

Table of Contents

Introduction	2
01: Alpha Base	3
02: Relic Approach	4
03: Relix Interior	6
04: Arcadia City	7
05: Arcadia Outskirts	8
06: Dome of Light	9
07: Scarab	11
08: Anders' Signal	12
09: The Flood	13
10: Shield World	14
11: Cleansing	15
12: Repairs	16
13: Beachhead	17
14: Reactor	18
15: Escape	19
Black Boxes	20
Skulls	21

SuperCheats.com's Unofficial Guide to

Halo Wars

by Aboslute Steve



This is an unofficial game guide for Halo Wars, it is not official, or endorsed by or connected to the game developer or publisher. All characters, locations, images and video game content are copyright to their respective owners. Any trademarks displayed in the guides are exclusive property of their respective owners. Images and videos used in this game guide have only been inserted to illustrate our words more effectively.

This guide may be not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.

SuperCheats.com Unofficial Guide to Halo Wars

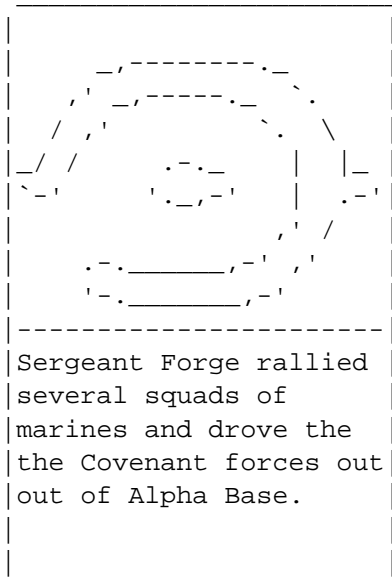
Being a prequel to the three major Halo instalments, Microsoft decided to turn the game into a strategy-based action game on the Xbox 360. Looks like they've made a game with quite stunning visuals and easy-to-handle controls for a game controller.

This Guide gets you through the campaign with ease, and offers tactical advice where you need it most. Add to this a layout that gets to the point and you'll get this Guide as a result. I hope you enjoy the game!

Absolute Steve

Halo Wars Guide - Walkthrough

Mission 01: Alpha Base

	<pre> Mission 01: Alpha Base [M01] ===== Primary Objectives: ===== 1. Fight your way to Alpha Base (250). 2. Use Marines to Destroy Barrier Power Source. 3. Eliminate Covenant within Alpha Base. Optional Objectives: ===== 1. Find and Rescue Pinned Marines (500). 2. Kill 100 Grunts. 3. Ram 50 Grunts. </pre> <p>Sergeant Forge rallied several squads of marines and drove the the Covenant forces out out of Alpha Base.</p>
---	---

You'll be in control of Sergeant Forge and you need to find a few pinned down marines in order to make your way back to Alpha Base. Being the first mission, this is an easy task.

Drive Sergeant Forge over to the marines just up ahead and destroy the Covenant. Take the other Warthog Scout with you and drive over the bridge, killing three more Covenant.

Follow the blue arrow that points to your destination and help out two more pinned down marines - who will join you afterwards. You're starting to build a small-scaled army already, right?

Continue up ahead and fight off two more Covenant groups. The best way to deal with them right now is to ride over them (by pressing the Y-button).

Destroy more Covenant troops and head for the base. When you get there, select the Marines to move near the gate and target the Power Source just behind it.

If you want to get [BLACK BOX #01] you'll need to select a group of Marines and head down the green ramp on the left of the bridge before the power source. The Box is lying on the lower left side of the bridge.

Head inside the base and exterminate all Covenant. This concludes mission 1.

Halo Wars Guide - Walkthrough

Mission 02: Relic Approach

	<pre> Mission 02: Relic Approach [M02] ===== Primary Objectives: ===== 1. Get Alpha Base online. 2. Train 5 Marines. 3. Build a Supply Pad. 4. Build a Barracks. 5. Fight your way to the Structure in the ice. 6. Enter the Structure. 7. Destroy the Detonator. Optional Objectives: ===== 1. Kill 20 Jackal Snipers. 2. Rescue all trapped Warthogs. 3. Destroy the Covenant Base. 4. Destroy all Methane canisters. </pre>
--	---

First of all, rebuild Alpha Base. You'll be surprised how fast they can do this in mere seconds, so you can build a Supply Pad and Barracks immediately after-wards. The Barracks can be used to train Marines, and you need to train at least 5 to continue.

After this, build a Reactor and four Turrets - which you'll want to upgrade to Anti-Air by selecting the Missile Launcher upgrade after you've installed them. This is especially useful during the next few battles as you're attacked by aerial crafts that drop troops.

Upgrade your Supply Pads to Heavy Supply Pads to increase the speed by which your resources get replenished. Soon afterwards, upgrade the Station to a Fortress - increasing your slots to build additional buildings. Build another Reactor for two in total, and have three Heavy Supply Pads.

When your Reactors are complete, build a Vehicle Depot. Since you already have a Barracks, your base is starting to get more and more complete. Feel free to upgrade your Reactors, increasing your tech level to 4. Build a couple of Scorpion vehicles (4 or 5 to be safe). You can give them the Canister Shell Ability to make them even more powerful against infantry.

Move out to the north with a large group of Scorpions and Marines, taking out the Covenant Citadel. If you want, you can explore the west region and destroy the Covenant there to get some free reinforcements. Explore the eastern area and deal with more Sniper Towers to complete the optional objective that requires you to kill 20 Jackal Snipers.

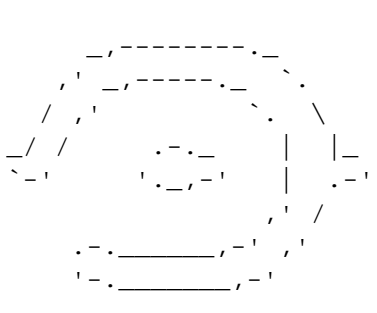
After destroying the Covenant Citadel, move out to the area (north)west of here and destroy the Covenant Methane Canisters to complete another optional objective.

Be sure to collect [BLACK BOX #2] located on the northwest behind a barrier, and also send a warthog scout back to Alpha Base to collect a [SKULL] just south of the base (which only shows after killing the 20 Jackal Snipers).

Now that you've cleared the map, head north and destroy the Detonator.

Halo Wars Guide - Walkthrough

Mission 03: Relix Interior

	<pre>Mission 03: Relix Interior [M03] ===== Primary Objectives: ===== 1. Fight your way to Forge and Anders' location. 2. Escape the Chamber with Forge and Anders. 3. Move Anders to the other Bridge's control panel. 4. Cover Anders as she hacks the Bridge controls. 5. Get Forge and Anders to the Landing Zone. Optional Objectives: ===== 1. Kill 45 Hunters. 2. Use the Bridge to kill Covenant Units.</pre>
---	--

First of all, collect [BLACK BOX #3] by moving south, and all the way west from here until you reach a dead end with some burning trash. After collecting it, let's get back to business.

Head inside the base with the Grizzly Tanks and destroy the Covenant with ease. Move to the western side and head north over a force field bridge to reach Forge and his troops.

After teaming up with Forge and Anders, head back the way you came - over the force field bridge - and a few Covenant will blast the power source of the bridge, forcing you to go over the eastern side of the map.

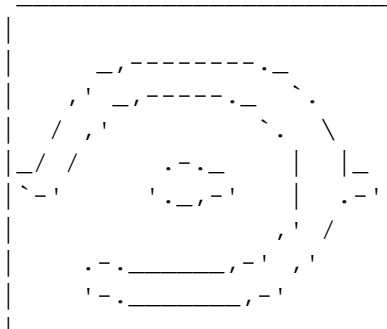
Anders needs to hack the bridge control panel first, so give her some cover while she works on hacking the terminal (this takes 60 seconds). Take your time and kill 45 Hunters in total before completing the mission. Furthermore, if you're interested in the [SKULL] in this level, you'd best re-visit the place where Forge and his troops were pinned down with a Grizzly, AFTER you've killed the 45 Hunters.

The other optional objective, killing Covenant Units by using the bridge, is not difficult to accomplish either. Simply disable the force field when a few are standing on it.

Make your way to the southern Landing Zone and the mission will be over.

Halo Wars Guide - Walkthrough

Mission 04: Arcadia City

	<pre> Mission 04: Arcadia City [M04] ===== Primary Objectives: ===== 1. Clear Covenant from Subway Exit. 2. Protect Civilians and Cargo Transports. Optional Objectives: ===== 1. Kill 50 Elites. 2. Establish a Second Base. 3. Save 500 Citizens. 4. Save 1000 Citizens. 5. Save Adam. </pre>
<p>The Covenant invasion in Arcadia is in full swing.</p>	

You'll be in charge of a handful of units, namely Sergeant Forge and 6 Hornets.

Quickly make your way over to the subway and clear the area of the Covenant.

Make your way over to #1 and #2, ignoring #3 completely. That one will always get blown up, so you'd be wasting your time with it, since it's a scripted event. Instead, save the civilians by escorting them to #1 and #2 continuously.

You'll want to grab the [BLACK BOX #4]. This is located just north of the starting location, where you will soon be able to build a base. Take note of this location, as you'll also have the possibility to escort a character called Adam.

When building the base, make an Air Pad ASAP (you'll first need to build two Reactors) and create a few Hornets. Also build one Turret to be safe, along with a Supply Pad. Keep creating new Hornets and deploy groups of two or three at #1 and #2, and manually have a squad of around 4 Hornets go over the civilians to ensure their safety.

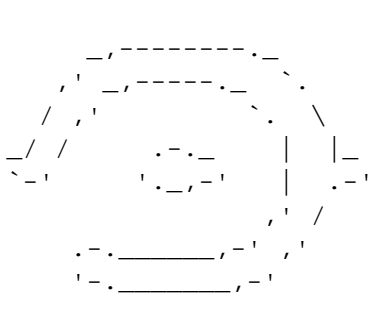
Be sure to secure the subway area (where all civilians are coming out of), ideally with a Scorpion and three Hornets. Manually guide the civilians to one of the two escorts and try to save as many as you can. You have 20 minutes to do this.

When you have a little breather - although you shouldn't expect it - escort Adam to one of the escape by selecting the door nearby where you found the black box.

If you want to collect the Skull, kill 50 Elites first, then look at the Bronze Statue east from the base on street and collect it quickly with Hornets.

Halo Wars Guide - Walkthrough

Mission 05: Arcadia Outskirts

	<p>Mission 05: Arcadia Outskirts [M05] =====</p> <p>Primary Objectives: =====</p> <ol style="list-style-type: none">1. Retreat to the Southern Crater.2. Secure the Area by killing all the Covenant in the Area.3. Defend the Crater until Omega Team arrives.4. Destroy the Covenant Base and its Guards. <p>Optional Objectives: =====</p> <ol style="list-style-type: none">1. Destroy 5 Wraiths.2. Construct a Second Base.3. Jack 5 Covenant Vehicles.
---	---

Quickly rush down to the south and start up your base. As you're moving down south, be sure to check out the first stairs on your right and check out that area to find [BLACK BOX #05].

Head for the base area and quickly garrison any Marines at the Crashed Pelican Garrisonable Center (which gives them better protection). Quickly set up a Reactor, a Barracks, a Supply Pad, Air Pad, Vehicle Depot and four Turrets.

Upgrade your Supply Pads to Heavy to fasten your resource replenishment and work your way up from there by creating a bunch of units. You'll be under constant attack by the Covenant, so you'll want to garrison more Marines at the Pelicans to the north. Set up a few Scorpions and you should be able to hold out for quite some time.

When Omega Team arrives, have them - and some Scorpions and other units you can spare - set foot for the 2nd base terrain on the west, and take out the large Covenant turret here. When you've done so, start building your 2nd Base and secure the area.

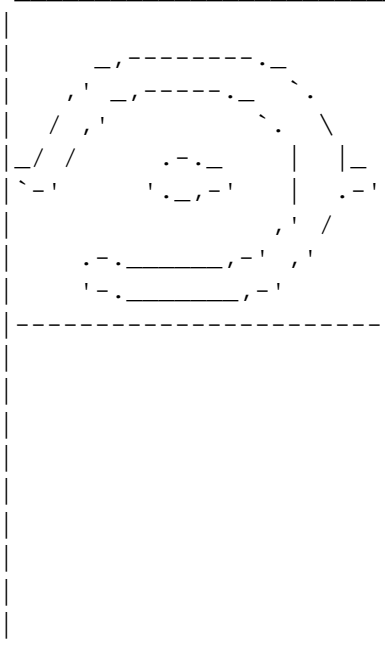
Just south of the 2nd Base is an abandoner Reactor in which you can garrison a Marine Unit to increase your tech level.

To collect the Skull in this level, send a unit over the road located on the west of the 2nd Base and find it in a desolate area.

Build up a small army of Scorpions and send them - together with several other aerial units, marines and the Omega Team - over to the Covenant Base. Target the troops and turrets first, then focus your attention on the base and it'll fall soon enough.

Halo Wars Guide - Walkthrough

Mission 06: Dome of Light

	<pre> Mission 06: Dome of Light [M06] ===== Primary Objectives: ===== 1. Kill approaching Covenant Infantry. 2. Request a Rhino at the Landing Pad. 3. Get the Rhino to the First Position. 4. Place a Rhino at the Marked 2nd Position. 5. Transport a Rhino to the Marked 3rd Position. 6. Get Rhinos to the last two Marked Positions. Optional Objectives: ===== 1. Kill 50 Banshees. 2. Claim 2 Oni Reactors. 3. Destroy the Dome Generators and Air Defenses. 4. Successfully protect every Rhino. </pre>
--	--

Quickly kill the incoming Covenant troops, which are fortunately easily repelled from the Base. Start setting up your base with the regular buildings; You should know by now what you need to get the basics out there. Definitely give your Turrets the Missile Launcher upgrade as you'll be dealing with a lot of aerial Covenant ships.

Garrison a few Marines in the two Reactors just below the base (southwest and southeast). Never hurts to have another two working Reactors, right?

When your resources allow you to, request a Rhino Tank at the Landing Pad directly right to your base and move it towards the first Rhino destination. Little support is automatically give, so you'll want to back it up with a Scorpion or two.

Also start building a small army of Scorpions to deal with the Covenant Base right at the second marked spot. They're moderately strong, so you'll really need around three Scorpions along with the Spartans to deal with this base.

The third marked position looks like it can not be accessed, and it actually can't. You'll need to press UP on the D-pad, order a transport and then move several troops (preferably including a Rhino Tank already) to the platform with the 3rd marked position.

You can find [BLACK BOX #06] to the west of marked position 3.

If you want to find the Skull, destroy 50 Banshees and look behind your base around the hangar - it will be available there.

Make sure you have a few hero's and marines at all three Rhino's, and you're good to go. You'll get a message from Anders that she needs two more Rhino's in positions #4 and #5.

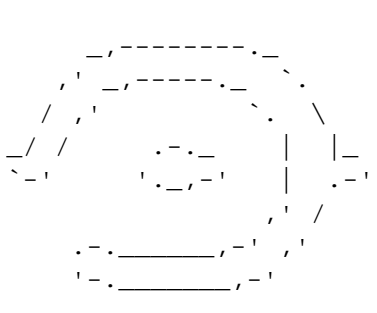
Before anything, quickly defend your base from the incoming Covenant hostiles and secure the area around your base and spot #1, #2 and #3. It helps to build a few Wolverines and Scorpions to assist the Rhinos on spots #4 and #5. When all Rhinos are in position, the force field will finally give in, allowing you to shoot the Mac Cannon from the skies.

You have 40 Rounds which is plenty to destroy everything down there.

This video shows how to deal with the Covenant around Marked Position #4, as well as dealing with enemy attacks on the home base.

Halo Wars Guide - Walkthrough

Mission 07: Scarab

	<pre>Mission 07: Scarab [M07] ===== Primary Objectives: ===== 1. Destroy the Super Scarab. Optional Objectives: ===== 1. Kill 10 Locusts. 2. Destroy all enemy Power Nodes. 3. Do not destroy any Power Nodes.</pre>
---	---

You start out with a lot of resources. Regardless, it certainly doesn't hurt to grab the supply crates around the base.

You've probably already noticed this, but the Scarab's head is already in function and omits a big white laserbeam that you should avoid at all costs. The usage of quick units will come in handy, so get an army of Warthogs ready and give them the Gauss Cannon upgrade.

Continuously keep creating Warthogs: These are ideal to send out in squad of 4-5 and destroy the Power Nodes that power the Scarab's Head. The more you destroy, the slower the head will move. Keep the queue for Warthogs on at all times; By the time your squad gets destroyed you can move on with the next from the base.

You don't have all that much time, so you'll want to take out the Power Nodes quickly. With those out of the way, move all of your troops and vehicles over to - say, the left side of the Scarab and have one Warthog move left and right through the beam to distract it and keep it on the right side so your troops can keep firing at it.

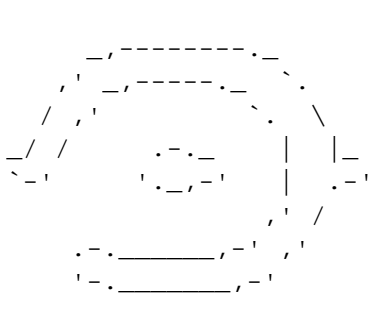
To find the [BLACK BOX #7] in this level, search one of the eastern alcoves on the map. The Box is located nearby resources.

The Skull is found after killing 10 Locusts (who are damn annoying, mind you), and searching the area to the northwest, nearby one of the Power Nodes.

The Scarab is an incredible opponent, but with this trick it won't even stand a chance. Possibly the most useful trick for this mission!

Halo Wars Guide - Walkthrough

Mission 08: Anders' Signal

	<pre> Mission 08: Anders' Signal [M08] ===== Primary Objectives: ===== 1. Get to Base Drop Beacon. 2. Investigate Echo Team. 3. Find and Recover lost Elephants. 4. Bring all three Elephants back to the Base. Optional Objectives: ===== 1. Kill 750 Infection Forms. 2. Train squads out of Elephant. 3. Find lost ODST squads. 4. Use Elephants to train 100 Squads. </pre>
---	--

The Elephant can train Marines and you start out with at least some recourses, so train all Marines you can possibly have right now. It might even be better to wait a minute and replenish your resources (and thus build more Marines) before you take on the nearby Brutes.

When the Brutes are dead (easier said than done), a few Spartans will team up.

Continue west and deal with the infections around the Elephant. Take the whole squad back to the new base which you can get up and running in the meantime.

For this mission, it helps a lot to train flamethrower units. These handle the infection particularly well. Upgrade your Base Turrets with Flamethrowers as well.

Check out the eastern cliffs by sending a few units from the base over and you should be able to find [BLACK BOX #08] here. As for the Skull in this level, first kill 750 infections, then travel back to where the second Elephant was stuck and search the area northeast from here to secure it.

To finish the mission, train an army of Flamethrowers and head south from the base. A little southwest from here are more infections and the second Elephant can be freed. Simply move all three Elephants back to base after you've rescued any ODST Squads.

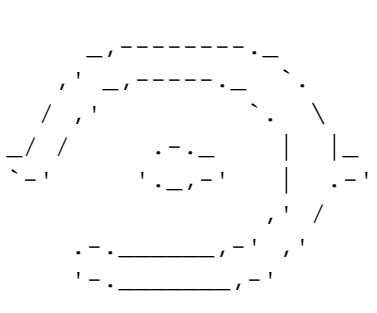
Those can be found at the side-paths of the path that led to the last Elephant.

Whenever all three Elephants are back at the Base, the mission will be over.

Here's how to clear an Elephant vehicle from the nasty Flood creatures and bring it back to the base in one piece.

Halo Wars Guide - Walkthrough

Mission 09: The Flood

	<pre>----- Mission 09: The Flood [M09] ===== Primary Objectives: ===== 1. Reinforce Spartan Red Team. 2. Destroy Flood Boss. Optional Objectives: ===== 1. Kill 20 Flood Stalks. 2. Have all 5 Flood Colonies dormant at once. -----</pre>
---	---

Set up your Base with the elementary things and have a squad of Marines search the lower area (southeast) of the base. Several Flood Eggs can be destroyed here, and you'll find some resources as there as well.

Create many Hornets and buy the Wingmen and Chaff Pod upgrades. The Hornets are incredibly fast - and speed is a crucial aspect in this level once again.

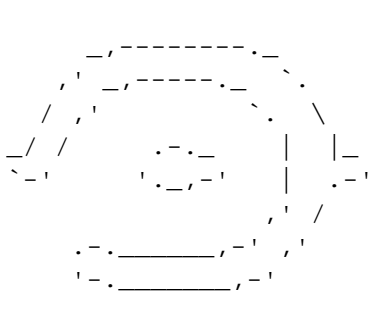
Destroy The Flood just east of the base and you'll get a notification that there are 5 bases of The Flood in total, which apparently weaken a larger creature you haven't seen yet.

If you want to collect [BLACK BOX #9], search the west area of the map. Hornets can easily retrieve it. The Skull can be found northeast of your base, only after destroying 20 Flood Stalks.

The key for winning this mission is to create a massive aerial army of Hornets. This video instructs you en-route on the road to victory.

Halo Wars Guide - Walkthrough

Mission 10: Shield World

	<pre>----- Mission 10: Shield World [M10] ===== Primary Objectives: ===== 1. Clear Evacuation Flight Paths. 2. Get Charlie Platoon to the Landing Zone. Optional Objectives: ===== 1. Kill 350 Swarms. 2. Place Gremlin at Pylon. -----</pre>
---	--

Quickly set up your base, get your Tech Level to at least 3 and start building Scorpion Tanks. Also activate their Canister Shell Ability. This level also has several aerial Flood monsters, so it doesn't hurt to back the Scorpions up with several Wolverines (who annihilate anything aerial).

Clean the area for Alpha team first, which can be done with a fair amount of Scorpions. A Pylon will soon show up next to your base - have a Gremlin stand next to it to increase the time on your timer with a few minutes. You must do this at least once or you'll find yourself having very little time to complete this mission.

There is another Pylon just north (right) from Alpha Team's position, another Pylon can be found between approximately your base and Charlie's location, and the last is roughly between Bravo and Charlie.

Helping Bravo Team is more difficult, and will require a larger squad of Scorpions and support from Wolverines. When you finally reach Bravo Team, don't miss the [BLACK BOX #10] right at their pinned down location. If you want to collect the Skull in this level, use a Hornet to locate it (after killing 350 Swarms) northeast from your base. There will be several Flood Eggs there.

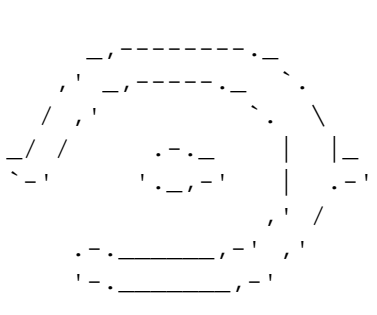
When you get to Charlie, manual assistance is mandatory due to the transporter being canceled because of the dangerous circumstances. Have a few Scorpions guide the whole Charlie Team back to the base and make sure you have several Scorpions back at the base as well, which will soon be attacked.

When all teams are evacuated, you have succeeded.

This video shows how to deal with the nasty Flood and how to clear the way for team Charlie.

Halo Wars Guide - Walkthrough

Mission 11: Cleansing

	<pre>Mission 11: Cleansing [M11] ===== Primary Objectives: ===== 1. Clean the Flood off the Hull. 2. At least one Airlock must survive. 3. Permanently remove the Flood structures. Optional Objectives: ===== 1. Kill 100 Sentinels. 2. Save all airlocks.</pre>
---	--

This is a short mission if you want it to be short. Create a crapload of Hornets and start destroying The Flood on the rear of the vessel.

The ship will soon fly through a big energy field which disposes of The Flood, especially the dead carcasses and destroyed buildings. It also hurts your troops.

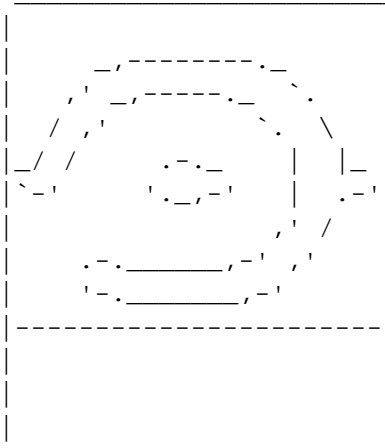
The [BLACK BOX #11] can be found by a Hornet; Search the left side of the rear, as it's on a wing. The Skull in this level can be found after killing 100 Sentinels and then securing it by sending a Hornet to explore the front deck of the ship.

When the shield has passed over several times - while the only thing that YOU need to do is making sure The Flood stays dead - the entire ship will be clean.

This video shows how to mop a giant starcraft clean.

Halo Wars Guide - Walkthrough

Mission 12: Repairs

	<pre>Mission 12: Repairs [M12] ===== Primary Objectives: ===== 1. Repair the Power Core. Optional Objectives: ===== 1. Kill 12 Spirit Transports. 2. Keep at least one Deck Gun alive. 3. Repair the Power Core in less than 4 minutes.</pre>
---	--

Your main objective is to simply repair the Power Core. Send the nearby units, consisting of a Cyclops and Forge, as well as some backup to the Power Core.

You'll want to secure the Power Core, so have a Hawk or two cover the repair units, and create more Cyclops in order to speed up the process. Also create a few Marines and Hawks to deal with any incoming waves of Covenant.

Be sure to build four turrets in the center of the ship and upgrade them with the Flamethrower upgrade; This will help against the Covenant infantry that will occasionally move out to the Power Core.

The [BLACK BOX #12] is on the same location as in the previous mission. Simply take a flying unit over to the left wing of the ship. As for the Skull, kill 12 Spirit Transports first, then have a flying unit check between the two southern/ lower airlocks to find it - it's not that difficult to locate seeing the small size of the map.

This video deals with restoring and protecting the Power Core from the Covenant. Fortunately, this is easily said *and* done.

Halo Wars Guide - Walkthrough

Mission 13: Beachhead

	<pre> Mission 13: Beachhead [M13] ===== Primary Objectives: ===== 1. Get Anders to the LZ. 2. Find a new LZ. 3. Hold the LZ. 4. Capture and hold 4 bases. Optional Objectives: ===== 1. Kill 10 Bomber Forms. 2. Take control of the Scarab. 3. Destroy 25 units with the Scarab. </pre>
--	---

The first few objectives are very easy. Simply follow the arrow and make your way from location to location until you have to capture and hold 4 bases.

Move your troops over to the southern Covenant Base and capture it. Quickly have your hero's take over the Locust and Wraith vehicles, after which you shouldn't have any problems with taking over this base. Build your own base at the newly acquired base site and start out with two Heavy Supply Pads, two Reactors (one of which you should upgrade), and four turrets with the Missile upgrade to protect you from constant aerial Banshee assaults.

You can also collect the resources nearby the base, after which you should focus on getting the entire fortress off the ground. Be sure to have a Barracks, and upgrade the following things: New Blood -> RPG -> Medic -> ODST Super Unit. It's now possible to spawn ODST troops anywhere you already have troops, by selecting it from the menu by pressing Up on the D-pad (Spirit of Fire Menu).

Move over to the other bases and start taking them over. There is an abandoned Scarab (yeah, what the heck?) south of the second base you take over, so clear it from The Flood tentacles and have one of your Hero's hop on to cause devastating damage to any upcoming bases.

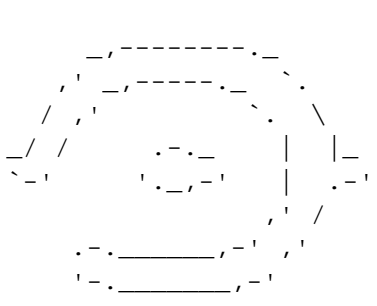
The last two bases are to the east and upper regions of the map, and the last requires to travel through a transporter. As for the Skull on this map, return to The Flood base nearby the transporter you used at the very beginning of this mission and you'll find it.

The [BLACK BOX #13] can be found on a high cliff on the right side of the second (lower) transporter that you used, and you'll want to get it with a flying unit.

How to destroy a Covenant Base with a hijacked Scarab and supportive troops

Halo Wars Guide - Walkthrough

Mission 14: Reactor

	<p>Mission 14: Reactor [M14]</p> <p>===== Primary Objectives: ===== 1. Bring and Attach Elephant to FTL Reactor Core. 2. Use an Elephant to tow the Core up to the Apex Base site.</p> <p>Optional Objectives: ===== 1. Kill 20 Vampires. 2. Don't claim an extra base.</p>
---	---

Start to build your base with Turrets, two Reactors of which one should be advanced, a Barracks (although once you get the ODST upgrade, you can destroy the Barracks to clear up space for other buildings), a bunch of Supply Pads and a Field Armory to get the Population upgrade as well as the Adrenaline upgrades, after which you can also destroy the Field Armory.

With the base up and running, send several units up to the Covenant Base to the northwest and take it over. There will be several other bases that you need to take over, and every time you've made a new base it will be safer to transport the core over to the next area, until you've finally reached the Apex Base site.

Spawn an Elephant and connect it to the core when you've destroyed the base. It's basically a matter of repeating the first step; Destroy the Covenant Bases and move in with the core until you reach the Apex Base site.

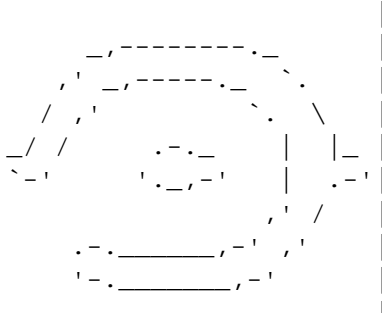
If you want to collect the [BLACK BOX #19], take a Hornet over the left side of the first cliffs that are just up ahead from the first base you start at. For the Skull in this level, destroy 20 Vampires and look just north of the 2nd (former) Covenant base to find it nearby crates.

When your Elephant (and core) reaches the Apex Base site, the mission is over.

Dealing with more Covenant Bases, this time with the help of the MAC Cannon and hijacked Locust.

Halo Wars Guide - Walkthrough

Mission 15: Escape

	<pre>Mission 15: Escape [M15] ===== Primary Objectives: ===== 1. Clear out all enemies near the Interlock Tower. 2. Activate the Interlock. 3. Open the Portal. Optional Objectives: ===== 1. Kill 3 Scarabs.</pre>
---	--

First of all, set up your base quickly and get the ODST research from your Barracks ASAP, as well as the MAC Cannon research from the Field Armory. Note that there are two Forerunner Supply Elevators (basically Supply Pads) to the left and right of your base. Send one troop of marines to each to increase your resources even more quickly.

When you've upgraded your MAC Cannon and the ODST research, unlock the nearby airlock and move to the one on the opposite side. You have 20 minutes to release all airlocks, so keep your ODST units coming. When you reach shielded Covenant Bases, simply unleash the MAC Cannon on it and finish them off with your troops, after which you can re-establish your own base (with a few Turrets and Supply Pads) on that base site.

You'll come across three Scarabs on this map which you can either hijack with hero's, or ignore completely (unless they go after you instead of The Flood, in which case the MAC Cannon will come in handy).

The [BLACK BOX #20] can be found directly north of the Portal, and is even visible when you start the mission. You'll walk near it during the mission, so don't forget to pick it up. As for the Skull, you'll need to destroy the three Scarabs and look to the north section of The Flood area.

Remember that once you've opened up all air locks, opening the ones opposite to each other, the mission will be successful, and you've beaten the campaign!

How to clear an air lock from The Flood. This video also contains the ending sequence of the game, so SPOILER WARNINGS are in place here.

Halo Wars Guide

Black Boxes

Checklist

- [] 1. In the area before Alpha Base, check under the bridge to collect this Box. Simply move some troops down the ramp to the left and find the Box on the lower left side of the bridge.
- [] 2. Find this Box behind a Barrier in the northwest.
- [] 3. From the starting point, head south, then all the way west until you reach a dead end with some burning junk. The Box is lying here.
- [] 4. You can spot this Box to the immediate north of where your troops start out. It is lying on some stairs, nearby where you can save a character called Adam (later during this mission).
- [] 5. Quickly rush down to the south and start up your base. As you're moving down south, be sure to check out the first stairs on your right and check out that area to find this Box.
- [] 6. Simply to the west of Marked Position 3.
- [] 7. Found in one of the eastern alcoves on the map, nearby several resource boxes.
- [] 8. Send some units to retrieve this box on the eastern cliffs from the base.
- [] 9. Search the western-most area of the map to find this.
- [] 10. This is just to the right of Bravo Squad, so you'll come across it.
- [] 11. Found on the very left rear-end of the ship. Use a Hornet to get it.
- [] 12. Found on the very left rear-end of the ship (yes, same location).
- [] 13. From the 2nd teleporter, check out the cliffs on the right of it with a Hornet or other flying unit.
- [] 14. Check the left side of the first cliffs just northwest of your initial base, and use an aerial unit such as a Hornet to collect it.
- [] 15. At the very opposite, direct north from your initial base; It's visible when you start the mission.

Halo Wars Guide

Skulls

Checklist

- [] 1. Kill 100 Grunts first, then drive a Warthog back to the Base's Main Gate.
- [] 2. Kill 20 Jackals first, then find the Skull located south of Alpha Base.
- [] 3. Kill 45 Hunters first, then check the area where Forge and Anders were pinned down to collect this Skull.
- [] 4. Kill 50 Elites first, then check out the Bronze Statue east with a Hornet.
- [] 5. Destroy 5 Wraiths first, then check the eastern roads from the 2nd Base to find it in a desolate area.
- [] 6. Kill 50 Banshees first, then check behind your base around the hangar to secure this Skull.
- [] 7. Kill 10 Locust first, then search the northwest nearby one of the Power Nodes.
- [] 8. Kill 750 Infection Forms first, then find this Skull northeast of the area where the 2nd Elephant was.
- [] 9. Kill 20 Flood Stalks first, then collect this Skull from the northeast area from your base.
- [] 10. Kill 350 Swarms first, then traverse the map with a Hornet to locate the Skull northeast of your base, near several Flood Eggs.
- [] 11. Kill 100 Sentinels first, then check the front of the ship with a Hornet.
- [] 12. Kill 12 Spirit Transports first, then check between the two lower air locks with a Hornet.
- [] 13. Kill 10 Bomber Forms first, then destroy The Flood base located nearby the first transporter(s) and find the Skull here.
- [] 14. Kill 20 Vampires first, then check north from the 2nd (former) Covenant Base to find it nearby some resource crates.
- [] 15. Kill 3 Scarabs first, then check the northern area of the map. Secure this Skull that is found amongst The Flood.