

THE BIG TEAM BATTLE STRATEGY GUIDE[®]

By Phreaktor & Starace

Dear Reader,

It is recommended that these strategies and defensive positions be walked through by the reader in real time and not just skim read. Study this until you know what your entire team is doing on every map. This is almost two weeks of development and cognitive thought, so please take the time to read and understand how the positions work together, how they **MUST** be maintained, and how crucial communication is.

BASIC RULES FOR BIG TEAM BATTLE

By: Phreaktor

1. Know who is in your particular squad and communicate with them. i.e. Ghost/Banshee, Sniper/Sniper Support.
2. Always run, jump, and toss the flag unless it will give away your position.
3. Check timer when picking up the OS/Camo or when a vehicle is destroyed. Announce respawn time for both.
4. Drop the bomb and fight if spotted.
5. If the initial drive fails, wait for atleast two of your crew to respawn before leaving. Wait for a vehicle if necessary.
6. When a power weapon is lost, state its location after respawning.
7. Do not pick up Sniper ammo on Assault games.
8. Alert the team to the position of the enemy Sniper or enemy vehicles being used in a defensive position.
9. Snipers must have priority targets. Count respawn time when you kill an enemy and check the spawn points.
10. No unnecessary chatter over the communicator. In multi games, speak to your squad through Proximity Voice .
11. Never shoot down the bridge on Zanzibar.
12. If killed, return to your original squad or defensive position.
13. Study your Big Team Battle Strategy Guide until you know what everyone on the team does and why they do it on every map and gametype.
14. Memorize the respawn times for weapons and vehicles.
15. Hijack, rather than destroy, enemy vehicles and bring them back to our base.

COAGULATION

A. MULTI CTF BR/Covenant

DEFENSE (3 man sqaud)

1. BR/SMG

- Inside corner of flag room. Check on PP every 30 seconds.

2. BR/PP

- Inside the Banshee spawn area. Assist the Sniper as necessary.

3. Sniper/BR

- Take a position on the roof or in left field.
- Communicate with flag room and Banshee spawn gaurds as necessary.

OFFENSE (5 man sqaud)

4. Banshee

- Immediately rush the enemy Sniper.
- Meet the Ghost at the Water Cave to provide escort and cover to the enemy base roof.

5. Ghost

- Get the rockets then the ammo by the Water Cave.
- Signal the Warthog driver to move to your position.
- Get the power up inside the cave, then exit to take down approaching enemy vehicles. Get to the roof of the enemy base.
- Clear the flag room of enemies and go through the teleporter once the flag has been taken. Block the teleporter

6-8. Warthog

- Driver waits for the signal from the Ghost to meet in the Water Cave.
- After meeting the Ghost follow him to the enemy base. Driver drops off his teammates and return to the teleporter area.
- Passenger and Gunner go to the roof. Execute a Frag Circle. Passenger stands in front of the teleporter while Gunner drops in and tosses the flag up.

NOTE: On "Covenant" games, Passenger will operate the Wraith. The Banshee will destroy the enemy Wraith.

B. 1 FLAG CTF BR

DEFENSE

1. Sniper

- Get ammo and move to the Left Ridge (Red Base) or Left Field (Blue Base). Cover the teleporter and middle

2. Sniper Support

- Move to the Left Ridge (Red Base) around the corner from the Sniper or to Left Field (Blue Base). Cover the teleporter and middle.

3. PR/SMG

- Inside the flag room.

4. BR Support

- On the roof covering Rocket Support.

5. Ghost

- Get rockets and ammo and return to the roof of the base.
- Destroy enemy vehicles and keep the rocket filled.

6. Banshee

- Attack the enemy Sniper and attempt to retrieve the rifle. Return to our base with the rifle.
- If the rifle cannot be taken, spawn kill as many enemies as possible.

7/8. Warthog Driver & Gunner

- Patrol our base in a wide perimeter for the entire round.

OFFENSE

1. Sniper

- Exit the teleporter (**DO NOT GET AMMO**) to assist the Ghost with acquiring rockets.
- After ensuring the Ghost has rockets, kill enemies on the roof and outside the base.
- When the flag comes through the teleporter cover that area.

2. Sniper Support

- Move with the Sniper through the teleporter. Guard the Sniper for the entire round.

3. BR Support

- Move through the teleporter with Sniper and Sniper Support. Move to the enemy base to assist the Warthog.

4. Ghost

- Get the rockets then the ammo by the Water Cave.
- Signal the Warthog driver to move to your position.
- Get the power up inside the cave, then exit to take down approaching enemy vehicles. Get to the roof of the enemy base.
- Clear the flag room of enemies and go through the teleporter once the flag has been taken. Block the teleporter.

5. Banshee

- Attack the enemy Sniper and attempt to retrieve the rifle.
- If rifle is retrieved, drop the Banshee off to Sniper Support and assist with killing from the front of the base.
- If rifle cannot be retrieved, return to Water Cave to assist the Ghost. Escort the Ghost to the roof.

6-8. Warthog

- Driver waits for the signal from the Ghost to meet in the Water Cave.
- After meeting the Ghost follow him to the enemy base. Driver drops off his teammates and return to the teleporter area.
- Passenger and Gunner go to the roof. Execute a Frag Circle. Passenger stands in front of the teleporter while Gunner drops in and tosses the flag up.

C. MULTI-BOMB

DEFENSE (2 man squad)

1. BR/PP Support

- Take a position on the roof. When the bomb arrives, drop inside and defend.

2. BR Support

- Move to left field no more than 40 feet away from the base. When bomb arrives, alert the roof and move in to defend.

OFFENSE (6 man squad)

3. Sniper

- Exit the teleporter (**DO NOT GET AMMO**) to assist the Ghost with acquiring rockets.
- After ensuring the Ghost has rockets, kill enemies on the roof and outside the base.

4. Sniper Support

- Move with the Sniper through the teleporter. Guard the Sniper for the entire round.

5. Ghost

- Get the rockets then the ammo by the Water Cave.
- Signal the Warthog driver to move to your position. Take down enemy vehicles.
- Move to the enemy roof and clear the base. Drop in to assist the Bomber.

6. Banshee

- Attack the enemy Sniper and attempt to retrieve the rifle.
- If rifle is retrieved, drop the Banshee off to Sniper Support and assist with killing from the front of the base.
- If rifle cannot be retrieved, return to Water Cave to assist the Ghost. Escort the Ghost to the roof.

7/8. Warthog Driver/Bomber

- Driver waits for the signal from the Ghost to meet in the Water Cave. Bomber will get the power up.
- Follow Ghost and Banshee to the enemy base. Destroy the Warthog upon arrival. Assist with clearing the base

D. Neutral Bomb BR

1. Sniper

- Exit the teleporter (**DO NOT GET AMMO**) to assist the Ghost with acquiring rockets.
- After ensuring the Ghost has rockets, kill enemies on the roof and outside the base.

2. Sniper Support

- Move with the Sniper through the teleporter. Guard the Sniper for the entire game

3. BR/PP Support

- Get the PP and exit through the teleporter with the Sniper and Sniper Support.
- After the bomb has been secured continue along the right side with the Sniper and Sniper Support.

4. Ghost

- Get the rockets then the ammo by the Water Cave.
- Signal the Warthog driver to move to your position. Take down enemy vehicles.
- Move to the enemy roof and clear the base.

5. Banshee

- Attack the enemy Sniper and attempt to retrieve the rifle.
- If rifle is retrieved, drop the Banshee off to Sniper Support and assist with killing from the front of the base.
- If rifle cannot be retrieved, return to Water Cave to assist the Ghost. Escort the Ghost to the roof.

6-8. Warthog

- Wait for signal from the Ghost to go meet at the teleporter.
- Passenger picks up the bomb from the spawn or who ever has it.
- Follow the Ghost and Banshee to enemy base.
- Driver destroys Warthog upon arrival. Bomber drops in the roof.

CONTAINMENT

A. 1 CTF

DEFENSE

1. Sniper

- Take a position at top level of base in the center area adjacent to the Brute Shot.
- Cover the Left Tunnel area for the entire round.

2. Left BR Support

- Get the BR from the Turret Station and take a position to the right of the Sniper to assist in defending the Left Tunnel.

3. Carbine Support

- Get the Carbine and OS from outside the 1st Left Tunnel, notify the team of the respawn time.
- Take a concealed position just to the left of the mouth of the 2nd tunnel.
- Alert Left BR Support and Sniper of approaching enemies.

4. Right BR Support

- Get the BR in the shelter outside the base and Camo, notify the team of the respawn time. Camp in the BR shelter.
- Alert the Turret Gunner of approaching enemies.

5. Turret Gunner

- Cover the Gate Switch and Right Ridge
- Alert Right BR Support of approaching enemies on the ridge.
- Pick up BR when it respawns. Assist Right BR Support as needed.

6. Rocket Support

- Go through the teleporter, leaving BR, get rockets and ammo.
- Open the Gate Switch and return to either of the slanted walls just behind the flag.

7. Flag BR Support

- Get the BR from the teleporter area and the shotgun under the overhang by the Banshee spawn.
- Take a position at about 7 o'clock to the teleporter as you face the flag.

8. Utility Support

- Park the Scorpion directly on top of the flag.
- Position the Warthog next to the Brute Shot. Man the turret and cover the Left Tunnel and Roof.
- Enter the Scorpion after 1:30 to prevent it from respawning.

OFFENSE

1. Sniper

- Wait by the Left Tunnel for the squad. Once assembled, move forward checking for enemies ahead.
- At the final tunnel before entering the base, take position to kill any turret operators or enemies on the top level.
- When the flag exits the teleporter, cover the teleporter area.

2. Carbine Support

- Get Carbine and OS from outside the 1st Left Tunnel, notify the team of the respawn time.
- Backtrack to meet with the rest of the squad.
- Proceed along left ridge, taking notice of enemy activity in the shallow valley on the right.
- If squad members are lost, hold a concealed position on the ridge until they arrive.

3. BR Support

- Get the BR from teleporter area and meet with the squad by the Left Tunnel.
- If squad members are lost, hold a concealed position on the ridge until they arrive.
- Breaking right at the Shotgun Overhang to assist Right Squad with enemies on the top level. Move to the flag area.

4-6. Warthog

- **After 30 seconds** drive along the right ridge (**not up the gate**) to the final tunnel.
- At the final tunnel, proceed cautiously up the tunnel and break right into the flag area.
- Whoever is last through the teleporter should block it by standing on it.

7. Rocket Support

- Go through the teleporter, leaving the BR for Left Squad, and get rockets and ammo.
- Destroy the enemy Scorpion and turret, whether manned or not.
- Take the shortest route possible to rendezvous with Right Squad.

8. Scorpion

- Drive through the shallow valley alongside Right Squad (assisting only if necessary) to the third and final bridge.
- Take a position under the large overhead structure to assist Right Squad with killing enemies on the top level of the base.

B. MUTLI-FLAG

DEFENSE (4 man squad)

1. Sniper

- Take a position at top level of base in the center area adjacent to the Brute Shot.
- Cover the Left Tunnel area for the entire round..

2. SMG/PR

- Get the PR near the Sniper's position.
- Take a concealed position behind the small wall to the right of the Left Tunnel. Alert the Sniper to approaching enemies.

3. Rocket Support

- Go through the teleporter, leaving the BR Offense and open the gate.
- Move to the area about 10 feet behind the turret. Take BR by the turret.
- Cover the flag and destroy enemy vehicles.
- Keep the rocket filled. Notify the Scorpion when leaving for ammo.

4. Scorpion

- Bring the tank into top level of the base in the area of the turret. Cover the right ridge and gate switch.
- Assist with covering the Left Tunnel if necessary.
- **IF THE ENEMY FLAG IS TAKEN THROUGH THE TELEPORTER, PICK UP THE FLAG CARRIER IN THE WARTHOG.**

OFFENSE (4 man squad)

5. Carbine Support

- Get Carbine and OS from outside the 1st Left Tunnel, notify the team of the respawn time. Wait for the rest of the squad.
- At the top of the enemy tunnel break right. Continue to the flag area to meet with the rest of the squad.
- Last man through blocks the teleporter.

6. BR Support

- Get the BR from in front of the teleporter and move with Carbine Support to the OS Trench.
- At the **bottom** of the enemy tunnel, break left and move to the roof of the base.
- Continue with Brute Shot Support to the flag area.
- Last man through blocks the teleporter.

7. Brute Shot Support

- Get the Brute Shot and immediately move to the OS Trench to meet with the squad. Take the enemy Carbine if possible.
- At the top of the enemy tunnel, break right and move in on the flag.
- Last man through blocks the teleporter.

8. SMG/PR

- Get the PR from the Sniper's position and immediately move to the OS Trench to meet with the squad.
- At the top of the final enemy tunnel kill any defenders on the top level. Continue to the flag area to meet with the rest of the squad.
- Last man through blocks the teleporter.

C. ASSAULT

DEFENSE

1. Sniper

- Take a position at top level of base in the center area adjacent to the Brute Shot.
- Cover the Left Tunnel area for the entire round.

2. Left BR Support

- Get the BR from the Turret Station and take a position to the right of the Sniper to assist in defending the Left Tunnel.

3. Carbine Support

- Get the Carbine and OS from outside the 1st Left Tunnel, notify the team of the respawn time.
- Take a concealed position just to the left of the mouth of the 2nd tunnel.
- Alert Left BR Support and Sniper of approaching enemies.

4. Right BR Support

- Get the BR in the shelter outside the base and Camo, notify the team of the respawn time. Camp in the BR shelter.
- Alert the Turret Gunner of approaching enemies.

5. Turret Gunner

- Cover the Gate Switch and Right Ridge
- Alert Right BR Support of approaching enemies on the ridge.
- Pick up BR when it respawns. Assist Right BR Support as needed.

6. Rocket Support

- Go through the teleporter, leaving BR, get rockets and ammo.
- Open the Gate Switch and return to either of the slanted walls just behind the bomb.

7. Bomb Area BR Support

- Get the BR from the teleporter area and the shotgun under the overhang by the Banshee spawn.
- Take a position at about 7 o'clock to the teleporter as you face the Arming Area.

8. Utility Support

- Park the Scorpion directly on top of the bomb planting area.
- Position the Warthog next to the Brute Shot. Man the turret and cover the Left Tunnel and Roof.
- Enter the Scorpion after 1:30 to prevent it from respawning.
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IMPORTANT NOTE: If the enemy Scorpion can be taken, bring it back to the base and park it directly UNDERNEATH our tank so that the top tank is slanted down toward the rear of our base. It is virtually impossible to plant the bomb if it is armed!

OFFENSE

1. Sniper

- Move to the OS Trench outside the Left Tunnel and wait for the squad.
- Move as a unit up the middle trench into the enemy tunnel on the right.
- Wait for the signal from the SMG/PR before taking out the predetermined target.

2. BR Support

- Get the BR in front of the teleporter, move to the OS Trench outside the Left Tunnel and waits for the squad.
- At the **bottom** of the enemy tunnel, break left and move to the roof.
- Eliminate any threats to the Bomber, and drop down to the right to escort the Bomber.

3. Carbine Support

- Get the Carbine and **OS** outside the first Left Tunnel. Notify the team of the respawn time.
- Wait for the rest of the squad and the Bomber.
- At the top of the enemy tunnel, immediately break right to escort the Bomber.

4. PR/SMG

- Get the PR from the top middle of the base.
- Move to the OS Trench outside the Left Tunnel and waits for the squad.
- Crouchwalk to the top of the tunnel and notify the Sniper of the location and number of targets.
- Break right and escort the Bomber to the arming area.

5. Rocket Support

- Get the rockets and ammo and continue straight into the OS trench to meet up with the rest of the squad.
- At the bottom of the enemy tunnel, break left and move to the roof.
- Eliminate any immediate threats to the Bomber, and drop down to the right to escort the Bomber to the arming area.

6. Bomber

- Get the bomb and move to the OS Trench outside of the Left Tunnel. Continue through the trench with the squad.
- Crouchwalk to the top of the last enemy tunnel and slip off to the right with BR Support and SMG/PR.
- Enter a concealed area on the right to arm the bomb.

7. Warthog

- Wait at the Warthog spawn until 3:15 into the round, then immediately rush to open the enemy gate switch, taking care not to hit any **Fusion Cores** along the way.
- Enter the enemy base and drive directly to the left rear corner, make a right and drive upstairs.
- Angrily say- "**Guys the Bomber is in front of the turret!**"

8. Scorpion

- Drive through the shallow valley alongside Right Squad (assisting only if necessary) to the third and final bridge.
- Take a position under the large overhead structure to assist Right Squad with killing enemies on the top level of the base.

D. LAND GRAB

1. Rockets /Floater

- Go through the teleporter, grabbing the BR.
- Get the Camo and bring the Scorpion to the Middle Trench.
- Take a position as a Floater nearest our base. Assist Middle and tunnel squads. Be wary of the enemy Scorpion.

2. Tunnel Squad One (two man squad)

- Get the **PR** and **SMG** from inside the base.
- Take positions in Tunnel 1 and at the mouth of Tunnel 2.
- Communicate with Rockets/Floater.

3. Sniper/Floater

- Follow the Tunnel Squad to the Middle Trench.
- Take a rearward position to snipe enemies exiting the opposing tunnels.
- Assist Middle and Tunnel 2 squads.

4. Tunnel Squad Two(two man squad)

- One member will take the first Carbine to assist the Sniper/Floater.
- Take positions in Tunnel 1 and at the mouth of Tunnel 2.
- Communicate with Sniper/Floater.

5. Middle Bridge Squad (two man squad)

- Follow Tunnel Squad Two and take the Middle Bridge.
- Move underneath. Take note of the OS time so it can be taken 1 minute later.
- If the bridge is compromised, toss grenades straight up so they land in the middle. Use the rocks at either side for quick access to the top.

WATERWORKS

A. 1 CTF

DEFENSE

1. Sniper

- Go to the rock ledge in front of the base. Cover the enemy teleporter area, the roof, and Banshee spawn area.
- Rifle respawns every minute after it's taken.

2. BR Support/Sniper

- Defend the roof. Take the 2nd sniper when it respawns after one minute.
- After taking the sniper, cover the enemy teleporter exit from the concealed location on the left of the base.

3. BR Support

- Take the teleporter BR and hold a position just to the left of the flag room outside of the base. Cover enemy teleporter exit.

4. PR/SMG

- Take a position in the flag room.

5. BR/PP

- Take a position in the stairwell behind the flag room.

6. Ghost

- Rush rockets and come back to the Banshee spawn to destroy incoming vehicles.
- Assist the flag room defender as necessary.

7. Banshee

- Immediately destroy the enemy Wraith, taking note of the time it is destroyed.
- Get the center sniper rifle and spawn kill enemies from their rock ledge.

8. Wraith

- Block the rear entrance with boxes.
- Control the area in front of the vehicle spawn.

OFFENSE

1. Sniper

- Go through the teleporter and move to the enemy rock ledge to spawn kill enemies.

2. BR Support

- Get the roof BR and exit the teleporter. Continue into the front entrance of the enemy base.

3. Banshee

- Immediately destroy the enemy Wraith, taking note of the time it is destroyed. Notify team of respawn time.
- Get the center sniper rifle and spawn kill enemies from their rock ledge.

4. Ghost

- Rush rockets and get back in the Ghost.
- Follow the Warthog the rear of the enemy base. Enter the rear and clear the flag room.

5. Warthog Driver

- Get the BR/PP in the base.
- Drive to our rocket area to meet with the Ghost.
- Drive to the ramp behind the enemy teleporter and go to the roof. Assist with clearing the base.
- If the Warthog area is safe, notify the Passsenger to bring the flag to the Warthog.

5. Warthog Passenger

- At the roof of the enemy base stand in the widest area of the hole in the roof.
- Catch the flag and go through the teleporter or get in the Warthog.

6. Warthog Gunner

- Get the shotgun.
- At the roof of the enemy base wait for rockets to finish clearing the flag room, drops in and toss the flag up to the waiting Passenger. Attempt to escort the flag carrier.

8. Wraith

- Follow the Warthog and Ghost around to the right road.
- Kill enemies and destroy vehicles from the front of the base.

B. Multi CTF/Cov

DEFENSE (3 man squad)

1. Sniper

- Go to the rock ledge in front of the base. Cover the enemy teleporter area, the roof, and Banshee spawn area.
- Rifle respawns every minute after it's taken.

2. PR/SMG

- Take a position in the flag room.

3. BR/PP

- Take a position in the stairwell behind the flag room.

OFFENSE (5 man squad)

4. Banshee

- Immediately destroy the enemy Wraith, taking note of the time it is destroyed. Notify team of respawn time.
- Get the center sniper rifle and spawn kill enemies from their rock ledge.

5. Wraith

- Block the rear entrance with boxes.
- Move to the right ridge area to meet with the Warthog and Ghost.
- Kill enemies and destroy vehicles from the front of the base.

6. Ghost

- Rush rockets and get back in the Ghost. Hold a position near the right ridge until Wraith arrives.
- Follow the Warthog the rear of the enemy base. Enter the rear and clear the flag room.

7. Warthog Driver

- Get the BR on the roof.
- Drive to our rocket area to meet with the Ghost.
- Drive to the ramp behind the enemy teleporter and go to the roof. Assist with clearing the base.
- At the roof of the stand in the widest area of the hole.
- Catch the flag and go through the teleporter or get in the Warthog

8. Warthog Gunner

- Get the shotgun.
- At the roof of the enemy base wait for rockets to finish clearing the flag room, drop in and toss the flag up to the waiting Driver. Attempt to escort the flag carrier.

NOTE: On Covenant games, The Ghost will destroy the extra Wraith by the teleporter. The Spectre will function the same as the Warthog.

C. MULTI BOMB

DEFENSE

1. Sniper

- Go to the rock ledge in front of the base. Cover the enemy teleporter area, the roof, and Banshee spawn area.

Rifle respawns every minute after it's taken.

2. PR/SMG

- Take a position in the flag room.

3. BR/PP

- Take a position in the stairwell behind the flag room.

OFFENSE (5 man squad)

4. Banshee

- Immediately destroy the enemy Wraith, taking note of the time it is destroyed. Notify team of respawn time.
- Get the center sniper rifle and spawn kill enemies from their rock ledge.

5. Wraith

- Block the rear entrance with boxes.
- Move to the right ridge area to meet with the Warthog and Ghost.
- Kill enemies and destroy vehicles from the front of the base.

6. Ghost

- Rush rockets and get back in the Ghost. Hold a position near the right ridge until Wraith arrives.
- Follow the Warthog the rear of the enemy base. Enter the rear and clear the flag room.

7. Warthog Driver

- Get the BR on the roof.
- Drive to our rocket area to meet with the Ghost.
- After the arrival of the Wraith, slowly follow to the rear entrance.
- Assist rockets with clearing the base.

8. Bomber/Passenger

- Get the shotgun and the bomb.
- Drop the bomb and fight if necessary.

NOTE: If we score first, every one except for two Bombrunners comes on defense. Original defense holds their positions.

D. NUETRAL BOMB

1. Sniper

- Go through the teleporter and move to the enemy rock ledge to spawn kill enemies once the Bomber has arrived at your position.

2. Rockets

- Go through the teleporter and move to the enemy rock ledge with the Sniper until the arrival of the bomb.

3. Ghost

- Rush the Middle Bridge and attack any enemies. Do not take the bomb unless the area is totally clear.
- After the bomb has been secured, pull back and take the right road around to meet with the squad on the rock ledge.

4. Banshee

- Immediately destroy the enemy Wraith, taking note of the time it is destroyed. Notify team of respawn time.
- Get the center sniper rifle and spawn kill enemies from their rock ledge once the Bomber has moved to your position.

5. Warthog Driver

- Drive the Warthog to the right side entrance of the middle structure.
- Get the Sword and ensure that the Gunner gets the bomb up the ladder.
- Continue upward to meet with the Rocket and Snipers.

6. Warthog Gunner

- Get the Shotgun.
- At the Sword area, drop down and take the bomb back up the ladder.
- Move to the rock ledge with the rest of the squad. Enter the front of the base when cleared.

7. Warthog Passenger

- Get the BR/PP combo inside the base.
- At the right entrance to the middle structure, follow the Bomber down to assist in getting the bomb.
- Meet with the rest of the squad on the rock ledge.

8. Wraith

- Block the rear entrance with boxes.
- Kill enemies and destroy vehicles from the front of their base.

HEADLONG

A. 1 CTF/Cov

DEFENSE (CTF & Assault)

1. Sniper

- Take the airlift to the the rifle. Cover the camo area from the hidden ladder or sniper spawn.
- Camo respawns every 1 minute and 30 seconds.

2. Carbine Support

- Take the airlift with BR/PP Combo and cover the teleporter/airlift area. Check on PP after 30 seconds.
- Communicate with Rocket Support. Assist Ghost 1 if needed.

3. BR/PP Support

- Take the airlift to get the BR/PP Combo on the 3rd floor.
- Cover the Airlift/Teleporter area. Communicate with Rocket Support. Assist Ghost 1 if needed.

4. Rocket Support

- Take the stairwell to get the rocket. Cover the flag/bomb area from the 3rd floor stairwell entrance.

5. SMG/PR (2 man squad. Positions 5 & 6))

- Get the two PRs on the first ramp.
- Cover the first and second floor stairwell entrances.
- Communicate through Proximity Voice.

6. Ghosts (2 man squad. Positions 7& 8)

- Ghost 1 rushes enemy Rockets. Return to block the enemy teleporter. Take the sword.
- Ghost 1 will notify Carbine and BR/PP of incoming enemies. Hold a position behind the teleporter.
- Ghost 2 moves to the broken highway with the Sniper to assist with covering the Camo area.

NOTE: On "Covenant" games, Ghost 1 will use the Wraith to bombard the teleporter after rushing the enemy rocket.

OFFENSE

1. Sniper

- Attempt to take down the enemy rocket then Sniper. Hold a position on the mid point of the catwalk.

2. Stairwell Squad (3 man Squad. Positions 2, 3, and 4)

- Meet on the broken highway. If the enemy Rocket man or Ghost is outside, grenade him.
- Keep the enemy Sniper out of zoom.
- Move directly into the enemy base stairwell to the 3rd floor and then to the flag. Take the flag up to the teleporter area.

3. Ramp Squad (4 man squad. Positions 5, 6, 7 and 8)

- Meet on the broken highway. If the enemy Rocket man or Ghost is outside, grenade him.
- Keep the enemy Sniper out of zoom.
- Take shortcut jumps between the ramps to the flag and secure the area. Escort the flag to the teleporter area.

The first man to respawn brings the Gauss Warthog to the Oversheld Bridge area. Man the turret and take down approaching enemies on the stairs. The second man takes the BR/OS to assist. Depending on how many men are lost and the position of the flag, regroup either at the teleporter or Camo catwalk to make a second attempt.

On "Covenant" games, 1 man from Ramp Squad will take a Spectre to get rockets and destroy the enemy Wraith.

B. ASSAULT/Cov

OFFENSE

1. Sniper

- Attempt to take down the enemy rocket, then Sniper.
- Hold a position to keep the enemy away from the rocket.

2-4. Bomb Squad (3 man squad)

- Meet on the broken highway. If the enemy Rocket man or Ghost is outside, grenade him.
- Keep the enemy Sniper out of zoom.
- Move directly into the enemy base stairwell and then to the arming area.

5-8. Ramp Squad (4 man squad)

- Meet on the broken highway. If the enemy Rocket man or Ghost is outside, grenade him.
- Keep the enemy Sniper out of zoom.
- Take shortcut jumps between the ramps to the arming area and secure the area.

ZANZIBAR

A. 1 CTF

DEFENSE (CTF and Assault)

1. Sniper

- Get the sniper from Camp Froman and return to the upstairs right.
- Cover Camp Froman and the BR hole in the seawall.

2. BR Support

- Cover the top middle and assist Shotgun with the top left.

3. Rocket Support

- Take a position on the upstairs rear left.
- Cover the flag and bottom left door.

4. Shotgun

- Shoot out the 2 lower walls surrounding the flag, then the 2 on either side of the rear ramps.
- Camp at the upstairs left entrance.

5. SMG/PR (2 man squad)

- Take the PRs behind the right turret and outside the gate.
- Go upstairs and walk onto the two walls above the flag.
- Cover the left and right doors and the Gate switch area.

6. Left/Right Turret

- Keep the turrets firing constantly the entire round.
- If killed, take dual welding positions in the cubby holes behind the turrets to cover top middle and lower doors.

OFFENSE

1. Sniper

- Attempt to kill the enemy rocket. Move to top level of the Camo tower.
- Hold position. Cover the flag when it exits.

2. SMG/PR

- Move with the Sniper to the ramp on the right side of the Camo tower.
- Guard the sniper for the entire round.

3. Sword

- Grenade the sword down from the middle of the seawall.
- Ride the fan to top middle. Wait until Left Squad has entered the base before moving down the stairwell.

4&5. BR Support 1&2

- Move to Camp Froman.
- If the sniper is retrieved, BR Support 1 takes a position against the wall facing the gate.
- Move with the flag when it comes out.
- BR Support 2 moves in the upstairs left door with BR Support.

6. BR Support

- Get the BR at the base of the stairs.
- Move to assist at Camp Froman.
- Enter from the upstairs left door once assembled.

7&8. Warthog Driver/Gunner

- Driver parks the Warthog behind the fan just to the right of Camp Froman.
- Get the PR beside the fan and move together into the bottom left once assembled.

NOTE: Avoid bringing the flag upstairs unless necessary.

B. ASSAULT

OFFENSE

1. Sniper

- Attempt to kill enemy rocket. Move to BR hole to assist at Camp Froman.
- Take a position against the wall facing the gate.

2. SMG/PR

- Move with the Sniper and fend off anyone attacking him.
- Accompany the Sniper to camp from man then continue into the bottom left door once assembled.

3. Sword

- Grenade the sword down from the middle of the seawall.
- Ride the fan to top middle. Wait until Left Squad has entered the base before moving down the stairwell.

4&5. BR Support 1&2

- Move to Camp Froman.
- If the sniper is retrieved, BR Support 1 takes a position against the wall facing the gate.
- Move with the flag when it comes out.
- BR Support 2 moves in the upstairs left door with BR Support.

6. BR Support

- Get the BR at the base of the stairs.
- Move to assist at Camp Froman.
- Enter from the upstairs left door once assembled.

7&8. Warthog Driver/Bomber

- Driver waits for the signal from Left Squad to drive to the bottom left.
- Move in with the bomb.

VEHICLE, WEAPON AND POWER-UP RESPAWN TIMES

COAGULATION

- **Warthog-** 1 minute 15 seconds
- **Ghost-** 50 seconds
- **Banshee-** 1 minute 50 seconds
- **Wraith-** 1 minute 40 seconds
- **Oversheild/Camo-** 1 minute 30 seconds
- **Dual wieldable weapons(PP,PR,Mag)-** 30 seconds

CONTAINMENT

- **Warthog-** 1 minute 15 seconds for **1 CTF** 50 seconds for **Assault**
- **Oversheild/Camo-** 1 minute
- **Sniper Rifle-** 4 minutes 15 seconds

WATERWORKS

- **Warthog-**1 minute 15 seconds
- **Banshee-** 50 seconds
- **Ghost-**40 seconds
- **Wraith-** 2 minutes 30 seconds
- **Sniper-** 1 minute