghast guards, and climb the staircase that leads to the door marked 69. Enter the door to complete the level.

Weather Station Area Map



Pnv-3 Siska

F Level Finish



M327 Grenade Launcher

BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

MISSION DATABASE

EVENT ANALYSIS

11.1 HOPE ORBITAL TRANSFER STATION



BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

WEAPON DATABASE

ENEMY ANALYSIS

LEVEL OBJECTIVES

1 | Activate Shuttle Lift

• Enter the shuttle bay and you'll be engaged patrolling Helghast guards. We found it easiest to duck into the area above the control booth, on the second level. Use the wall on your right side as shelter while you attack their position with explosives and/or steady fire from your assault rifles. One of the soldiers will drop an **M327 Grenade Launcher**.



• When it's clear, get down to the first level and flip the switch on the main computer system to activate the shuttle lift. When you do, the door to your upper right will open and several Helghast Elite will pour out. Have your hand grenades ready, so when you flip the switch, you can turn to the right and toss a few up through the door. If you don't kill them all, you'll seriously wound them.



DATA

- ▶ **Overall Difficulty:** Hard
- ▶ **Available Weapons:** IvP-18 Tropov, StA-52 LAR, StA-3 Stova, M327 Grenade Launcher, StA-52 SLAR, VnS-10 Scylla
- ▶ **Enemy Types:** Helghast Base Soldier, Helghast Elite, Helghast Bodyguard



• When the area is secure, enter the door they came through and proceed to the next room. There will be three Helghast soldiers, sheltered and holed up behind crates. If you can run to the top of the stairs, your ISA teammates should enter the room and engage. Once that happens, you can get in the mix and help them out. As long as you're not the first person in the room, you'll have a better chance of surviving.

• When it's clear, wrap around through the next hallway, take out the Helghast Elites near the Scylla gunner and proceed up to the roof.



2 | Initiate Shuttle Launch / Drop Gantry | CP

• Clear the Helghast Sentry Bots and proceed down the main stretch of the rooftop. When you reach the shuttle area, several Helghast Elite will pop out with a surprise attack. Hakha and Rico will stay near the shuttle and defend it while Templar and Luger head for the tower to initiate the launch sequence.

• As Hakha or Rico, get behind the crates and take out the soldiers that drop from the Helghast Drop Ships. After both waves are clear, hit the controls that drop the gantry near the shuttle.



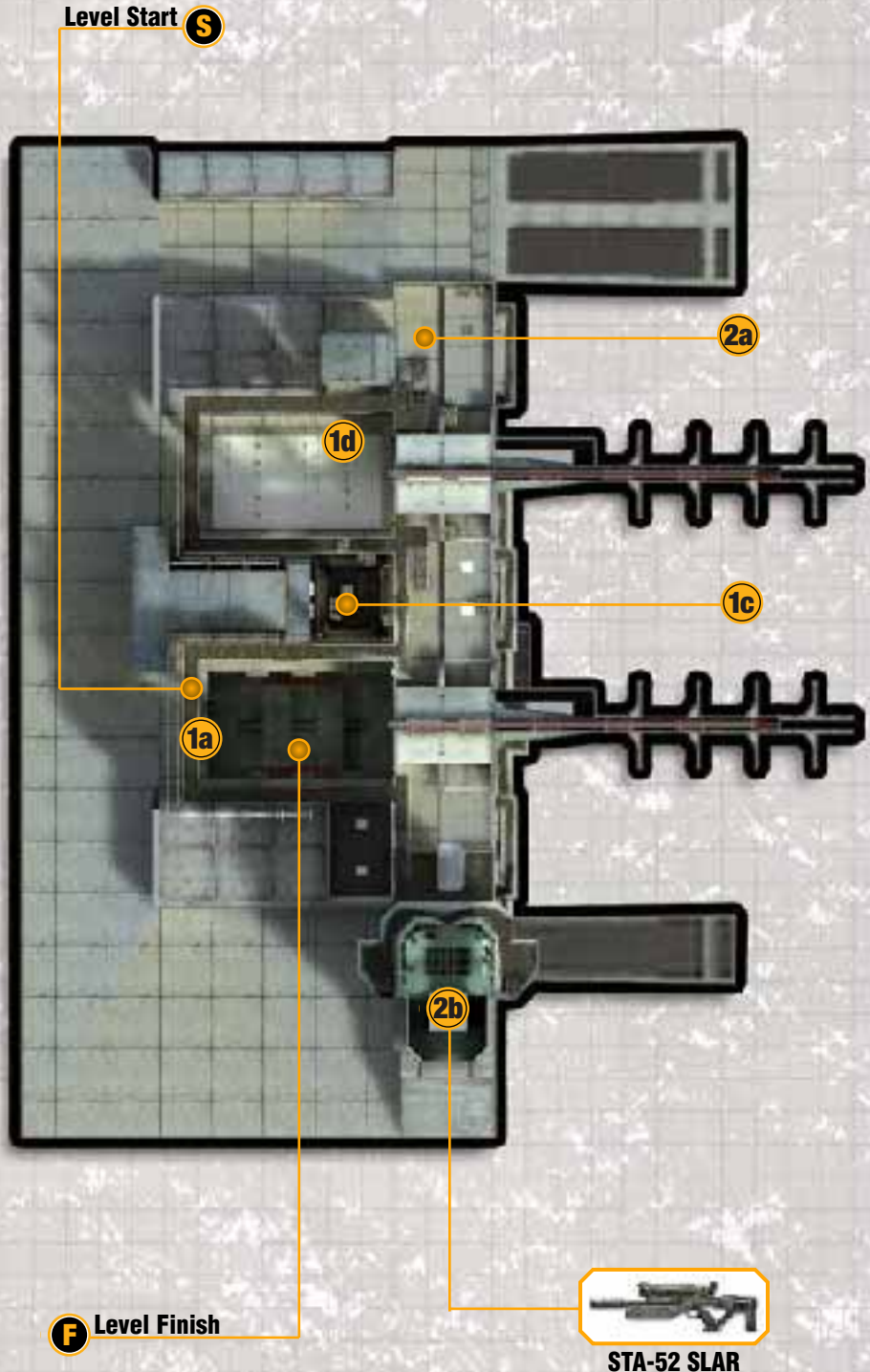


Orbital Transfer Station Area Map

- As Templar or Luger, approach the tower and enter through the main entrance. Luger has the option of taking the vent, which leads to a ladder, all the way up. We found it easier to take the standard route, however. Either way, you'll need to fight your way to the top of the tower—strafing around corners slowly because it's heavily guarded—and flip the switch on the computer on the very top level. Grab the **StA-52 SLAR** before heading back down.

3 | Board Shuttle

- On the way back to the shuttle, you'll be engaged by what seems like a million Helghast Elite. We found it easiest to set up at the end of the tunnel with the sniper rifle already zoomed. When the Helghast come into view it takes but one shot and they're history.
- When it's clear to proceed, head back to the shuttle and you'll complete the level.



BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

MISSION DATABASE

ENEMY ANALYSIS

11.2 | HOPE SD PLATFORM DOCKING BAY

AVAILABLE CHARACTERS


LEVEL OBJECTIVES
1 | Board Transport Conveyor

• Stock up on ammo and grenades in the first room. If you've got space for a solid third-weapon, grab the **M13 Semi-Automatic Shotgun** from the floor. You'll get a full ammo pack along with it. When you continue on, you'll encounter scattered Helghast resistance. Proceed through the rooms and eventually you'll head up the staircase into the near pitch-black hallway.

• If you're having trouble seeing, just know that there are several Helghast soldiers hiding behind the various control stations. The flash from your weapons will make them a little easier to spot, upon first entrance. Once you've cleared the room, continue around the corner and you'll board the transport conveyor.

• The level splits here, and the route through the SD platform changes depending on whom you're playing. Each of these next sections discusses the various paths.


**Templar's Route
2a | Shutdown the Cooling Systems**
DATA

- ▶ **Overall Difficulty:** Hard
- ▶ **Available Weapons:** StA-52 LAR, StA-3 Stova, M13 Semi-Automatic Shotgun
- ▶ **Enemy Types:** Helghast Base Soldier, Helghast Elite, Helghast Staff Commander, Helghast Assault



• Descend the ladder into the corridors and follow the route to the main modules. Switch off the compressors—marked as regular switches—as you clear each room. Make sure you pick up as much ammo as you can. When you reach the fuel tank area, switch the second compressor off and use the ladders to navigate through the tightly packed rooms. When you climb up the ladder to the last area you'll complete Templar's path and complete the level.

**Luger's Route
2b | Send Signal to ISA Fleet**

• Luger's route is probably the hardest, but it's also the most different of the bunch. Climb the rope to access the uppermost module, then crawl through the tunnels to reach the conduit leading across the roof of the next room. You don't have to kill the soldiers here. Instead, just sneak by and you'll be better off. Descend the ladder in the next area and you'll have to sneak through yet another large room with some Helghast Soldiers. When you move through the crawlspace in the next room, use her knife to kill enemies silently, so as not to alarm the whole area. When you reach the ISA computer, flip the switch and send the signal to the ISA fleet. The door will open

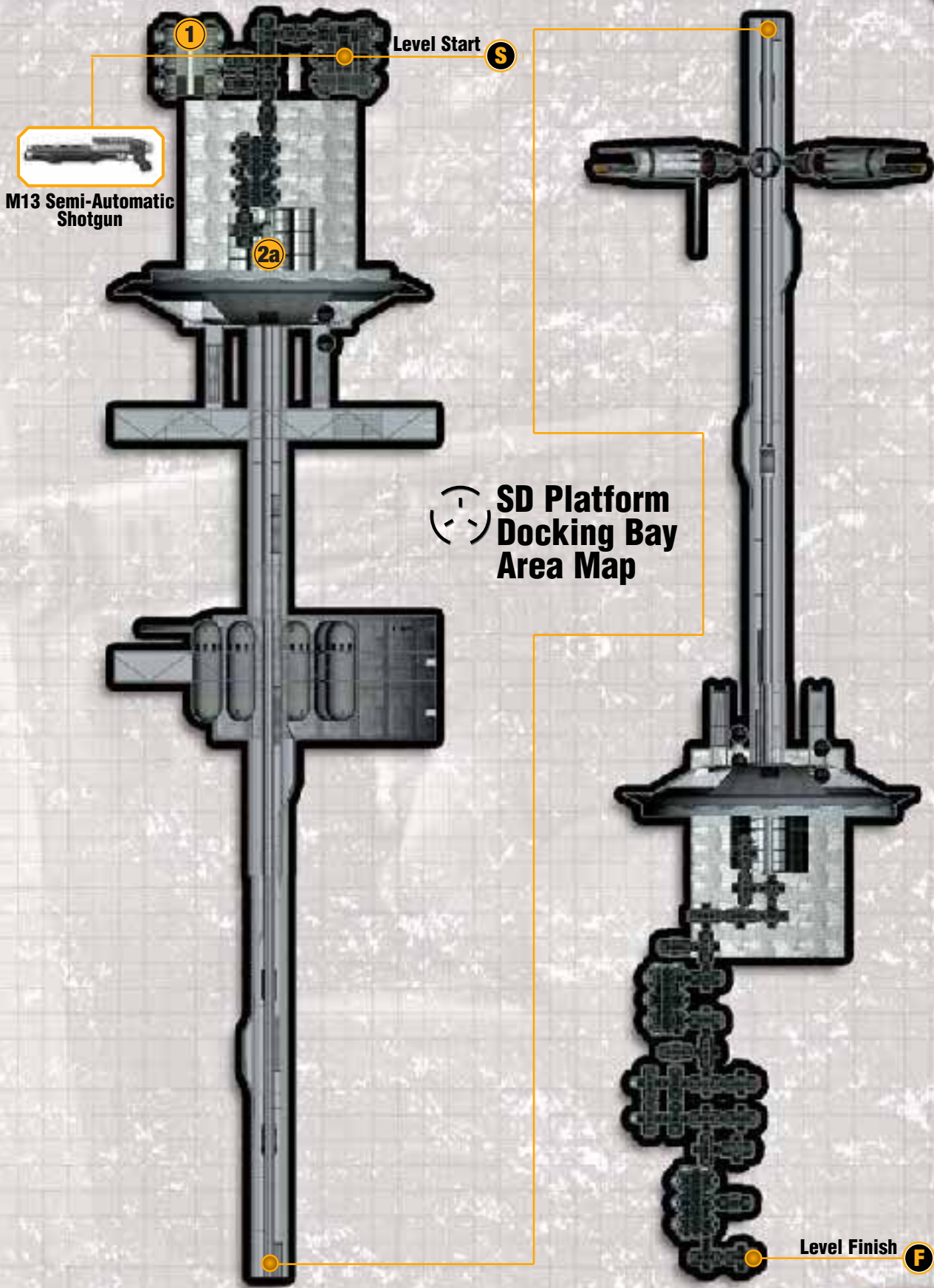
once that is completed, enabling you to crawl down the rope and complete the level.

**Rico's Route
2c | Defeat Helghast on Board**

• Rico's is the most straightforward of all, with nothing more than "blasting" to do. Work your way through the various rooms, killing everything in sight. His chaingun should be more than enough to finish the job, but keep the Helghast StA-3 Stova as a backup weapon just in case.


**Hakha's Route
2d | Disarm Self-Destruct Charges on the Three Parasite Modules**

• Move through the first module and into the second, then hit the switch near the back of the parasite module to disarm it. When you work through the next few hallways, you'll encounter the second parasite module. Flip the switch and continue on. When you move into the fourth room, you'll see the parasite module burst through the hull and deliver a squad of Helghast. Take them and disarm the final switch to complete Hakha's objective. When you exit through the long corridor you'll complete the level.



M13 Semi-Automatic Shotgun

SD Platform Docking Bay Area Map

BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

MISSION DATABASE

ENEMY ANALYSIS

11.3 | HOPE SD PLATFORM COMMAND MODULE



LEVEL OBJECTIVES

1 | Defeat Adams' Bodyguards

• Although brief and basically one big firefight, this level is ridiculously hard. When it begins, you'll be knee deep in mixed Helghast Soldiers. You'll be attacked from the front by regulars, Elites and even a few Bodyguards. There are several strategies that work, but the best initial move is to get on top of the right platform as quickly as you can. You'll see a dead soldier there, along with a **BP-02 Pup** that really comes in handy.



• Once in position, use the pillars as shelter while you strafe from behind it to shoot at the various Helghast. It will take you a while to defeat them, but your risk of dying is minimal. If you get really low on health, make a run for the left platform and you'll see a Health Pack near the rear pillar.



DATA

- ▶ **Overall Difficulty:** Very Hard
- ▶ **Available Weapons:** StA-52 LAR, StA-3 Stova, BP-02 Pup
- ▶ **Enemy Types:** Helghast Base Soldier, Helghast Elite, Helghast Bodyguard, General Adams



2 | Defeat Adams

• After killing the last of the soldiers on the first level, your ISA teammates will regroup and join you. When you move up toward the command console, another wave of Helghast will engage. Use the computers as cover—remembering to use the L2 button to keep your head down—and you should be okay while your teammates cover you from behind. When the coast is clear, proceed up the staircase and into the next room. You'll see Adams guarded by several Helghast Bodyguards. Take out the guards first, if you can.



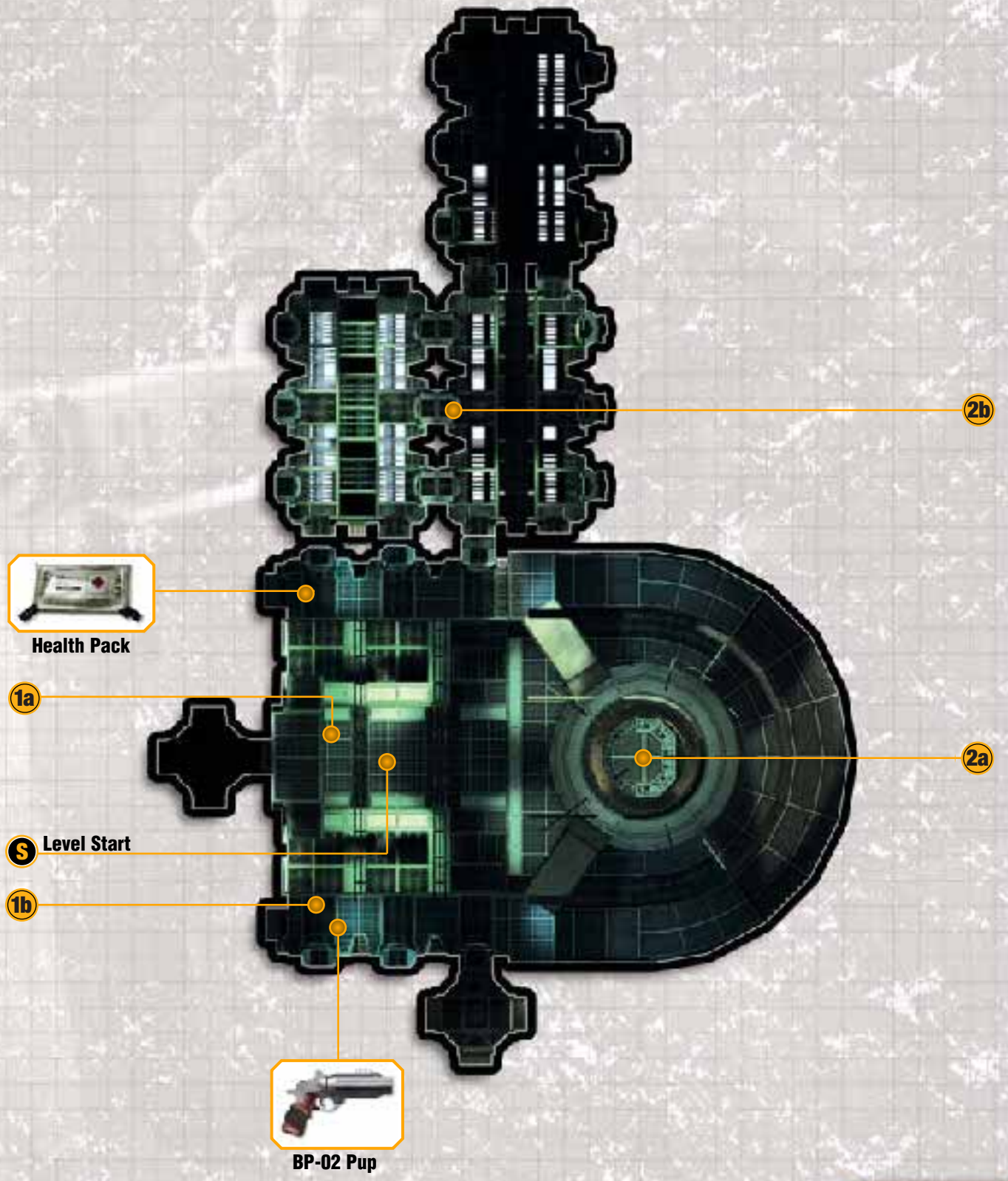
• With the guards out of the way, Adams is in trouble. He has no cover, is in a poor tactical position, and doesn't move all that much. The one thing he does have is a huge honkin' stack of health. Regardless, expect to spend more than a few magazines of whatever weapon you're using against him before he goes down for the count.

3 | Escape SD Platform

• With General Adams defeated, follow your ISA teammates through the last hallway and you'll see the escape pod hatch. When you all reach the hatch, the level is complete, and you'll enjoy your final CG movie. *Congrats!*



SD Platform Command Module Area Map



BOOT CAMP

CHARACTERS

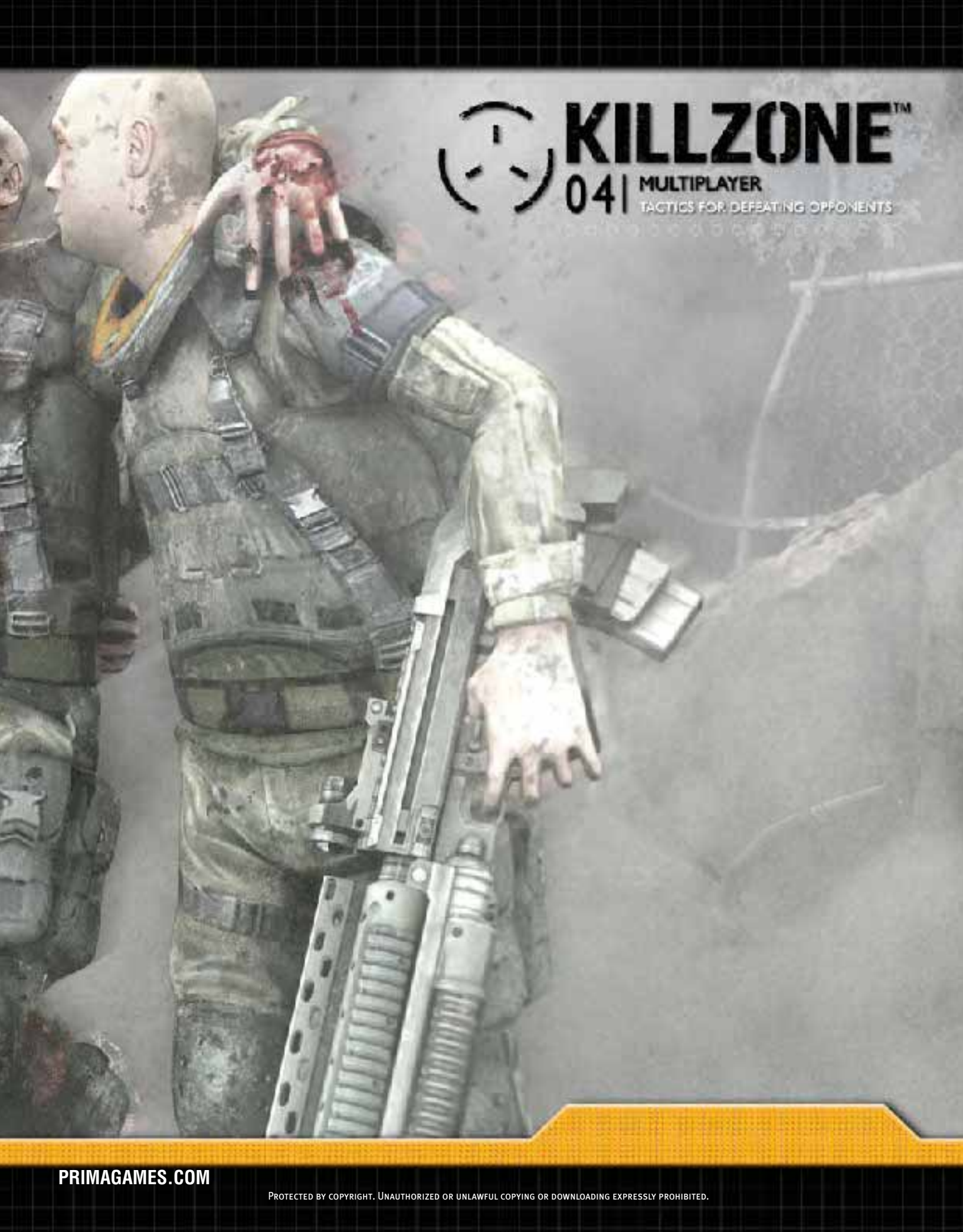
WALKTHROUGH

MULTIPLAYER

MISSION DATABASE

EVENT ANALYSIS





KILLZONE™

04 | MULTIPLAYER
TACTICS FOR DEFEATING OPPONENTS

04 | MULTIPLAYER STRATEGIES

▶ **Deathmatch**

This is your standard FPS multiplayer game, where you have no allies and the only goal is to score as many kills as you can, as quickly as you can. Everyone spawns in random locations, so the key is to play maps and understand the spawn points.

Scoring

Each player earns one point for each kill, but loses one point for each suicide. The player with the most points wins.

▶ **Team Deathmatch**

TDM is like basic deathmatch, but it places an ISA Squad versus a Helghast Platoon. The premise remains the same—work with your team to score more points than the other team. Remember that if you kill a teammate with friendly fire, it works against your point total.

Scoring

One point is awarded for each kill, but one point is lost for each suicide or friendly fire death. The team with the most points at the end of the game wins.

▶ **Domination**

This is a team-based game where victory is decided by the control of several key switches. Control the switches and you control the map.

Scoring

One point is awarded per kill, and one is removed for each suicide. Capture a switch and receive five points, but lose five points if it's captured by someone else.

▶ **Supply Drop**

This is a team-based game where the battle takes place over containers strategically placed throughout the map. Teams need to capture these containers and bring them back to their base for points.

Scoring

One point is awarded for each kill, and one is removed for each suicide or friendly fire death. Five points are awarded for each container that is placed inside the base, and five are removed if the other team takes it back.

▶ **Assault**

A team-based game where one team defends a designated area from another team. To score a successful assault, the team will need to approach the designated area and complete the objective (which varies from map to map).

Scoring

One point is awarded for each kill, and one is removed for each suicide or friendly fire death. Five points are awarded if the team can successfully take the objective.

▶ **Defend & Destroy**

A variant of Assault where both teams guard their objectives from the opposing team. The real strategy is maintaining a balance between offense and defense, deciding when to press and when to lay back.

Scoring

One point is awarded for each kill, and one is removed for each suicide or friendly fire death. Five points are awarded to either team that can destroy the opposing team's objective.



► Key Multiplayer Tactics

► Strafe Into Aim

Instead of manually aiming and adjusting your crosshair to hit opponents on both the X and Y axis (vertically and horizontally), you should limit your margin of error by only using one axis at a time. If you can align your crosshair vertically, for instance, then you don't have to struggle with horizontal adjustment. Instead, you focus on strafing from side to side while placing your opponent in the middle of your crosshair. It sounds simple, we know. And with practice, it *is*. This will increase your overall hit percentage tenfold!



Strafing into aim also works well with explosive weapons like the M327 Grenade Launcher.

► Unpredictability

Unlike single player, you cannot fall back to the same old, same old. In other words, you'll need to stay fresh during combat. It's absolutely key to stay frantic with your movements, and to make sure that your strafing or faking patterns don't get predictable. If you don't stay fresh, the higher ranked players will read your patterns and adjust accordingly. As long as you stay innovative with your strafing, maneuvering, and general tactics, it will be much harder for your opponents to gauge your style of play. This is key!



Close-quarter combat is a mainstay of KillZone multiplayer. Strafe, dodge and stay unique in your movements!

► Weapon & Item Re-Spawns

Weapons and items have different re-spawn times, so it's important to keep track of exactly where and when everything will be re-spawning. Do whatever is necessary to not only make mental notes where items are located on any given map, but also *when* they're expected to re-spawn. Below is a list of the three item types, along with their re-spawn times.



Weapon

30 seconds



Ammo Pack

30 seconds



Health Pack

60 seconds

(Note: Certain heavy weapons re-spawn at 45- or 60-second intervals, rather than 30.)



► Learning The Maps

We're not talking about casually playing the level, maybe picking up a few little things here and there, dingle-dangling around. No, no. We're talking about more detailed aspects like player re-spawn points, weapon & item re-spawns, and any other piece of relevant info that will help you get a better understanding of the level. Where do people usually go on a specific level? What are the high traffic areas? What are the most out of the way weapons? It's a simple tactic, yet not many people actually take the time to make it effective. Be different and take the necessary steps to build up your knowledge of the maps themselves.

► Don't Bring a Knife to a Gunfight!

While it's only natural to want to be part of the action at *all times*, sometimes it's best if you analyze your current situation before charging into battle. If you're packing an StA-52 LAR and your opponent has a M224-A1 HSW, then it might be a good idea to stay out the medium-ranged areas. Now, if you had a CMP150 or a Cyclone, at least you'd be able to defend yourself. So what we're trying to tell you is that you should analyze different situations as they arise, but never, ever charge in with a wimpy weapon.

► Pickin' Up The Scraps

If you know of two or more opponents that are engaged and near death, or even just slightly wounded for that matter, try creeping up on them. If you can land the killing blow—even without doing most of the work to bring their health down—you'll get the point for the kill. This is an old, cheeseball technique from FPS games in the past, but the reality of the matter is that points win games, and this technique earns points. In Deathmatch games with large numbers of players, this technique is a winner.

BEACHHEAD


MAP STRATEGIES
DATA

- ▶ **Overall Size:** Medium
- ▶ **Available Weapons:** StA-52 SLAR, StA-3 Stova, M224-A3 HSW, BP-02 Pup, M327 Grenade Launcher, M13 Shotgun, M404-MAW
- ▶ **Available For:** All Multiplayer Modes

- | **Sniper Rifle Strategies**

- The StA-52 SLAR is hidden in the southeast corner of the map, near the wall of the base behind some weeds. It's easy to pass up if you're unfamiliar with the map.
- In multiplayer, the sniper rifle works exactly like it does in the single player mode: one shot kills. The HUGE benefit, though, is the fact that you can strafe around with it non-zoomed, and still be just as effective. Don't be afraid to line up opponents in the center of your screen to shoot without going into zoom. In fact, most of the time the zoom just slows you down.



- | **Hidden M327s**

- There are two M327 Grenade Launchers on this map, both of them hidden in out of the way areas. The first one is at the bottom of the base, underground near the stairwell. The second one is near the shoreline, inside the small shack.
- Although they only come with six grenades each, the splash damage and concussion effects alone make them a worthwhile pickup. In team games, this is a great weapon to have as a secondary. You can be firing your main weapon as cover fire for a teammate, run out of ammo, but instead of reloading, switch to the M327 and drop some grenades into place. Talk about effective!



- | **Utilizing The Chaingun**

- The M224-A3 HSW is hidden down in the ruined building near the base, on the eastern part of the map. It's a great weapon to pick up for several reasons, but the main one is pure firepower. It comes with 500 rounds on pickup, which is more than enough to go nuts with.
- Remember that the M224-A3 doesn't need to reload, but instead works from the heat meter in the lower rand-hand part of your screen. This is great new when fighting multiple opponents. Anytime they go for a reload, you're ready to attack with a full pack.





Health Pack



M327 Grenade Launcher



M194 Percussion Grenades



M404-MAW Medium Anti-Tank Weapon



STA-3 Stova



M224-A3 Heavy Support Weapon



Health Pack



StA-52 SLAR



M13 Semi-Automatic Shotgun



Health Pack



M327 Grenade Launcher



BP-02 Pup



(Note: Weapon locations shown for "Deathmatch" mode. Locations may vary for other modes of play.)

CANYON CROSSING

MAP STRATEGIES

DATA

- ▶ **Overall Size:** Very Large
- ▶ **Available Weapons:** M66-SD Submachine Gun, M13 Shotgun, BP-02 Pup, STA-3 STOVA, M327 Grenade Launcher, Pnv-3 Siska
- ▶ **Available For:** Deathmatch, Team Deathmatch, Domination, Assault

• | The Hills

• This is a large map, absolutely littered with rolling hills connecting the outside borders to the building-populated main area. Many of the player re-spawn points are well beyond the buildings, and are scattered up in the hills. That being said, you'll need to learn item placement as quickly as you can.

• If you stay crouched on the top of almost any hill, you'll have a great overview of the level without making yourself an open target. Grab a weapon with zoom and you'll have a good time picking away at enemies from afar.



• | Pnv-3 Siska Tips

• The Siska has an incredibly slow reload time, but the damage and range make it a desirable and interesting weapon. If you're smart, you'll time the Siska re-spawn and do loops around the area to keep other players from getting it.

• From long-range, remember that the Siska rounds will drop a little more severely than a standard bullet. With that in mind, make sure you adjust your crosshair a little higher than normal if you're aiming at someone from across the level. The hills are a great place to use the Siska.



• | The Bridge

• The bridge is the one key landmark on this level, and as such, it really attracts a lot of attention during deathmatches. Take note of this if you're applying the "pick up the scraps" technique. If you show up with a high-powered explosive weapon, approach from the hills on the side and you'll take players by surprise. This is one of the fastest ways to rack up kills quickly.

• Underneath the bridge is a series of steel walkways. On these walkways are a plethora of items that tend to draw players toward them. We recommend staying off the walkways if you can. Any player who knows what they're doing won't let you get back up once you've gone below.





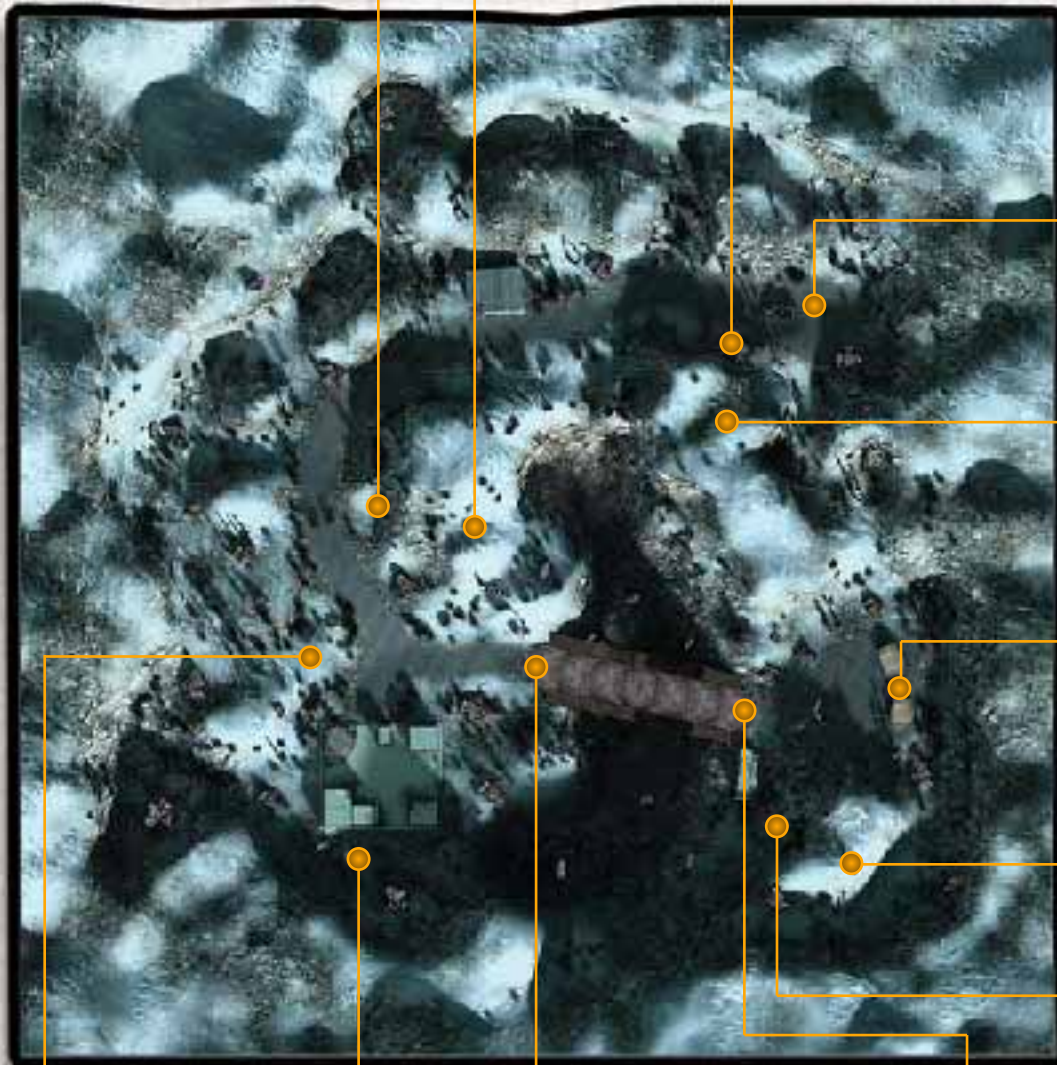
M224-A3 Heavy Support Weapon



BLR-06 Hadra



M327 Grenade Launcher



(Note: Weapon locations shown for "Deathmatch" mode. Locations may vary for other modes of play.)



STA-3 Stova



M66 SD Submachine Gun



M13 Semi-Automatic Shotgun



Health Pack



STA-3 Stova



Pnv-3 Siska



STA-3 Stova



Health Pack



BP-02 Pup



M327 Grenade Launcher

BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

WEAPON DATABASE

EVENT ANALYSIS

CORE SHAFT

MAP STRATEGIES

DATA

- ▶ **Overall Size:** Small
- ▶ **Available Weapons:** M66-SD Submachine Gun, M224-A3 HSW, M13 Shotgun, StA-3 Stova, BP-02 Pup
- ▶ **Available For:** All Modes Except Domination and Assault

• | Close-Quarter Tactics

• This level is small, but the individual hallways that connect the various rooms are even smaller. Long range weapons do little good here, so learning to strafe with the M66-SD and M13 Shotgun are absolute KEY strategies if you want to succeed in controlling this map.

• Some of the most high-traffic areas on this map are also unfortunately some of the smallest. Explosives in the generator room are usually not a good idea due to the points where you can accidentally blow yourself up, if you're not careful. Stay with proven short-range weapons like the M224 HSW or the M13 Shotgun for best results on this map.



• | Using Shelter

• On smaller maps like Core Shaft, shelter becomes pivotal in keeping you or your team's overall death rate down. In the center of the core shaft, use the pillars when strafing to absorb extra shots. The same thing goes for the hallways connecting rooms—especially the main hallway between the shaft and the generator room. That area probably sees the most traffic overall due to the various re-spawn points nearby. A smart player gets stocked on weapons and explosives before camping the corner and using the pillar as cover.



• | Heavy Weapons 101

• The M224-A3 HSW is located in the control area of the generator room—behind the desk—and definitely off the beaten path. If you spawn anywhere near the generator room, make it a point to grab this weapon before heading out to the core shaft area.

• The secondary missile attack is dangerous on such a small, enclosed map. As long as you keep your muzzle up, though, you shouldn't run into any self-inflicted splash damage troubles.

• Remember that you can only rattle off 100 rounds before overheating the gun. You're better off popping 50 rounds, then breaking for a cooldown, followed by 50 more rounds.





M224-A3 Heavy Support Weapon



Health Pack



M66 SD Submachine Gun



M13 Semi-Automatic Shotgun



BP-02 Pup



STA-52 LAR



M224-A3 Heavy Support Weapon



Health Pack



M82 Assault Rifle



STA-3 Stova



M66 SD Submachine Gun



M66 SD Submachine Gun



STA-3 Stova



M327 Grenade Launcher



Health Pack

(Note: Weapon locations shown for "Deathmatch" mode. Locations may vary for other modes of play.)

BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

WEAPON DATABASE

EVENT ANALYSIS

DELTA CREEK

MAP STRATEGIES

DATA

- ▶ **Overall Size:** Large
- ▶ **Available Weapons:** M66-SD, M13 Shotgun, StA-3 Stova, BP-02 Pup, M327 Grenade Launcher, M224-A3 HSW, BLR-06 Hadra
- ▶ **Available For:** All Multiplayer Modes

• | Using The Hadra

- The Helghast rocket launcher is powerful, no doubt. But it's also very difficult to use for three primary reasons: 1.) A poor crosshair, 2.) Its rather large appearance on-screen, and 3.) A very slow reload time. When firing at medium- to long-range, aim a little high and to the right of the crosshair for best results.
- The secondary attack on the Hadra dumps all three rockets at once, and is absolute overkill in the multiplayer game. Remember that one rocket will kill a character with even full health. Extend your rockets and use it in primary mode only.



• | High Traffic Areas

- This whole map is pretty confusing the first few times you play it, but eventually you'll learn which areas draw more traffic than others. The area near the Hadra is one of them, along with the hill housing the BP-02 Pup. The main area, of course, is anywhere near the huge pond in the center of the map.
- If you see a firefight in one of the hot-spots, use the hills to approach from an awkward angle, but don't take too long. The idea is to get close without being noticed, but to get to the action fast enough to score kills.



• | Team Tactics

- When playing TDM or Assault type games, teamwork is difficult to coordinate on such a large map. Just remember the basics like weapon sharing and double coverage. If one player has an StA-52 LAR and one has a M13 Shotgun, have two of your players go with explosive weapons. Mix it up and refrain from attacking a base with your basic weapons.
- Have one player drop grenades from the M327 while the others flank the base with assault rifles. This technique works on any map, but especially this one because of its layout.





STA-3 Stova



M327 Grenade Launcher



M224-A3 Heavy Support Weapon



Pnv-3 Siska



M224-A3 Heavy Support Weapon



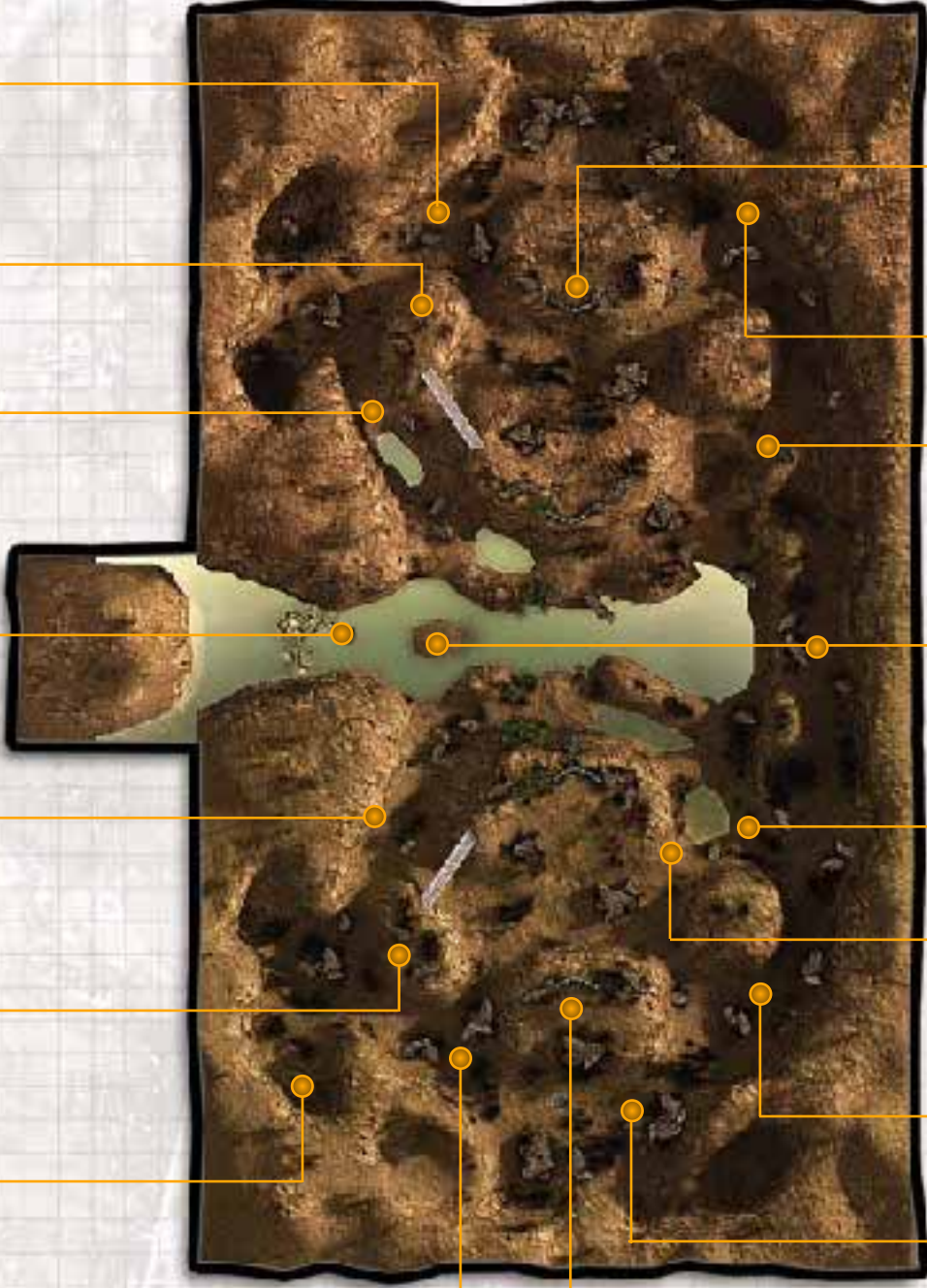
M327 Grenade Launcher



STA-52 SLAR



STA-3 Stova



BP-02 Pup



STA-3 Stova



M13 Semi-Automatic Shotgun



Health Pack



M66 SD Submachine Gun



M13 Semi-Automatic Shotgun



STA-3 Stova



M13 Semi-Automatic Shotgun



BP-02 Pup

(Note: Weapon locations shown for "Deathmatch" mode. Locations may vary for other modes of play.)

ORBITAL STATION

MAP STRATEGIES

DATA

- ▶ **Overall Size:** Very Small
- ▶ **Available Weapons:** M13 Shotgun, StA-52 LAR, M327 Grenade Launcher, StA-3 Stova, M224-A3 HSW
- ▶ **Available For:** Deathmatch, Team Deathmatch, Domination

• | Steel Walkways

• Orbital Station is set up as a bi-level, with grated steel walkways making up a good portion of the upper level. This is a bit of a double-edged sword for players on both levels. It enables you to see players easier, sure, but it also allows those very same players to see you easier as well. You can't fire through the grates, which is nice.

• There are many rooms with access ramps to the upper level. Because of their high traffic, these make great areas to camp with powerful weapons.



• | Health Pack Abundance

• Because of its smaller size, you'll find lots of health packs spread throughout the many rooms and corridors on this map. In tournament games, if used correctly, Health Packs are like "free lives," so to speak. If you can back yourself into a room near a Health Pack and get into a confrontation with another player, you're set. Take some damage, whittle him down, then grab the Health Pack and finish the job. Since there's no armor in the game, it's like a guaranteed kill. As long as you're trading damage one for one, you'll take the kill. Just make sure you keep your opponent from doing the same thing to you.



• | Extremely Tight Quarters

• If you think Core Shaft is small and plays fast, wait until you see Orbital Station. This map is so small that you'll actually be spawning on top of one another if you play with more than four players. That being said, it's key to retain strong close-range tactics throughout the match. Go for shotguns and powerful non-explosive weapons if you have a choice. Explosives only lead to suicides with walls this tight, especially since players like to rush each other. Because there are no melee attacks in multiplayer, it's key to have a solid close range weapon with "one hit kill" ability. The secondary attack on the StA-52 LAR works wonders.



BOOT CAMP

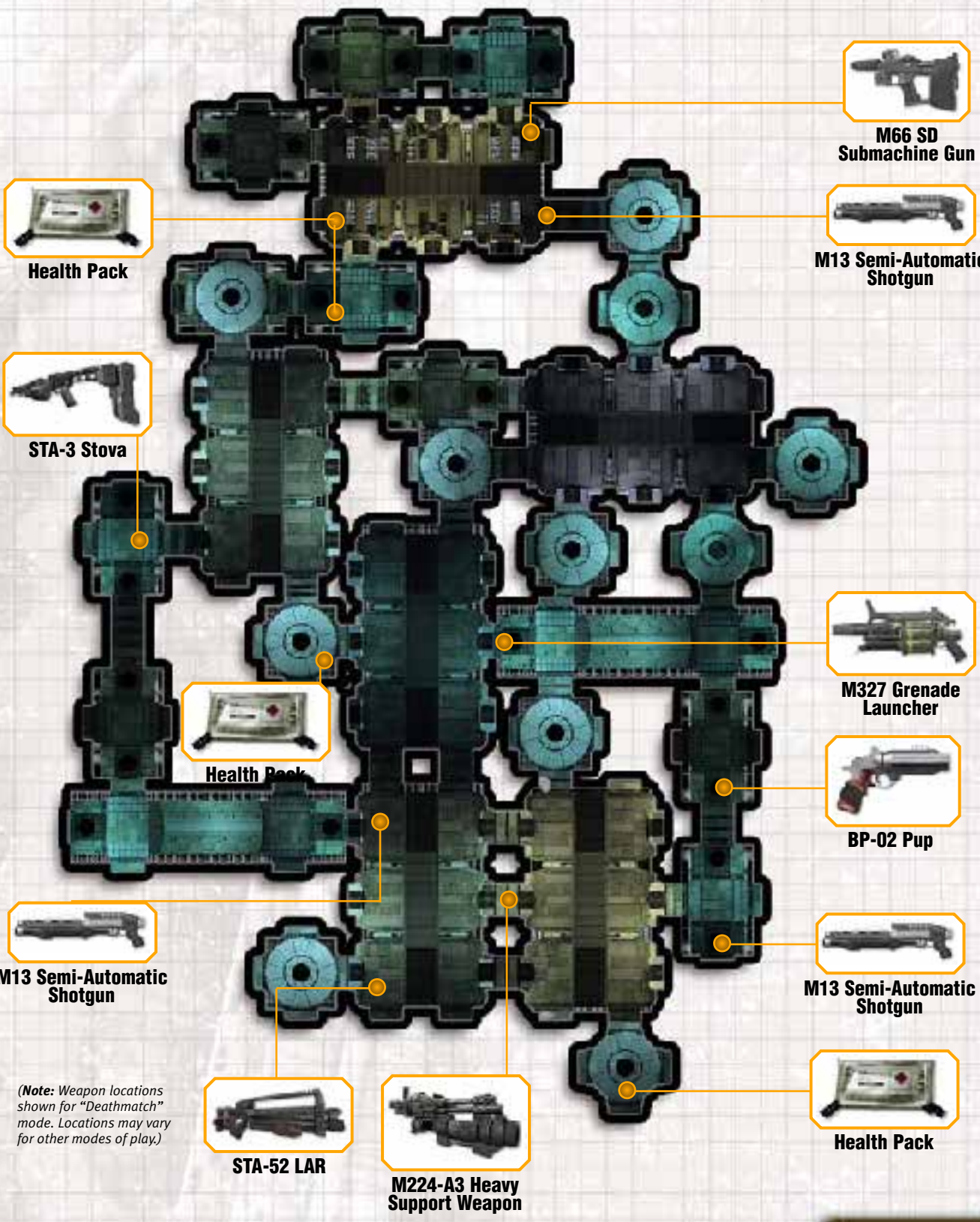
CHARACTERS

WALKTHROUGH

MULTIPLAYER

WEAPON DATABASE

ENEMY ANALYSIS



(Note: Weapon locations shown for "Deathmatch" mode. Locations may vary for other modes of play.)

PARK TERMINAL


MAP STRATEGIES
DATA

- ▶ **Overall Size:** Medium
- ▶ **Available Weapons:** StA-52 LAR, M13 Shotgun, BP-02 Pup, M327 Grenade Launcher, StA-52 SLAR, M404-MAW, M224-A3 HSW
- ▶ **Available For:** Deathmatch, Team Deathmatch, Domination

- | **Explosive Weapons**

• This is the only multiplayer map with the M404-MAW Rocket Launcher. Although it looks good on paper, the M404 really isn't all that great in a multiplayer setting mainly because there are no vehicles to worry about. That combined with an absolutely atrocious reload time make this a less than desirable weapon unless you happen to be passing by after a re-spawn.

• The splash radius is huge on the M404 rocket, which is nice. Since you only get a few rockets with each pick-up, though, make sure you hit what you're aiming at. We found the BP-02 Pup to be much better suited to the style and speed of this map.



- | **Scouring The Sub-levels**

• Sure, it's a lot more fun to stay up top where all the action is. The best of the weapons and items are hidden below, though, so make sure to explore the various hallways and tunnels underneath the station to find the real goodies.

• Get in the habit of dropping grenades around corners if you're scouring for goodies. In larger games with more players, you might pick up the occasional kill from a half-asleep player who just happens to be in the same spot as you. Of course, the same goes for actual combat. If you're fighting in a hallway, don't forget that you can cook a grenade, then bounce it off the wall and the around corner for best results.

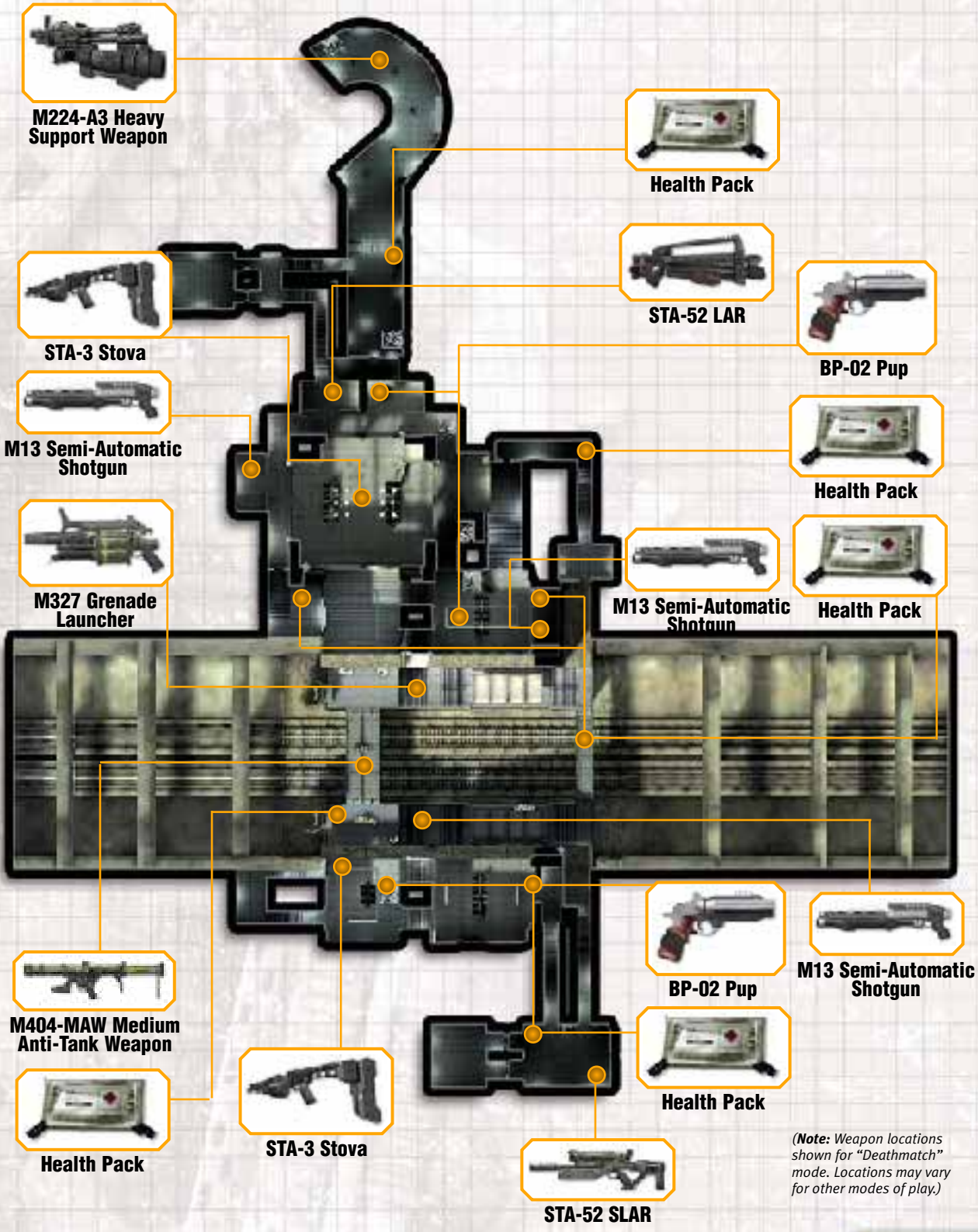


- | **High-Traffic Areas**

• Obviously, the multi-level main room on the north side of the map sees the most traffic. Because it's two levels, make sure to watch out for snipers from above if you're battling down below.

• There are only two bridges that connect the main pieces of the map. The larger of the two bridges has an M404 MAW Rocket Launcher on it, and the smaller bridge has various ammo spawns scattered on both ends. If you're looking for a good place to pick off unsuspecting players, watch either of these two bridges with the sniper rifle and go to town.





(Note: Weapon locations shown for "Deathmatch" mode. Locations may vary for other modes of play.)

SOUTHERN HILLS

MAP STRATEGIES

DATA

- ▶ **Overall Size:** Medium
- ▶ **Available Weapons:** StA-52 LAR, StA-3 Stova, M327 Grenade Launcher, BP-02 Pup, Pnv-3 Siska
- ▶ **Available For:** All Multiplayer Modes

• | Using Structure As Shelter

• The symmetry of this level works well for team-based games because it's such an even playing field. As you can see from the level layout, the base is smack dab in the middle of the map with the other structures serving as "skirmish points" or shelter for battle.

• Don't be afraid to stick behind a wall and pick your opponent apart from a distance. Sure, sometimes it can feel like you're not dishing out the damage quite as fast as some of your teammates. But during team-based games, remember that your deaths count almost as much as your kills. Stay covered and you'll find yourself dying far less often.



1a



1b

• | The Pnv-3 Siska

• You'll find the Siska in the center of the base, up on the bridge. Like any of the other levels, this is a sought after weapon because of its damage.

• Near hitscan speed keeps the Siska projectiles useful for even the longest of distances. At close range, though, make sure you aim at the feet of your opponent rather than directly at them. It increases your chances of connecting, and almost guarantees you'll dizzy them with the splash damage from the explosion. Being dizzy with an assault rifle is anything but easy.



2a



2b

• | Using Grenades Effectively

• This level has the BP-02, the M327 and of course standard M134 Hand Grenades. With all the little nooks and crannies formed by the hills, it's the absolute perfect setting to use any of the above.

• We found it useful to use grenades—or better yet, "Door Knockers"—when entering occupied rooms in the base area as well. If you've got a holed up individual, or even team, then grenades are one of your best methods to flush them out. Take note of the extra grenade locations!



3a



3b



M327 Grenade Launcher



M224-A3 Heavy Support Weapon



STA-3 Stova



M66 SD Submachine Gun



M13 Semi-Automatic Shotgun



Pnv-3 Siska



STA-52 SLAR



BP-02 Pup



BP-02 Pup



M13 Semi-Automatic Shotgun



Health Pack



BLR-06 Hadra



STA-52 LAR



STA-3 Stova



M224-A3 Heavy Support Weapon



M327 Grenade Launcher

(Note: Weapon locations shown for "Deathmatch" mode. Locations may vary for other modes of play.)

BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

WEAPON DATABASE

EVENT ANALYSIS

VEKTAN SLUMS

MAP STRATEGIES

DATA

- ▶ **Overall Size:** Medium
- ▶ **Available Weapons:** StA-52 LAR, StA-3 Stova, BP-02 Pup, M66-SD, M13 Shotgun, StA-52 SLAR, Pnv-3 Siska, M224-A3 HSW
- ▶ **Available For:** All Modes Except Domination and Assault

• | StA-52 SLAR Tips

• The Helghast sniper rifle has a fantastic reticle, but on primarily indoor levels like Vektan Slums, it doesn't offer much help in zoom mode. We found ourselves using the rifle in standard mode during medium-range battles as a one-shot wonder. It's amazing how fast this thing reloads for its power level. Not even the explosive weapons can drop enemies as fast as the sniper rifle in deathmatch games.

• There are a few "perches" to set up from in the main area. Anything on the upper level works well, as long as you're aware of what's going on behind you. Don't let another player get the kill by sneaking behind you.

• | Basement Corridors

• The vast majority of this level is made up of a series of small tunnels connecting to the main outdoor area. You'll find most of the better weapons there, along with Health Packs and Ammo Packs of course.

• During team games, controlling a portion of the basement is probably one of the most effective ways to get on a killing spree. Have players guard entrances while covering each other's blindspots and you're set. Just make sure the area you pick is loaded with Health Packs and strong weapons. This makes other teams want to get near you, and usually lures them into the trap.

• | The Main Area

• In the middle of the main room is a Pnv-3 Siska, which as you know, is a desirable weapon in multiplayer games. It spawns every 30 seconds, but is usually snatched up quickly so make it a point to either get there first, or get there to stop someone else from getting it first.

• The darkened cubbyhole on the far end of the area sports a Health Pack, along with some decent cover to defend yourself from other players.

• Hiding under the stairwells is a popular place for players to set up camp in larger multiplayer games. If you're getting sniped left and right, check the staircases for campers.



1a



2a



3a



1b



2b



3b

Pnv-3 Siska

STA-52 SLAR

STA-3 Stova

BP-02 Pup

M13 Semi-Automatic Shotgun

STA-3 Stova

Health Pack

STA-3 Stova

M224-A3 Heavy Support Weapon

STA-52 SLAR

M224-A3 Heavy Support Weapon

BP-02 Pup

Health Pack

BP-02 Pup

M327 Grenade Launcher

STA-3 Stova

BP-02 Pup

STA-3 Stova

M13 Semi-Automatic Shotgun

(Note: Weapon locations shown for "Deathmatch" mode. Locations may vary for other modes of play.)

- BOOT CAMP
- CHARACTERS
- WALKTHROUGH
- MULTIPLAYER
- WEAPON DATABASE
- EVENT ANALYSIS





KILLZONE™

05 | THE WEAPONS DATABASE
COMPLETE DETAILED ANALYSIS OF ALL



05 | WEAPON DATABASE



Weapon File Information

Below is an example of one of our weapon files, with the various statistics called out for your reference. Every file in this appendix follows the same format, for ease of use.

►Issued By

This shows if each weapon is issued by the ISA, or the Helghast.

►Class

This describes the class of each weapon. The classes are: Knife, Explosive, Small Arms and Emplaced Weapons.

►Primary Attack

This describes the primary attack function of each weapon.

►Secondary Attack

This shows the secondary attack of each weapon (if applicable).

►Damage (P/S)

This shows the damage each weapon inflicts, per attack, for both primary (P) and secondary (S). *Ratings:* Incredible, Very Good, Average, Fair and Poor.

►Accuracy (P/S)

This shows the reload time of each weapon. *Ratings:* Perfect, Very Good, Average, Fair and Poor.

►Rate Of Attack (P/S)

This shows the rate at which each weapon attacks. *Ratings:* Very Fast, Fast, Average, Slow and Very Slow.

►Reload Time (P/S)

This shows the reload time for each weapon. *Ratings:* Very Fast, Fast, Average, Slow and Very Slow.

►Capacity (M/T/S)

This shows the capacity of each weapon, listed per magazine (M), total capacity (T), and secondary (S).

►Data File

Shown here are any available field comments on each particular weapon. Non-functional, but interesting.

►Strategy

This is where we explain our strategy for each weapon in regard to both the single and multiplayer game.

Issued By:	ISA	Secondary Attack:	--	Rate Of Attack (P/S):	Very Slow
Class:	Knife	Damage (P/S):	Very Good	Reload Time (P/S):	--
Primary Attack:	Slash (3-hit)	Accuracy (P/S):	--	Capacity (M/T/S):	--

►Data File

Dubbed the "Toothpick" by grunts from the ISA, the M32 Combat Knife is primarily used by Shadow Marshals.

►Strategy

The M32 is difficult to use in multiplayer, but effective in select locations when playing as Luger in the single player campaign. Make sure you're close enough to hit before you execute an attack or you'll give up the element of surprise when sneaking behind enemy Helghast. If you connect, the M32 Combat Knife will put most enemies down with one or two slices.



M32 Combat Knife

Ammo Packs

There are a total of 13 different types of ammo packs, plus Grenades. This battlefield reference chart shows you exactly how much ammo to expect from each pack, along with what weapon they're for, and how many you'll need to fill up completely.



M194 Grenades
+5 grenades



M4/IVP-18 Pistol Ammo
+Full Capacity



M13 Shotgun Ammo
+16 rounds



M66 Ammo
+Full Capacity



StA-52 LAR Ammo
+100 rounds



StA-3 Stova Ammo
+100 rounds



M224 Ammo
+500 rounds



M82-G Grenades
+3 grenades



StA-52 LAR Shotgun
+3 rounds



M404-MAW Rocket
+1 rocket



BP-02 Pup Grenade
+1 grenade



M327 Ammo
+12 grenades



M224-A3 Missile
+1 missile



M82 Ammo
+60 rounds

Health Packs

Besides ammo packs, Health Packs are the only other pick-up in the game. They're usually well-hidden throughout the single player campaign (as noted on our maps), and sometimes they're dropped by enemy Helghast.



Issued By:	ISA	Secondary Attack:	--	Rate Of Attack (P/S):	Very Slow/--
Class:	Knife	Damage (P/S):	Very Good/--	Reload Time (P/S):	--/--
Primary Attack:	Slash (3-hit)	Accuracy (P/S):	--/--	Capacity (M/T/S):	--/--/--

M32 Combat Knife

►Data File

Dubbed the “Toothpick” by grunts from the ISA, the M32 Combat Knife is primarily used by Shadow Marshals.

►Strategy

The M32 is difficult to use in multiplayer, but effective in select locations when playing as Luger in the single player campaign. Make sure you’re close enough to hit before you execute an attack or you’ll give up the element of surprise when sneaking behind enemy Helghast. If you connect, the M32 Combat Knife will put most enemies down with one or two slices.



Issued By:	Helghast	Secondary Attack:	--	Rate Of Attack (P/S):	Very Slow/--
Class:	Knife	Damage (P/S):	Very Good/--	Reload Time (P/S):	--/--
Primary Attack:	Slash (3-hit)	Accuracy (P/S):	--/--	Capacity (M/T/S):	--/--/--

FSK-7 Fury

►Data File

This is the standard issue Helghast combat knife. These are also issued by the ISA, however, but only to Field Operatives working as spies.

►Strategy

The FSK-7 Fury functions exactly the same in all respects to its ISA counterpart. It slashes with a three-hit combo, but only connects if you’re point blank range. As you’d expect, this sort of limits its functionality in both the single and multi-player game. Most of the time, you’re better off ditching this weapon for anything with range.



Issued By:	ISA	Secondary Attack:	--	Rate Of Attack (P/S):	Slow/--
Class:	Small Arms	Damage (P/S):	Very Good/--	Reload Time (P/S):	Average/--
Primary Attack:	Single Shot	Accuracy (P/S):	Very Good/--	Capacity (M/T/S):	7/84/--

M4 Semi-Automatic Pistol

►Data File

The M4 is given to all members of the Rapid Reaction Force, and all ISA Regulars. It’s nicknamed the “Bull Stopper” by those in the know.

►Strategy

This is your basic handgun. No frills, no thrills. Although it’s meant as a backup weapon, this seven-shot sidearm has some incredible accuracy and wicked one-shot damage. One head shot with this weapon drops all but the strongest of enemies in their tracks. The lack of a zoom feature makes head shots difficult, but with practice it can be a reality.



Issued By:	Helghast	Secondary Attack:	Single Shot	Rate Of Attack (P/S):	Fast/Slow
Class:	Small Arms	Damage (P/S):	Fair/Good	Reload Time (P/S):	Average/--
Primary Attack:	Burst Fire	Accuracy (P/S):	VG/Good	Capacity (M/T/S):	18/90/--

lvP-18 Tropov

►Data File

The lvP-18 fires from a three round burst mechanism, a technology developed but never really implemented into a successful combat sidearm. Until now.

►Strategy

The lvP-18 has a slightly larger magazine than the M4, along with the impressive burst-fire ability. As such, we like it for different reasons over its ISA competition. In the real world, however, the Tropov is tough to use effectively because of its slow rate of fire and lack of zoom ability. Much like the M4, if you connect, you’ll be rewarded with incredible damage.



M194 Percussion Grenade

Issued By: ISA
Class: Explosive
Primary Attack: Toss/Explode

Secondary Attack: --
Damage (P/S): Incredible/--
Accuracy (P/S): --/--

Rate Of Attack (P/S): Very Slow/--
Reload Time (P/S): --/--
Capacity (M/T/S): 5/--/--



►Data File

Standard-issue frags, known as “Door Knockers” from the ISA for their ability to catch Helghast soldiers off-guard.

►Strategy

You can “cook” grenades by holding down the L1 button, thereby reducing the amount of time an enemy (or other player) has to escape its splash radius. Don’t hold the frag too long, though, or you’ll end up eating some of the splash damage yourself. Don’t forget that in multiplayer, you can bounce these off walls, or throw them over hills.

M13 Semi-Automatic Shotgun

Issued By: ISA
Class: Small Arms
Primary Attack: Single Shot

Secondary Attack: Double Shot
Damage (P/S): VG/Incredible
Accuracy (P/S): Fair/Poor

Rate Of Attack (P/S): Slow/Slow
Reload Time (P/S): Very Slow/--
Capacity (M/T/S): 8/16/--



►Data File

The ISA has a little bit of inverted humor going on with their “Lucky Strike” nickname on the M13. 13? Lucky? You decide.

►Strategy

The M13 is powerful, has a worthwhile secondary and works well against large groups of enemy Helghast. It works best at close range, but the delay between shots can leave you open for attack if you miss. Remember that each shot contains a number of pellets, and that each pellet that hits your enemy adds more damage to your total.

BLR-06 Hadra

Issued By: Helghast
Class: Explosive
Primary Attack: Single Rocket

Secondary Attack: Triple Rocket
Damage (P/S): Inc/Inc
Accuracy (P/S): VG/VG

Rate Of Attack (P/S): Slow/Slow
Reload Time (P/S): Average/--
Capacity (M/T/S): 3/6/--



►Data File

The BLR-06 Hadra is the Helghast’s heaviest explosive weapon, and was designed to take out even the heaviest of armored vehicles.

►Strategy

Like many of the superior Helghast weapons, you won’t see this until late in the game. When you do get it, though, save the rockets for Helghast Light Tanks and APCs. The secondary attack shoots all three missiles at once, and is definitely overkill. We found the Hadra to be better suited toward single rockets, thereby increasing your possible targets with it.

M66 SD Submachine Gun

Issued By: ISA
Class: Small Arms
Primary Attack: Full-Auto

Secondary Attack: SD Single
Damage (P/S): Fair/VG
Accuracy (P/S): Average/VG

Rate Of Attack (P/S): Fast/Slow
Reload Time (P/S): Fast/--
Capacity (M/T/S): 30/300/--



►Data File

Nicknamed “Silent Death” by Shadow Marshals of the ISA, the M66 SD is one of the most well-rounded CQB weapons ever built.

►Strategy

The attached suppressor and reflex sight are the only two differences between the M66 SD and the regular M66. The suppressor keeps the shots silent, and the scope lets you zoom in like you would be able to with an assault rifle. In the single player game, only Luger has this weapon. In multiplayer, it’s a regular pick up.

Issued By:	Helghast	Secondary Attack:	--	Rate Of Attack (P/S):	Slow/--
Class:	Emplaced	Damage (P/S):	Incredible/--	Reload Time (P/S):	--/--
Primary Attack:	Grenade	Accuracy (P/S):	Very Good/--	Capacity (M/T/S):	--/--/--

►Data File

A heavier version of the VnS-10 Scylla, the Siren fires grenades from its canister-mounted ammo pack.

►Strategy

You won't have many chances to sit behind one of these as a gunner, but when you do, take advantage of their unlimited ammo supply. Although they aren't tossing grenades out at a high rate of fire, the cumulative splash damage pretty much rips apart both infantry and vehicles in just a few seconds. If you spot one of these in the field, don't be afraid to spend a rocket or grenade to take it out.



VnD-10M Siren

Issued By:	ISA	Secondary Attack:	Grenade	Rate Of Attack (P/S):	Fast/Very Slow
Class:	Small Arms	Damage (P/S):	Avg/Incredible	Reload Time (P/S):	Avg/Avg
Primary Attack:	Full-Auto	Accuracy (P/S):	Average/--	Capacity (M/T/S):	30/450/16

►Data File

This is the standard M82 with the addition of a pump-action grenade launcher underneath. As such, it's been called the "G-Pack" by members of the ISA.

►Strategy

This is Templar's weapon in the single player campaign, and because of the grenade launcher alone, it is definitely one of the best weapons in the game. Picking up a stack of six grenades is like having the ability to kill six groups of Helghast with no trouble. In both single and multiplayer, its accuracy while in zoom mode make it a fantastic overall choice.



M82-G Assault Rifle

Issued By:	Helghast	Secondary Attack:	Shotgun	Rate Of Attack (P/S):	Fast/Slow
Class:	Small Arms	Damage (P/S):	Fair/VG	Reload Time (P/S):	Avg/Avg
Primary Attack:	Full-Auto	Accuracy (P/S):	Fair/Fair	Capacity (M/T/S):	50/300/8

►Data File

The StA-52 LAR is the staple weapon of the Helghast army. It's fast-firing, powerful and carries a whopping secondary attack for close encounters.

►Strategy

The StA-52 LAR fires faster and from a larger magazine than the ISA M82, but its accuracy leaves a little something to be desired. Fire in short bursts—maximum two or three shots—and you'll notice your accuracy level increase tenfold. The secondary shotgun attack is absolutely wicked from close range. Just remember the reload time is automatic after each shot—leaving you open for a few seconds.



StA-52 LAR

Issued By:	Helghast	Secondary Attack:	--	Rate Of Attack (P/S):	Very Fast/--
Class:	Emplaced	Damage (P/S):	Average/--	Reload Time (P/S):	--/--
Primary Attack:	Full-Auto (x4)	Accuracy (P/S):	Average/--	Capacity (M/T/S):	--/--/--

►Data File

The Helghast EAW-25/4 Chimera is a purpose-built heavy weapons platform, designed to take down aircraft.

►Strategy

Unlike the smaller emplaced weapons, the EAW-25/4 Chimera does not have a cooling period while shooting. The advantage therein is obvious—this gun is made for serious duty, and you can fire it for one huge, long continuous burst. Like the rest of the emplaced weapons, the Chimera has no ammunition limit making this a lethal force on the battlefield.



EAW-25/4 Chimera

M224-A3 Heavy Support Weapon

Issued By: ISA
Class: Small Arms
Primary Attack: Full-Auto

Secondary Attack: Missile
Damage (P/S): Fair/Incredible
Accuracy (P/S): Average/--

Rate Of Attack (P/S): Very Fast/Slow
Reload Time (P/S): --/Slow
Capacity (M/T/S): --/800/3



►Data File

ISA Regulars call this the “Surf ‘n Turf”, because it has the best of both worlds: a heavy machine gun *and* a missile launcher mounted underneath it.

►Strategy

Used by Rico in the single player campaign, the M224-A3 is a heavy machine gun with a very fast primary rate of fire. As a secondary, it fire missiles. You can only hold three missiles at any one time, but each one clears a room. In multiplayer, this weapon works well because you don’t have to switch between Small Arms/Explosives every time you need to adapt. An excellent weapon all around.

StA-3 Stova

Issued By: Helghast
Class: Small Arms
Primary Attack: Full-Auto

Secondary Attack: --
Damage (P/S): Fair/--
Accuracy (P/S): Average/--

Rate Of Attack (P/S): Very Fast/--
Reload Time (P/S): Average/--
Capacity (M/T/S): 100/300/--



►Data File

With influences from the German MG42, the StA-3 Stova is the workhorse of the Helghast army. It is also the weapon of choice for Helghast Elite.

►Strategy

In single player, the StA-3 Stova works well as a “pray ‘n spray” weapon. Each individual shot is weak, but since each magazine holds a belt of 100 rounds, it’s the constant battering that eventually wears your enemy down. In multiplayer, however, the lack of a secondary attack makes it a lesser priority on the battlefield.

BDL-23 Dohvat

Issued By: Helghast
Class: Explosive
Primary Attack: Artillery Atk.

Secondary Attack: --
Damage (P/S): Incredible/--
Accuracy (P/S): Very Good/--

Rate Of Attack (P/S): Very Slow/--
Reload Time (P/S): --/--
Capacity (M/T/S): 16/--/--



►Data File

The BDL-23 works as a laser designator, calling in an artillery barrage from afar. Once the designator is locked on a target the artillery falls within seconds.

►Strategy

You won’t see this until Level 8 during the single player campaign, and even then, you won’t get much ammunition for it. The shells fall quickly after locking the laser sight on a target, so make sure you’re clear of the splash radius. The weapon has a somewhat short range because of the laser sight, meaning you really can’t target what you don’t have a direct line-of-sight toward.

StA-52 SLAR

Issued By: Helghast
Class: Small Arms
Primary Attack: Single Shot

Secondary Attack: --
Damage (P/S): Incredible/--
Accuracy (P/S): Perfect/--

Rate Of Attack (P/S): Slow/--
Reload Time (P/S): Slow/--
Capacity (M/T/S): 6/12/--



►Data File

The Helghast sniper rifle is a variant of their modular StA-52 Assault Rifle. Compact, accurate and durable, it’s a mainstay of the Helghast army.

►Strategy

Obviously, the longer you hold down the R3 button to zoom, the tighter you’ll magnify. Just remember that the more you zoom, the harder it will be to track your enemy. At such a high magnification—say 20x—you’ll notice that it’s very easy to lose your target. When you’re at a lesser magnification—say 10x—you’ll be able to stay with your enemy if they move.

Issued By:	Helghast	Secondary Attack:	--	Rate Of Attack (P/S):	Slow/--
Class:	Explosive	Damage (P/S):	Incredible/--	Reload Time (P/S):	Average/--
Primary Attack:	Grenade	Accuracy (P/S):	Perfect/--	Capacity (M/T/S):	1/7/--

► **Data File**

This Helghast-designed single shot grenade launcher is primitive, yet easily concealed and very powerful.

► **Strategy**

In the single player, this little bad boy is one of your best friends early on. With a capacity of only seven rounds, the BP-02 Pup is a great “third weapon” to have. In multiplayer, however, it’s really only useful until you can find something better. The fact that it can only shoot one shot before reloading puts it well behind something like the ISA M327 Grenade Launcher on the desirability list.



BP-02 Pup

Issued By:	ISA	Secondary Attack:	Proximity Mine	Rate Of Attack (P/S):	Average/Ave
Class:	Explosive	Damage (P/S):	Incredible/Inc	Reload Time (P/S):	Slow/--
Primary Attack:	Grenade	Accuracy (P/S):	Perfect/Perfect	Capacity (M/T/S):	6/12/--

► **Data File**

Known simply as “Thumper” from those in the ISA, the M327 houses a specially designed six-shot cylinder that lets it fire grenades in rapid succession.

► **Strategy**

A real treat in both single and multiplayer, the M327 is by far one of the best weapons in the game. It’s only drawback—if you can call this one—is the lack of high ammo capacity. Being limited to only 12 grenades plus six in the cylinder makes it a tough choice for single player, especially being that you only have three available slots to carry weapons.



M327 Grenade Launcher

Issued By:	ISA	Secondary Attack:	Laser Guided	Rate Of Attack (P/S):	VS/VS
Class:	Explosive	Damage (P/S):	Incredible/Inc	Reload Time (P/S):	Slow/Slow
Primary Attack:	Rocket	Accuracy (P/S):	Perf/Tracking	Capacity (M/T/S):	1/5/--

► **Data File**

This is the ISA’s answer to Helghast heavy machinery. They speak of the M404 by its nickname—“Drainpipe”—more often than its actual name.

► **Strategy**

Against Helghast Tanks, APCs or even Drop Ships, the M404 is the only way to fly. If you’re using it as an anti-personnel weapon, though, the splash damage is simply incredible. Ripping one of these into a room packed with Helghast is nothing short of a slaughter. Just make sure your allies are clear of the blast radius before letting one rip in a multiplayer team game.



M404-MAW M. Anti-Tank Weapon

Issued By:	Helghast	Secondary Attack:	Double Blast	Rate Of Attack (P/S):	Slow/Slow
Class:	Explosive	Damage (P/S):	Inc/Inc	Reload Time (P/S):	Avg/Avg
Primary Attack:	Single Blast	Accuracy (P/S):	Perf/Perf	Capacity (M/T/S):	6/12/--

► **Data File**

Firing explosive tipped 20mm rounds, this handheld (and waist-supported) cannon is both wickedly powerful and deadly accurate.

► **Strategy**

You won’t see this weapon very often, but when you do, there’s nothing better in the explosives category. It’s basically one huge devastator cannon, firing explosive bullets with splash damage at perfect accuracy. The only thing to watch out for—and this should be fairly obvious—is its reload time after each shot. Make sure you hit what you’re aiming at or you’ll be left wide open.



Pnv-3 Siska

M224 Mounted Machine Gun

Issued By: ISA
Class: Emplaced
Primary Attack: Full-Auto

Secondary Attack: --
Damage (P/S): Fair/--
Accuracy (P/S): Fair/--

Rate Of Attack (P/S): Very Fast/--
Reload Time (P/S): --/--
Capacity (M/T/S): --/--/--



► Data File

Known as the MOMAG (from MOunted MAchine Gun) or simply MG by the ISA, these are the most common of all emplaced weapons.

► Strategy

MOMAGs have an unlimited amount of ammo, but depend heavily on the cooling of their barrels to stay operational. As such, you'll shoot these like any weapons with overheating problems—using only short-controlled bursts. The problem with the MOMAG in the single player campaign is the lack of armor in front of the weapon. You're far too open to attack while working one of these guns.

VnS-10 Scylla

Issued By: Helghast
Class: Emplaced
Primary Attack: Full-Auto

Secondary Attack: --
Damage (P/S): Fair/--
Accuracy (P/S): Fair/--

Rate Of Attack (P/S): Very Fast/--
Reload Time (P/S): --/--
Capacity (M/T/S): --/--/--



► Data File

This is the standard Helghast mounted machine gun. It utilizes a specialized cooling system designed to rotate a water-filled sleeve around the barrel.

► Strategy

Because it's sitting on a tripod instead of an extendable arm—pitched lower than the ISA MOMAG—the Scylla works better as a general purpose machine gun. It has a similar cooling structure to the MOMAG, and the damage per shot is also very close.





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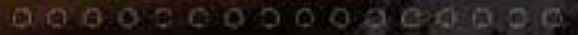


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06

ENEMY ANALYSIS

DEFEAT THE HELGHAST ARMADA



06 | ENEMY ANALYSIS



Helghast Level Chart

Below you'll find a chart detailing every level in the single player campaign, along with a complete list of which enemies you should expect on each level. Hopefully this will give you a better idea of how some levels are absolutely mobbed with many different types of Helghast, and some are more sparsely populated.

Level	Title	Enemy Helghast
1.1	Trenches	Soldier
1.2	Light Industry	Soldier, Sniper, APC
1.3	Industries	Soldier, Sniper, Light Tank
1.4	ISA Command	Soldier, Light Tank, Drop Ship
2.1	Offices	Soldier
2.2	Courtyard	Soldier, Jet Bike
2.3	Research	Soldier, Elite
2.4	Comms Building	Soldier, Elite
3.1	Station	Soldier
3.2	Park 1	Soldier, Elite
3.3	Park 2	Soldier, Elite, Light Tank
4.1	Elevator Shaft	Soldier
4.2	Storm Drains	Soldier, Elite, Drop Ship
4.3	Waypoint Mall	Soldier, Elite
4.4	Storm Drains 2	Soldier, Elite
5.1	Fields 1	Soldier, Sniper, Light Tank
5.2	Fields 2	Soldier, Light Tank, Landing Craft
5.3	Docks 1	Soldier, Sniper, Fast Attack Craft
5.4	Docks 2	Soldier, Elite
6.1	Mangrove	Soldier, Elite, Air Boat, Fast Attack Craft
6.2	Firebase	Soldier, Elite, APC, Drop Ship
6.3	Approach	Soldier, Elite Drop Ship
7.1	Helghast Mist	Soldier, Elite, Sentry Bot
7.2	Helghast Hill	Soldier, Elite, Sentry Bot, APC
7.3	IFO Bounty Hunter	Soldier, Elite, IFO Bounty Hunter
8.1	Hills	Soldier, Elite, APC, Light Tank, Sentry Bot
8.2	Jungle Valley	Soldier, Elite, APC, Light Tank, Jet Bike
8.3	Forward Logistics Base	Soldier, Elite
9.1	Alpine Valley	Soldier, Elite, Sentry Bot, APC
9.2	Base Underground	Soldier, Elite, Bodyguard, General Lente
10.1	Mountain Pass	Soldier, Elite, Sentry Bot, Jet Bike
10.2	Weather Station	Soldier, Elite, Sentry Bot
11.1	Orbital Transfer Station	Soldier, Elite, Bodyguard
11.2	SD Platform Docking Bay	Soldier, Elite, Bodyguard
11.2	SD Platform Templar Route	Soldier, Elite, Bodyguard
11.2	SD Platform Luger Route	Soldier, Elite, Bodyguard
11.2	SD Platform Rico Route	Soldier, Elite, Bodyguard
11.2	SD Platform Hakha Route	Soldier, Elite, Bodyguard
11.3	SD Platform Command Module	Soldier, Elite, Bodyguard

The Helghast Soldier

Resilient, well trained and well armed, the Helghast Soldier is NOT your typical FPS goon. Treat each Helghast—regardless of their equipped weapon or rank—like you would treat a human player if you were playing online. Helghast think as a team, attack as a squad and fight even harder when cornered or injured. Check out these important tips when dealing with Helghast:

- Never try to strafe a Helghast soldier one-on-one—they'll own you. Use shelter to pick them off from afar, or rush them.
- If you're pounding on multiple Helghast, always focus on taking down one at a time rather than shooting at anything in the group. The less guns shooting back at you, the better.
- Never let a wounded Helghast get back into action. We can't begin to stress how many times we *thought* we had one down, only to see him wobble and continue to shoot us in the face.



Frequency: Very Common
Health: Weak
Weapon: StA-52 LAR (usually)

► Concept Art



► Production Model



Helghast Soldier

► Comments

Soldiers, although common, are not to be overlooked as serious threats on the field. They will seek shelter if they sense danger—like a grenade or inbound rocket—unless you can surprise them when they least expect it. When unloaded by Drop Ships, rapid fire explosive weapons like the M327 work the best in clearing out large groups of them.

Frequency: Common
Health: Weak
Weapon: Helghast Small Arms

► Concept Art



► Production Model



Helghast Light Soldier

► Comments

Light and fast but with low defense, Helghast Light Soldiers are used mainly as scouts and the points of attack. The Light Soldiers are not as extensively equipped as Base Soldiers, carrying less equipment and wearing lighter uniforms (smaller boots, short sleeves etc.) Due to their low health, they consider cover at all times in combat, but prefer to rely on speed for protection.

Frequency: Rare
Health: Average
Weapon: StA-52 SLAR Sniper Rifle

► Concept Art



► Production Model



Helghast Sniper

► Comments

You won't encounter the Helghast Sniper often, but when you do, be aware that this is the *only* enemy in the game that can kill you with one shot. Usually, you'll have a sniper rifle of your own to fight back with, so taking them out isn't all that difficult. If you get close enough to kill them with conventional weapons, you'll find that they have the same health as a regular soldier.

Frequency: Rare
Health: Average
Weapon: Helghast Small & Explosive Arms

► Concept Art



► Production Model



Helghast Assault Soldier

► Comments

Stronger but slower than standard Helghast Soldiers, Assault Soldiers are used primarily in major assaults. Assault Soldiers are able to use the full range of Helghast weaponry, and are normally heavily armed. Assault Soldiers do not consider cover to any great extent, and are also able to use emplaced weapons.

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Helghast Staff Commander

►Production Model



►Concept Art



Frequency: Rare
Health: Average
Weapon: IvP-18 Tropov

►Comments

Helghast Staff Commanders are the most senior of the Helghast soldiers. The characters are armed with machine pistols but are not especially effective; they are usually protected by bodyguards and elite units. In combat, the Staff Commanders always consider cover and never retreats.

Helghast Elite

►Production Model



►Concept Art



Frequency: Common
Health: Very Strong
Weapon: StA-3 Stova, StA-52 LAR

►Comments

This is the most common of all Helghast special forces, and they appear pretty early in the game. Elites usually come equipped with StA-3 Stovas, and unlike regular soldiers, they will charge without remorse. They'll run from grenades and know how to seek tactically superior positions when they're in trouble.

Helghast Bodyguard

►Production Model



►Concept Art



Frequency: Very Rare
Health: Incredibly Strong
Weapon: StA-3 Stova

►Comments

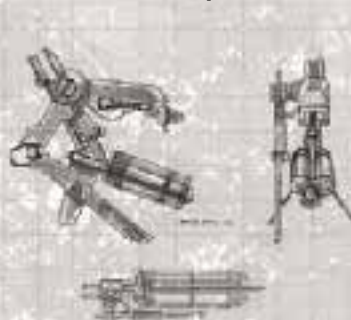
These are the toughest of the roaming Helghast troops, and luckily they only appear toward the very end of the game. Headshots are your best offense, combined with any type of explosive weapon. Remember not to go for any melee attacks, either. You can take them out that way, but they seem to sidestep and maneuver around better than both Elites and Soldiers.

Helghast Sentry Bot

►Production Model



►Concept Art



Frequency: Very Rare
Armor: Light
Weapon: Chaingun (x2)

►Comments

Sentry Bots don't appear often, but when they do, make it a priority to take them out. Use a weapon with a good spread pattern so you can cover their movement easier. It usually takes anywhere from 15-20 direct hits from a standard assault rifle to take one out. On the flipside, when they attack you with their twin chainguns, the damage stacks up quickly.

Frequency: Rare
Armor: Light
Weapon: Chaingun

► Concept Art



► Production Model



Helghast Jet Bike

► Comments

Jet Bikes are used by Helghast in some of the earlier missions, although you really never get a chance to attack one, per se. The best thing to do when you see or hear a Jet Bike is to run for cover until they finish their assault. Usually, they're support for something larger like a Drop Ship, or APC.

Frequency: Common
Armor: Medium
Weapon: Varies on type

► Concept Art



► Production Model



(Note: Anti-Aircraft APC shown)

Helghast APC

► Comments

There are three types of APCs; standard, AA and MRL. The standard APC has a Scylla gunner sitting on top, the AA has an anti-aircraft gun mounted on the turret and the MRL is equipped w/ multiple rocket launchers. If you encounter a standard APC—the most common—take the gunner out first. Unless it's required by a mission objective, destroying the APC itself with explosives is a waste of ammo.

Frequency: Rare
Armor: Very Heavy
Weapon: Artillery / VnS-10 Scylla

► Concept Art



► Production Model



Helghast Light Tank

► Comments

Light Tanks are serious threats and although they don't appear often, you should make it a priority to get rid of them quickly when you do see them. Bullets won't affect the armor, so make sure you only use explosives.

Frequency: Common
Armor: Very Heavy
Weapon: Chaingun (x2)

► Concept Art



► Production Model



Helghast Drop Ship

► Comments

For the most part, Drop Ships can't be taken out by the player. When you do get a chance to take them out, though, it's under special circumstances. Their armor is thick and only rockets, grenades or AA guns affect it. When you see one overhead, take cover so the twin chainguns don't get a chance to lock-on to your position.

BOOT CAMP

CHARACTERS

WALKTHROUGH

MULTIPLAYER

WEAPON DATABASE

ENEMY ANALYSIS

Helghast Fast Attack Boat

►Production Model



►Concept Art



Frequency: Very Rare
Armor: Light
Weapon: Chaingun (x2)

►Comments

These only appear in the middle stages of the game, and even then, very rarely. Their high rate of speed makes it almost impossible to hit them, and much like Jet Bikes, you're better off saving your ammo. Their chainguns chew away health pretty quickly, so seek cover if you see one on the approach.

Helghast Swamp Boat

►Production Model



►Concept Art



Frequency: Rare
Armor: Light
Weapon: N/A

►Comments

The Swamp Boats, Fast Attack Boats and Helghast Sentry Bots are the only three vehicles that can be destroyed using standard (non-explosive) weaponry. Usually, 15-20 rounds from an assault rifle are enough to disrupt the motor and destroy these boats completely.

Helghast Command Boat

►Production Model



►Concept Art



Frequency: Rare
Armor: Very Heavy
Weapon: N/A

►Comments

Although these are the only vehicles on the list that don't attack the player directly, they do carry anywhere from six to eight Helghast Soldiers, armed and ready. Landing Craft only appear in the middle of the game, and you shouldn't waste any ammunition trying to take them out.