

An aerial, isometric view of a city, likely New York City, completely submerged in water. The water is a deep blue-grey color, and the city's skyscrapers and buildings are visible above the water level. The perspective is from a high angle, looking down at the city.

Angelic Legends

A guide to playing Halo on Legendary difficulty

by Nicholas Kim and Jeff 'Dead_Shot926'

Table of Contents

- ◆ Copyright Notice
- ◆ Preamble
- ◆ The Basics
- ◆ Items
 - Ammo
 - Health Pack
 - Overshield
 - Active Camouflage
- ◆ Weapons
 - M6D Pistol
 - MA5B Assault Rifle
 - M90 Shotgun
 - S2 AM Sniper Rifle
 - M19 SSM Rocket Launcher
 - Plasma Rifle
 - Plasma Pistol
 - Needler
 - Fuel Rod Cannon
 - Energy Sword
- ◆ Grenades
 - M9 HE-DP Fragmentation Grenade
 - Plasma Grenade
- ◆ Enemies
 - Covenant
 - Flood
 - Sentinels
- ◆ Vehicles
 - M12 LRV (“Warthog”)
 - M808B Main Battle Tank (“Scorpion”)
 - Ghost
 - Banshee
 - Shade
 - Wraith
- ◆ The Silent Cartographer Intro
- ◆ Conclusion

Copyright Notice

This document is licensed under the [Creative Commons Attribution Non-Commercial Share Alike 3.0 License](http://creativecommons.org/licenses/by-nc-sa/3.0/). A quick summary can be found [here](#).

Credit should be given as follows:

- To Nicholas Kim: my name and a link to my website (<http://technetia.ca/>)
- To Jeff “Dead_Shot926”: his name and email address (zqfmgb123@hotmail.com).

The title image was created by Jeff “Dead_Shot926” using Blender, and modified by Nicholas Kim using the GIMP.

Preamble

Halo, to me, was the sixth-generation Ocarina of Time: outdated by modern standards, but always very fun to play and leaving an everlasting legacy in the world of video gaming. And within the game, every difficulty in the game offers its own fun, with Legendary being no exception. As such, Jeff “Dead_Shot926” and I have decided to collaborate on *Angelic Legends*, a guide to completing the game on Legendary difficulty.

Note that this guide is not a walkthrough – instead, the guide is meant to offer general tips and tricks for progressing through the game. However, needless to say, there are tons of spoilers scattered throughout, so be careful in your reading if you don't want to be spoiled. – Nicholas Kim

The Basics

Halo's Legendary difficulty is...kind of hard. And by kind of hard, I mean really freaking hard.

It's not just that the enemies are much stronger and more intelligent (although they are), but that playing through Legendary difficulty requires fundamental shifts in how you approach the game; whatever worked for you on anything up to Heroic may suddenly fail you miserably when you try your hand at Legendary.

Keep the following overall tips in mind as you play the game:

Know the game first.

Starting the game on Legendary might be a great show of masochism, but your chances of success are much greater if you've learned how the game plays out with the lower difficulties first. There are still some nasty surprises in Legendary that don't occur in the lower difficulties, but Heroic, in particular, will give you a small taste of what's to come.

Patience is a virtue.

By far and away the most important thing to keep in mind in Legendary difficulty is this:

Never charge into an open area full of enemies, guns blazing. At least, not if you hope to come out alive.

Always look for ways to reduce the amount of head-to-head combat you have to do. In particular:

- Firstly, if you can just avoid a fight, make every reasonable effort to do so. Remember the great strategist Sun Tzu: “the victorious strategist only seeks battle after the war has been won”.
- Make use of any long-range weaponry you have at hand. Even a pistol is sufficient to snipe off many weaker Covenant forces, and a sniper rifle is even better (though you will want to conserve ammo, of course). If you lack human weaponry, overcharged plasma pistol shots will do in a pinch.
- If you have heavy weaponry (sniper rifle is the best example), kill the more powerful enemies first; this can often scare the less powerful ones into running, or at least confuse them, which is

exactly what you want – at that point, switch to a less powerful weapon to save ammo and begin mopping up the remainder. If, on the other hand, you lack heavy weaponry, snipe off the less powerful enemies first, then prepare to take on the more powerful ones.

- Attack from several angles – keep enemies unaware of your location as much as possible. This often gives you time to land a few shots in, or even stick a plasma grenade to an enemy, which can be crucial and turn the tide of the battle (enemies tend not to react well to stuck plasma grenades).
- Make plentiful use of grenades. Halo is notable in the FPS genre for supplying players with plentiful amounts of grenades – so don't be too stingy with them! Plasma grenades, in particular, are pretty easy to come by and are often lifesavers against Elites if a plasma pistol isn't immediately at hand.
- If there is any vehicle available for use at hand, don't hesitate to take it. Even an unmanned Warthog is good for running over enemies, or at least absorbing some of the enemy fire.
- If you absolutely must fight head-to-head, make sure to strafe as much as possible and seek cover if need be. Never, ever, ever fire while simply standing still in the open – that is, even more than just being in the open, a good way to die really quickly.
- Make use of the melee attack feature. Not only is it an instant kill for Grunts, Jackals, and Elites if you get them from behind, but it often fills in that last extra bit of damage you need to kill off an enemy, or at least force them to flinch. In the same vein, learn to quickly switch weapons once one of your weapons needs reloading/cooling.

Conserve items.

In *Legendary*, items are essentially godsend. So don't waste them. A prime example of wasting an item would be picking up a health pack when you're only missing one bar of health. (See the Items section of this guide for further details.)

Exploit the checkpoint system.

Despite all your best efforts, you are more likely than not to die more than a few times during the course of your *Legendary* runs. So learn to exploit the checkpoint system – in particular, get a rough sense of when the game gives you checkpoints; usually, they take place after you clear a group of enemies, and/or just before a wave of them show up. So if you're done a particular section of the level and don't checkpoint, try wandering around a bit and seeing if you can get it.

Use the checkpoints that show up just before waves of enemies to experiment. Try different methods of clearing the enemies, and figure out a solution that doesn't involve you losing (too much) health and/or ammo. If you clear a group of enemies and have taken more damage than you think is reasonable, immediately revert to the last checkpoint. Nothing sucks more than nearly finishing a level, checkpointing with one bar of health, and being unable to finish the last part of the level because of that.

Also note that, especially in the level “The Silent Cartographer”, checkpoints may occasionally be infinite-use, meaning that you can come back to the same checkpoint location later and have it work again. Exploit this to create “manual save states” as often as you need them.

Learn what Marines are good (and not good) for.

The first half of the game frequently gives you Marines to fight alongside you against the Covenant, and while their usefulness is debatable, learn to make use of them effectively:

- Marines are very weak. Or at least, the enemies are that much more powerful than they are. Expect them to have trouble even with Grunts – their primary value to you is not the kills they are able to make, but rather their ability to draw fire and attention away from you. If you wish, an often-effective strategy is to let the Marines distract the Covenant while you sneak around and flank them.
- On Legendary difficulty, Marines are very grenade-happy, and you can bet that every battle that lasts longer than a few seconds will involve some Marine throwing a grenade. This is, however, a bit of a mixed bag – on the one hand, frags can cause some serious damage, and instantly clear out a group of Grunts and Jackals (or even weaken/finish Elites). On the other, because Marines are not the smartest allies you'll ever meet, they're almost as likely to land these grenades incorrectly, causing serious damage to themselves, and/or YOU – I have seen several occasions where a Marine primed a grenade and got shot, so he flinched and dropped the grenade directly at his feet, causing the death of half his squad just like that. The lesson being, watch where they throw the grenades, especially if you're charging in while your Marines hang back. (In particular, listen for their key phrases, such as “frag out!” or “fire in the hole!”.)
- The most useful Marines are those that do not carry assault rifles (their other choices of weaponry tend to be much more powerful). Sniper Marines, in particular, are extremely valuable to have around and you should always consider reverting to the last checkpoint if one of them dies. Get them into your Warthog/Scorpion side seats and drive around, and watch in awe as they snipe down enemies with ease.
- Marines are usually good for ammo if you really need some. Simply run behind one and whack him, which will usually lead to a ton of assault rifle ammo and (if you're lucky) some grenades. Just be careful not to kill too many at once, as, if they turn on you, you have a new set of enemies to contend with – and concentrated assault rifle fire tends to get pretty nasty.
- Marines will pilot Ghosts that have been previously piloted by Covenant. While this sounds like a good deal, in practice, they're pretty shitty drivers of these things (which probably explains why Warthog-driving AI was unimplemented until Halo 2, although they continue to be pretty bad drivers in those games) and are annoyingly likely to run you over if you stray anywhere near them. Stay in a vehicle yourself to avoid this issue (luckily, there's only one level that this happens on – Assault on the Control Room – and this level is well-known for its incredible abundance of vehicles, including one badass motherfucking Scorpion tank).

Items

While Halo isn't a game known for its items, and indeed is rather short on them, the few that do pop up are all highly important, so this section will go over a few tips on each of them.

Ammo

Well, in general, you...pick it up. Obviously.

The only thing to keep in mind is how ammunition pickup works. In general, there are two ways you can pick up ammunition: from a gun, and from ammo clips. If you pick up ammo from the former, all is good, and no special considerations are required. If, however, you pick up ammo from the latter, then remember that you cannot pick up “part” of the clip, and so you will always pick up the full clip, regardless of how much of it you can actually use. So, for example, sniper rifle ammo boxes contain 16 rounds each – try not to waste these boxes by picking them up when you're only short a single round.

Health Pack

These things (obviously) restore your health to full, which you will often find yourself needing throughout the game. However, as they aren't all that common, learn to use them wisely:

- Remember their general locations. Try not to just run into them and waste them accidentally.
- A good guideline I've heard for picking up health packs is this: if you're at about three bars of health or less, it's definitely worth picking up a health pack. If you're above that but still in the “yellow” zone, you don't NEED health, but if you sense trouble ahead, it's a good precaution to pick one up. And if you're in the “blue” zone, you definitely don't need health, and you should only pick up the health pack if you're never coming back.

Overshield

Overshields essentially give your shield power a one-time boost by tripling the amount of damage your shield can take before it's gone. These are obviously quite useful for getting through difficult situations where your normal amount of shielding is unlikely to be sufficient.

Keep the following in mind when you use them:

- You are invincible while the overshield is charging. While this is not likely to be useful in practice (since you probably won't be picking up overshields in the middle of combat), it's still something to keep in mind.
- You are most certainly *not* invincible after the overshield charges. Even with a full overshield, against a group of enemies, your shields will still drop quickly, even more so if you are unlucky enough to get hit by an overcharged bolt (which will drain your shields completely regardless). Remember to continue to exercise caution, as you would if you had no overshield.
- Overshields aren't that common (except in The Silent Cartographer, where they're basically a dime a dozen), so don't waste them.

Active Camouflage

These things camouflage you completely for about half a minute, which is very useful for sneaking past a group of enemies, or running around and butchering them from behind with melee attacks. Just keep in mind that “invisible” doesn't mean “ethereal”, and touching enemies will still result in some sort of alert and probably general gunfire in your direction – and if you shoot or get hit by shots, the camouflage will deactivate for a few moments.

Weapons

Halo is arguably the codifier of the two-weapon system that is now ubiquitous in the FPS genre, whereby the player is limited in the number of weapons they can carry, thus creating an additional element of strategy in the gameplay (in contrast to the old Quake days, when people could carry every weapon they ran across).

The really interesting (and beautiful) thing about Legendary difficulty is that **all weaponry has its uses**. If you play on lower difficulties, you will quickly learn to gravitate towards certain weapons – for instance, plasma rifles – which tend to be useful against most any enemy. Legendary changes the ball game completely, in the sense that weapons that tend to get ignored in lower difficulties (i.e. plasma pistol) suddenly take on a whole new level of importance, because the strengths and weaknesses of every weapon get greatly amplified at this level of difficulty, making it very important to carefully select “the right tool for the job”, as opposed to grabbing a one-size-fits-all weapon.

Some general notes...

- Human weaponry is projectile-based, and, except for the rocket launcher, are hit-scan (meaning that the time delay between firing the weapon and hitting the target is zero). Human weaponry tends to be effective against Flood and non-shielded Covenant.
- Covenant weaponry is plasma-based, and are non-hit-scan, meaning that there is always some time delay between firing the weapon and hitting the target. Covenant weaponry tends to be effective against other Covenant (except Hunters) and Sentinels.

M6D Pistol

Clip size: 12

Max additional ammo: 120

“Newbies hate it, but pros swear by it and guess who wins in a fight?”

The M6D is one of the weapons that exemplifies the spirit of weaponry usage in Legendary difficulty – easily discarded in lower difficulties, but absolutely crucial in Legendary. And, indeed, you will find that the pistol has nearly everything you could ask for: accuracy, range (and a 2x zoom), power (especially with headshots), fast fire rate, and a fair amount of ammo. It works a charm on many enemies and will do in a pinch for the rest...this is, if not *the* best weapon in the game, then definitely tied for it. Learn to use it effectively and you will dominate not only Legendary difficulty, but also multiplayer, where the weapon has become iconic among top Halo players as *the* weapon of choice, with many even calling it a *broken* weapon.

One thing to keep in mind is to **never use the automatic fire feature on the pistol**. Press the trigger for every shot you wish to take – not only does this give you basically the same fire rate, but it increases the accuracy of your shots.

Covenant / Grunts

Easy targets for the pistol. A single headshot will always do the trick – but do try to go for the headshots, as it will save a lot of ammo in the long run.

Covenant / Jackals

If their shields aren't covering their bodies for some reason (say, they don't know of your presence), hammer them (again, headshots if possible). Otherwise, shoot them through the hole in their shield until they start rolling, at which point you should proceed to hammer them.

Covenant / Elites

If their shields are gone (hint: plasma pistol overcharge), the pistol is utterly deadly – a single headshot could potentially do the trick if your aim is good. Otherwise, the pistol becomes a bit of a mixed bag; you will probably have to use a clip or two to finish a single Elite, and that's assuming your aim is good (headshots). Try other weaponry unless you're really stuck.

Covenant / Hunters

Weapon of choice, if you can nail them in their weak spots – a single shot is all that is needed.

Flood / Infection Forms

The pistol doesn't have a ton of ammo, so you'd be best off just going for melees. But the pistol's melee really sucks as well, so use another weapon if you can.

Flood / Combat Forms

Great weapon, probably the best after the shotgun. Just nail them in the center of mass and they'll go down soon enough – basically the *de facto* sniper rifle against Flood since the actual sniper rifle is useless. Alternatively, if you just want to disarm them, shoot their arms off.

Flood / Carrier Forms

Great weapon, especially since you generally don't want to be anywhere close to these guys. A couple of shots should do the trick.

Sentinels / Sentinels

Not really that great of a weapon. At this difficulty, Sentinels have far too much resistance to human weaponry to make it worth using (minus the rocket launcher).

MA5B Assault Rifle

Clip size: 60

Max additional ammo: 600

The MA5B is what we'd call a “staple weapon” or “primary weapon”. It's widely available with a lot of ammo to go around, and, at least in theory, can be used against any enemy. Its key strength is in its rate of fire – while this may not sound all that important, it has a variety of uses, including suppressing fire – shooting at an enemy's hiding spot to discourage their escape.

However, the assault rifle has some major disadvantages: namely, lack of accuracy, range, and power. If shooting at enemies from far away, you're unlikely to hit them unless you use burst fire, and with the assault rifle's low power, burst fire is not likely to cause significant damage to any enemies. Elites, in particular, are notoriously resilient to this weapon on Legendary difficulty (anything above a blue Elite is basically a really bad idea).

So, with all that said, you should be able to understand why many Legendary veterans dismiss this weapon as bordering useless, and advise switching it for another weapon whenever possible. This isn't strictly true, of course, as, again, every weapon has its uses, but if you're a huge fan of this weapon (as I am), you might find it uncomfortably easy to discard this weapon for others.

Covenant / Grunts

Great weapon, especially since Grunts usually come in packs. Headshots are better if you can get them, but it doesn't make a big difference either way, and with the assault rifle's low accuracy, you're probably better off not trying. If you're up close to Grunts, mix in some melees to ensure you don't deplete your clip prematurely.

Covenant / Jackals

If you're far away from them, this weapon borders useless, as their shield will just eat up assault rifle

fire and you don't have a prayer of nailing their weapon arm with this rifle's low accuracy (unless you can get them to roll with constant suppressing fire, at which point you might have a chance if you can nail their unprotected body).

However, if you're close to them, this weapon is awesome – a couple of melees (which this weapon is good for, with its quick rate and decent area coverage) and the Jackal is done. (Or, if you must fire, you can just dance around them and unload, which will probably knock them off balance and leave their bodies wide open for you to shoot at.)

Covenant / Elites

If their shields are gone, this weapon works decently enough, as long as you're close enough to them and you're not eating too much plasma fire. If their shields are not...well, let's just say that for anything above a blue Elite (and even a blue Elite if other enemies are around to eat some of your fire), you're in a lot of trouble. The MA5B is notoriously bad against Elites in general on Legendary difficulty.

Covenant / Hunters

This is the worst of the human weapons for taking on Hunters, which means that it's still very decent, as long as you're hitting their weak spots, of course (you'll probably need a few rounds before they go down, but it's still good).

Flood / Infection Forms

Weapon of choice, due to high fire rate, spread of fire, and abundant ammo (good melee, too). If you must shoot infection forms (as opposed to just using melees), don't use any other weapon.

Flood / Combat Forms

Not too great, but it'll do if you really don't have anything else. You're probably going to need a full clip to take down just one, though – and, on that note, be wary of them playing dead and rising up again.

Flood / Carrier Forms

Pretty good weapon, as carriers are weak (so the assault rifle will work even from a distance).

Sentinels / Sentinels

Really, just don't bother. Enough time and you'll eventually take down one, but their laser beams are hell to deal with in groups.

M90 Shotgun

Clip size: 12

Max additional ammo: 60

Although you don't get to use this weapon until the last half of the game, the shotgun will quickly prove to be a staple weapon. Despite all the shortcomings with its range, fire rate, and modest ammo capacity, it more than makes up for all of that with its incredible power – at close range, a few shells will be more than sufficient for most any enemy, and Flood combat forms (which you will be seeing a lot of) only require a single shell. Use this weapon. Use it often.

Note that reloading for this weapon works differently from other projectile-based weapons. Like a real shotgun, Master Chief will simply load shells in, one at a time, so if you're reloading and you suddenly need to shoot something, go ahead and shoot – none of the shells you already loaded will be lost.

Covenant / Grunts

It works great, and can even take down several at once with the spread, but you might consider saving ammo for tougher enemies.

Covenant / Jackals

The shield eats up shotgun fire, but if you can get them exposed, they're basically dead. You're probably better off going for melees and saving ammo, though, as you have to be close to these guys anyways.

Covenant / Elites

Pretty good weapon – a few shells will usually do the trick, just so long as you remember to avoid their fire. If you're up against a gold Elite, however, you're still taking a huge risk with this weapon, as their plasma rifle fire is likely to finish you even before you can land “a few shells”, and their energy swords are lethal. Try something else for gold Elites.

Covenant / Hunters

Hitting their weak spots will do the trick. A pistol or sniper rifle is better, though.

Flood / Infection Forms

Works very well, especially with the spread, but you might want to save ammo and just melee.

Flood / Combat Forms

Weapon of choice – as long as you nail them point-blank, a single shot will do the trick.

Flood / Carrier Forms

Works very well – the spread can often get them from a good distance, which is what you want, of course.

Sentinels / Sentinels

Too much resistance to human weaponry in Legendary – and you have to get close, which is often hard, as these things fly around.

S2 AM Sniper Rifle

Clip size: 4

Max additional ammo: 24 (64 on Truth and Reconciliation, one-time)

A classic favorite among newbies and veterans alike, the sniper rifle is *the* long-range weapon of choice. It comes with a whole bunch of neat features: 2x and 10x zoom (8x for computer users, but this makes no practical difference), night vision in zoom mode (very useful on Truth and Reconciliation), and extreme penetration rounds that can go straight through enemies, potentially hitting multiple enemies at once (or your allies, if they're standing right behind an enemy you shot). Complete with top-notch accuracy, range, and incredible power, this weapon is one incredible beast.

So why isn't this weapon considered better than the pistol? Two major reasons:

1. Ammo for this weapon is scarce. You'll go through 4 rounds pretty quickly if you're looking to take on more than a couple of enemies, and an entire group will use up a lot of ammo – and this gun only comes with a max of 24 extra rounds, with additional ammo being extremely hard to come by.
2. **This weapon is absolutely, completely useless on the Flood.** The extreme penetration of the rounds makes them pass straight through the Flood, leaving them completely untouched.

Covenant / Grunts

Works great (although red and black Grunts actually require a headshot at this difficulty), but unless they're manning vehicles or something, you might want to save your ammo.

Covenant / Jackals

Works great (although yellow Jackals actually require a headshot at this difficulty), but unless they're far away or you can nail a few at once, you might want to save your ammo.

Covenant / Elites

Works great – blue Elites will fall to a single headshot, and all other Elites (save the invisible ones, which are non-shielded) will only require two. If going for body shots (say, if using the weapon at close range), three will always suffice.

Covenant / Hunters

Works in exactly the same manner as the pistol. Weapon of choice (or would be, if ammo weren't so scarce).

Flood / Infection Forms

Useless.

Flood / Combat Forms

Useless.

Flood / Carrier Forms

Useless.

Sentinels / Sentinels

You don't really get many opportunities to use this weapon on Sentinels, but in the case you choose to, it works alright, but you're still better off using Covenant weaponry.

M19 SSM Rocket Launcher

Clip size: 2

Max additional ammo: 8

The rocket launcher is probably the only weapon in the game that is useful against every single type of enemy (even vehicle-mounted enemies). However, as the ammo on this gun is extremely limited and

the fire rate horrendous, you'll generally be wanting to save the ammo for the really tough targets.

Note that, while the launcher is not hit-scan, the accuracy on the gun is actually very good, and it has a hidden 2x scope feature if you need it. Just be wary of shooting any enemies too close to you, as even the splash damage is considerable.

Covenant / Grunts

Waste of ammo.

Covenant / Jackals

Waste of ammo.

Covenant / Elites

Unless you have plenty of rockets, there are several Elites grouped together, or you're taking on a gold Elite, it might be best to save the ammo for something else. Otherwise, go for it – just note that on Legendary, the splash damage, and even a direct hit, often isn't enough to kill – after a single rocket, switch to another weapon and quickly finish them off. (Against gold Elites, multiple rockets might be a good idea, though.)

Covenant / Hunters

If you don't have a pistol or a sniper rifle, a rocket or two will do the trick, regardless of where you aim. Hunters are probably the only troops worth a single rocket each.

Flood / Infection Forms

Waste of ammo.

Flood / Combat Forms

Waste of ammo, unless there are many bunched together.

Flood / Carrier Forms

Not only is it a waste of ammo, but it's probably a really bad idea, as these things explode as well...

Sentinels / Sentinels

IF you can hit them with these things (they can move out of the way quickly), it's often a great way to take out several at once.

Plasma Rifle

Clip size: N/A

Max additional ammo: N/A

The plasma rifle is the Covenant version of the assault rifle, and, like its human counterpart, is a staple (primary) weapon, theoretically useful in any situation and suitable as a mainstay weapon. It fires more slowly than the assault rifle and is notoriously subject to overheating problems, but offers more accuracy and damage per shot as compensation. This makes it quite attractive to newbies and veterans alike, with many refusing to touch an assault rifle if one of these is at hand.

Now, even as a fan of the assault rifle, I won't lie – the plasma rifle is always tempting to grab and does a noticeably better job against many enemies. But that doesn't make the plasma rifle unequivocally better (the assault rifle is still preferred in some situations), and more importantly, you are by no means invincible with one of these in hand – against Elites, for instance, you will still die very quickly. The comparison between the two rifles is, at the end of the day, largely one of personal preference, and either rifle will serve you well, should you choose to use it and leverage its strengths while covering for its weaknesses.

Covenant / Grunts

Excellent weapon. Just be careful not to overheat the weapon when disposing of packs of these guys.

Covenant / Jackals

The shield regenerates fairly quickly at this difficulty, but you can still theoretically take out a Jackal simply by destroying its shield and then targeting the unprotected body. In practice, however, it's probably better to try and hit its unprotected weapon arm and get it to roll, then proceed to nail the unprotected body – essentially, the strategy used with the assault rifle, except that the plasma rifle has a much higher chance of success due to its increased accuracy and damage. If at close range, however, nothing beats a couple of smacks.

Covenant / Elites

Don't get me wrong, this is definitely better to have than the assault rifle, but Elites are so powerful at this difficulty that beyond the lower ranks, it almost doesn't matter which rifle you have. Black and gold Elites are suicidal to take on with either rifle, and invisible Elites are fine with either (I'd actually venture to call the assault rifle better, since its higher rate of fire gives you a better chance of discovering the Elite). Only against blue and red Elites will you really notice any difference between the rifles (and even then, the difference isn't significant; you should still be cautious and use cover as much as possible).

Covenant / Hunters

If you can grab a human weapon, you'll be much better off, as plasma weaponry is pretty bad against Hunters. In either case, aim for the weak spots.

Flood / Infection Forms

It works well enough, but the slower rate of fire and the risk of overheating make this an inferior choice compared to the MA5B.

Flood / Combat Forms

Actually pretty decent, if their numbers are few and you don't have a pistol or shotgun on hand. The accuracy and damage offered is very reasonable.

Flood / Carrier Forms

Works much like the assault rifle does, except with better accuracy and damage.

Sentinels / Sentinels

Except for the plasma pistol, this is the best weapon you could hope for. Just be careful to take cover and dodge their lasers as you use this weapon.

Plasma Pistol

Clip size: N/A

Max additional ammo: N/A

While perhaps even less-impressive looking than the human pistol, it is arguably equally as important, and on Legendary difficulty, transforms itself from a neglected weapon, into a lifesaver.

The plasma pistol has two basic modes of firing: firstly, it has its normal fire, which you use by rapidly tapping the trigger. This has the same basic effect as a plasma rifle, although the gun will be noticeably slower to overheat (but, needless to say, your finger will tire quickly) – but, regardless, if you wish to use this mode of fire, you're probably better off using an actual plasma rifle (or assault rifle, if you so desire).

Which brings us to the other mode of fire, the overcharge (which you use by holding down the trigger and then releasing). This fires a big ball of green plasma at an enemy (which has the added bonus of homing in slightly) and, upon contact, **instantly drains all shielding**. This simple property is what defines the plasma pistol and makes it an indispensable tool on Legendary – it is extremely difficult, bordering impractical, to complete the game on this difficulty without the use of the overcharged shot.

Covenant / Grunts

An overcharged shot or two will do the trick – or you can just gun them down plasma rifle-style.

Covenant / Jackals

An overcharged shot instantly destroys their shield (appropriate, considering how often these guys do it to you), leaving them wide open to whatever method of punishment you choose (including more overcharged shots). Up close, a few whacks will still be your best option, with this gun's quick melee rate.

Covenant / Elites

Lifesavers. Even a gold Elite's shielding is instantly drained upon contact with an overcharged shot, leaving him completely vulnerable to whatever attacks you choose. Human weapons are recommended here (pistol, assault rifle, shotgun). Or, if you wish to just keep using overcharged shots, a handful should do the trick. (Still, do be careful, as Elites don't lose any *offensive* capability when their shields are down.)

Covenant / Hunters

Pretty bad. Hunters, in general, are highly resilient to plasma weaponry – look for a human weapon, or maybe just go for some melees (to the weak spots).

Flood / Infection Forms

Not that great. Overcharged shots don't pop enough of these guys at once, and normal fire will just tire

your finger out. Just use melees.

Flood / Combat Forms

Not that great, although the overcharged feature can be useful for hitting far-off Flood (especially with the homing feature).

Flood / Carrier Forms

Not that great – basically a slightly inferior version of the plasma rifle.

Sentinels / Sentinels

Weapon of choice. A single overcharge will always do the trick (unless the Sentinel is shielded, but another one will then do the trick).

Needler

Clip size: 20

Max additional ammo: 80

The needler is, for lack of a better term, an exotic weapon. It rapid-fires thin, violet crystal shards which stick themselves into targets and turn dangerously explosive if enough of them (six, to be precise) clump together. The needles are rather picky about the surfaces they'll stick to – the general rule of thumb is no non-body shielding (i.e. nothing except you and Elites), and no extremely tough metal (vehicles, etc).

Although the weapon is extremely fun to use, especially if all twenty needles have found their way into a single target (repetitive towers of purple flaming explosions are always a nice sight to behold), in Legendary difficulty, the needler really only has one real use:

The needler is the prime anti-gold Elite weapon. Twenty needles and any gold Elite will die. Miserably. However, owing to this weapon's very limited ammo capacity and its limited effectiveness against many enemies, there's not much else worth spending the needles on, particularly when you need to land at least six for any real damage (any less and the needles will basically just cause a pinprick).

Covenant / Grunts

Pretty fun, and worth trying at least once. However, unless you can get several with one blast, save your ammo, or just grab another weapon.

Covenant / Jackals

Unless you can get their exposed backsides, this weapon is utterly useless, as the needles bounce right off their shield.

Covenant / Elites

Pretty much the only practical targets for this gun. Twelve needles (i.e. two explosions) will usually do the trick, but take my word for it and always go for the full twenty (especially against gold Elites). Short of heavy firepower, this is occasionally your only reasonable means of taking on Elites.

Covenant / Hunters

Really not good, as you'll have to hit their weak spots a lot. Try for something else.

Flood / Infection Forms

Fire too few and you won't do much damage – fire too many and the explosion might hurt you since these things are always on the move towards you.

Flood / Combat Forms

Alright in a pinch, but with their kamikaze tendencies, be wary.

Flood / Carrier Forms

Mixing explosions is generally a bad idea. Try some other weapon.

Sentinels / Sentinels

If you must, it'll do fine, but plasma weapons are much preferred.

Fuel Rod Cannon

Clip size: N/A

Max additional ammo: N/A

This weapon is only usable by you in two situations:

- If you're in a Banshee (the fuel rod cannon is triggered using the secondary fire)
- If you're playing a multiplayer game on the computer versions of Halo

The latter case is irrelevant to a guide on Legendary, so we'll focus on the former, as well as its usage against you.

Black Grunts (the occasional red one, too) and Hunters (who sometimes seem to be able to double-fire) are the sole users of this gun, and, while they are not the most accurate users ever, they don't need to be, because this gun is essentially a weaker version of the rocket launcher – it does splash damage, and quite a lot of it, too, at this difficulty. Do not let yourself get hit by it, and be careful of the fail-safe upon killing Grunts wielding these – the explosion is like that of a grenade and will trigger any nearby grenades.

Enemy Banshees also use this, but only if you're in a vehicle (that includes a Shade). They're still not terribly accurate with the cannon, but even so, watch yourself.

Now, if *you're* using this (in a Banshee), use it almost as you would a rocket launcher.

Covenant / Grunts

Effective and amusing. Be careful of the ones holding fuel rod cannons of their own, though; hover far above them and just rain down the fuel rod blasts.

Covenant / Jackals

Same idea as Grunts. That shield does nothing against a fuel rod blast.

Covenant / Elites

While it might take a few blasts to kill them, the cannon is still very effective. Just be careful not to let yourself get hit, as Elites can take down Banshees quickly if you let them.

Covenant / Hunters

Not really that effective – Hunters take many of these shots. Better to run them over directly with the Banshee or just ignore them (but if you do take them on, be very careful of their own fuel rod blasts).

Flood / Infection Forms

Great weapon.

Flood / Combat Forms

As long as you don't let yourself get blasted by those wielding rocket launchers and stay far up, you're good.

Flood / Carrier Forms

Stay clear of them, as they explode upon death. Otherwise, feel free to blast away.

Sentinels / Sentinels

Great weapon.

Energy Sword

Clip size: N/A

Max additional ammo: N/A

Also known as the plasma sword, this weapon is only found in the hands of a few invisible (though the weapon will be visible in that case, making their invisibility pointless...) and gold Elites, and deactivates itself upon their deaths. It is absolutely lethal, with a single slash always enough to kill you (or any of your allies, for that matter). So, needless to say:

Don't get hit.

Grenades

In many other first-person shooters, grenades are a bit of a rarity, intended to be used sparingly. If you come from such a background, know that Halo is very different; in Halo, grenades are meant to be used liberally, as enemies will drop grenades very often. It is difficult, to say the least, to complete Legendary difficulty without the frequent use of grenades.

M9 HE-DP Fragmentation Grenade

More commonly called frags, these grenades are your ordinary shrapnel-throwing grenade found in just about any first-person shooter. They tend to bounce a bit before settling, which may or may not be desirable, but it's something to keep in mind regardless.

Frag work a charm on Grunts, Jackals, and Flood – and you will definitely find yourself needing a few

of these in the later levels. Elites and Hunters, at this difficulty, tend to just take the hit and keep coming for you, so don't bother using these on them unless you plan to unload more than one grenade (but keep in mind that Elites tend to be good at rolling out of harm's way). And, of course, Sentinels usually float out of harm's way anyways.

Plasma Grenade

Also known as stickies, plasma grenades, well, stick to enemies. And if they stick to an enemy, short of being a Hunter, that enemy will die. Which makes these things pretty darn useful, especially against Elites, who tend to roar a battle cry upon seeing you, giving you time to stick one of these on them. They do have a fuse of three seconds upon sticking, however, which gives enemies time to rush you, so take care after having stuck an enemy – in particular, try to minimize using these on Flood, who absolutely love rushing enemies as fast as possible.

Be wary of Grunts and Elites using these things on you. They're pretty accurate with them (particularly the Elites) and needless to say, if you get stuck, you're dead.

Enemies

Enemies are, quite obviously, your shooting targets (or, phrased alternatively, those who have designated you as one). For the first half of the game, this means the alien hegemony known as the Covenant; later, this expands to include the parasitic Flood and the robotic Sentinels, all of which will fight each other (and you).

Covenant

The Covenant is a collection of alien races hell-bent on the destruction of the human race. As a result of the battle for Reach (which you can read about elsewhere), the conflict currently centers on the ringworld known as Halo.

Now, in practical terms, these guys are nasty on Legendary difficulty. Their plasma fire is weak and ineffective on the lower difficulties, but here, it will tear apart your shielding in two seconds flat, if you so let it happen. So, the goal is clear: don't let it happen. As a general rule of thumb, if the Covenant are fighting against the Flood and/or Sentinels, you'll want to lend a hand *against* the Covenant – the others are generally easier targets, assuming you have the right weaponry.

Grunts

The cannon fodder of the Covenant, these guys are basically a running gag in the Halo community – short, stocky, and stupendously stupid. They're poor shots and die quickly, and about the only thing they have on you is their numbers.

They come in three varieties:

- Minor (yellow/orange)
- Major (red)
- Spec-ops (black)

Yellow Grunts are supremely weak and, save for the odd plasma grenade they throw (which they will always precede with an announcement such as “heads up!” or “down in front!”), you should never have trouble with these guys; they only wield plasma pistols and needlers, and are relatively poor shots with

both. Red Grunts are slightly more accurate, and are actually strong enough at this difficulty to require a headshot from the sniper rifle to be killed (though don't let that scare you; they're still very weak enemies). And finally, black Grunts, in addition to the characteristics of the majors, are also often found wielding fuel rod cannons which self-destruct upon their death, and, while still not *that* accurate with them, are definitely worth keeping an eye on (they also throw plasma grenades much more frequently).

To take care of these guys, just about any weapon will do (though you'll generally not want to use the more powerful weapons, unless they're manning a Shade turret or a Ghost). A group of them are easy targets for frag grenades and assault/plasma rifles – and, if you want some extra fun, pin one with a plasma grenade and watch the idiot Grunt run around in circles, and/or towards his comrades. If far away, a pistol does great, and will help weed out their numbers so that you can focus on the more powerful enemies in the area.

Jackals

They're about as strong as Grunts physically, and only wield plasma pistols, but have two major advantages over Grunts, which makes them anywhere from slightly harder to stupidly harder enemies, depending on the situation:

- They have a handheld energy shield which can cover their entire body, save for their weapon arm just barely sticking out to fire their weapon. This energy shield blocks all human weaponry save the rocket launcher, as well as needlers.
- They frequently use the overcharge feature on the plasma pistol (always indicated by a bright green glow emitting from their plasma pistol), which, if it hits you, instantly drains all your shielding and leaves you very, very vulnerable to subsequent attacks (and believe me, Jackals know how to fire a plasma pistol quickly and accurately at this difficulty).

These guys also come in two classes: blue and yellow (denoted by the colors of their shields). There isn't any fundamental difference between them; yellow Jackals are simply more accurate and stronger (but make no mistake, the difference is definitely noticeable).

So how to take these guys on? Well, at close range, the best choice is actually melee attacks. Their shield, for all its strengths, does nothing to stop melee attacks, and two or three melees will always do the trick (and are fairly safe to use, too, since Jackals flinch upon receiving a melee attack). Obviously, if other enemies are around, this is fairly risky, but in that case, you probably shouldn't be out in the open anyways.

Otherwise, you basically have these options:

- Destroy their energy shield using a plasma rifle/pistol, then proceed to hammer their bodies. An overcharged shot works great here.
- Get them to roll around and expose their unprotected bodies, then proceed to hammer their bodies. This is usually accomplished with constant shooting in their general direction, and in particular, hitting their exposed weapon arm.
- If you have a high-accuracy weapon (pistol, sniper rifle), you may attempt to nail their weapon arm directly. Note, though, that yellow Jackals require a headshot from the sniper rifle at this difficulty.
- Land a grenade next to them – Jackals usually do not pay attention to such grenades. Note, though, that you will not want to aim the grenade at their shield directly, as it will simply bounce off and the Jackals will take that as a cue to roll out of the way.

Whichever you choose, just be cautious. These guys are masters of the plasma pistol.

Elites

These guys are the Covenant's version of you, and are pretty much definition of hard enemies in this game – until you've seen a gold Elite with a plasma rifle on Legendary, you have not witnessed the full measure of pain Halo has to offer. A significant portion of your time and effort will be devoted to taking on these guys and living to tell the tale.

They come in five varieties:

- Rookie (blue)
- Veteran (red)
- Stealth (silver/invisible)
- Spec-ops (black)
- Commander (gold)

Blue Elites, which can be found wielding plasma rifles and needlers, are fairly simple to take on if you can do it with minimal outside interference and your shots are reasonably accurate. Unloading plasma/assault rifle shots while dancing around them, landing a single sniper rifle headshot or a clip of pistol headshots, emptying a clip of needler rounds into them, sticking them with a plasma grenade...whatever you choose, it'll work as long as you don't take too much fire and your aim is fine.

Red Elites are not so unlike blue Elites in many regards, but they are much better at strafing and avoiding fire, while continuing to pummel you with their shots. Unless you're really quick and accurate, you will probably die, or at least suffer a lot more damage than you'd probably like.

Invisible Elites are, as their title implies, permanently invisible (well, technically, more like camouflaged – they show up as a slight blur if you look hard enough). While this is obviously bad news for you, the (rather large) upside is that **the permanent invisibility prevents them from possessing any shielding**. Thus, if you can hit them and force them to decloak, they will probably die very quickly, especially if you have Marines around.

Note that invisible Elites will only wield plasma rifles or an energy sword – however, if they wield the energy sword, then the sword will appear to be hanging around in midair, making it extremely obvious where the invisible Elite is. Nevertheless, do take care not to get hit by the energy sword.

Black Elites are a major step up from the lower ranks, and will throw plasma grenades frequently, not to mention extremely accurately. Luckily, as you'll only be meeting these guys after you've acquired the shotgun, they're not too hard to take care of if you can close the distance between you and them. If not, you'll have to resort to the same techniques used for lower-ranked Elites, only with greater risk involved. Tread carefully.

And finally, gold Elites are essentially the gods of the Halo world. They will only wield the energy sword or plasma rifle, but either variant is extremely deadly.

The ones with the energy swords, on this difficulty, are actually *easier* to deal with – as long as you don't get hit by them. However, this should in no way imply that it is easy to deal with these guys – especially in enclosed spaces, where your maneuvering room is limited. Try and stick these guys with a plasma grenade as soon as you can and run for your life, or quickly empty a needler clip into them. Be

wary of their ability to leap over obstacles.

And the ones with the plasma rifles? God help you. Seriously. These guys are the very definition of pain in the Halo world. Even a shotgun at point-blank range isn't enough to take care of these guys, at least not before they finish you with their insanely fast and accurate plasma rifle fire. Without a needler or some heavy firepower, you're utterly done for (and even with these weapons, you have to take special care not to get nailed by plasma rifle fire). Do not, I repeat, do not, underestimate their ability to kill. Be very, very afraid of them.

Additional Tips on the Elites' AI behavior, courtesy of Jeff "Dead_Shot926"

When an elite first notices you, instead of firing at you, usually, it will raise its "arms" to signal other close covenant to fire at you. However, this is precious time for you to lead a plasma grenade, charged plasma pistol shot, assault rifle, shotgun, etc.

- When an elite is very low on health, after a while it will hide behind an object (tree, rock, bush, etc) and it will stay there. If you move JUST enough to see him, usually the elite will not notice you and will just crouch there, letting you do what you must. But do it effectively, because if you do not kill it quickly it will come out with that downpour of plasma fire...
- If you must retreat, do so by all means. They will not follow you too far and after a while, they may just wait around a corner.
- When an elite loses its shields, it will STOP firing and will recoil a bit back. Use this to constantly melee attack or follow up. Make sure to keep it up though, because if you miss the elite will whack you and trust me it hurts.
- When an elite comes close to dying and it gives its final cry (similar to marines when they're close to dying), MAKE SURE to take it out fast because in this state, the Elite will constantly follow you and shoot you until you take out that last bit of life it has.
- An Elite will roll over and dodge your plasma grenades (if they don't stick). However, if the elite KNOWS your there, it will roll. If the Elite does not know of your presence, it will just look at the grenade until it goes boom...
- Your pistol range (at its furthest) can hit the Elite without the Elite shooting back on you. Same goes for any long range weapons (or weapons with long range capabilities eg. Rocket Launcher). Range is always one of your best friends.
- Elites will sometimes prioritize the Ghost over you if the ghost is nearby. Sometimes, back off and let the Elite get in and have a plasma grenade attached to that lovely Ghost...
- Generally higher ranked elites drop a bountiful of plasma grenades. This is useful for setting off chain reactions, which is great for clearing up Elites who are behind walls that are too far to get to without losing a number of health bars.
- Elites will generally go up ramps to follow you if they can. Especially in the level "Halo", they will go up the ramps first.
- Elites will sometimes hide at the nearest object when presented by fire from YOU. Use this to your advantage. For example, fire a couple of pistol rounds to get it to hide behind a rock, then throw a plasma grenade near the rock. If he rolls out, that's your chance to quickly take the initiative.
- When the elites are fighting other enemies, remember GENERALLY the Elites will always come out alive so make sure to take them out before all of the other enemies are gone.
- Gold Elites with Plasma Swords will not be suppressed when you drop their shields. This is why it is not recommended to follow up with a melee attack. It is suicide.

- In tight corridors, sometimes the elite will roll into a wall, and then remain there. This means your grenade will still kill the Elite. Remember in tight corridors with 2 entrance points, throw a plasma grenade on EACH entrance point, to corner the Elite into one spot.
- Sometimes, as elites die, they will fire a couple of more shots as they fall to the ground. This has a small chance to kill you if you were to finish the Elite with one bar of health left. Take this into consideration when finishing a fight with only one bar of health left.

So now you know how they work, but how do you actually kill these motherfuckers? :)

==Rank S==

Melee attack from behind (instant kill)

==Rank A==

Plasma Pistol / Pistol (if you can't kill the elite in one headshot, it leaves you vulnerable)

Shotgun (getting close is the only issue)

Plasma Pistol / Plasma Grenade (there is a chance to miss the plasma grenade throw)

Plasma Pistol / Shotgun (again, getting close)

M41 LAAG Gun (you're still exposed to fire and the Elite may hide)

Running over with a vehicle (you have a chance to miss, vulnerable to plasma grenades)

==Rank B==

Needler (connecting a sufficient amount of Needles is tricky)

Scorpion Missile (Left Click on PC, Right trigger on XBOX) (splash damage is fatal, takes time to fire)

Sniper Rifle (getting hit exits your zoom, ammo is scarce)

==Rank C==

Rocket Launcher (slow firing leaves you exposed, may kill yourself)

Plasma Rifle (they fire much more accurate and harder)

Pistol (by itself, not that good)

Frag Grenades (they can tank them unless you drop all 4, then that's a GG)

==Rank D==

Assault Rifle (takes a whole clip to take down one, not recommended)

Melee attacks (NOT from behind) (what do you think?)

==Rank E==

Standing there (I WONDER WHAT WILL HAPPEN?)

Getting Marines to kill the Elite (they die like dogs man)

Hunters

Hunters are the rarest of the Covenant troops, and always come in pairs (if you only see one, the other one is nearby; you just haven't seen him yet). Like Jackals, these guys are heavily protected, but with a much harder-to-reach weak spot. And also like Jackals, they carry only a single weapon – in this case, a fuel rod cannon, which hurts a lot more than a plasma pistol (but thankfully fires nowhere near as quickly). Although the fuel rod cannon is slow to charge, be wary of it regardless, and especially the double-fire ability they seem to sometimes use.

Now then.

The obvious way to combat these guys is with heavy firepower. However, you'll be needing quite a bit of it; a rocket (or two) at the minimum, or many grenades. Usually, you'll want to avoid this route unless there's no way to get the Hunters alone (i.e. many other enemies in the area).

Instead, exploit their weak spots. If you run up close to one, they'll stop charging their fuel rod cannon (you'll know because the green glow around them will disappear) and they'll run up to you, intending to smack you with their metal shield (and, needless to say, don't get hit by it, as it hurts). As soon as they prepare to swing at you, do one of two things:

- Immediately backpedal and watch their upper body. As soon as their shield is raised, an orange spot will be briefly exposed.
- Immediately sidestep and run behind them. An orange spot will be exposed on their back.

If you have a pistol or sniper rifle, shoot the orange spot once and the Hunter will instantly die. Otherwise, unload as much damage as you can into the orange spot and repeat the process until the Hunter dies.

Note that, in stark contrast to the rest of the Covenant, Hunters are far weaker to human weaponry. If ever in doubt, always choose a human weapon over a Covenant one when fighting these guys.

Occasionally, you can also make use of dropoffs, such as in the Truth and Reconciliation level – bait their charges while your back is to the edge of a cliff and sidestep so that they'll run off the ledge.

Flood

The Flood are a parasitic race hell-bent on infecting the entire galaxy. When the Forerunners failed to defeat them, they created the Halo system as a “final solution” (I reference the Nazi term explicitly), intending to wipe the galaxy clean of all sentient life to prevent the Flood from spreading. Various Flood specimens were contained on the Halos in the meanwhile, but the Covenant accidentally released them, resulting in the restarting of the Flood threat.

In practical terms, these guys are generally easier to deal with than the Covenant, as they do not possess energy shields, throw grenades, pilot vehicles, or, in general, make efficient use of their tools. They have a very kamikaze-like mentality, even on this difficulty, and never stop attacking their enemies until either side is completely gone. Nevertheless, because of the wider variety of weaponry they do wield, they are still to be taken seriously.

Also note that the sniper rifle is completely useless on the Flood, due to the extreme penetration of the rounds (they pass right through the Flood, leaving them unharmed). Never, ever use it on them.

Infection Forms

Infection forms are the beginning of the Flood life cycle, consisting of little spore-like forms that infect their hosts by attaching themselves and sticking a long needle-like part of themselves into the host to assume control of them and mutate them into a new form. The spores are supremely weak, with even a simple squeeze of the hand enough to kill one, and their only redeeming feature is their incredible numbers.

As the Master Chief, you have an energy shield, which, to put it mildly, is a huge advantage when

dealing with infection forms. As their needle-like parts cannot penetrate the energy shield, infection forms simply destroy themselves upon contact with the energy shield, causing a slight drain on the energy shielding. Furthermore, any weapon is sufficient to destroy these in a single hit, so use of an assault rifle, combined with some melees, is an excellent way to deal with them.

However, should your energy shield disappear, infection forms suddenly turn from relatively harmless enemies into extremely dangerous ones. In this scenario, they do not destroy themselves upon attaching themselves to you, and will quickly take one or two **bars** of your health, before jumping off (very much alive), to have at you again. A group of infection forms can therefore kill you even faster than a gold Elite with a plasma rifle – so, the rule of thumb: **never** lose your shields in the presence of infection forms.

Other than that, these guys are pretty much the easiest enemies in the game. They obviously cannot wield any weaponry, and cannot touch you at all if you're in a vehicle (including Shades).

Combat Forms

Combat forms are the next stage of the Flood life cycle, reached only if the infected host is deemed to be “suitable”. In this form, the Flood form possesses the abilities of the host and can tap into his or her mind.

In practical terms, these guys are the warrior figures of the Flood, and have a very nasty melee ability (so stay clear of them when they look like they're about to whack you). Many of them also carry weapons wielded by their hosts, and while they're not very efficient with them, they often don't need to be.

To deal with these guys, the weapon of choice is the shotgun; one point-blank blast is all that is needed. Failing that, a pistol is good as a long-range weapon or for dealing with a few lone combat forms, and a well-placed rocket or grenade can take out many of them at once. Otherwise, you'll have to unload many shots from whatever other weapon it is you have at hand. (Never use melees, as these guys can take incredibly many of them.) In particular, be wary of their ability to “play dead” – that is, when the combat form takes a few hits, seems to die, then soon gets back up and whacks you.

Now, if they wield weapons, they'll have one of these...

- plasma rifle/plasma pistol/needler: these guys are the easiest, as these weapons fire slowly and are not hit-scan. Combat forms are pretty poor users of these weapons.
- assault rifle/pistol: these guys are harder, since the assault rifle fires much faster and the pistol hurts much more.
- shotgun: even at a distance, these guys can still blow chunks off your shielding. Kill them quickly and steal their weaponry/ammo.
- rocket launcher: sadly, these guys are fairly accurate with this gun and can easily kill you even by landing a close shot. Try and snipe them from far off with a pistol (but watch for the telltale signs of the rocket flying at you), and/or use other Flood as shields to hide behind.

They'll also carry grenades sometimes, but they'll never use them.

Also, if you want, you can shoot only their arms off, leaving them completely harmless. They'll still follow you around, which can make them potential meat shields.

Carrier Forms

The final stage of the Flood life cycle, carrier forms are, quite literally, carriers of new infection forms. Combat forms deemed unsuitable for continued combat, or infected hosts who were never deemed suitable to begin with, become carrier forms.

In practical terms, these guys are walking bombs. When they receive enough damage (which isn't a lot; a couple of pistol shots is sufficient, for instance), or when they get close enough to an enemy, they fall over and then blow up (the explosion is counted as a grenade-like explosion and triggers nearby grenades, so be wary), releasing a handful of infection forms. While the explosion can hurt, these guys are relatively easy to avoid (since they're slow) and, as they're often found in the presence of other enemies, they can be used to kill off the enemies around them if your timing is good.

Sentinels

The Sentinels are the robotic guardians of Halo, created by the Forerunners. As machines, they are immune to the Flood, and thus well-suited to their job; their attack mechanism is a single, continuous-fire laser beam, particularly suited against the Flood.

These guys are initially your allies, but by the level Two Betrayals, your goals suddenly run contrary to theirs, and so the Monitor (343 Guilty Spark, the leader of the Sentinels) orders your destruction.

Now, these guys basically have two variants: shielded and unshielded. The shielded variants aren't seen until the last level, and are essentially identical to the unshielded variety, except for the obvious fact that they are harder to kill. In either case, their laser beams aren't terribly strong, but concentrated fire (especially from multiple Sentinels) will kill you very, very quickly (as a demonstration, at the beginning of Two Betrayals, simply stand there for a moment and watch). As such, always be on the move, and always seek cover (general Legendary rule of thumb, really).

To kill these guys, plasma weapons are your best friends. A single overcharged shot from the plasma pistol is sufficient for a kill, or, failing that, repeated plasma rifle/pistol fire will quickly do the trick. Human weaponry, except for the rocket launcher, is generally ineffective at this difficulty.

Vehicles

Halo's terrain is vast, and you will often find yourself needing to traverse it quickly and safely. As such, the game offers you a handful of vehicles to help you complete your tasks.

In Legendary, vehicles are of great importance, as they often offer far more efficient and safe methods of killing enemies. Even an unmanned Warthog shields you from a lot of fire and offers you ample opportunities to run over enemies with it. As such, if you ever have the chance to use a vehicle, take it!

M12 LRV ("Warthog")

The Warthog is the vehicle you'll be using most frequently in Halo, so it's imperative you learn to master it, as it will save your life many times.

If you have Marines around, the Warthog amplifies their usefulness greatly. The M41 LAAG mounted on the back of the Warthog deals with enemies very effectively, and a passenger in the side seat, if using a sniper rifle, will likewise prove invaluable in dealing with far-off and powerful enemies.

(Sniper Marines will always take the side seat if available, so don't worry about having to manually force a sniper Marine off the gunner seat.)

But in either case, you are always the driver, and you can't fire any weapon while driving, so instead, you must learn to make use of the jeep itself, by throwing its weight around and crushing enemies under your tires with it. As enemies are usually competent enough to dive out of the way, however, you have to learn to use the sliding feature of the Warthog to its fullest. While this is more of a practice thing than anything, once you master it, you'll find that the Warthog is very much sufficient for taking on an entire group of enemies. Just be wary of explosives.

M808B Main Battle Tank ("Scorpion")

You only get to use the Scorpion once, for a short part of Assault on the Control Room (an unforgivable sin committed by Bungie), but wow, is it ever worth it.

The tank is slow and a gigantic target (so don't go thinking you're invincible, especially on Legendary), but it more than makes up for all of that with the incredible firepower offered by the cannon. Simply aim it at something and fire – it offers even more power than the rocket launcher and nearly all enemies and vehicles will die in a single blast; even the heavily-armored Wraiths can't take more than a couple of blasts. Just be careful not to fire at anything too close to you, lest the explosion hurt you (and/or the Marines that may be riding on the tank treads with you).

You also have a machine gun activated using the secondary fire, but it's extremely inaccurate and not very likely to be that useful.

Ghost

The Covenant's own light reconnaissance vehicle, the Ghost is basically a hovercraft with twin plasma cannons mounted in front. The plasma cannons are fixed, meaning that they cannot be aimed independently of the Ghost itself – in essence, this means that flying targets are immune to the Ghost (which could be good or bad news, depending on whether you're in the Ghost or the flying target...).

The Ghost floats high enough in the air that running enemies over generally doesn't work (save for Hunters at their full height). As such, the plasma cannons are the key to dealing with enemies, and they are absolutely deadly when combined with the Ghost's ability to circle-strafe.

To circle strafe, simply have your target in your sights and then constantly move sideways while readjusting your aim as necessary. If done correctly, your enemy shouldn't even be able to touch you as you blast away at them.

Now, as for fighting Ghosts, this is tricky, as they can move fairly quickly. If you can nail them with a rocket, cannon fire, or an explosive, you're good; otherwise, repeated fire is pretty much your only option (unless you can nail the driver himself, using, say, a sniper rifle). Make sure to have cover, as always, and make sure to avoid getting run over by the Ghosts (somehow, although you're shorter than Elites, you can be run over and they can't...).

Note that Marines can pilot these things if they've previously been used by Covenant forces. While this sounds like a good deal, Marines are pretty bad drivers, and are disturbingly likely to run you over if you get too close to them. Stay in your own vehicle for safety (luckily, the only time they do this, you have access to a Scorpion).

Banshee

The only flying vehicle in the game that you can pilot, the Banshee is an amazingly fun vehicle to use and has the added benefit of exposing Halo's massive environments in all their glory, if you just fly around for fun and high enough (the graphics were amazing by 2001 standards).

However, although the Banshee can fly, it is not particularly fast, well-armored, or well-armed. This means that you need to watch the damage display on the vehicle very carefully, particularly when close to a group of enemies (who are very much capable of frying your Banshee). Against ground troops and vehicles, hover a safe distance above them (to hover, look downwards and hold moving backwards) and rain down plasma (primary fire) and fuel rod (secondary fire) blasts (or, if you're feeling brave/suicidal, charge them and run them over). Against other Banshees, maneuver around them and blast them; enemy Banshee pilots generally suck, so you shouldn't have too much trouble.

If you're fighting against Banshees without one of your own, first, know that they only use their fuel rod cannon when you're in a vehicle (this includes Shades). This basically translates to "don't use a Shade", and "don't use a Warthog gun unless there's a driver" (which is impossible on single player). With a Scorpion, however, just calmly wait for them to begin their charging run towards you and then blast them cleanly out of the sky. With a Ghost, the fixed plasma cannons prevent you from doing anything except running away, so we'll move on to talking about how to deal with them on foot.

If you have a rocket launcher, use as you would the cannon on a Scorpion. Otherwise, you'll have to hammer the Banshee with whatever weaponry you have at hand (or get lucky with a plasma grenade) until it goes down. The Banshee is not particularly well-armored, as previously mentioned, but its fire is fairly powerful against you, so make sure to have some cover.

In general, you'll probably want to use human weaponry against Banshees, because of their hit-scan properties.

Shade

The Shade is not a vehicle, strictly speaking, but it's close enough that we'll talk about it here. It's obviously a Covenant stationary turret that shoots triads of purple plasma bolts at enemies (much like the ones the Covenant dropships shoot).

When used against you, the fire hurts, if you let it hit you, so try and take out the operator quickly. A long-range weapon works nicely here if you have one, or, failing that, explosives (which the operator will never attempt to avoid).

When using one yourself, be very cautious, as you are a stationary target. Grunts and Jackals are fairly easy targets, as long as you don't get hit by plasma grenades or overcharged plasma bolts. Elites aren't bad to take on either, as long as you're only dealing with a couple of them at most, and Flood combat forms are definitely not a bad choice, with their kamikaze-like tendencies and the fact that none throw grenades (but be wary of those with rocket launchers, of course).

Note that the Shade turret grants you immunity from Flood infection forms – that is, none can touch you as long as you're sitting in the turret.

Wraith

Unfortunately, you can't pilot these things – they're basically the vehicular equivalent of the energy sword: unusable by you and very dangerous.

There are very few methods of dealing with Wraiths. If you're on foot, you absolutely need a rocket launcher (it is technically possible to use other means, but if you're good enough to do that, you probably don't need this guide...); find some cover and carefully shoot rockets at the Wraith until it explodes (watch for its tendency to move out of the way, though).

If you have a vehicle, life gets better, how much better depending on *which* vehicle you have at hand.

- Warthog: if you have a gunner, dance around the Wraith (at a safe distance) and let the gunner do his work. Otherwise, try and ram the Wraith on one of its wing-like “fins”, in order to flip the tank over and force the driver to eject (at which point you can run the driver over). This technique is usually made more difficult by the fact that Wraiths often sit over ponds of ice (making driving a difficult task), but it can be done. If all else fails, it might be best to just drive away.
- Scorpion: as long as you don't get nailed by the Wraith's own artillery blasts, you can't be in better shape. Just nail the enemy tank with a couple of cannon shots and you're good (or, if you feel up to it, you can just ram the Wraith and attempt to flip it over).
- Ghost: constantly circle-strafe around the Wraith and keep up the plasma fire – the Wraith shouldn't even touch you if you do it correctly. Just be careful not to be too close to the Wraith, lest the explosion resulting from its destruction destroy your own Ghost.
- Banshee: hover far above the Wraith and rain down plasma and fuel rod blasts (it'll still take a while, though). You should not be receiving any ground fire.

The Silent Cartographer Intro

Here is a detailed guide for finishing the introductory part of the level “The Silent Cartographer” on Legendary difficulty, while suffering minimal casualties, courtesy of Jeff “Dead_Shot926”. It should give you a good idea of how to handle a variety of combat situations in Legendary.

This will show you how to beat the intro part while keeping all of your Marines alive. This is a very difficult task to do since Marines in Legendary are very foolish and are vulnerable to dying very quickly. However, by exploiting the ally AI and the enemy AI, you can make sure to keep all of them alive.

==_==_==_==_==
Beach Fight 1
==_==_==_==_==

Master Chief starts out with:

4 Fragmentation Grenades
A MA5B Assault Rifle with 240 Rounds (+ the clip itself)
A M6D Pistol with 60 Rounds (+ the clip itself)
2 Pelicans dropping off 6 Marines, 3 in each Pelican

“Go Go Go!”



You will want to try and kill all the grunts in one pistol clip. After that, immediately drop your assault rifle and pick up a plasma pistol. Drop the Elites shield and then finish him quickly. There are some things to note however, as shown in the picture below:

“More, that all you got?!”



After you finish the Elite, there should be a brief intermission break. Take this time to pick up plasma grenades and exchange your plasma pistol for a better, more battery-charged plasma pistol.

=====

Beach Fight 1 Intermission

=====

You should have:

A Plasma Pistol with decent battery
 A M6D Pistol with at least 36+ rounds or so
 4 Fragmentation Grenades STILL
 1 or more Plasma Grenades
 All 6 Marines Alive

=====

Beach Fight 2

=====

You'll want to proceed first. If you stay behind, the Marine AI will automatically make them charge in, which will get them killed. Now, take the lead, and drop the Elite's shields. Restart if you miss because

this part is crucial. Throw a plasma grenade onto the Elite and then IMMEDIATELY focus the Red Grunts first, because if you fire at them before they drop a plasma grenade, it will fall right in front of them. This will not harm any of your Marines.

“Anyone see them?”



After you finish the enemies, you'll want to move up to the last wave. Here, immediately lead in a plasma grenade to distract the enemies. Make sure to put it near the jackals, because the enemy AI for jackals seems to be very poor at detecting nearby grenades. In the meanwhile, focus the Red Elite first and take him out quickly. Then, move in for next Elite. If any of the Elites hides behind any of the rocks, ignore them and take out the Jackals instead. Remember there is 1 YELLOW jackal out of the 3, so make sure he gets priority when focusing on the jackals.

==_==_==_==_==
Beach Fight 3
==_==_==_==_==

“There he is!”



After you finish the last enemies, the first part has been complete. In addition, you will most likely have full health. Even though the primary objective was to save all 6 of your Marines, the method I show you (provided you do it correctly and you don't make bad mistakes), you should lose no health AND save all your Marines. Do not forget that the same strategies learned here can also be applied to Elites in other levels, and overall, learning how useful the Plasma Pistol really is.

Conclusion

Although the original Halo is now a very old game by modern standards, it is still a very fun game to play and with the advent of Halo: Combat Evolved Anniversary, the graphics have been updated to better match today's standards and immerse players of today in what players of a decade ago once saw. Although not the most realistic game you'll ever see, I hope it proves to be an interesting break from the gods-know-how-many Call-of-Duty-like games out there; the story, in particular, should prove to be riveting.

I hope that this guide has proven to be interesting and useful reading to you. If you have any questions or comments, please feel free to contact Jeff "Dead_Shot926" and/or me! – Nicholas Kim

End of Document