

Resistance: Retribution FAQ/Walkthrough

by Axel7174

Updated to v1.10 on Jul 1, 2009

```

/::::::::::::::::::::::::::::::::::::\
/::::::::::::::::::::::::::::::::::::\
/:| _ \ _/' _/| |/' _/ _ _/ \ | \ | | / _/| _|:\
/::| v / _|`._`.| |`._`.| | | / \ | | ' | \ _| _| ::\
/::|_|_ \ _| _| /|_|_|_ / |_|_|_|_|_| \ _| \ _| /|_|_| ::\
/::::::::::::::::::::::::::::::::::::\

```

=====

RETRIBUTION

=====

```

| Resistance: Retribution Guide|
| Created by: Axel7174         |
| FAQ and Walkthrough         |
| Copyright 2009 Ryne Gardner  |
| _____|

```

Version History

Version 0.30 - 4/14/09 - 4/21/09

--I had been contemplating working on this for so long, but I had too many other things going on to really sit down and play my PSP. Here it is though. Work in progress.

Version 0.40 - 4/24/09

--Completed two of the Bonn chapters. Also added more Intel from Rotterdam, only reflected in the Walkthrough as of now. More to come soon.

Version 0.45 - 4/30/09

--I meant to be a little bit quicker with this. I was really sick over the weekend and that kind of carried further into the week. I finished Bonn and the rest will be on its way shortly. I'm about to add other sections too finally, so hopefully that will be up in the next update. I also made a few

fixes.

Version .60 - 5/4/09

--Next update. All of Construction Zone completed. Still working on the rest, unfortunately.

Version .65 - 5/12/09

--Gotta apologize for the lack of updates. It's my last semester at my current college and I'm really focusing big time for my transfer to another school. Aside from that, my copy of Resistance was suddenly freezing on me in Luxembourg, despite not doing so the first time I beat the game. I fixed the problem, though it took about two days to get to the bottom of it. I'm continuing the walkthrough and I have started Luxembourg. I also added a few new Intel and made some fixes here and there.

Version .75 - 5/14/09

--Finished Luxembourg. Not much more than that. Rest should be on the way soon.

Version .80 - 5/20/09

--First two missions on Paris Catacombs are up. I kind of rushed them, but it should be good enough. New Intel added for previous missions as well. Other than that, not much else. I'm hoping to get that Basics section up before I finish the actual walkthrough. I'm in the middle of my Final exams though so I'll have to see what I can do.

Version .85 - 5/22/09

--No updates to the walkthrough just yet. I just added a couple more missing Intels. I've gotten all of them for each series (not counting Infected which will be added later) in each completed chapter (so not counting Paris Catacombs just yet) except for one missing Secrets of the Maquis Intel in Luxembourg. Anyway, more on the way.

Version .90 - 5/26/09

--Paris Catacombs is finished. All of the Intel up to this point have been located (minus Infected, which, again, will be added later). I also started the Basics section.

Version 1.05 - 6/1/09

--Well it's finally here. The first completed version of this guide. The walkthrough is finished. I even went one step further and added all of the Infected Intels. You can now find every single Intel by reading this guide. If you don't feel like fishing through the walkthrough though, jump to the newly added Intel Locations section. Now that the walkthrough is finished, I will take a temporary break. I will be sure to consider adding more information and sections later though.

Here's a full list of the new additions/changes:

- Walkthrough completed
- All Intel added
- Infected Intel added
- Intel Location section added
- Two new FAQ questions added
- Spelling/grammar fixes
- Other information changes

Version 1.10 - 7/1/09

--Small update. I finished off the Basics sections. I also made a few changes here and there. I also added the Bosses section, after actually considering

not including it at all. Not much else to add but there is still some stuff missing. After that, I'm not sure what will be added or changed.

Table of Contents

1. Introduction.....	[intro]
* About This Guide	
* Using This Guide	
2. The Basics.....	[tr00]
* Controls.....	[tr01]
* Basic Combat.....	[tr02]
* Swimming.....	[tr03]
* Hammer Controls.....	[tr04]
3. Advanced Information.....	[tr05]
* Enemies.....	[tr06]
* Weapons.....	[tr07]
4. Retribution and Resistance 2.....	[rscn]
* Infected Mode.....	[inmd]
* Resistance: Retribution+.....	[ret+]
5. Walkthrough.....	[wlkt]
* Rotterdam.....	[rs00]
- Area 01: Burning Skies.....	[rs01]
- Area 02: Crash Site.....	[rs02]
- Area 03: Industrial Area.....	[rs03]
- Area 04: Gun Tower.....	[rs04]
* Bonn.....	[rs05]
- Area 01: Street Entrance.....	[rs06]
- Area 02: Waterfall Chamber.....	[rs07]
- Area 03: Underground Complex.....	[rs08]
- Area 04: Incubator Chamber.....	[rs09]
* Construction Zone.....	[rs10]
- Area 01: Mech Ride.....	[rs11]
- Area 02: Built Trenches.....	[rs12]
- Area 03: Construction Zone.....	[rs13]
* Luxembourg.....	[rs14]
- Area 01: Casemates.....	[rs15]
- Area 02: Lower Tunnels.....	[rs16]
- Area 03: Science Labs.....	[rs17]
- Area 04: Defensive Bunkers.....	[rs18]
* Paris Catacombs.....	[rs19]
- Area 01: Upper Tunnels.....	[rs20]
- Area 02: Lower Tunnels.....	[rs21]
- Area 03: Abandoned Processing Center.....	[rs22]
- Area 04: DNA Storage Facility.....	[rs23]
* Chrysalis Lair.....	[rs24]
- Area 01: Mech Ride.....	[rs25]
- Area 02: River Approach.....	[rs26]
- Area 03: Birthing Chamber.....	[rs27]
- Area 04: Mother Chamber.....	[rs28]
6. Extras.....	[extra]
* Intel Locations.....	[exin]
* Unlockables.....	[exun]
7. Miscellaneous.....	[misl]
* Frequently Asked Questions.....	[fak4u]
* Credits/Special Thanks	

Right Trigger - Primary Fire
Left Trigger - Alternate Fire (hold)
D-Pad Up: Interact/Manual Aim/Zoom
D-Pad Right: Cycle weapons forward
D-Pad Right (hold) Quick Weapon select menu
D-Pad Left: Reload
Triangle: Raise view
Square: Turn left
Circle Turn right
X/Cross: Lower view/Confirm

As you can see, your camera like functions are operated by the Triangle, X, Square, and Circle buttons which is nothing but awkward at first. It takes a lot of getting used to, but it soon becomes natural in time.

+Mode Controls

This is the control layout for your DS3 controller if you're playing the game in +Mode (see below section for more details).

Left Analog Stick: Movement
Right Analog Stick: Camera view
L1: Alternate fire
R1: Primary fire
L2: Cycle weapons backwards
R2: Cycle weapons forward
Square: Reload
X/Cross: Interact
R3: Manual Aim/Zoom

|>Basic Combat<| [tr02]
'-----'

Since this is a third person shooter, the dynamic of the game is slightly different from the main Resistance games, and first person shooters in general. In Retribution, you'll rely heavily on duck and cover tactics. Many walls and low objects can be used as cover. From here, you can jump out and fire, then use the cover to defend yourself.

There are a few things to keep in mind. Analyzing the enemy, the position, and what they're using against you will be key in becoming proficient at combat. First off, understand that the closer you are to the Chimera, the more of your bullets will hit, and thus, the more damage you can deal. The same is true for them however.

A lot of enemies attack in waves. As such, it's often in your best interest to go for weapons that have a wide attack radius. The LAARK is the only gun that really fits this description, aside from maybe the Schrotflinte shotgun. Other explosives like Frag or Rifle Grenades do great in taking out numerous enemies at once when they're bunched together.

Some enemies are more susceptible to certain guns (more on this in the Enemies section). However, your Storm Rifle is rarely a bad option for many situations. The Storm Rifle will always be reloaded at the start of each mission and you can find plenty of ammo for it.

Manual aim can help you be slightly more accurate. It leaves you more exposed too though, so be cautious. You can also increase your accuracy by firing in shorter bursts, as opposed to one constant stream of fire.

Reload when you're behind cover, so you have longer bursts of shots to attack with.

|>Swimming<| [tr03]
'-----'

Swimming, in Resistance? Yes. It may seem very awkward at first or even for the entire game (I still have troubles with it sometimes), but swimming will be necessary in certain stages of the game.

Basically, Triangle and X will control your upwards and downwards movement in the water. When you're up on the surface, you can dive by hitting up (Interact) or X in +Mode. You can control the angle or pitch of your movement with the Thumbstick and this is where things can get tough and you really need to get some adjustment.

One thing worth noting is that when you're surfacing in an area where you have to climb out, you can often fall victim to accidental submerges. What I mean is that when you get closer to the ledge that you need to grab to lift yourself from the water, you might accidentally go back under the water. This gets really annoying so watch your Interact symbol carefully.

While underwater, you can use your Razor and the modified Auger, the Auger-FS. The only enemies you'll encounter underwater are the Sirens (more on them in the Enemies section).

|>Hammer Controls<| [tr05]
'-----'

Just real quick and simple, the Hammers are the giant black mechs used by the Chimera. You can see their brethren, the Goliaths in Resistance 2. The Hammer is equipped with a gatling gun and a small cannon. The gatling gun has a long burst of fire that devastates most enemies in just a couple seconds. The cannon fires small lighted missiles with a large damage radius.

Thumbstick: Move (forward)
Right Trigger: Gatling gun
Left Trigger: Cannon

When piloting the Hammer, you do have a "health bar", so be cautious. You're assaulted by various ground forces, so even though you have an advantage, don't let yourself be overwhelmed. Keep in mind that the gatling gun can overheat, and that the cannon needs to be recharged (pay attention to the meters on the control panel).

One last important note is that the Hammer's armor or "health" recharges itself. Just go a few moments without taking damage and it will replete itself.

.=====

	_____		ADVANCED INFORMATION	[tr05]
	_____\		=====	
	____)			
	__<			

but Titans are actually fairly easy to kill once you get your hands on new weapons. You can tell a Titan is near death when the device on its back is smoking.

Recommended weapon: LAARK, Auger, WRAO Chaingun, Schrotflinte .12 Gauge

Armored Titans

They are basically the same as normal Titans, except that--surprise!--they possess extra armor. There doesn't seem to be any major changes to their weapons so it just is a case of having to do extra damage.

Recommended weapon: LAARK, Auger, IWA0-R Chaingun

Boilers

These new enemies can quickly become an eyesore in the game. These "female" Chimera possess no weapons. Instead, they rely on getting close and exploding their own heads to deal damage. They tend not to take straight routes to you either, so they can get on you in a hurry. It's usually best not to just shoot them straight on, especially when multiple Boilers are approaching. Instead, enter manual aim and fire at their heads for really easy kills. When you finally get the advanced Razor Mark II, you no longer have to aim for the head, because this gun takes them out in a few seconds.

Recommended weapon: Storm Rifle, Razor, Razor Mark II (later)

Hags

These creatures are similar to Boilers. They float around the area however and instead of exploding their heads, they shoot energy from them. They also possess shields which temporarily ward off your attacks. When their shields lower, attack their heads, like Boilers.

Recommended weapon: Auger, Razor, LAARK, IWA0-R Chaingun

Sirens

You'll only encounter these guys in certain underwater sequences and it won't be very often. They are similar to Resistance 2's Furies. Unlike a Fury though, Sirens can be killed. They are pretty bad shots and if you keep swimming they'll usually miss. You first encounter them in tight underwater corridors though, and they have rifles that emit large blast shots so their accuracy won't be a problem early on. Fire back and the Razor finishes them off pretty easily.

Recommended weapon: Razor

Slipskulls

Slipskulls are Chimera which are extremely agile. They bound from wall to wall and use this to attack from far or difficult to reach places. What they have in agility, they lack in endurance. The Slipskulls are slightly weaker than Hybrids so they're easy to dispatch, should you get them to stay in your sights.

Recommended weapon: Razor, Storm Rifle, Fareye FR-1

Brutes

Optional:

- PSP AV component cable
- Stand or something to hold PSP in place

In order to connect, turn on your PlayStation 3 and put Resistance 2 in the drive. When the game starts up, go to Options and there will be a selection called Connect PSP. Now, start up your PSP with Resistance: Retribution. Get to at least the start menu. Now, plug one end of your USB cable into the PSP, and the other end into one of the USB ports on your PlayStation 3. Now, on Resistance 2, select the Connect option and the game should instantly recognize Retribution. You'll be presented with two options:

```
|>Infected Mode<|      [inmd]
'-----'
```

If you select Infected Mode, Resistance 2 will "infect" your copy of Resistance: Retribution. In Infected Mode, you can play through Retribution with a slew of new features:

- Grayson becomes infected. He has health regen and can breathe underwater
- Grayson wears a SRPA outfit (same black outfits the Sentinels wear in Resistance 2)
- You unlock the HE .44 Magnum
- Some cutscenes and dialogue will change in the game
- New Intel available

Infected Mode literally means that. You'll play a slightly different Campaign in which James Grayson is infected with the Chimeran virus. In the long run, it doesn't drastically alter the storyline, but there will be a few small differences along the way. The best benefit you gain from Infected Mode is the ability to heal after a few moment, as well as the ability to breathe underwater. These abilities make combat and exploration easier.

Now the big question you might be wondering, is how do you go back to regular mode? Simple. Turn off your PSP. Quitting the game deactivates Infected Mode. Even if you save the game, the effect will be gone when you turn it off. You have to infect it again. This was designed like that so that you could still have the option to have the "original" experience.

```
|>Resistance: Retribution+<|      [ret+]
'-----'
```

The second option is to activate Plus Mode in Resistance: Retribution. You can do this with or without Infected Mode activated. What Plus Mode allows you to do is to play the game on your PSP with your DualShock3 controller! Yes! You can control your actions on the PSP with the DS3 controller! Even more impressive is that it controls flawlessly with the controller, and it allows you to use the Analog Stick instead of the X, Circle, Square, and Triangle buttons to control camera movement. What Plus Mode changes:

- Use a DS3 to control the game
- Increased difficulty
- Aim Assist is disabled

After the scene, you'll finally get control over Grayson. Quickly note that you only have half of your life bar.

[INTEL LOCATION - Secrets of the Maquis: From the Mouths of Babies]

Intel is necessary to unlock some extra weapons in the game. Your first one can be tricky to get because it disappears very fast. As soon as the first level starts, bolt through the door on your left and go into the corner where there is a small fire. Right in front of the window is the Intel on the ground. Get very close and hit up on the D-Pad to grab it. If you wait too long, the fire will consume it. No worries though. You can restart this level and get it again. I mean, it's only the first 20 seconds of the first level...

Back to the main room to begin. There are two Chimera on the ground below you. You should be able to spot them easily through the windows. They're terrible shots at this point in the game, and they won't even be aiming for you so you shouldn't have to worry too much about health, but if necessary, go to your left and there will be two health capsules in the doorway. So, from the safety of this floor, shoot at them with your Storm Rifle. You should automatically lock on, making it easier.

[SKILL POINT - Kill 2 Hybrids from the attic with one grenade]

You can do this with the alt. fire on your Storm Rifle. Hold L and the reticle will change. Now aim in between the two Hybrids and fire with R. If the blast is close enough, it'll kill both and you'll get a Skill Point.

As you take out the Hybrids, several more will show up to replace them. Keep shooting them until none are left. At that point, go through the doorway on your left, grabbing the health capsules if you didn't already. Grab the Storm Rifle Ammo on the side of the room, then approach Raine and the large dresser. Hit the interaction button (down on the D-Pad on normal mode, X on Plus Mode) and then tap X to knock it down.

[INTEL LOCATION - Retribution: The Futile Defense]

You'll go down the stairs and land into the room below. Immediately spin around and in the corner is a large pile of dirt, next to the stairs. In this corner you should see a small yellow envelope. Take it with the interaction button. Intel are small journals that Grayson has made on his journey. Each of them are divided into certain "issues". This one is Retribution. Collect each Intel in an issue and you'll unlock new guns.

Turn back around and assist Raine in taking out the Hybrids. Take cover behind the counter just by approaching it. You'll notice that Raine has a life bar, so if it depletes, obviously you'll get a Game Over. Three Hybrids are standing in front of you. Try out your Storm Rifle's alternate fire by holding L. You'll see the reticle change. Raise your aim and then fire as normal to fire a grenade round. You should easily obliterate the Hybrids. Two more will drop down on you, followed by a third. Save the grenade ammo and just use the primary fire of the Storm Rifle to finish these guys off.

Hop over the ledge and go into the next room. Turn right to the opening in the wall and more Hybrids fire from below. Take the two packs of STORM RIFLE AMMO and the HEALTH CAPSULE. Now, you can take cover behind the right wall and duck out when you hit R. Fire on the gray drum barrel to knock out all the Chimera. Continue to slay the others that show up. Go ahead and use another grenade round from your Storm Rifle.

Drop down when it's over. There are two health capsules near the soldier. To

the left of there is a doorway with some Storm Rifle Ammo and Storm Rifle Alt. Ammo. The soldier wants to check up on his buddy, so follow him to the side of the building and interact to get lifted up.

The guy is dead, but his gun is still there. "Shouldn't let his weapon go to waste." You'll get the BM001 RAZOR. This is like the Bullseye, just without the homing tags.

When you return, the Chimera bust into the scene and kill the soldier. Use the sandbags as cover and kill them with your Razor. It takes a few less rounds to do them in than with your Storm Rifle. Move forward and there is Storm Rifle Ammo and two packs of Razor Ammo from the Hybrids, if you need any.

Move forward and near Raine is a gun turret. Interact with it and aim at the Hybrids in the windows. Note that if you're in normal mode, the turret is moved with the thumb stick. More Hybrids appear above, so shoot them down too. Take the two Health Capsules to your right if you need them, then follow Raine around the corner.

After the scene, you'll be with a soldier inside a house. Your flashlight is automatically turned on in dark areas so don't worry. Next to the soldier is a Health Capsule and Storm Rifle Ammo. Follow him now and he'll open the door. A Hybrid will leap out and snap his neck. Now you're on your own. No worries! Use your Razor and immediately gun down that Hybrid. Get closer and you will not need to take cover so just shoot the other two. Take cover behind the overturned tables as two more appear. Kill these guys too with your Razor, then the third one that shows up.

[INTEL LOCATION - Cloven Lore: The Inhuman Doll]

If you stand in the doorway where you entered, look to your immediate right. Near the corner (to the right of the fireplace) is a large trunk. Climb on top of this and there is a very narrow opening above it. Climb through here and you'll find a small nook with some candles and stuff. Collect the Intel on the table.

There is Storm Rifle Ammo near the fireplace and two Health Capsules in the corner. Hop over the barrier and collect the Razor Ammo and some Frag Grenades to your right. Turn around and two Hybrids will likely be shooting from up the stairs. Use a rifle grenade from your Storm Rifle to kill them easily. Move up there now.

There will be more Razor Ammo and a Health Capsule up here. Peek inside the door and you'll see a Hybrid shooting at somebody below. Just sneak up on him and get really close and hit R to melee. It should dispatch him in one blow.

After the scene, you'll get another new weapon, the FAREYE FR-1. The sniper rifle feels very clunky with the standard controls so playing in Plus Mode feels more natural. Your job here is to give Cartwright cover by killing all the Hybrids in his way. Watch his life bar and be quick.

Or maybe, be slow? Take advantage of the Fareye's alternate fire which activates slow-motion. Use this to easily pick off targets and keep Cartwright shielded from their attacks. The slow-mo runs out eventually, so you have to let the bar recharge. Fire at the replacement Hybrids by just zooming in normally (up on the D-pad, and again for extra zoom). Use the nearby gray drum barrels to help you out when possible. You'll find more Fareye Ammo near you.

[SKILL POINT - Get Nine Headshots with the Fareye while protecting Cartwright]

Use the slow-mo to help you with this. There's only so many Hybrids so make your shots count.

Clear all the paths and Cartwright will enter your building and blow open the door. Go around the corner and find some Storm Rifle Ammo. Meet up with Cartwright and move out onto the street with him. Several Chimera who were apparently just about to ambush Grayson appear. I say that because they drop out of the opening that Grayson was standing at. Gun them all down with your Razor, then follow Cartwright. Enter the doorway to find some Storm Rifle Alt. Ammo.

[INTEL LOCATION - Infected: Are We Soldiers or Archeologists?]

In the same doorway (that is, the one behind where the first group of Hybrids attack both you and Cartwright, you can find this Intel. Enter the doorway and turn to the left to find it in the dark on the floor. Only if you're playing in Infected mode of course though.

Now, with Cartwright, fire on the Hybrids. Since you don't have cover, use the Fareye for some of these guys, especially the ones that appear on the second floor (aim at the drum barrel).

With the coast clear, stand between Cartwright and the wall, then hit the interact button. More Hybrids appear now so take cover. Use your Razor and the alternate fire from your Storm Rifle. Grab the Health Capsules and Storm Rifle Ammo nearby if necessary.

After the scene, a Titan will appear.

----->BOSS FIGHT - Titan<-----

This guy will later serve as a normal enemy, so don't be too worried. He just might seem difficult now because you're probably still getting a hang of the game. You can tell he's a boss now because he has a life bar that is visible when you hit him.

Immediately take cover and use your Razor. Only fire after he shoots his cannon. Cartwright will assist you by diverting the Titan's attention. Don't let the Titan shoot him too much though so keep firing at it to bring it back towards you. Keep shooting and if you run low on Razor ammo, go with the Storm Rifle. You can also use Rifle Grenades if you have some to knock down a good portion of his life.

You'll see the Titan's backpack start to smoke when it takes enough damage. Just keep firing and try not to let up. Eventually you'll defeat him.

With that done, you're finished with this first mission.

----->AREA 02 - CRASH SITE<-----[rs02]

Follow the soldier into the sewer. You'll make your first encounter with the Boilers. To kill these annoyances, enter manual aim (up on the D-Pad) and fire at their heads. Let them get too close and they blow up, causing damage. Help out the soldier with the first two groups. Grab the nearby Health Capsule if you need it.

At the next corner, a Boiler opens the gate by exploding. This lets another

wave of them come in. Stand your ground and pop them all in the head, using only your Storm Rifle.

[SKILL POINT - Kill 8 Boilers with headshots before they self-explode]

This should be pretty easy because without the headshots, the Boilers become a big nuisance.

Enter now and you'll be taken to the bottom of an empty pool. The soldier spots the valve you need to turn to get the water on, but is killed by Leapers. A whole swarm appears. To kill these things, focus on backing up and firing with your Storm Rifle. Staying back is important since you can only aim at one at a time while all the others draw dangerously close. Stay out of their leaping range and if you're skilled enough, fire off a quick grenade round to wipe out a few at once. If one jumps on you, tap X repeatedly to shake it off.

Once they're all dead, operate the valve. Now, immediately turn around and return to the opening in the wall from where you entered during the cutscene.

[INTEL LOCATION - Cloven Lore: The Last Days of Pompeii]

Before you reach the opening, you'll likely be lifted up by the water. The tutorial will fill you in on swimming. Move forward and enter the sewer again. As soon as you enter, go to your right just slightly and look up. There is a large opening in the ceiling. Wait for the water to lift you up and you can climb up here. You'll find a small shrine and the Intel on the dresser.

[INTEL LOCATION - Retribution: Pass Me the Scalpel]

From the location of the last Intel, you need to know which way the sewer exit is, and more importantly, which way you need to go to head into the tunnel further. Drop back into the water and start swimming down the tunnel. Go straight across the intersection to the other end of the tunnel. At the other end, near the bottom is the Intel. Grab it fast and then make your way back before you run out of oxygen.

[INTEL LOCATION - Infected: 'Strange' is a Relative Term]

For the sake of not being confused, let's return to the entrance to the large pool area (where the Leapers attacked). Since you're Infected, water will not be a problem. Head back there and then turn around to the sewer entrance. What you want to do is enter and turn right. When you reach the first intersection, turn left. Go all the way down and turn left again. At the end here, the water level should be raised enough to let you reach an opening in the ceiling. Climb out here and find ammo and the Intel on your left.

Hurry back and enter the pool area again to get your breath. Now, with the water level raised, climb onto the wooden platform. Climb up and the large gateway here will be the exit. Don't enter just yet though.

[INTEL LOCATION - Secrets of the Maquis: Toaster Shortage]

To the right of the gateway are a bunch of crates and containers. Approach the large yellow/brown container and you can climb onto it. Climb further up onto a walkway and then drop down the other end. Here you'll find the Intel. To get back, hop back into the water and climb onto the wooden platform again (thanks to Tonio_D_Monio for this Intel location).

In this area, there will be some drones. The first ones you'll see are Worker Drones. They're harmless, but you can get something out of destroying them.

[SKILL POINT - Destroy both Worker Drones before they retreat]

The first one is lingering near the left wall so you can easily target it and destroy it with your Razor. Once you do that however, the second one will float on by and escape. You'll have a few seconds to shoot it, but the problem is that normal drones will appear and start attacking, making it difficult to target the Worker Drone. So, switch to your Fareye once you destroy the first one. Use slow-mo and shoot the second drone.

Now, go back to your Razor and destroy the attacking drones. Grab health, and Storm Rifle Ammo on your left, then go to the right, through the large ring opening. Two drones emerge from the pipe and attack. Destroy them, then climb up into that pipe. Take it to the next room.

From behind the opening, destroy the first drone and Hybrid you see. After that, enter the room and take cover. Use your Razor to take out the rest. Be careful of drones trying to fly at you once you set them on fire. If they explode near you, you'll take damage. Shoot them more to stop them.

Return through the ring and take the health capsules if you didn't get them before. You can find more near the ramp.

[INTEL LOCATION - Retribution: My Brother's Ghost]

To the left of the ramp is a small closed off area. The only opening is a small part of the window which you can't climb through. On the other side is a short-circuiting device. You can detonate this to blow open the glass. To do this, toss a grenade in and let it bounce off the far wall so it lands at least somewhat close to the device. Now back away and the way will be opened. Claim the Intel on the table.

Go back out and use the ramp to climb onto the walkway. Enter the closest room and some drones will attack. They are not your biggest priority however. Some Boilers will approach you as well. When they come into view, enter manual aim and pop their heads. Now destroy the drones using your Razor.

Be careful around the next corner as two more Boilers come out of the doorway. Get some health behind you, then enter that door. Find more health and some Storm Rifle ammo, then approach the barricaded door and interact with it to clear the debris. Interact with the generator too to get the power on.

[SKILL POINT - Once operational, return to elevator without taking damage]

Once you get the power on, you can get this skill point, but it won't be easy. Start by staying in this room and wait for two Boilers to come up the stairs. Kill them both by shooting their heads. Hurry out and hide behind the boxes to the left. Shoot the two Hybrids when they're not firing. Here is where you can mess up so be careful. Approach the next doorway, but quickly back away and retreat to the far side of the room again. Two more Boilers will attack so use the distance to your advantage to kill them.

Return to the walkway here and take cover. A few Hybrids pile in. You can use the Fareye to make this easier, but just be careful because you can still get hurt, by staying exposed too long. The best thing to do is to watch their firing bursts and use the grenades or rifle grenades.

You're not done yet after those guys though. Cautiously approach the door, then retreat as soon as you sense the Boilers coming. You can try and shoot them from a good vantage point or you can turn and run to the ramp and climb up to

where they can't get you, then drop a grenade on them.

Go back to the door, but don't enter just yet.

[INTEL LOCATION - Retribution: The Chimera Drone On]

There is a pipe to the left of this doorway. Get close to the opening and you can enter with the D-Pad. Crawl through and the other end of the pipe will be holding this for you.

Go through the doorway but very quickly retreat. Two drones will appear. Don't let yourself get hurt now and mess up your chance for that Skill Point! Stay behind the doorway and the drones won't follow you. Back away from the doorway and toss a grenade in to soften them up. Use the Fareye and slow-mo to get some potshots but watch their blasts. Destroy them and activate the elevator to receive the Skill Point and end the mission.

----->AREA 03 - INDUSTRIAL AREA<-----[rs03]

After the scene, you'll have some Chimera on the far side. Fareye ammo is next to you so use the Fareye. When they're dead, go down the platform to your left. Open the barricaded door to find some Frag Grenades inside. Go down the stairs. Two Hybrids emerge from a doorway so just gun them down fast. Inside that room you can find some Alt. Ammo for the Storm Rifle.

More Boilers and a Hybrid appear from the doorway on the far side of the stairs. Focus on the Boilers first, then the Hybrid. The stairs is blocked with debris, so instead, climb the large container near the doorway. You can get onto the platform from here. A bunch of drones and a Hybrid attack. Aim at the Hybrid first, then shoot the drones from cover with your Razor.

Go through the gate. After the scene, two Boilers will start off very close, so quickly take aim at their heads. Go up the ramp now and there will be a Titan waiting. Use the crates as cover and try your Razor. Switch weapons if you want to save some ammo. The Fareye can deal decent damage with headshots but it has limited ammo so be careful I guess.

[SKILL POINT - Survive for two minutes without killing the final two Titans]

After the first Titan is down, two more appear. These guys will actually try and get close to you. If you want this Skill Point, start softening them up with your Razor and the alt. fire from your Storm Rifle. Just get both of them to the point where they start smoking. Now, when they get too close, quickly run and find a new point to hide. Be fast, because their shots don't need to be accurate to hurt you. Luckily, there are health capsules all over so grab them. Keep hiding and running until you get the Skill Point.

[SKILL POINT - Kill all 3 Titans using only the LAARK]

This is something you can't do until a return trip. Even then, it isn't really easy. When you have the LAARK, use three shots to take out the first Titan. Now make your way to the back of the dock and on the left side there are a bunch of crates and containers. Climb up the left container and you can then climb onto a ledge with LAARK ammo. Use this and try to make sure the two Titans are close together. Fire three more LAARK rounds and nothing else to kill them and get this Skill Point.

[INTEL LOCATION - Infected: Yanks aren't Talking]

After you've defeated all of the Titans, spot the crates and containers at the end of the dock. Find the yellow container to climb up and then climb further up onto a ledge (the same as in the above Skill Point). Up against the wall here, you can interact to grab onto a pipe above you. Shimmy over to the left, let go, and then grab a second pipe. Shimmy more to the left and land on this platform to find the Intel.

Pick up any remaining health capsules to get some health back. Search the area for ammo, then approach the pylon and interact with it. Hit the buttons that appear and you'll be done.

----->AREA 04 - Gun Tower<-----[rs04]

After the scene, you'll be right in the thick of it with a Leaper swarm attacking you and Mallery.

[SKILL POINT - Mallery takes no damage from Leapers]

This will be tough but you can make it easier by expending a few rifle grenades from your Storm Rifle. Do this when a few are approaching. Other than that, fire constantly by being closer to the Leapers, making your shots more accurate. Watch out for Leapers that come around the structure that Mallery stands near. Keep shooting and protect him to get this.

The next wave of foes appear, in the form of some drones. With Mallery helping you out, they shouldn't be too hard. Before you destroy them all, the back wall should open up.

[INTEL LOCATION - Retribution: Never Shrink From a Fight]

Turn around and go back to where you entered this area during the scene. You should see near the beach there is the small black boat that Mallery had. On the edge of this boat is the last Retribution Intel.

[INTEL LOCATION - Cloven Lore: Killing the Exodus]

To the right of the boat there is an area to search. In a small nook there is some Intel. It's guarded by a pop-up mine that detonates after a few seconds. Prevent this by shooting it immediately. Claim the Intel now.

[INTEL LOCATION - Infected: The Yanks' Dirty Work]

This one is on the other side of that big black object that Mallery is standing near at the start of the level. Pretty easy to find. Just go on the other side and you should see it. Remember, only in Infected Mode!

Mallery needs you to do the grunt work of clearing the mines, similar to the one guarding that Intel. Slowly approach and lure them out, one at a time and destroy them. Once it's clear, Mallery asks you to boost him up, so do that and he'll pull you up after that.

Inside this tunnel, which is actually the barrel of a cannon, you need to take shelter when Mallery tells you to. Hide in the niches on the side of the tunnel to avoid getting killed. Drones appear after that and so you need to destroy them to move up. This sequence has an easy pattern. Hide, kill drones, move up, hide again. Keep doing this until you reach the end.

You'll be separated from Mallery and land in a new room. When you get control, there will be some new foes clinging to the walls. They are Slipskulls that

Mallery mentions during the scene. They'll jump from wall to wall and shoot at you. They are pretty weak though, so just use your Razor when they're stopped.

Once they're all dead, use the nearby control panel to turn off the nearby beams. Move up and four drones will attack. With no cover, you're exposed, but they're still easy to kill. Use your Razor and try to time their blasts. Simply strafe out of the way and sway back and forth to avoid most of their attacks. More drones attack near the control panel. Destroy them, then operate it.

Slipskulls appear again. They might congregate on the central tower. Use your alt. fire on the Storm Rifle to wipe most of them out easily. Finish the others off with your Razor. Move up and destroy a few more drones. Keep moving to find some Razor ammo, along with health. Even more drones attack so turn them into scrap metal.

Operate the console and then take cover to the right. A group of drones and Slipskulls will show up. Take cover when the drones are firing, then retaliate on them first. Pick off the Slipskulls next, but save your Razor ammo by using the Storm Rifle.

Get some health and ammo, then step onto the green platform. A powerful force throws you up to the next floor. Grab some Fareye ammo to your left, then enter manual aim as some Boilers approach. Ignore the Hybrid shooting and just kill the Boilers. After that, take cover and get rid of that guy. Get more Razor ammo ahead as two Hybrids and a Boiler appear. Focus on the Boiler first, then return to regular aim and lock onto the Hybrids with your Razor. When they're dead, move up to where they were and get more Razor ammo.

Beware a group of Boilers attacking. Don't let the Slipskulls distract you. You don't want to take too much damage from the Boilers. Carefully take them out, then focus on the Slipskulls.

Approach the end of the platform and drones appear. Make a mad dash for the health capsules if you are low. Use your Razor to dispatch the drones easily. Enter the gateway now.

Here, a trio of Hybrids attack. They're bunched together, so you can use Storm Rifle alt. fire or a Frag Grenade. Move up and at the end, you can find some Razor ammo. Many drones attack from your left now. Use the small wall to hide if you need to, then destroy all the drones. Get the Razor ammo pickups to restock again as Mallery comes down to you with the elevator. Climb over the barrier and join him.

Fire at the drones that attack as you make your way up. At the top, Mallery notices Grayson looking at his custom Auger (or at least he thinks he does), but tells Grayson to dream on.

As Mallery does his work, look around and grab health and ammo. When Mallery disables the shield, shoot at the top section to finish the job. Follow him to the second one and repeat the process. After you destroy the second one, drones attack. Help Mallery take them out, then move on to the next power cell.

Take out this one and Hybrids appear. When they're dead, the fourth power cell will be guarded by a few Boilers appearing from over the wall. Let them go to Mallery and just shoot them in the head.

[INTEL LOCATION - Secrets of the Maquis - Radio-Free Rotterdam]

Find this in the corner where the Boilers appear, near the health and ammo pickups. It's also located to the right of the doorway where the Hybrids

appear.

More Boilers will appear from the other corner, so deal with them. After that, destroy the final power cell.

A Dropship will appear and threaten your mission and your life. Mallery hands you the L206 LAARK.

----->BOSS FIGHT - DROPSHIP<-----

The LAARK is your only viable option. Find ammo pick ups from around the area. Try to only go when the ship isn't immediately firing. It will circle the tower and use its main cannons to shoot you.

Try to quickly get a feel for the LAARK and its alt. fire. The way the ship moves, it can be hard to get a shot. Wait for it to stop and then aim and fire. If you miss or if the ship moves, it's not over yet. Stop your missile immediately by hitting L. Now, relocate the ship and put the targeting reticle over it. You can barely see a red line stretching from the missile to your new target. Hit L again to send it that way.

You're never totally protected, even behind cover, as the blasts can still cause you some damage sometimes, depending on where they land. Move if necessary, but also seek out health capsules in the corners.

Get more LAARK ammo, then continue to pelt away at the at the dropship. Replenish both ammo and health when necessary. The LAARK's alt fire will be of great help if you can learn to use it.

Once you take the ship down, there will be a scene. The first chapter of the game is over.

```

_____ \
(_____) )
_____ )
|____ ( / _ \ | _ \ | _ \
| |_) ) | | | | | | | | |
|_____/ \___/ | | | | | |

```

=====

[rs05]

With the gun towers disabled and the Chimeran invasion staved off for now, it's on to Bonn, Germany. In Bonn, the Chimera have dried up the Rhine River, and there is a conversion center here. Raine Bouchard wants to get in and Grayson doesn't care for what purpose. He wants to get inside too... for more destructive reasons.

----->AREA 01 - STREET ENTRANCE<-----[rs06]

[INTEL LOCATION - Infected: Too Big to Carry]

As soon as the level begins, turn around. Go around the little obstruction here and on the other side of it, you should see the Intel. Only in Infected Mode though.

After being separated from the rest of the gang, climb up the ledge above and

then enter the destroyed hallway. Hop over a few ledges and engage the Hybrid with your Razor. Keep moving until you reach a barricaded door. Interact with it to remove the boards.

As soon as you clear it, stay behind the door and hug the wall. A few more Hybrids are shooting. Wait for your chance, then fire at them. A third one will be around the corner and if he is stubborn in revealing himself, toss a Grenade up there.

Go up the slope now and turn right. Two more Chimera will shoot from across the way. Kill them, and then drop down below. Approach the doorway, but beware the pop-up mine. Destroy it before it goes off. In the room, and the next room after that, you'll find more, so take care of them first. In the second room, there will be Health Capsules and Storm Rifle Ammo near the desk.

[INTEL LOCATION - Secrets of the Maquis: Frozen Assets]

Behind the desk, you'll notice there is an exceptionally large safe. Go around this safe to the left and you'll find the door. Interact with it to open it. The Intel is laying inside.

Now climb onto the desk. From there, you can climb up further to the platform above you. A Hybrid on your left will scamper off. Follow him and a whole group will be waiting. Hide behind the left wall and pick them off with your Razor.

Grab any ammo or health, then cross the narrow beam to a barricade. Tear it down, then go left. Drop down from here to the floor below.

[INTEL LOCATION - Retribution: A Drain on our Resources]

Turn around immediately once you drop down. Be careful as some Hybrids will be shooting at you from the next room. Grab the Intel which is located near another bloody table behind where you drop down.

Take cover and kill the Hybrids with a quick Rifle Grenade. Go into the next room and grab the Health Capsules in the corner. Turn left and take cover now as a group of Hybrids scamper in. A Rifle Grenade placed on the wall in between the two top Hybrids should kill them. Finish the two closer to you with your Razor.

Enter the next room and a pop-up mine appears. Destroy it, then drop into the opening on the right. Great, more sewers....

Grab the Health Capsule, then go down this short tunnel and you'll automatically pick up the SCHROTFLINTE COMBAT SHOTGUN. Go ahead and keep this equipped; it'll come in handy in just a second.

Exit the tunnel and look to your right. With that little change in the music, you can tell something is coming. Sure enough, a small pack of Leapers are making their way toward you. Use the Schrotflinte shotgun and dispatch them.

[SKILL POINT - Take no damage from Leapers in the sewers]

To make this a reality, you have to be smart with the shotgun. Make note that the mag only carries six slugs. The reload time is also a bit long for the shotgun and as fast as the Leapers move, that's bad. You don't want to be caught reloading when one or more Leapers are getting close to you. Back away when possible or switch to another gun. Wait for them to get reasonably close and use the shotgun's wide spread to kill more than one Leaper in a single shot.

With the first wave dead, approach the gate ahead. Grab the Schrotflinte ammo in the space to your right first. Knock down the gate, grab the health capsule if you need it, then enter the tunnel on your right. More Leapers enter the tunnel, so back up a bit. Let them bunch up together and then unload. Keep backing away as more of them get closer and keep firing until they're all dead.

Exit the tunnel and straight ahead are more shotgun rounds. Turn left and go a little bit forward and yet another giant swarm of Leapers will attack you. This is the biggest one yet. Back up to the tunnel and begin picking them off. You'll have to reload at least once to get all of them, so continue to retreat into the previous tunnel and once you're rearmed, fire more.

Once you're safe, enter the next corridor and refill on Shotgun ammo again.

[INTEL LOCATION - Cloven Lore: Down the Volga]

Don't move any further than the ammo location. On the left and right sides of this corridor, there are small drains near the floor. The one closest to the tunnel on the left side can be entered. Get close and interact to crawl through it. Inside you'll find the Intel, among other things.

Go all the way to the end now and turn left. Bring down the gate and then begin climbing up the ledges. You'll find some health along the way. Keep going and you'll get a short scene.

After that, kill the drones first, then the Hybrids. Some Storm Rifle Alt. Ammo is guarded by a pop-up mine in an alley to the right. Enter the building on the left. Take the Health Capsules, then go upstairs and take down the barricade. Approach the pillar or whatever in this room and interact with it. Hit X repeatedly to tear it down and knock over another pillar that will serve as a bridge.

First though, you have to deal with the Drones. You'll start in cover already so just shoot at them with your Razor when it's safe. Their shots are easy to time so try not to lose any health against them. Kill the Hybrid in the window too, then cross that makeshift bridge.

In this building, you can find some Fareye ammo downstairs, guarded by a pop-up mine.

[INTEL LOCATION - Secrets of the Maquis: The Scorched Earth]

In the room you enter after crossing that bridge, there will be an overturned dresser on the right. Climb onto this and you can reach a ledge above. Shimmy over to the left and then hit up on the D-Pad when you have room to climb up. Find the Intel here.

Enter the Chimera gateway to the left and then take cover in the next room. Some more Drones and a Hybrid will attack. Take them all out, then cross the bridge. Hop out the window to your right and there is a Chimera door there.

[INTEL LOCATION - Secrets of the Maquis: The Last Reich]

Before you enter the door, turn around and go to the left (left from the window you hopped out of). There will be a small crawlspace in the wall. Go through here to reach a small nook with a safe. Approach the safe and you can claim the Intel.

Go back out and pass through the Chimera gate. Find Schrotflinte and Storm

Rifle ammo on your left, then proceed right. Take cover at the end of this hallway as more Hybrids attack. Toss a Grenade down there to make things easy. Finish off the rest and move up. Turn the corner and a Hybrid will basically egg you on into following. A trap, obviously.

Try to follow and sure enough, you'll fall through the floorboard. Destroy three pop-up mines, then take down the barricaded door. Enter to find some Maquis soldiers fighting off a large mech. Just like that, you've got a fight on your hands.

----->BOSS FIGHT - HAMMER<-----

The bigger they are, the harder they fall, right? Well, don't take this fight lightly. The Hammer is heavily armed. Your main weapon of choice will be the LAARK, but the Storm Rifle can help you out too.

The Hammer's weakness would seem obvious; that bright orange device on its back. Really though, the sweet spot seems to be elsewhere. I really don't understand it. Sometimes you'll deal it a lot of damage at the orange device, but other times, you'll do nearly no damage at all. The real area to aim for is its back, just below or around that area.

The guys below will be distracting the Hammer for you at the start of the fight, so go around this floor to the side of the room with the dresser in the corner. You'll have a good view of the Hammer's backside from here. Fire a LAARK round and try to hit the right spot. The Hammer has two responses, depending on where you hit it. If you go for its main body, it fires off missile attacks, every few seconds. Just hide behind the wall where the stairs are, or in the corner behind the dresser on the 2nd floor. If you hit the orange device, the Hammer fires missile a lot faster and aggressively. The best way to shield yourself in that case, is to hide behind the dresser.

If you rely on just hitting the Hammer anywhere but the orange device, you can rely on a simple strategy to make this fight go a lot faster. Since it only fires missiles slowly, you can run from left to right on the upper floor and just keep shooting LAARK rounds at it. Just keep moving to avoid its attacks and hide if you get hit. Go downstairs to find Health Capsules. More LAARK ammo is near you on the 2nd floor, so refill and repeat this strategy. If you hit it in the orange spot, it is stunned for a few seconds, letting you shoot another one or two rounds, but hide immediately to avoid the torrent of missiles.

Keep up the work and it should go down soon enough.

After that, Grayson heads down into the facility. Mission over.

----->AREA 02 - WATERFALL CHAMBER<-----[rs07]

As soon as you get control, you have several things to find.

[INTEL LOCATION - Secrets of the Maquis: Mallery's Lunch]

From where you start, turn around immediately. The open area here is the lift that Grayson took and where he confronted Mallery in the cutscene just earlier. At the end of the lift is an inactive console switch (orange light). Go behind the column where the console is placed and you'll find the Intel there behind

it.

[INTEL LOCATION - Infected: We're Not Alone]

As mentioned above, when you get control, turn around and find the elevator. Activate the switch though and it will take you down a short ways. On the left there is a window which you can't break. Strangely enough though, if you go up to it, you can grab Intel with the same name as an awesome Breaking Benjamin album.

Move forward and three drones appear. Taking cover won't be necessary if you just keep steady fire on with your Razor. Ammo and health will be near the exit.

[INTEL LOCATION - Cloven Lore: Signs Below]

Search the top left corner (to the left of the exit) in this room and you should spot this pretty easily.

Go through the gates for a scene. After that, take cover at the bottom of this ramp and start taking care of the Hybrids. As you start to pick them off, drones will float into the scene. After them a pair of Titans. Great... Soften up the Titans with your LAARK. The explosions should damage both of them. You can follow up with the Rifle Grenades or regular Grenades. Otherwise, use your Razor, Storm Rifle, and even Fareye. You'll be safe for a while. If one gets close, your best weapon is the Schrotflinte. Without a doubt, it tears apart the Titans at close range.

[INTEL LOCATION - Infected: Alien Erosion]

After you've dealt with all the enemies (or before or during, it doesn't matter much), go to the very left of where you entered this area (before the ramp). Stand near the edge and Grayson should automatically hang off. Drop down and down here on this hidden platform you should find the Intel.

Move up and collect the Health Capsule and ammo. You'll find more health and ammo near the top. Activate the console here to rotate this platform. A strange new Chimera will appear and then quickly fly away. After that, four drones will attack. Destroy them with your Razor and make sure they don't try to explode in your face.

When the platform is nearly done rotating, another group of drones appears, then some Hybrids, then more drones. They'll all gather at once, so try to see if you can lock onto the device on the right that is short-circuiting. Shoot it to make it detonate, hopefully taking out a few enemies in the process. Finish the others with your Razor, taking cover behind the console if you need to.

Go forward and collect the Health Capsules. Go down to the end of this platform where another Health Capsule and another console await. Activate the latter for a scene. A Steelhead will be approaching on the lift you activated. It wields an Auger, which can shoot through walls. Just use your Fareye and headshot it to make things easier. Just be sure he isn't firing and you're not standing still.

When the lift comes up, get on and ride it back down. Beware two Chimera that will fire at you from the tower above you and to the left. When the lift stops, get off and prepare for some Slipskulls to attack. Take cover and take the two Health Capsules if necessary. The Slipskulls go down easily enough with just a little Razor fire. Two drones will also show up, so destroy those as

well. Approach the gateway at the end of the platform and two Hybrids appear. Rush them with the Schrotflinte shotgun and they'll be mincemeat. Enter the gateway for a scene.

In this next room, you'll have a few Hybrids shooting at you. Take the two to your immediate left first, and grab the Health Capsules in the corner there to recharge some health. Use the Fareye on the Hybrid on the walkway.

There are three walkways you can get on. The center one has a console with the "Hand" icon above it. Right in front of the console you'll find the AUGER-WS. Schwing! The ammo is severely limited in the game so make good use of it.

[INTEL LOCATION - Retribution: Iron Horse]

Don't activate the console just yet. Facing the room itself, look to your left from the console walkway. There is another walkway on the left wall. Take another lifting platform up here to find ammo. Keep moving though and drop down the other end of this platform into a closed off area. You'll find this Intel here.

Climb the boxes to get out and then return to the console. Activate it and a Hammer will appear. Yikes!

----->BOSS FIGHT - HAMMER<-----

Move off your current platform and go to the left one. There is a console on this platform as well as the one on the other far side. Activating these casts an electric bolt on an easily identifiable piece of the floor. The Hammer will likely get close to you and step over this area so throw the switch to stun it. Pelt it with your LAARK, Razor, and whatever else. You can use the Auger, but I would recommend only using it for a few shots and saving the rest.

The console needs to recharge, but you can use it again. Go over to the other side and use the other one. Keep this up, and if necessary, go down to collect health and LAARK ammo.

You really don't want to stay exposed against the Hammer because it will obliterate you in little time with its gatling gun. The high ledges have some protective barriers, but with limited resources around you, you might have to risk running out to grab ammo. So for that reason, the Auger is definitely an option if you must use it. Other tricks to deplete its health are Rifle Grenades and even your Razor can help.

Finish off the Hammer and that will do it.

----->AREA 03 - UNDERGROUND CHAMBER<-----[rs08]

At the start, you'll have a Titan to deal with. You'll be clued in on how to properly use that new Auger. Now wouldn't be a bad time to give it a spin. Hide behind the box on the left. With the Auger equipped, you can fire from cover, totally protected. Not only that, the Auger will deal a great deal of damage to the Titan. Alternatively, you can stand up and deploy the Auger's shield, then fire at it with something else.

Still, if you can avoid it, try not to use more than one clip of your Auger. When the Titan draws close, finish it with your Schrotflinte. Move down the walkway, where health will be available. Turn and then take cover as some

drones appear. Finish them easily with your Razor. You'll find more ammo near you. Activate the console to create a bridge.

A Hybrid will come dashing toward you. Try sniping him with the Fareye to make it simple. Another one should appear all the way in the back. Snipe him too, then the last two that appear after him. Get ammo and health here, then duck into the passage on the right. You can enter a very narrow corridor here.

At the other end, you'll get a quick scene. Find the switch on the right wall and activate it. It lifts up a cover of a small pool. Hop in and dive to enter an underwater tunnel like the one Bouchard is in. The current will push you one way, so go with it to the end. A door opens, so keep swimming. At the very end, the water level will go down and you can get your breath.

The next doorway will take you to a large chamber. Jump into the water and dive down. You need to make your way to a switch near the bottom and activate it. This raises the water level, but also releases a new enemy. Two Sirens (similar to Furies) will appear. They have a small blast type gun but they are pretty weak so use your Razor (you can use it underwater). Don't waste too much time and resurface for air if you need to.

[INTEL LOCATION - Infected: Sirens or Furies?]

If you're playing in Infected mode you can find this Intel. After you throw that switch and release the first two Furies, defeat them. Dive underwater and go all the way down to the bottom. Find the doorway and let it open. Move forward and let the next door open. Swim through this tube until you find a dead Siren. Underneath it is the Intel. Return to the large chamber now.

Surface and make your way to the ledge you can now reach and climb up. Be careful if your health is low as two Hybrids will be waiting for you.

Once you're done with all that, activate the switch here. It opens a door back underwater, and releases more Sirens. You can shoot them from the safety of the platform once they are in sight so don't bother going in the water. Find some Health Capsules to the right of the switch, behind a box.

[INTEL LOCATION - Secrets of the Maquis: The Nights Go By]

Once you throw that switch, turn around and walk through the gateway. There will be a body laying inside. The Intel can be found right there.

Now go back out and into the water. Swim down to that opened doorway. Swim through and after another doorway opens, blast the Siren that appears. Keep going all the way to the end, letting the current take you. Swim up through the opening to fly out of the water and back to dry land.

This room is similar to the one you were in before you made your underwater voyage. Find the very narrow passage like before and move through.

You'll wind up in a large chamber that will be host to a few tough firefights. First, there will be several Hybrids shooting at you from across the way. A few will very likely charge you directly, so don't get caught up fighting long distance with others if this happens. You can take cover to your right, behind the wall. Use the Fareye, Razor, and Alt. Fire on your Storm Rifle to see you through the first wave.

Drones appear next. Just stick behind the wall on the right. Health can be found here too. Go around the platform, toward the switch. When you get there, turn to your left and prepare for three more drones. Shoot them down, then

throw the switch. This will lift you up to the next floor.

Several more drones will attack from your right. Dispatch them (cover is to your left if you need it) then go to the left to find three Health Capsules. Make your way in the other direction now.

[INTEL LOCATION - Retribution: The Fallen are not Forgotten]

Keep going down the other side of the walkway, passing a switch and another elevator platform. Keep going until you reach a narrow beam to cross. Go across to the next platform and you'll find a Maquis soldier's body. Right next to it is the Intel.

Fall back and activate that switch you passed. It will power up the nearby elevator, but also call on a few enemies. Two Hybrids and some Slipskulls should hardly prove a challenge. Just remember to stay behind cover. Activate that switch on the elevator and it'll take you back down. Once it lands, more drones appear so start moving to make yourself a harder target and down them with your Razor.

[INTEL LOCATION - Cloven Lore: Deep Images]

From the elevator, turn left and go to the end of the walkway (pretty short walk) and you'll find some Intel in the corner, just below a Cloven symbol on the wall.

Go to the next switch and prepare for a few more Hybrids. Deal with them and go over to the covering that was lifted up by the switch. Hop into the hatch and you'll enter a long, empty corridor. Empty that is, til you reach the near end. A swarm of drones pile in. Start backing up and pick them off one by one. The drone shots are easy to dodge for you by now hopefully, but still, if you are low on health, don't take a chance. Continue to back away and if necessary, deploy the Auger shield.

In the next area, you'll have a scene. After that, start picking off the Hybrids and drones. You can't take cover behind the wall in front of you and to the left, but you can still stand behind it to protect yourself. The two parts of this platform that jut out on the right have Health Capsules. Move to the end here and activate the switch you find.

The path is opened, but some Hybrids are joined by a new enemy, Hags. The Hags are like Boilers, but they fly around and shoot blasts similar to those from the Sirens guns. They also have shields, but they have the same weakness as Boilers. Wait for the two Hags to drop their shields, then aim for their heads in manual aim. Pick off the two Hybrids at the far end now and move down when the coast is clear. You have another switch here, so go ahead and activate it.

The lift drops and bring you to the next walkway. Grab the Fareye ammo right here and take cover on one side. Avoid expending that Fareye ammo just yet and instead pick off the two Hybrids with your Razor, Storm Rifle, or what have you. Approach the end of this walkway and a Hag appears. Wait for the chance, then fire at its head. Now take the green float platform up to the next level.

Grab health and ammo, then take cover. These Hybrids are good choices for your Fareye now so use it if you want. Move down and beware four Slipskulls at this point. Back away behind the wall if you want, so that you can easily see one or more of them, and not have them all shooting at you. You can also take cover at the end of the walkway, but with how the Slipskulls can cling to the ceiling and all, you can still be shot at easily.

Move up the ramp and grab some health. Turn right and you'll see the Power Core for the facility. Before Grayson can do anything with it, you'll have to fend off three Hags. Since you don't have any cover, using the Auger and its shield is not a bad idea here. The Hags blasts sting a lot, and with three of them you don't want to die here.

Once they're dead, focus on the Power Core which has its own life bar. It'll take a lot of punishment so soften it up with some LAARK rounds and Grenades if you have them. Use your Storm Rifle to save Razor ammo. Keep going to the next weapon when you run out of ammo (but save your Auger and Fareye, etc). Refrain from shooting when the spinning walls cover your line of fire. Once it is stopped, you can approach the core.

Three more Hags will attack. Try to attack them before they attack you. If you are in peril, run back to the previous room where those Health Capsules were. Once they're dead, go to the core and interact with it. Hit the corresponding buttons and that will end the mission.

----->AREA 04 - INCUBATOR CHAMBER<-----[rs09]

Start off by diving into the water and finding the lever down here to drain it. The gateway opens and two Hybrids and a drone will be waiting. Try a Grenade if you still have one, or just take cover behind the small wall fixtures on the side. After they're dead, more drones pile in from the far end. Start blasting them with your Razor. Move to the end of this hall now.

[INTEL LOCATION - Retribution: Cold as Ice]

The exit is on your left. To your right however is a glass pane window and one of those explosive devices on the other side. The only way to blow it up is to use the Auger. Aim at it and fire a round through the glass to set it off. The glass will blow up and you can enter. To the right at the far end of this hall, you will find the Intel.

[INTEL LOCATION - Secrets of the Maquis: Bouchard's Necklace]

Right after you find the previous Intel, you'll notice the large silver gateway behind the location. Get close and it will open up to another hallway. Keep moving forward, through shallow water, and look for another Intel on the left. Return back to the other side after that.

Climb up the ledge to the exit. In the next hall, some Boilers will make their way around the area to you. Stay back and wait for them to start walking toward you. Pick them off easily with headshots, then move forward. Drones will be your next victims, so strafe to avoid their shots and turn them into scrap.

Take some Health Capsules at the end here, then go through the opening to the left. Go forward and kill the two Hybrids (cover shouldn't be necessary). Be sure to grab any Razor ammo they drop, since you might be running low. Climb the ledge on your right to the exit.

Drop into the hall and fire on the drones to your left. Grab the Razor ammo and especially take the Auger ammo to your right. Now go down the large tunnel and down the ramp to some water. Get your feet wet and start moving through here. A couple Sirens will attack, so use your Razor to keep the waters clean. Try to keep moving though and not waste any precious oxygen, unless you're playing in Infected mode, in which case, this won't matter.

[INTEL LOCATION - Infected: Power of the Atom]

Take note of where those two Sirens pop out of. It's a small alcove on the left. Enter here and the door should open. Swim through this narrow tube and you'll find a strange green device. In front of it is the Intel.

Head through the water chamber up to the surface.

Some drones will be waiting for you to resurface. Turn to your right and shoot at them with the Razor. Go up to the top of the ramp to find Health Capsules. Cross over to the other side where the drones were and prepare to take another dip. More Sirens will attack down here and they may seem more aggressive than the rest. Keep swimming and have your finger held down on the fire button. Grab some Health Capsules near the end and finish off any of the Sirens if you have to. Be very cautious going up the ramp as three Boilers come down to you.

Climb the ledge and go through the door to the next room. Some Boilers blow themselves up to open the glass and let a Titan have at you. Hide behind the left wall and soften it up a bit with one clip of your Auger. Remember that the Auger can fire through walls so just stay back here and shoot as long as you are locked on. Switch to another weapon to finish it off, or use the Auger all the way if you must.

Grab a Health Capsule in the first corridor before crossing over to the side where the Titan was. Go down here and you can see the ledge to climb up with a green light inside. Ignore it for now.

[INTEL LOCATION - Cloven Lore: Chew On This]

To the right is another glass wall. If you stand in the right spot, you can see the same old electric device you can shoot. Fire at it, using the Auger to hit it through the wall. It'll blow the glass open. Cross over now and to the left you'll find this Intel tucked away in the corner with a body.

Climb through to the exit for a scene. Grayson will find Bouchard, but some Boilers will attack. You'll have a long stretch of walkway between you and them to start with. Grab some health and ammo first. You can use the Fareye if you want with slow-mo to headshot the Boilers before they get close to you. There are a lot of them so it's really better to just enter manual aim and wait for them to come to you with another weapon.

This part gets super annoying because as you make your way across the walkway, Boilers continue to pile out, sometimes eight at a time. Remain in manual aim and push forward. Headshot them all but beware how they strafe back and forth sometimes. Keep pushing forward, preferably using the Storm Rifle to make your way to the exit. Eventually the rush will stop. Grab health and ammo, then use the switch.

More Boilers will rush Bouchard's capsule, but will detonate and do nothing to it or her. Move to the capsule and throw the switch next to it for a scene. Hybrids will start running in two directions. Try to snipe some and then use cover and your Razor/Storm Rifle on the others. Find some Health Capsules to the far right if you need them.

That giant Chimera that Grayson saw earlier will appear and it seems intent on stopping him!

----->BOSS FIGHT - ANGEL<-----

This boss has one primary attack and although it has extremely poor accuracy,

canyon. When they are bunched together, you can fire the Hammer's missile launcher, but it needs to charge for a few seconds after that. The main gatling gun lets you fire for a long time, but it can overheat (watch the orange bar in the bottom right).

Take out the first wave of Chimera, then lumber forward. A group of drones will attack. Now that you're a bigger target, drones are more of a threat. They can also be pesky with how they float around, making them hard to hit. Mow them down with your gatling gun.

Just a little bit further and four Hybrids pop out of the next tunnel. Fire a missile as they're piling out to deal with them easily. Just around the bend, more Hybrids will be perched on a bridge. Fire a missile at the center one and they should all go down. Move on.

A whole mess of drones attack. Try to make yourself a harder target by swaying left and right while firing the gatling gun. If drones are somewhat near each other, you can try to plant a pinpoint missile attack on one and it may blow up the surrounding ones. This can be tough though.

Try to learn though, because as you get to the gate, more Hybrids, but also an exceptionally large swarm of drones swoop in. Take out the Hybrids quickly with a missile, then start plowing through the drones with the gun. Try to take out a whole bunch if you can with a missile. It's tough to hit one drone with it but if you can, it'll make things a lot easier. Otherwise, rely on how the drones tend to line up horizontally, and sweep your gatling gun across.

Grayson takes the Hammer into the gate for a scene. Focus on the Titan which is now puny to the Hammer. Zap any approaching Hybrids with the missile launcher, then start picking off the others inside the outpost with the gatling gun. A lot of them are packed in there, so keep shooting until the coast is clear. After that, fire on the small core inside with your gatling gun until it blows up.

When you get control again, you'll be confronted by three Titans. They are made easy work by your missiles and gatling gun. Keep moving past their remains and you'll come to another bridge.

[SKILL POINT - Destroy bridge while 3 Hybrids are standing on it]

This is easy. Notice the small white device on the left side of the bridge, similar to the ones you've been blowing up to reach Intel. Shoot on this with your gatling gun to blow the whole bridge and kill the Hybrids.

Move on past that bridge and a whole unit of Titans will march toward you. Take advantage of the fact that they are close together and use the missile launcher to deal large damage to many of them simultaneously. While it recharges, use the gatling gun.

After they die, hang back and let the Hammer recharge its armor. Move forward now and several Assault Drones will appear from over the gate. These guys have gatling guns and there are a lot of them. Try to land a missile on one of them to destroy many at once, then use the gatling gun while you wait for it to recharge.

In the next area, deal with some more Titans and a few more drones. Make the Titans your first targets, then deal with the drones. If you've been having any luck killing them with the missile launcher, keep it up.

[SKILL POINT - Kill 20 drones with Hammer missiles]

You'll get this whenever you accumulate 20 kills with the Hammer's missile launcher. The swarms of drones always stay tight-knit so this is easy, provided you can hit one with a missile.

Set your aim on the outpost next, and blast all the Hybrids inside. Once you've done that, you can destroy the outpost like the one before.

In the next area, you'll find some armored Hybrids. These guys wield better Razors and they will take a few more hits, as you can probably tell. One of them will be using a gun turret so make that your first priority. Destroy it and hopefully some surrounding Hybrids with a missile. There will be another one on the right ledge. Mow down the other enemies, plus a Titan approaching, then continue. More drones will attack near the gate, so work that missile launcher and gatling gun.

In the next area, you'll have company. Two other Hammers will be waiting. Take on the first one in front of you. Stick with the simple strategy of using your missile launcher first, then gatling gun until it recharges. When one is down, quickly turn to the other one. Try not to stand still in the Hammer while you attack either. You might be able to avoid *some* damage by moving.

You'll get a quick scene after they are destroyed and the mission will be over.

----->AREA 02 - BUILT TRENCHES<-----[rs12]

With the Hammer destroyed, you've got to cross this area on foot. No sweat. Move forward and you'll hear a little dramatic twist in the music. Sure enough, something approaches. A swarm of Leapers come at you suddenly so back up and use your Schrotflinte or Storm Rifle to fend them off.

Go forward and destroy the two pop-up mines. Around the corner, two Hybrids appear. Either hang back and throw a Grenade or Storm Rifle, or rush them both and mow them down at close range. Move forward and another pair will appear. Dispatch them, as well as two more mines, then make your way to the door.

In the next area, two Hybrids will be on the ground level with you. One will be on the far wall, using the turret. You might be inclined to snipe the turret gunner, but it has a protective guard in front of it, so that's out of the question pretty much. Instead, rely on the LAARK and it should hopefully destroy the turret or kill the Hybrid. After that, use your Razor or Storm Rifle on the Hybrids. Two more will come at you so either snipe them or wait for them to get closer.

[INTEL LOCATION - Secrets of the Maquis: Tricon Rail Line]

On your left from the start of this area, you can see a large Chimera machine apparently digging into the ground. At the very top of the canyon wall on the left, you can see that all too familiar white ball device. Shoot it until it blows up and the machine will stop. Go to the far left side of the wall where the arm was scraping up against. A small piece of junk metal will be there. Get close and you can interact with it. Tap X to move the metal and uncover the Intel.

A large minefield awaits. Just pick one side to penetrate, so you won't have to deal with all of them. Throw the switch back here and use the activated lift to go up. Use the console and it opens a path for you.

After the scene, man the turret. Keep in mind you move the turret with the PSP thumb stick. Target the Titan first. It should only take a few seconds to go down if you keep your finger on the trigger. Go after the Hybrids in the outpost next, on both the top and bottom levels. When it's all said and done, drop down below.

[INTEL LOCATION - Cloven Lore: Leben Geist]

As you approach the outpost, there is a small space on the left between it and the canyon wall that you can slip through. Go through here and around to find a jeep and two bodies, as well as the Intel.

[INTEL LOCATION - Infected: Screaming Roger Cosby]

In the exact same location as the above Intel. Find this one right next to the jeep behind the outpost. You'll only find this on Infected Mode.

Return to the outpost and go to the top floor.

This part is a bit annoying. Yes, Boilers. Go into the outpost and up the stairs. You'll find plenty of ammo and health. Activate the switch on the console and it opens the gate in the distance. It also releases packs of Boilers after you. They won't stop coming until you force your way through to the gate. Go to the ramp immediately and scramble out. They are tough to hit because they go around obstacles instead of walking straight so be careful. Cut through them and keep moving toward the door. Beware the mines near there but try and focus on the Boilers primarily. Grab health to the right and enter when you finally are able.

Be careful in here. Two Assault Drones probably won't notice you immediately. To your right are three Health Capsules so be at full health if you can before you start blasting them. Use the tiny walls as cover. Only fire with your Razor when they're not shooting. Destroy one, and two more show up. Quickly take out the other, then focus on them. Go back for more health if you need to. Move forward when you're ready, preferably at full health still.

I recommend going with the Auger here. If you want to save it, make sure you absolutely fall back to the near start of this area. When you trigger the appearance of the next wave of Assault Drones, you'll likely see a tiny wall you can take cover behind. DO NOT take cover here, because the damn Assault Drones will simply get behind you and render it useless. If you don't plan on using the Auger, fall back. It's easier to just deploy the shield and turn them into junk with the Auger though. Make sure you finish the job too, because these guys love to blow up in your face. Die here and you have to do the Boiler part again.

When you finally dispatch the drones, refill on health. Find some Fareye and Storm Rifle ammo near the end. Operate the switch here to go up to the next floor.

You have to cross to the other side of this large lava river. Start by using your Razor to shoot down the Hybrids ahead and to the right of you. Use the console to ride the small lift across. Two more Hybrids will try and ambush you. You can use the walls of this lift as cover, so duck and answer back with your Razor. Grab health and ammo here on this platform, then activate the next switch.

A few drones appear over the far wall. Start picking them off from a distance with the Razor. When the next lift arrives, get on and start fighting off even more drones.

[INTEL LOCATION - Retribution: Boot Laces and Bubble Gum]

This one is cleverly hidden. While riding the platform, you deal with some drones (above). Among them, are two Worker Drones. They'll be behind you as you ride the lift. Shoot one of these once with your Auger and it should move to the platform on the side and activate a console. This will call the lift toward that platform. Opposite the platform, sticking out of the wall is a metal beam. On top is the Intel that you can reach.

Drop down and go through the next door. An outpost lies in front of you, so take cover. Use your Razor/Storm Rifle or the Fareye to dispatch all of the Hybrid inhabitants. Grab some health and ammo outside, then go into the outpost itself. Find more Health Capsules, as well as numerous ammo types inside.

[INTEL LOCATION - Cloven Lore: Secrets and Passageways]

With full health, you can attempt to get this one. Behind the outpost (go around to the left) is a little mining job that has revealed a patch of lava. No surprise, it'll hurt you to cross over it, but that is the only way you'll reach the Intel on the other side. With more than half health, you can get the Intel. With full health, you have a very slight chance of making it back across, but more likely than not, you'll probably die getting this Intel. It saves though, so even if you die, you don't have to get it again.

Once you've done that, go inside the outpost and activate the console at the top.

A Titan will appear. Fire on it with something to soften it up like the Storm Rifle, Razor, or Auger. When the drones show up, make them your next priority with the Razor. After that, a second Titan also appears. Focus on the two Titans, using your LAARK, then other guns after that. Keep the heat on the remaining drones and you should tidily end this mission.

----->AREA 03 - CONSTRUCTION ZONE<-----[rs13]

At the start, two Worker Drones will be fumbling about a explosive device. Fire on it and set it off to drop a nearby machine arm to form a makeshift bridge. Prepare to cross with your crosshairs pointed ahead, as a Hybrid on the other side opens fire. Gun him down and drop into this area. Another Hybrid on the right will likely start shooting as well. Shoot him quickly, then take cover behind the small rock ridge. Three more Hybrids will be just on the other side. A grenade will make quick work of them; just toss it when it's safe to do so and place it well.

Stay put though, and lift your gaze to the sky. Three Assault Drones will enter the picture, guns blazing. Be patient and wait out their shots, then strike back with your Razor. If you really, really have to, you can go with the Auger and stay crouched. They swing back and forth relatively close to you too, so your shotty can be effective here too.

It's still not over after that though. The door ahead opens and out come a bunch of Boilers. Son of a... Back up a bit and go to your Storm Rifle and enter manual aim fast. Wait for them to come straight at you and pick them off one by one. When the coast is finally clear, go to the door and grab the nearby Health Capsules, then enter.

In the next area, a bunch of Worker Drones will get spooked off as a pair of

Titans rumble in. From a distance, you can weaken them gradually with your LAARK, Rifle Grenades, Fareye (headshots), Razor, or what have you. Use your Schrotflinte shotgun when they get very close, because that works really well. Grab any health or nearby ammo when you've slain the giants.

[INTEL LOCATION - Retribution: Up is Down, Down is Up]

Not too far from the entrance, on your left, you should be able to easily spot the large tunnel dug out. Enter this tunnel and walk through until you see some green gas. Just before that, the Intel can be picked up off the ground. "Up is down. Well that's just maddeningly unhelpful."

[INTEL LOCATION - Infected: Buried Secrets]

In the same exact tunnel as the above Intel, on Infected Mode, you can pass through the green gas unharmed. On the other side at the end of the tunnel, you will find the Intel.

Climb out and move forward just a bit.

[INTEL LOCATION - Cloven Lore: The Flesh Eaters]

In the top left corner (or to the left of where the Titans came in) you will see a small fenced off area with a machine pounding the ground. Stand slightly to the right of the barrier and look to the left to see another explosive device to shoot. Do this to stop the hammering machine. Enter this area through a small gap to the right. Here you'll find a Cloven corpse and the Intel on the ground (thanks to koedt for this).

You can find some health and ammo around the small rock. Approach the wall at the end and a Hybrid comes down a lift to attack. Just unload on him at close range. Step on the lift and it takes you to the top where another Hybrid awaits. Decimate him as well and move on.

Grab health and then Schrotflinte ammo in the next corner. Turn left and man the turret here. Fire on the Titans until the drones appear, then turn your sights on them, since they go down fast. Finish them all off, then depart down the ramp to your left. You'll find Health Capsules and Storm Rifle Ammo down here. Take cover behind the nearby wall for protection against another large unit of Hybrids. Once again, a Grenade will make things super easy.

Go around this wall to the other side. Ahead of you is a lava river with a machine to the right. On the other side of the lava river, four Hybrids appear and open fire. Did somebody order explosives? Use your Frag or Rifle Grenades and it'll be over before you know it. Following that act will be a small group of Assault Drones. Be careful and be patient, then unleash hell with your Razor or Auger if you're low on health.

[INTEL LOCATION - Secrets of the Maquis: UED Field report]

Now, if you turn around from the lava river and look in the corner (it will be to your right once you turn around), you'll see a strange white and red object. Approach it and you can interact to pick up some Intel that's not visible. The reason is because this object was a pigeon and it was carrying it strapped to its leg.

Now to cross, target the white electrical device like always to blow it up. It'll drop the digging arm and you can cross it like a beam. Turn left now and take the Health Capsules. Take cover behind the barrier ahead and fend off three Hybrids. Two are on a ledge to the right. It's not a bad idea to pick

them off with your Fareye to just make it easier. Gun down the last guy on the lift and then go that way. You'll find plenty of health and some shotty ammo on the sides of the ramp.

The lift will carry you over as some Hybrids start down the walkway on the right. More will be replacing them so bring them down with your Razor and Rifle Grenades if you want, but take cover when necessary on the lift. As it moves forward, three Assault Drones will swoop in and attack, followed by a few more when you pick them off. Just play it safe and duck down, then attack with your Razor.

When the lift comes to a stop, go down the ramp and grab some health and ammo down here. Duck behind the rocks here as three more Assault Drones make themselves comfortable in your view. They shouldn't be any more pesky than the last few so just be careful and retaliate with your Razor when it's safe. Switch to your shotgun and prepare for a scene.

Approach the large burrower tunnel on your left. A couple Leapers come scurrying out so blast them. Inside the tunnel are more pods with Leapers ready to hatch. You can destroy these from a distance with some work, but they only give birth to two Leapers each most of the time, so it's not too much trouble to use your Storm Rifle. Keep the Schrotflinte handy though.

Proceed inside and one pod will unleash several Leapers so back up a ways and pick them all off. Continue to a fork in the tunnel. Get close to lure the Leapers out of their pods, then dispose of them. Enter the left tunnel and find some ammo. Go right now and kill all of the spawning Leapers. Go through the right tunnel and lure a bunch more toward you. The Schrotflinte might help with this swarm, especially since sometimes one or two will take to the walls and ceiling to get around to you. After that, just walk out of the tunnel.

After the scene, some Hybrids will start down the ramps of the Earth Mover. Stay where you are behind cover and use either your Fareye or the Razor/Storm Rifle to dispose of them. Boilers will follow so move up just a bit to get ammo (including more Fareye) and health. Also get away from the rock since the Boilers will circle around both sides and that's not good. Let them take a more direct route to you and pick them off in manual aim.

Start up the left ramp and at the top, find more health and ammo, including LAARK ammo which you should definitely take. Operate the nearby switch. Your task is half complete. Some Boilers will come down the opposite ramp, cross over, and make their way up to you. Stay up here and snipe them with your Fareye, or use the Storm Rifle. Proceed down now and start up the right ramp. A few more Boilers may be coming down so enter manual aim as you climb up.

At the top, procure any ammo or health. Make sure the coast is clear (no Boilers are following you up here), and if so, throw the second switch. The Earth Mover will be disabled, but a Hammer shows up to spoil the celebration.

----->BOSS FIGHT - HAMMER<-----

Stay behind the barrier. The two concerns here are that, number one: the barrier is destructible and the Hammer's gatling gun will slowly destroy it. And two: the Boilers that will be marching up to get you during the fight.

Start with the LAARK and try to fire off four rounds right at the get go. Just watch for the Hammer moving left and right so stop your missiles and redirect them if necessary. Once you release the payload, turn your attention to the Boilers that should very likely be coming up to you. Enter manual aim with your Storm Rifle and pick them off. Just watch out for the Hammer. You don't wanna

poke your head out when it makes a direct hit with its missile launcher.

Turn around and grab more LAARK ammo. Reload and fire off a few more rounds. Once again, watch out for more Boilers. Hopefully it will just take another four LAARK rounds to destroy the Hammer, but you can refill again if necessary.

Take it down and your job is done here.

```

_
| |
| |
| |
| | ( \ / ) _ _ | \ | _ \ / _ \ | | | / _ _ ) _ | | | | | | | | | | | |
| | _ _ | | | ) X ( | _ _ | | | | | ) ) | | | | | | ( ( | |
| _ _ _ ) _ _ / ( _ / \ ) _ _ ) _ | | | _ _ / \ _ / | _ _ / | | \ _ _ |
===== ( _ _ _ | =====
[rs14]
```

With the Earth Movers down, it's off to Luxembourg to aid in the Maquis evacuation effort. Grayson and company are about to learn that no place is safe from the Chimera horde; not even underground.

----->AREA 01 - Casemates<-----[rs15]

Right back into the thick of it, two new enemies present themselves. The first is the armored Hybrid. You actually were acquainted last chapter, during the Mech Ride, but that was sort of informal. You'll get to see firsthand how these guys are. They obviously take more damage, but their improved Razors also deal a little more damage to you as well.

Take cover behind the crate to the left. Start firing on the Hybrids, but soon, the second new enemy, the Brute will come into the picture. He wields a chaingun, which means anybody exposed will be turned into swiss cheese. They take a fair amount of damage, but you can try to get by with your Storm Rifle. Just be careful of the Hybrids.

Once the Brute goes down, focus on the Hybrids, again with the Storm Rifle, if for no other reason but to save other ammo. If the other Hybrid is intent on hiding, you can rush him with the Schrotflinte in hand and go click click boom.

Move past there and you'll notice Cartwright is backing you up; although you really have to do the majority of the work. Two more Hybrids are at the end of the hall. At a closer distance, again, the Storm Rifle or Razor will be fine. Here, find ammo and health. Turn left and Cartwright will be waiting by the door to seal it. Don't do that just yet though.

[INTEL LOCATION - Cloven Lore: Living the Angry Night]

Enter the doorway instead of sealing it. Go down the corridor and in a small nook on the left, you'll find this one fairly easily.

Return to the doorway and help Cartwright seal it by interacting with it and mashing X. There is a chance Hybrids may try and storm in while you're doing this, so have your Schrotflinte handy for close encounters.

As soon as that is finished, turn back to the hallway, and a small pack of

Leapers will jump Cartwright. Give him a hand and retreat back down the hall. More Leapers will appear. Don't waste your Schrotflinte ammo on these small packs, so resort to the Storm Rifle.

At the end, a scene plays. After an entrance is unexpectedly made for you, get a move on. Go down the tunnel carefully, as more Leapers approach. You can again deal with them with short bursts from your Storm Rifle (don't hold the trigger too long and you'll be a tad more accurate). Wait for the green gas in the Burrower tunnel to start receding before moving too far in.

Approach the Leaper pods and let them come out. Only one will pop out of each one so that's easy to deal with. After the first two, a large swarm will come from the roof of the tunnel. Just wait for them to get closer, and you can pick them off pretty easily with the Storm Rifle. Move up and keep baiting the pods into bursting and kill the Leapers. Interact with the wall at the end to knock it down.

A Hybrid comes in from the opposite side and starts shooting. He'll drop into the area below, so follow and just unload on him at close range. You'll also automatically claim the IWA0-R CHAINGUN. Schwing! Again, a great gun, but one you should use conservatively. It has a shield like the Auger, but unlike the Auger's shield, this one will move with you, though it makes you very, very slow.

[INTEL LOCATION - Infected: A Stink That Just Won't Quit]

This one is on the side of the area where that Hybrid appeared from. If you drop down to where the Chaingun is, you can approach the far wall and climb up. In Infected mode, you can brave the green gas here and find the Intel amongst the rocks. Drop back down afterwards.

Take cover and give it a spin on the Hybrid that will fumble into the room. It needs a few seconds to charge up, so take that into consideration when timing enemy fire. Two more are in the next room, so take cover behind the door there and unload with your Razor or Storm Rifle.

Enter and take cover again, but grab the health here if you need it. Two more Hybrids and a Brute will enter. Now's a good time to really pop the cherry on that Chaingun, so fire it up, making the Brute the first priority. Just don't leave yourself open just to get extra bullets in, because his chaingun can eat you up too. Feel free to unload on him and the other Hybrids, because more Chaingun ammo is right near you.

Grab it and anything else you can find, then proceed down the tunnel. There will be health in a nook on your left near the end. After that is the door, so interact with it to open it up.

After the scene, take cover. You have two Hybrids on the ground in front of you and one on the catwalk above. For the latter, use your Fareye and just snipe him in slow-mo. Deal with the other two with the Razor/Storm Rifle. You'll have to deal with a lot of Hybrids here, so actually, the Razor is the better choice, to see through it faster. Give good consideration to Rifle Grenades, Frags, and whatever else though. If one is hiding at the end, either lob a grenade, or rush him with the Schrotflinte.

Enter the next corridor and open yet another door. After things go awry in the next room, hide on the walkway and fire at the Hybrid across from you. When he dies, get on the adjacent side of the walkway and look down to the ground below for another enemy. Razor, Razor, Razor. There's a ladder on this walkway just before the destroyed part so climb down.

Turn around and go forward. Take cover right around here because there are three Hybrids to your right. A well placed Frag can make it a lot easier. Hop over these pipes and turn right to go around the center machine. Find the ladder here but don't climb up yet.

[INTEL LOCATION - Secrets of the Maquis: Beg, Borrow, but Mostly Steal]

Right behind the ladder here, there is a lot of fire, this is true. Just out of harm's way though, there is also a small metal box or whatever behind the ladder. Get close, and don't worry about the fire and face this box. You can climb up, and then further interact with the panel on the wall. Open it up to find this Intel. It is possible you may take some damage but if you're at near full health, it shouldn't be too much of a problem.

Now, climb the ladder. As soon as you reach the top, immediately duck behind the box here. Two more Hybrids come out of the doorway you entered from. Patiently wait for them to stop shooting and answer back with your Razor. Turn left around the walkway, pick up the Health Capsules and then approach the stairs.

Stay in position to take cover quick as a Hybrid comes down. Lure him closer and blast him, then move up. When you reach the next level, you should again, take cover and look to your left. Three Hybrids will appear and at least one may get dangerously close to you. It's not a bad idea to either go with your Fareye and slow things down to snipe them all quick, or opt for the Chaingun with its shield. Assess the situation and make your own decision.

When you reach the very top, once again, take cover. Stay back and at a good angle where the remaining Hybrids can't easily get potshots on you. If health is an issue, go with your big guns (Auger, Chaingun, etc). If you can be a bit more conservative, be patient and retaliate with your Razor. Dying here means starting at the bottom again, so be smart. It's one of those situations where just when you think you've killed the last one, another shows up.

When all are vanquished, pick up Razor ammo, as well as Chaingun ammo in the small room at the other side. Approach the console on the center walkway now and activate it to open the door. A checkpoint thankfully settles in before a Hybrid enters. Waste him then go over to that door.

Hide just behind the door as another Hybrid stands between you and some health. Enter and grab the health and other items then exit to a catwalk. Turn left and take cover. You've got Hybrids below and Slipskulls. Make the Slipskulls your first targets because they can get up to your level and they're also weaker. With them down, shoot or snipe the Hybrids below.

In the next area, go through this narrow corridor and fend off a few Leapers. More appear near the end. Right before the stairs, turn right into the next area for Health Capsules.

[INTEL LOCATION - Retribution: Burn before Reading]

In the adjacent room from the Health Capsules, there is a small alcove and this Intel is in plain sight.

Grab the Intel, then return to the main corridor and the stairs. Climb out for a scene.

After that encounter with Mallery, you've got to get the hangar doors open for the VTOL's. An elevator will lower before you, but don't get on it just yet.

[INTEL LOCATION - Infected: Gray Skies]

After the scene, find the elevator. Turn around from it and go in the opposite direction. On the left side, near one of the VTOL's, there is a ledge with a rolling staircase near it. Stand in front of the staircase and interact to push it closer. Walk up and grab the Intel here.

[INTEL LOCATION - Infected: Chink in the Armor]

Right next to the previous Intel, again, only on Infected Mode. Turn to your left and on a crate next to this platform, you'll find the Intel.

Return to the elevator and get on board. Get off the lift and go to the left. Inside the control room, interact with the console to start opening the doors.

As if you didn't already know, it won't be that easy. The doors stop and some Assault Drones fly in. These guys are real bastards because they'll attempt to fly into the control room and blow up in your face so just wait for them to get near the door and finish them off. You'll have to face a few more and then you'll get a checkpoint.

Grab health behind you, then prepare for a Hybrid through the right door. The lift there will take you above the doors where you can solve your little problem. Start by sniping the Hybrid straight across from you as you leave the hallway. Use your Razor/Storm Rifle/Chaingun on the other two. Next, go down into the corner and throw the lever.

Two swarms of Leapers will close in on you from both sides. Choose one and rush them with your Storm Rifle or Schrotflinte. Turn around quickly and fend off the other swarm. Go over to the other lever now and that'll be good enough to allow the VTOL's to move. The first one lifts off, but a group of Slipskulls are attempting to spoil the party.

Aim quickly at them with your Chaingun. Your Chaingun is the best bet since it will make quick work of them and there is a good amount of ammo around this room. You can also rely on the Fareye to slow things down if the VTOL starts taking too much damage. Swing around the ship to get a better view on them. After you've dispatched them all, you'll get a scene and the mission ends.

----->AREA 02 - Lower Tunnels<-----[rs16]

At the start, go forward just a bit and some Leapers will attack. Fend them off with your Storm Rifle only. Go around the corner and Parker will be there, also dealing with the "riff-raff". Help her out and find a good spot in the room to help. You'll see the majority of Leapers coming in from the top corner of one of the walls so if they congregate there, you can use a Rifle Grenade to make quick work of them.

After you've rescued Parker, you'll be behind cover with three armored Hybrids dropping in. With three, getting a shot off is not easy, and if you take too long, they'll swing around to the side and attack you up close. This can be good and bad. If you see one leave the room, whip out your Schrotflinte real fast and use that to kill it. Go at the rest with your Storm Rifle or Razor.

After the first three are silenced, two more appear. Again, just wait for your chance to fire back and unload on them. When one falls, he is replaced by two Steelheads with Augers so beware the Auger's piercing shots. Instantly target them and try to beat them with a Frag or Rifle Grenade; the faster the better.

Just keep your eye on the remaining Hybrid during all of this; if he disappears that means he's coming at you from the right for up close fighting. On the alternative, you can manage this part fairly easily with the Chaingun + shield.

Once it's over, go to the right and grab some Health Capsules, then enter the next room where the Chimera were. Grab some ammo if you need it, then follow Parker into the room on the left. If you're wondering where the corridor to the right goes, it leads back to where you started.

[INTEL LOCATION - Retribution: Guinea Pig]

As soon as you enter this room, look to the right. Find the small cart at the end of the rails (on the ground) in the corner near all the other boxes and stuff. Stand at one end where you can interact with this cart. Mash X to push it. Once it locks into place, stand at the right side and you can climb up and another box. This allows you to get over the obstruction. Grab the Intel on a medical table here. Return to the main area.

Inside this room, Parker needs Grayson to push another cart to the end of the wall for her. Do so by mashing X again. Just be prepared because this room is a tough one. Once you succeed in doing that, a swarm of Leapers will appear. You can attempt to run about the room and fend them off. You're likely low on shotgun ammo from last mission, among other things though so you might be stuck with the Storm Rifle/Razor. You can also go up the ramp to where Parker is and try to funnel the Leapers toward you and blast them with Rifle Grenades to thin them out. Either way, you really don't want to take too many hits here. Refill lost health with the capsules near Parker.

Stay near Parker and use the guardrail thing to be your cover as some Hybrids break in. Deal with them one at a time and be very patient. Take your shots when you see the chance. A few Slipskulls will appear in time so take them out too. To deal with the Hybrids, try to stay with the Razor, but since health can be an issue, don't be afraid to pull out the secret weapons: Auger or Chaingun.

It'll come down to a bunch of Slipskulls. Be ready ahead of time once you've squashed the last one. Two or more Boilers will sneak in. Stay in the corner to Parker's right and point your gun toward the ramp where the Boilers will come up. At close range, it shouldn't be too hard to headshot them. Survive that and you're done with this part. A scene plays.

Once you take the lift down, a Hybrid runs off. Grab health on your right, Schrotflinte ammo on your left. Turn right at the corridor and find Chaingun ammo at the end here. Go the other way now and take cover at the corner as two Hybrids come out of hiding. There's a good chance the closer one may charge you so be prepared for that. Get off the wall and melee him if necessary. Deal with the other one and then go down the hall.

Enter the doorway at the end on the right. You'll automatically be attacked by a Leaper so force the little bastard off and then start retreating backwards into the hall as the rest start crawling toward you. Pick them off with your Storm Rifle. Go back into that room again.

[INTEL LOCATION - Secrets of the Maquis: The Rack]

This one is found in the far left corner from the entrance of the Leaper room. It's behind a bunk bed, on top of a rack. Go around to this corner and you should see it sitting on the bottom of the rack.

Climb through the open vent on the wall. When you drop into the next room, a Hybrid retreats, and two others will file into the room. You can use the bunk

beds for cover, but if one charges you, use your Schrotflinte. The Hybrid that ran off will come back when one falls. Use your Razor to kill them. There is plenty of Schrotflinte ammo, among other things, in this room so stock up.

Go out into the hallway and peer to the left to see an unwelcome sight. A parade of Boilers are marching toward you. They don't sway back and forth much so headshots should be easy. And don't worry, there's a finite number of them so just keep plugging away and it should end eventually. After that, go down the hall, grab some Health Capsules, and turn the corner. You'll find a fork here.

[INTEL LOCATION - Retribution: Sky High Treason]

Go left (further down the hall) and at this little dead end, there will be a bunch of junk on your left, barricading this area from the adjacent hall. On the bunk bed is the Intel, pretty easily visible.

Once you have that, go down the right tunnel and open the door. A few Slipskulls will be bouncing around the room so use your Storm Rifle to make them go splat. Go down the stairs and find a small alcove where a locked door is and some ammo. Take cover here and watch for the Hybrid in the distance, as well as another Slipskull.

The stairs here are destroyed thanks to a Burrower. You should see the interact symbol above the pipe so hit up and grab on to shimmy over. Press down when you're safely across to drop down. Start down the stairs but only to lure out the group of five or six Boilers that come up at you. Quickly headshot them all and then continue on down the stairs. Two more Hybrids will be waiting so use your Razor. Collect ammo and then find health in front of the locked door.

Be on the look out for two more Slipskulls on the walls and then continue down to lure out even more. Watch this green gas, don't rush through it or you'll take a significant amount of damage. Wait for it to dissipate and then move. Near the bottom, enter the dark corridor off the stairs to find Fareye ammo. Get to the very bottom of the stairs now and you can find health, and other ammo types.

It's guarded by a few Boilers, two of which come at you from one side, and one from the other. Fend them off.

[INTEL LOCATION - Infected: Wild Kingdom]

Down here, you should see the water pouring into a giant burrower tunnel in the center of the room. If you're playing in Infected Mode, you can dive down here and find an Intel at the bottom.

Enter the next corridor.

Take cover right before a corridor and three Hybrids will be waiting. One might charge you so be ready for that. Deal with the rest with your Razor. That will end the mission.

----->AREA 03 - Science Labs<-----[rs17]

From the start, you'll be behind cover with three Hybrids looking down on you. You might want to consider the Fareye and pop one or two of them, then switching to the Razor. When you kill them, you're free to look around the room a bit. You can find Chaingun ammo on the table, as well as Storm Rifle and Schrotflinte ammo near the center.

Follow Raine up the ladder and you've got no choice but to give her a hand. But before you do that, take a small detour.

[INTEL LOCATION - Cloven Lore: Malikov's Legacy]

As soon as you climb up the ladder, notice that this platform is opposite another one on the left and that one is unreachable by normal means. Look up at the wall and you can see a pipe. Stand near the far left side of the platform and you can grab onto the pipe. Shimmy over and drop down. Approach the table with the machines that look like radios or something. The Intel is there. Return to the other side.

Take the vial from Raine by interacting and then head up the hallway around the corner. You'll find ammo of various types, including Auger ammo near the end. Turn the next corner and you'll see the spot where you must place the vial. Wait a moment though.

[INTEL LOCATION - Cloven Lore: Torture and Madness]

At this dead end there is a blackboard on the wall. To the left of that is a small brown crate. Get on the right side of this crate and you can push it out of the way, revealing a crawlspace. Crawl through and in the next room, open the cage by mashing X. Inside, claim the Intel from the dead body.

Climb back out and place the vial on the machine to get the merry-go-round started. Hoof it back to Bouchard's location and a quick scene plays. The Chimera are back.

Focus on the two on the far right first. You have a slight advantage in this fight because the Hybrids may sometimes target Raine. That of course, isn't good if she dies, but it'll reduce the shots coming toward you at least. Many will flood in so keep killing them, using whatever you wish, but try to hold back on the big guns for now.

Take a quick break for Health Capsules (find them near Raine) after you kill all the Hybrids. Drones will hover inside so easily dispatch them with the Razor. After that, turn to the right and watch for some Leapers coming across the wall. Pick them off before they reach your side. Back up though if they make it across and let them be distracted by Raine as you get in easy shots. They'll be followed by even more Drones. Switch to your Storm Rifle if you're running low on Razor ammo.

When the Drones are nearly gone, Hybrids appear on the far balcony where you were to place the vial in the machine. They'll swing around toward you using that corridor. Don't go over there just yet though. Use your Fareye and quickly pick off the last remaining Hybrid on the balcony. This way, it can't kill Raine and you won't fail.

Stand at the end of the adjacent corridor and take cover. Watch for the Hybrids charging you. The others should be easy kills for your Razor/Storm Rifle. Once you defeat them all, all seems clear. Just then, an armored Titan appears. You know what that means...

----->BOSS FIGHT - ARMORED TITAN<-----

As you can imagine, this one will take a lot more damage. It'll destroy the machine and Raine will go down to try to salvage what's left. This means you have to protect her from the Titan.

It'll be accompanied by two drones so wipe them out first. With the Titan, you can pretty much destroy it with your Storm Rifle. Yes, it's really not that hard. It'll take a lot more damage, but with aim-assist on (assuming you are playing in normal mode), you have no major worries. You have the ammo pick-up to your left when you need it so just use that. Keep the Titan distracted by shooting it constantly. Feel free to quicken the process with some Rifle Grenades if you have any left. If you want, go with other weapons, including the LAARK. It's up to you. This fight is not hard whatsoever.

Keep shooting and you should eventually kill the beast and end the mission.

----->AREA 04 - Defensive Bunkers<-----[rs18]

Time to finish the evacuation. Once you get control, hurry to the small piece of cover in front of you and use it to fend off two Hybrids.

[INTEL LOCATION - Secrets of the Maquis: The Lowest Depths]

Once you've killed them, turn around and you'll see an open doorway. Enter this room and on your immediate right you will find the Intel.

Move forward now and take cover behind the two stacked crates. Kill the Hybrid around the corner. Grab health on the left, then enter the bunker. To the right you'll find ammo behind some crates. Up the next ramp, two Hybrids attack. A well placed Rifle Grenade will solve your problems. Otherwise, just use the crates for cover.

[INTEL LOCATION - Secrets of the Maquis: Out of God's Hands]

To find this one, turn around (put your back to that ramp and the location of those Hybrids). On the wall there should be a crate. Get on the left side of this and you can push it aside. Go through the door now and you'll be able to find the Intel on the right (thanks to NightCroucher for this).

Enter the door at the top of the ramp for a scene.

Now you have control over a special turret and need to defend the VTOL. The enemy consists of a Titan and some Hybrids. After they go down, more Hybrids and then an Assault Drone appear. Following that, you've got another Titan, and finally, a wave of Assault Drones. The turret you're using has missiles that can be guided. Once you fire with R, you can move the turret and it will direct the missile around in whatever direction you choose. Use this to adjust your aim if necessary, but also keep in mind to keep it still if you're aiming something straight on.

After you've succeeded in that venture, you'll face the exit of the bunker with some Assault Drones bearing down on you. Take cover behind the opening and fend them off with your Razor. Find health and ammo to the left before you leave.

[INTEL LOCATION - Cloven Lore: In Their Wake]

To find this one, go forward through this trench to where the Assault Drones were. Turn around and face the bunker again. Look up to the roof and a Cloven should appear. Quickly shoot it down and its body will fall to the ground. Search that immediate area and the Intel should be on the ground.

In the next area, a Hybrid will appear in a small area of the trench. Kill him and then prepare for a tougher fight. Another Hybrid, but more importantly, a Titan as well, will show up. It's an armored one. It'll bare down on you too fast for you to do any damage to it. To get through this easily, soften it up with a LAARK round or two if you got any. Switch to your Schrotflinte now and use the alternate fire. It shouldn't take too much ammo from the boomstick to vanquish the Titan.

[INTEL LOCATION - Infected: Super Sub-Human]

In this area where you fought the Titan, there is the large pile of boxes and crates and all that in the middle that you have to go around. Well, if you go around them, as if you're going to exit, you can turn around and find a small crawlspace you can enter. Do so and you'll find the Intel within here.

Kill the Hybrid if you didn't already and then go down the next path. Find more health and Schrotflinte ammo. On a bridge above the trench, two Hybrids appear. Target the gray barrel in manual aim and shoot it fast to be done with them. As you approach the bridge, an Assault Drone will appear in the distance. It might not attack so just shoot it.

Turn the corner and use the stack of crates to protect you from the initial attacks of some Hybrids. Kill the closest one and then move forward to the smaller crate and use that as cover. Finish the others off with your Razor or Storm Rifle.

Go around the corner and down this trench for more attackers to appear. Shoot the VTOL's engine to stop the propeller so you can pass.

[INTEL LOCATION - Retribution: Blood of the Fallen]

Just a little bit up from the propeller, look for a small crawlspace in the left wall. It might be hard to spot but get close and you can interact to crawl through. If you find one that you can simply walk through, this is the wrong one and you went too far. The space you're looking for is narrower. Follow this tunnel to the VTOL interior and find the Intel in there.

Fend off the other Hybrids and march forward to another bridge. Lure out the Hybrid and again shoot the barrel. Move forward into the next area now.

Just ahead, another above fixture will be crowded with Hybrids so again, shoot the barrel to blow their arses up.

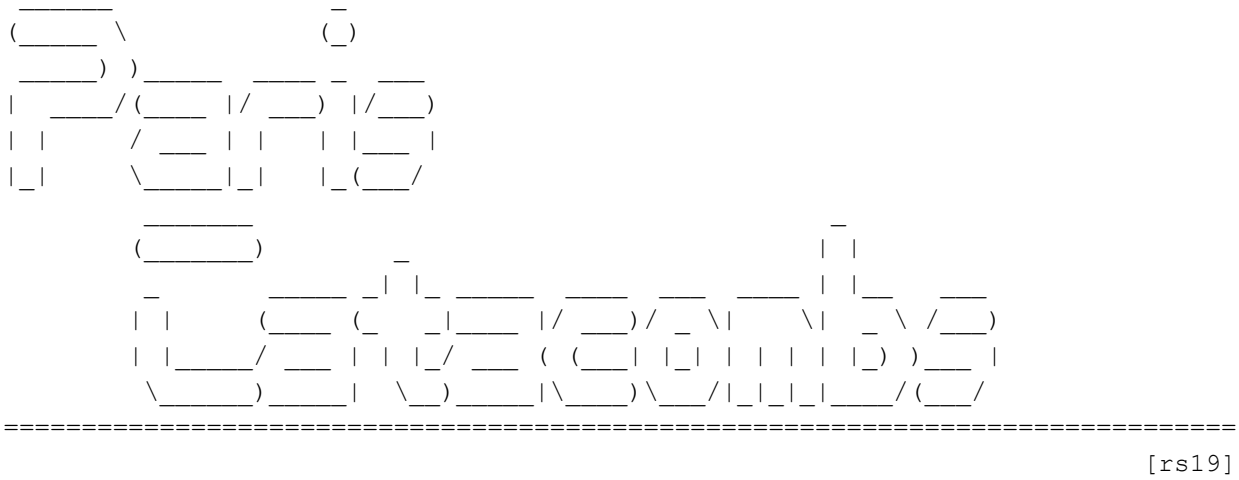
[SKILL POINT - Kill 3 enemies with explosive barrels]

At least one more Hybrid will appear and will battle with the unseen Cartwright. Give him a hand and you'll get a scene.

Cartwright will blow open the doors for you so be ready for the Chimera to come out, guns blazing. In the back left corner, there is health so back up to there if you need to as you strafe back and forth, filling the Hybrids full of Razor bullets. Kill all three and you'll get a scene.

When you get control, jump on the turret to the right and use it to defend Cartwright. Start by destroying the three Assault Drones. When Cartwright disappears from sight, turn the turret to the left and watch for the two Hammers coming into the picture. Start unloading on them before they can attack the VTOL (the chainguns on the Hammers will wipe the VTOL's "health" away in a heartbeat). Target the orange spots on their backs to do more damage.

When they're gone, help Cartwright out some more by going after the Hybrids and Assault Drones on the left. He'll get up on the bridge and head toward the VTOL. Two Hybrids attack, one from each side. These will be followed by two more near the VTOL. Kill them all and then you'll get a scene. That ends this chapter.



With the Maquis planning its decisive strike against the Chimeran Chrysalis Lair, they have chosen Bouchard to go deliver the serum. Grayson can see the writing on the walls though, and knows something bad is about to happen. He follows Mallery and Bouchard to Paris's catacombs, hoping to stop them.

----->AREA 01 - Upper Tunnels<-----[rs20]

You'll start off crouched behind cover, looking up at your first target of the day. Easily shoot the first Hybrid with your Storm Rifle, if for no reason but to save a tiny bit of ammo. He'll be quickly replaced by two others. Get the Hybrid on the right first, since he has a good angle on you, even with cover.

[INTEL LOCATION - Infected: Treasure Trove]

If you're playing on Infected mode, turn around from your starting location. There is a small pit with green gas. Drop down in here and you'll find the Intel pretty easily.

When Mallery starts talking, move over to the column on the right to find Health Capsules. One more Hybrid drops into the area, so gun him down. You can find more Storm Rifle ammo in front of the column to the left. Watch for some drones. After you destroy them, there will be a decent pause. Keep a steady vigil and watch for two Assault Drones that drop in. Take them out fast.

Approach the gate at the end with Mallery. A Hybrid can be seen on the other side so kill him first. Once that's done, you can interact with the chain on the left. Do so, but do not mash X just yet.

[INTEL LOCATION - Secrets of the Maquis: Draco's Dog-Tags]

Don't mash X on the chain. Instead, let go of it with Circle. Turn around and head back to other end of the chamber now. On the back wall, to the left side will be a newly opened alcove. Inside and to the right will be an Intel.

Once you have that, go back to Mallery, grab the chain, and help him open the

gate. You'll get a scene.

When you get control again, stay where you are as a bunch of Leapers crawl toward you. Start picking off a few of them with your Storm Rifle, but then switch to your shotty to blow the rest of them away. Walk over to the large coffin and interact with it. Pushing it reveals some stairs.

Go down to a small room in front of a larger, more lit chamber. On your left in the smaller room, you can find plenty of ammo and some health. Stay here as you fend off the enemies in the larger chamber. They include some Hybrids, a Brute, and a Steelhead. One Hybrid might charge into the room so have your shotty ready for that chance. For the next closest Hybrid, try to waste him with just a few Auger rounds. As for the others, try to enter slow-mo with your Fareye as you strafe out into the open and get quick headshots, before taking cover behind the wall. Try to do the same for the Steelhead.

If you need more health, there will be some just a little ways into the lighted chamber on the left. For dealing with the Brute, wait til he stops shooting and enter the chamber. Take cover behind whatever you find and use the chaingun and its shield to take down the Brute. Soften him up with the Fareye if you want.

Move up a bit and two more Hybrids appear. Two others will be waiting in the wings so feel free to go with Grenades. Otherwise, use your Razor and cover to dispatch them. Grab ammo, health, then move up a little. Another Steelhead and another Hybrid drop in from above. Make the Steelhead your first priority since he has an Auger. Once you kill the Hybrid, go into the top left corner as the gate closes and find more health and Auger ammo dropped by the Steelhead.

Behind the closed gate, another Hybrid is trapped. You can kill him with your Auger too, easily, or just go with something else. It seems like there's no way out of here. You'll notice the small fireplaces on the ground in the walls. Well, face the locked gate and look to the left. There is one fireplace with a cloth draped over it with the Cloven symbol on it. This fireplace is actually a small tunnel you can crawl through. Do so and move forward into the next area for a scene.

This sequence of consecutive enemy waves will make for one of the tougher parts of the game. It starts with a few Hybrids and a Steelhead. Obviously, make the latter your first target. Do so quickly by either strafing in slow-mo with your fareye for a headshot, or use a grenade or LAARK round.

For the Hybrids, you can now use the walls as cover and carefully take them down. You want to try not to lose too much health early. There will be a bunch of Health Capsules in the room to go to when you need to, but try to keep yourself from getting hit as much as possible.

When the Hybrids go down, Assault Drones come in. These things can make life difficult, but you might have an easy way to take them down. If you take cover behind the leftmost wall, you can get a good angle at the drones. Hopefully they won't see you and will just be floating there. Go with your LAARK and fire on the closest one. It should go down and hopefully set the other drone on fire or at least seriously damage it. If this is not possible, then your second alternative is to not pull any punches and take them both out with your Auger.

Once you've taken care of this, a large swarm of Leapers appear. Do your best to fend them off in this room with your Schrotflinte. After that, you're free to enter the chamber below, but make sure you collect the ammo and health before that. Drop down and take cover behind one of the small stone fixtures.

Some Hybrids come in and spoil the party. Try to take them out really fast with your Razor or Chaingun. Try not to use too much of the shield for the Chaingun though if you can avoid it. Reason is, is because an Assault Drone will drop in and he will fly behind you making cover useless. Use the Chaingun and shield for the drone.

After this, two more Hybrids and another drone appear. It's risky, but I suggest running over to the right side of the room and using the columns for cover, mostly because of the Assault Drones. From here, go with your Chaingun, Auger, or Razor. There are Health Capsules all over so go to them when necessary.

With the Hybrids dead, a Cloven scrambles through. After that, a Brute knocks down the gate. Use your Chaingun and shield to kill him. Now, go ahead and take the ammo pick-ups and Health Capsules; whatever you can get your paws on.

[INTEL LOCATION - Cloven Lore: They Taste of Death]

Opposite the gate that the Brute knocked down, on the other side of the chamber is a small passageway. Enter and find some LAARK ammo, then go up the ramp a bit to a locked gate. This is the same one that was locked in the lighted catacombs chamber. In the corner here is the Intel on the ground, near a pile of bones.

Go through the busted gateway and follow the corridor for a scene. The mission ends.

----->AREA 02 - Lower Tunnels<-----[rs21]

Right away, you're faced with two Hybrids. Use your Storm Rifle to kill the one in front of you, then the one in the window. Another comes to the window on the left.

Once they're dead, a bunch of Slipskulls start bounding in and on the walls. Swat these bugs, but be careful if they cling to the walls on your immediate left or right with the torches. They can shoot you from here so quickly kill them before that happens. A Hybrid will appear in between Slipskull waves so be aware of that.

After dealing with all those buggers, grab some health on your right, plus more in a small room with some Storm Rifle ammo, that you likely need. Find Fareye and Auger ammo in the corner up a small set of stairs. Approach the gate now and interact with the chain to open it. A Slipskull is lingering in the following corridor, but he'll likely disappear from sight.

Open it up and prepare yourself. Aside from Leapers, there will be a Steelhead just waiting. Try a quick Rifle Grenade on him to kill him and dispatch some of the Leapers. Fend the rest of them off and then deal with the Slipskull inside, as well as another Steelhead, going with your Razor preferably.

Hop over the small wall and claim the Health Capsules in the corner. Drop down into the next area for a scene. When it's over, you'll be attacked by a Cloven. It grabs you so mash X to free yourself and kill him. Now, the exit is up the ladder in front of you. Ignore it for now though. To the left is a crawlspace. Go through it and fend off the Hybrid and Slipskulls. If you want, retreat to the previous room and shoot the Hybrid through the hole in the wall.

[INTEL LOCATION - Cloven Lore: Smoked Ham]

Inside this room, you'll find Schrotflinte and Storm Rifle ammo. In the corner however, you can see a small niche with a ledge you can climb up. Climb up the ledges here and get to the top. Move forward and two Hybrids will attack from above. Be ready and if you're low on health, use the Chaingun and shield. Now climb up to where they were and walk over to the candles. Here you should find the Intel.

From where you find the Intel, you can easily drop back into the next room. Grab health as you crawl through the next crawlspace. Take cover and deal with some Hybrids. Just be careful because every so often, a lone Leaper will start down the corridor towards you. This makes things a bit frustrating, because you have a lot of Hybrids to deal with in this corridor and the Leapers become a constant vexation.

Force your way forward, resorting to grenades if you want. Grab Health Capsules on the shelves to replenish your stock and keep pressing forward. You can use the Fareye and slow-mo to slow things down and make it a bit easier, which may come in handy in trying to fend off Hybrids before a Leaper reaches you. Really take care when you near the end, because three Hybrids will be waiting. Go with your Chaingun + shield combo to keep yourself safe. Enter the next area for a scene.

After that, take down the Hybrid across from you, then cross the bridge and climb up the ledges. Go up these stairs just far enough so that you pass the handrail. Immediately retreat back down the stairs as Assault Drones appear. You have no cover up there so this is the best way to do this. Retreat back down the stairs so that the drones have no shot at you. Use your Auger and shoot at them through the wall.

When they're gone, some Slipskulls appear. Climb back up to the ledge with the stairs, but stay down low enough so you can just see the Slipskulls to your left. Try and snipe them with the Fareye in slow-mo. With that threat over, go over to the left and find the Health Capsules for a recharge. Keep moving forward.

[INTEL LOCATION - Retribution: 120 Men]

Find a staircase leading down. Don't go this way just yet. Instead, go around it to the right. You should be able to see a platform on the far wall. To the right of the stairs is a cliff ledge you can use to climb onto this platform. On the wall here, it's hard to see, but there is a rock jutting out. Stand on the left side of the rock and you can push it out of the way, revealing a crawlspace. Inside will be a rather uncomfortable room. On the left on the ground is the Intel.

Return and go down the stairs. Drop to the ground below. Take cover quickly near the edge of the cliff as an Assault Drone opens fire. Blast it with your Schrotflinte shotgun. Next, kill the two Hybrids across the gap with your Razor, Fareye, or Chaingun. Turn around to get Razor and Storm Rifle ammo. Grab health near the next staircase and use this to drop down even further. Leapers appear. Your shotty shouldn't be necessary, so try to rely on the Storm Rifle or Razor. Move into the next corridor and go around the bend. Cross the bridge.

In this area, you'll have a few challenges. It starts with an armored Titan. It will circle the center rock which acts as your cover so if it does, just go around the rock so that the Titan is always in front of you. Blast it with the alternate fire of your Schrotflinte, or use the LAARK and Chaingun. When it falls, a few Slipskulls enter the area. They can also shoot you from behind so try not to stay still. Use your Razor, or the Chaingun to dispatch them.

After that, face the two ledges with a ladder. Two Hybrids appear here so use the rock as cover and kill them with your Razor. If health is an issue, use the Chaingun + shield. Find some capsules and LAARK ammo in this area, near the burrower tunnel.

[INTEL LOCATION - Infected: Alien Blood Diamond]

Enter the Burrower tunnel that the Titan emerged from. You can only survive down here under Infected Mode. Find the Intel down here.

Grab ammo and health, then climb up these ladders. You've got no cover as a Brute appears. This is the last obstacle, and if you die here, you start all the way back at the bridge, so do not hold back for a second. Use the Chaingun and shield and obliterate the Brute. That ends the mission.

----->AREA 03 - Abandoned Processing Center<-----[rs22]

After the scene, you'll start off in an early trouble spot in this level. This part can be quite frustrating. What you've got are a bunch of Slipskulls. They come in from quite a distance, using the ceiling and walls to get closer. It is too difficult to shoot them from a distance and when they get on the walls to your immediate left and right (the right wall in particular though), they have very easy shots on you, even if you're crouched.

So, trying to manage all of them, and especially keeping track of them as they jump all over the place, becomes quite a chore and you might end up dying a few times. Always keep in mind you have Health Capsules to your right and a few behind you on the wall.

My advice to you is to abandon cover all together here. Yeah, that's right, you heard me. Don't even bother with the wall. Instead, rely on a strafing tactic. Watch for the Slipskulls (again, pay attention to that right wall) and when they cling, strafe left and right to dodge their shots. Depending on the angle, you will still take some damage, but you can protect yourself well here. Fire back with your Storm Rifle (recommended because there's an ammo drop right there in front of the small wall) or the Razor. Keep firing while moving and swat them. Always keep an eye on them and don't get surprised from either wall. Also, since you're not on the wall, you can move quicker to grab health.

You'll know you're finished if you get a checkpoint. Now an armored Titan shows up at the far end of the room. Seems like an easier time, and it is, but not by much. The Titan's cannon shots still have a large blast radius, so even though you can move, avoiding damage isn't easy. Again, I suggest you not cling to cover and instead move more swiftly and away from his shots. Fire back with the LAARK first, then grab more ammo on the left or go with your Razor. Keep it up and the Titan will blow a chunk of the platform off before meeting its demise.

Slide down here to the bottom. Find health on your left if you need it, as well as three ammo drops on the opposite side. Approach the pool carefully but fall back to the side where you can crouch as some Assault Drones emerge. Go with your Razor mostly. You should be able to use your own judgment and patience to know when to fire and when to stay crouched. If one gets too close, you can switch to the shotty for an easier time.

Dive right in. You can find health and some ammo down here.

[INTEL LOCATION - Retribution: Scars of Youth]

To make this one easier to find, reference the broken bridge where you got the Assault Drones to appear. If you hop into the water and turn around and face the broken bridge, this Intel will be in an underwater niche to your right. Explore down here and look for the submerged gargoyle statue at the bottom. The Intel is right in front of it.

To make your way out, go to the right side of the pool and find the large slab of platform that is on a slant. Get near it and you can climb out and up to the platform above. Enter this corridor and some Schrotflinte ammo can be found on your immediate left. Appropriate too, because just around the next corner (be careful), there is a Hybrid. Eliminate him, then go down and turn the next corner.

Approach the opening here and pay attention to the left side. Several Hybrids should come into view on the far end of the main room. Simply go with your Fareye here. Enter slow-mo and you can headshot them pretty easily. Since the gap is large, slow-mo will also help you strafe away from their shots.

Keep the horse in the starting gate though. Two Brutes will emerge from that shield like opening. You can either go with the Fareye and headshots again, or try some explosives, or fight fire with fire and use your Chaingun (you might not have enough ammo though). There is Auger ammo on the right back in the corridor, so you can expend some of that on these guys here.

With them down, you're free to explore. Find several ammo drops and health down the stairs where the other end of the broken bridge is.

[INTEL LOCATION - Infected: How Long Have These Been Here?]

This one is tricky. Start by entering the corridor those Hybrids were hanging out in (it's to the left of the shielded door). Go around this corridor and it leads seemingly to nowhere. If you stand out here and turn left though, you can climb the wall here and hop over. It takes you into a hidden pool. Dive down here (Infected Mode only!) and find a small lever on the wall. Pull it by mashing X. Be patient as a wall slowly opens. Swim through and pull another lever. The previous door must close first before the next one opens. When it does, surface on the other side and enter this chamber. On the right side near the end, you'll find this Intel on the shelf.

Now, find the switch on the left wall and activate it. This opens the next passage.

Stay back and try to deal with the Assault Drones from a distance. You can stand on the stairs and they have a harder time shooting you. Explosives may also work if they fly near each other. After them, fire on the Slipskulls with your Razor.

Make your way in, and you can crawl through an opening at the bottom of the right wall to reach a hidden room with some Chaingun ammo. Around the next corner, you have two Hybrids. Try tossing a grenade if you have one, or just strafe out of cover for quick shots, then return and repeat until they're dead. Ideally, you want to finish this part with full health.

Grab health in front of the rock on the right, then approach the gateway. The opposite end deposits you on a cliff and a large swarm of drones encircle you. Son of a...! Surviving this isn't easy and dying means you have to do the cave over again. What makes this difficult is on the cliff, the drones attack from several sides and so your Chaingun and Auger's shields are rendered somewhat ineffective.

The best strategy here is to use the gateway corridor as your safe haven and deal with the frontal wave first. Stand at the end of the gateway and allow the door to open. This triggers the wave at the end of the cliff. Fire up your Chaingun's shield and pull the trigger. Wipe out as many as you can. When your shield fades, back up into the corridor and let the door close so you'll be safe. When the shield recharges, go back out there and finish them off. Try not to take any chances and use this as your main method. Don't be heroic and step out because likely a drone will swing around to where you're not protected and you'll be in trouble.

Repeat this process; more drones will likely move in from the left and appear near the cliff like the others. Keep relying on this method and wipe them out. If you run low on Chaingun ammo, your best bet is to try the Auger from the corridor, and if you run out of that, you can rush to the cliff and fend them off with your Schrotflinte and Razor. Just be cautious.

Once you've dealt with this threat, pick up the goods, which includes Auger ammo. Approach what looks like an elevator shaft ahead. A Brute is waiting though. Lure him out then back up a ways. You don't want to use that small rock for cover because the Brute can hit you there even when crouched. Retreat and fire back with your Chaingun, if you still somehow have ammo left. Otherwise, cautiously go with your Razor, Fareye, or whatever you want. Also watch for a Hybrid around there at the end.

[INTEL LOCATION - Cloven Lore: Four Leaf Cloven]

This one is tricky and it might seem borderline reckless. From where the elevator is, go along an adjacent ledge (opposite the one you used to get to it). It should lead to a small nook with LAARK and Storm Rifle Alt. ammo. Now, look to the right and you should see below you, a few interesting areas. Keep your eye on bridge leading to a red glowing door. Keep it slightly to the left of your view. Now, tilt the camera so you can see just below the edge of the cliff. You should barely be able to see a ledge jutting out. Drop down, and then to another ledge to the left. On this one, find the crawlspace and scurry through. Find Health Capsules as well as a shrine with the Intel.

Climb back out and up to the cliff. Return to the elevator and activate the switch. Be ready, because another Intel is coming your way and you need to be quick.

[INTEL LOCATION - Cloven Lore: Unarmed and Deadly]

For this one, wait until the cutscene ends. Once it's over, turn around 180 degrees. Stay close to the elevator wall and watch for an opening in the wall to appear. The elevator will continue to slide past this opening so if you want to get in, you have to do it before it gets too low. If you miss your chance, let the upcoming Hybrids kill you and you can try again. Inside, you'll find a few mines guarding the Intel.

You'll not only get an Intel, but this corridor is a great place to snipe the Hybrids below. With more Fareye ammo here, use the gun to headshot them. You should just be able to headshot the turret gunner's skull. When you have that first wave down, a few more come up the walkway near that platform. Even more will come after those, if you still have the Fareye ammo to spare. If not, drop down and meet them halfway. Man the turret and you can easily dispatch the Steelhead that appears. More Hybrids will charge up the walkways so use the turret to defeat them too.

Start down the walkways yourself. After you pass the first gateway, some more Hybrids should be on their way up. Use the box on the next walkway as cover and

use your Razor and Schrotflinte. As you approach the next gateway, a Hybrid and a Steelhead guard it. Strafe and shoot and you should be fine. Go down the stairs and drop down into the next area.

After the cutscene, you have a bit of a boss fight on your hands.

----->BOSS FIGHT - BURROWER<-----

The boss starts by receding into its tunnel and spewing out some toxic gas. Avoid the gas and then use this chance to search this area for ammo and health. The boss won't come out so you have to go to it. Instead, three Hybrids come out, so run and Razor. When you're prepared, enter the tunnel.

When you reach the corner, the Burrower appears, seemingly from nowhere. It drops off a few more Hybrids. You might also encounter Steelheads so beware. Make them your first target. The tunnel is lined with ammo and health pick-ups, but they often require you to get close to the Burrower. This isn't as bad as it sounds, because the Burrower can't really hurt you at close range, but it does have its gas attack, which has decent range so be careful.

Your weapon of choice for taking on the Burrower is the Chaingun. The shield will help protect you from any Hybrids. It won't protect you against the gas attack, so if the Burrower launches one, deactivate the shield (since it slows you down) and get out of the way. You should automatically lock on to the Burrower's eyes. The best way to handle this is to do it quickly. The closer you are to the Burrower, the more accurate you'll be, and thus, the faster you'll pop its eyes. Use the Chaingun at close range (but again, use your best judgment when dealing with the gas pockets; don't get too close if you risk damage).

Destroying its eyes stuns it. The fiery opening in its mouth is its weakness. Shoot it first with the LAARK and the Alt. Fire on your Storm Rifle. Follow up with your Chaingun or the Razor. You'll likely need to do this again to make significant damage so return to the Chaingun, quickly pop the eyes again, and then shoot the mouth again. When you deplete nearly half of its health, the Burrower retreats.

Take this opportunity to return to beginning of the tunnel. Grab LAARK ammo and Alt. Storm Rifle ammo as well as Health capsules. Go back into the tunnel and chase down the Burrower.

You'll likely run into some Assault Drones. Put up the shield and destroy them with the Chaingun. Around the next corner, you'll either find another drone, or the Burrower will show up. Get to the Burrower and repeat the tactic from before. Stay close and unload with the Chaingun. You've got plenty of Health Capsules here to resort to, so disengage the shield when necessary. A drone will occasionally drop down in front of you, so use the shield to protect yourself.

If you have the ammo and the health, this part should be really easy. The only thing that messes you up is the gas attack, but if you've learned to expect it (the Burrower always lets out some dark green drool or something before it unleashes the gas), this becomes easy. The drones will eventually stop interrupting you too, so it's just you and him. Use the Chaingun to pop the eyes, then the LAARK, Rifle Grenades, Razor, Auger, in that order to attack the core. If you run out of Chaingun ammo, use your Razor, Storm Rifle in that order to destroy the eyes. If you run out of all that ammo, fall back into the tunnel and find some pick-ups. You shouldn't have too much trouble finishing it off.

Once you've bested the beast, the mission ends.

----->AREA 04 - DNA Storage Facility<-----[rs23]

You'll begin in the tunnel. It's lined with Leaper Pods. These pods each have quite a few Leapers inside, so you can consider destroying them. Still, they are not difficult at all to dispatch with your Storm Rifle since they come out mostly one at a time.

[SKILL POINT - Kill all Leapers without destroying their Leaper Pods]

[INTEL LOCATION - Infected: Dark Mirror]

When you reach the end of the Burrower tunnel, you have the hole in the ground. On the other side of the hole however, is some green gas, plus a few Hybrids. If you make your way past the hole to that side (you need to go around on the left side), you can find this Intel. Infected Mode only.

Kill the Hybrids, then drop into the hole in the tunnel. This takes you to a peculiar area. Enter and turn to the left. Two Cloven come toward you fast. Kill them immediately, and I mean immediately. Watch for some Chimera next. A few Hybrids join a Brute. Use your Razor or Schrotflinte for the Hybrids, then the Chaingun for the Brutes. There are Steelheads near the exit so try to run and gun to defeat them.

[INTEL LOCATION - Cloven Lore: Tender Meat]

Just before where you encounter the Steelheads, there is a body on the floor to the left. It is almost beyond identification. It's located right near one of the coffins. Stand near its head and you should be able to nab the Intel. In order to actually find this one, you need to have killed those two Cloven earlier as fast as possible. If they get to the body before you do, you'll lose the Intel. Restart and kill them immediately if this happens (thanks to Geronimo Martinez for this).

[INTEL LOCATION - Secrets of the Maquis: If You Hear the Cloven]

Return to the entrance where you ran into the Cloven. Go to the other end of this area. You should see a Chaingun ammo pick-up. To the very left of the ammo is a metal grate in the floor. If you stand on the left side of this grate (might need to move around a bit to find the exact position), you should be able to interact and lift and pull the grate off. Drop down into here and find the Intel.

Return to the gateway and pass through. After the scene, look to your left for ammo and health. Now, cross the bridge and activate the switch. This will make the bridge fold up and the tower rotate so that the bridge can be placed in another location. As the tower slowly rotates, keep your eye on that opening on the far wall, with the air flowing out of it. Some drones will fly out if it so have your Razor ready. Pick them off before they get too close.

The bridge lines up with the platform below that space. Two Hybrids come out of the opening, so use the box for cover and answer back with your Razor or Storm Rifle. Run down here, refuel on some pick-ups if necessary, then ride the green lift platform to the next level.

Be immediately ready for some heavy fire. At the other end of this platform,

there will be a few Hybrids. On your left is a Brute with his Chaingun. He is the biggest threat, because of his weapon and his angle on you. Answer back with your Chaingun, then your Storm Rifle. Next, turn to the Hybrids. If you go around the side of the crate here, you can find Fareye ammo. Use it and snipe as many as you can.

Go to the next bridge. There's a switch at this end; ignore it. Go down to the tower and circle around it to find Auger ammo.

[INTEL LOCATION - Secrets of the Maquis: Red Crumbs]

On the side adjacent to the bridge you crossed, you should see a much narrower perch extending from the tower. Cross this beam and you'll find a rocky ledge with--among Health Capsules and LAARK ammo--the Intel on the left.

Return back across the bridge and activate the switch. The bridge will rotate and again, some drones and Hybrids attack on the next platform. Razor for the drones, and a well placed Rifle Grenade will dispatch most of the Hybrids if they're bunched together.

Cross over here and get lifted up to the next platform. Take cover and deal with some drones, including Assault, and Hybrids. A Rifle Grenade can take out the Hybrids and perhaps even deal some damage to the drones. Ruin them all. Some Worker Drones will extend the next bridge for you. Cross and achieve a checkpoint in the meanwhile.

Cross, hit the switch, then wait. As you expect, some enemies appear on the next platform. Drones along with a Steelhead will be the next targets. Do away with them with your Razor, then wait for the bridge to connect. Once it does, take cover as some Assault Drones appear, as well as Hybrids on the platform. Carefully deal with the drones first (use your Auger if you want), then target the Hybrids. You can also use the Auger to target two Hybrids that will be standing right above you.

Go over to the platform, grab some things, then activate the switch here. Stay at the bottom of the ramp and wait for the Brute to appear. You can again resort to your Auger and kill it easily from behind the yellow coffins at the bottom of the ramp. If you want to save ammo though, go to the Chaingun and shield. Just watch out for the Steelheads with him.

Kill them, then go up the ramp to the lift. Throw the nearby switch and watch the short scene.

This part can be tough. You've got a large elevator shaft and the lift stops periodically and enemies pile in from various sides of the room. The lift itself is littered with cover objects and health and ammo pick-ups. Surviving the challenges is still not an easy task.

It'll start with Hybrids on the left and right, and a Brute in the middle. Try and get the Hybrids first with your Razor (saving other ammo types for now) and the Brute as always, can be taken down with your Chaingun. When the lift moves, grab some nearby health real quick and then return to cover.

At the next stop, it'll be two Brutes, one on each side, and a Hybrid down the middle. Your best bet, since you're surrounded by heavy fire, is to use your Fareye and slow-mo headshot one of them. You'll still take some damage but it won't take too long. Turn on the other one with your Chaingun or other weapons. Kill the Hybrid and you get a checkpoint.

Again, try to refill real quick. If you return to your original spot (the two

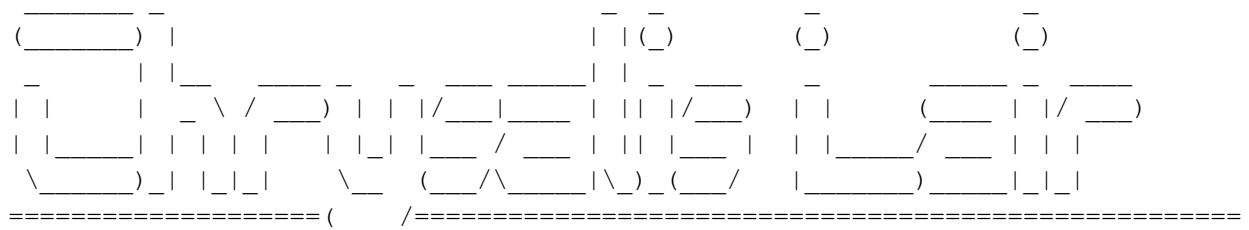
coffins that kinda make an 'L' shape). When the lift stops, you'll have two armored Titans. The key here is taking out the first one as fast as possible so the other doesn't swing around behind you. Start with LAARK rounds (it may be tough while the Titan is walking) or Auger. Switch to the Chaingun and then when it gets close, use the alternate fire of the Schrotflinte. Aim quickly at the other Titan, and use the shield of either the Chaingun or the Auger to protect yourself as you back away and stand on the other side of some cover (so the Titan no longer has you exposed). Fire with the Schrotflinte a few times and that should end this challenge.

----->BOSS FIGHT - HAMMER<-----

This last stop is tough. Besides two Steelheads, you have a Hammer. Make the Steelheads your first priority and use the Slow-mo function of the Fareye to headshot them. For the Hammer, soften it up with the LAARK, then go to the Auger, Chaingun, and Rifle Grenades. The last thing you want to do is go out for more ammo, because the Hammer's gatling gun will eat you up. Use everything at your disposal to take it down.

If you must run out, try to go from cover to cover, whichever is nearest. There are tons of Health Capsules around so you might be in luck. Also, if you're a good enough shot, you can try shooting the Hammer's orange weakspot. This will stun it for a short time, buying you a window to grab something you really need, such as the additional LAARK ammo in the center. Your Auger and Chaingun are also good choices. Do what you can but try to be quick and decisive.

After that, the ride is pretty smooth. On to the next chapter.



[rs24]

It's off to the area that will make itself the home of the final showdown. You knew it was coming sooner or later, right? In fact, perhaps you were as surprised as me the story went on as long as it did. In any case, Grayson will have to face down destiny inside the Chimeran hive, hoping that with his own hands, he can deal them a final, climatic blow.

----->AREA 01 - Mech Ride<-----[rs25]

What better way to knock on the door of the evil lair than with a Hammer? No pun intended. Anyways, this is quite similar to your mech ride in Chapter 3. The controls are the exact same, but the resistance will be a bit different.

Not too far from your starting point, some Hybrids scramble out from the right. A missile levels them easily. Assault Drones attack too; these are the guys you want to take out fast. They might not fly very close together, but if they do, a well placed missile works wonder. Otherwise, just keep a steady spray on them from your gatling gun. Let the Hammer's armor replenish itself before moving

forward.

Another pair of Hybrids and another pair of drones attack. Missile for the former, gatling gun for the latter. Approach the gate now and some Brutes will appear. Take note of the nearby explosive orb. Shoot it to maybe take out both of them. If one or both are still standing, just use the gatling gun.

The gate opens and two armored Titans lumber forward. Missiles first, then as they recharge, empty the gatling gun on them. You'll get a scene after that.

In this camp area, more Hybrids and Assault Drones make themselves targets for you. Note the explosive orb on the side that can help you out. Also attempt to plant missiles when enemies are grouped together. Finish the rest off with the gatling gun. Two more titans appear on the ledge above. Assume the same tactics and they go down easily.

Go left around the rock now and more Hybrids appear out of the tunnel. Save the explosive orb for the Brutes coming out after them. Also take out the trio of Titans above. Make sure you don't make yourself a sitting duck. Strafe with the Hammer and dodge their shots. The Hammer missiles work great on the three Titans because of the splash damage.

Let the armor replenish, then enter through the now open gate on your right. Another two Titans will attack you. The first one you can get a head start on with a missile and plenty of gatling gun bullets. Use both after that to easily dispatch the two of them. Fend off a couple Hybrids up ahead, then even more Titans show up. If they start getting close to you, back up. Use the gatling gun and keep both of them honest, then fire back with the missile launcher when it is charged. Make sure your armor is fully charged before moving forward.

Proceed toward the gate and another Hammer steps out. This can be tough at first. The best thing to do is stay back and use the wall on your right as cover and just strafe back and forth and hit him with missiles and gatling gun shots until he goes down. Approach the gate after that.

In here, you've got another Hammer and two Titans. Ignore the Titans and focus on the Hammer. Strafe to the left or right and fire on it with your missile launcher, then gatling gun. Always use the missile as soon as it's ready. Keep moving and never stand still. If the Hammer becomes stunned, just pelt away until it goes down. Stay back and let some of that armor heal before dealing with the Titans.

Three more Titans appear on the left. Missiles again, work great. After they are down, a Dropship appears. Ignore it and go after the next two Titans which appear on another side of the area. When they're dead, focus on the Dropship. It will unleash many missiles, but they're not extremely accurate. Even still, stay on the move and avoid them. Fire back with your own missiles, but only shoot when the ship is stopped. You may need to lead your gatling gun bullets a bit, but they don't add up to as much damage as the missiles do.

Drop the Dropship and this ride is over.

----->AREA 02 - River Approach<-----[rs26]

Proceed forward and you'll find on the ground, the BM003 Razor. This is it, this is the advanced Razor those Hybrids have been wielding. Finally, it's in your hands. Proceed up to the corner and take cover. Aside from Hybrids, you also have some Boilers. With the new Razor, you really don't *have* to focus on the heads anymore, although it still is easier. Now however, you can just

back up and fire at them, instead of going into manual aim. They go down a bit easier.

Focus on the Hybrids next and use cover to help you shoot them down. Get more Razor ammo from them, grab health, and continue forward. Take cover and fend off two more Hybrids. The bigger threat is the one on the gun turret in the distance. Use your Auger on him. Move forward just enough to lure out the next batch of enemies. Fall back immediately.

Take cover and try some grenades or Rifle Grenades on the enemies. Make sure you get the Boilers before they get too close. Grab health on the left then finish off the rest of the Hybrids. Go around the corner now and find some health and a switch you should definitely activate. It opens up the ice for a swimming path. Yeah, I bet this is worth hypothermia...

Go back around but have your Chaingun ready. Pop the shield and fire on the three Hybrids. You can use the Auger instead if you'd like.

[INTEL LOCATION - Secrets of the Maquis: Cold Feet]

Before you drop into the water, head back toward the start. Keep an eye open for a wire fence on your left. If you peek in, you can see the Intel laying there on the ground. If you take an even closer look, you can see one of those explosive orbs underneath the ice. Use your Auger and shoot it. This will blow open the ice. Now, hop into the hole you opened with the switch. Dive under and watch out for the mines. There are two openings in the ice on your left. Get in the second one further ahead, that's the one you opened up with your Auger. Climb out of here and find the Intel.

Return back under water and swim back the other way. Make sure you have enough air, then swim through the tunnel and surface on the other side. Step forward just a bit, and some Boilers come around the corner. Pop them in the head, then use your Auger to search for the Steelheads. Kill him, then you want to focus on the Titan that will be approaching. Stay back and fire some LAARK rounds from distance. Switch to your Chaingun and unload with the shield deployed.

When it's quiet, search for some Health Capsules. Go forward and three Boilers appear. Back up and take them out, either with head shots or a barrage from your new Razor.

[INTEL LOCATION - Retribution: Revolution, Post-Mortem]

On your left there is another one of those wired fences. Go forward and turn right around the rock on your right. You'll know you're going the right way if you see some Storm Rifle Alt. ammo. Just past where that is located, you should find the Intel on the ground.

Get on the left side of the area now and go around the walls to some Health Capsules and another switch. Use it to open another hole in the ice. As soon as you do, get ready. Two Boilers will approach, so take them down. Three Steelheads will be guarding the ice hole too. Since they drop Auger ammo, feel free to use that against them.

Dive in and swim through the tunnel. Resurface on the other side and you'll find a plethora of goodies, as well as some unwelcome guests. Focus on the drones first. Try to fire a LAARK or Rifle Grenade so that it blows up or at least severely damages one or more of them. Alternatively, go to your Schrotflinte or Auger. Take out the Hybrids next, preferably with your Razor.

Following that, a Titan busts through the wall. Go with your Chaingun here and

just completely unload. If you have to, switch to the Razor or something else to finish it off. Turn to your right and grab Chaingun and shotty ammo. Head through the destroyed wall now.

Health can be found on your right as you're passing through. Turn right and man the turret. Use it to blow up all the Assault Drones and numerous Hybrids that will appear ahead of you. The blizzard can make it hard to spot some of them, but make sure you get them all. If the turret is destroyed, switch to your Chaingun and shield fast. After that, grab some ammo nearby and continue forward. Throw the switch and then hop in the water.

[INTEL LOCATION - Cloven Lore: Cloven Love Their Children, Too]

As soon as you hop in, get your bearings. Find the path with mines up ahead. It should be easy to tell which way the mines are. Once you know that, turn around or to the left. You're looking for some rock columns down here under the water, not too far from where you dove in. Behind those columns on the floor is the Intel.

[INTEL LOCATION - Infected: Bastard or a Saint, I Don't Know]

Down here, you should find toward the left side, a downed VTOL plane. On its nose is the Intel. Only if you're playing in Infected mode though.

Try to favor the left side, because it has a lot less mines. Look for the orb to shoot and blow open the ice. Get out and you're done. Head up the ramp to the opening and enter for a scene. A surprising one at that.

----->BOSS FIGHT - MALLERY<-----

Mallery has his special Auger, but it can't blast through the special shielded cover that you start behind. Good thing too, because you have an Assault Drone to deal with first. Take that down, then you can worry about Mallery.

[INTEL LOCATION - Retribution: Tracking Mallery]

If you want, get this now so that if you die, you won't have to worry about it later. Pretty easy location. It's right under the platform Mallery is standing on.

When he has his shield deployed, just chill. Wait for it to fade, then fire back with anything. You can really go crazy here and you should, because Mallery is not one to be underestimated. You can slow-mo head shot him with your Fareye, use your Razor, or fight fire with fire and use your Auger or Chaingun. Try everything you have. Note you can find a bunch of ammos on your left, as well as Health Capsules. Try your best to avoid his shots though, which is not hard actually if you strafe.

Deplete his health bar and Mallery will be stunned. This is your chance. Run forward and find one of the three switches situated in front of Mallery's platform. Mash on X like there's no tomorrow and throw one. This brings one of three platforms that you need to reach Mallery.

Fall back and repeat the process. Start by taking down the two Assault Drones. If your cover is destroyed, rely on strafing and even the column on the left. Grab health when you need it and keep firing. When Mallery uses his shield, grab health and ammo and avoid his shots. When he goes down again, throw another switch.

Since your cover from the beginning is probably trashed by now, for these three Assault Drones, whip out your Chaingun and shield. when they're down, wait for Mallery's shield to drop and let him have it. Try Rifle Grenades, Razor, Fareye, anything. While you're waiting, grab more ammo off to the side. Finish him off and throw the final switch.

Now just stun Mallery once more and then run up the platform to interact with him. That will end the fight.

You're rewarded with not only the end of Mallery, but you get his fancy Auger-FS. Oooh, shiny!

The mission ends there after a scene.

----->AREA 03 - Birthing Chamber<-----[rs28]

It's worth pointing out that from here on, there are no more Intel to find. If you've followed this guide scrupulously, you should hopefully have found every normal Intel. If you haven't noticed already, you have unlocked four new weapons: the Longbow 1S-1K, XR-004 Allure, HE. 44 Magnum, and Plasma Grenades.

The first greeting you receive in this level is from the Boilers. Pop them in the heads as they draw near. As you continue down this hallway, that's all you'll encounter so be ready. You can find Razor ammo along the way. Get to the door and a few more Boilers come out. Take them down and enter.

Stock up on what you need, then get on the lift and activate the switch. This part is tough. I won't throw the new unlocked weapons into the strategy, because I can't assume you unlocked them. As the lift goes up, you need to eye several platforms above you (look for the one closest first) where enemies will come out. Try to go all out. Start by defeating the first group with any explosives, preferably Frag Grenades. Try to reduce damage as much as possible. Attempt to repeat this tactic for the second and maybe even third platform, but if necessary, go to your Auger or Chaingun. Just remember if you're using the shields, the Auger shield stays stationary, so with the lift going up, it becomes useless. Use your best judgment and adjust your strategy according to your health. Be very careful.

The last platform has a pair of Brutes. Try to have your Auger ready and see their images through the walls before the lift gets there. Try to weaken them as much as possible before they can start shooting, then switch to your Chaingun and shield to finish them off.

This part can be really hard and it can easily take many tries. Keep at it though.

At the top, don't rest on your laurels just yet. Boilers will come at you from the next corridor. Kill them, then grab much needed health nearby. Enter that corridor when you're ready to go.

You'll come face to face with a Hag. With no cover, you could deploy your Chaingun shield and then head shot and be done with it. After that, a few Boilers attack. Keep moving and then there's a Brute. For him, just fight fire with fire like you've been doing, and attack with your Chaingun and shield.

Move past the Brute and you'll find ammo and health. Approaching you at this

point will be more Boilers. Head shot them and move on. Have manual aim ready as you near the next corner. Two Hags and some Boilers come out. Try to get at least one of Hags fast with a head shot, then get the Boilers, followed by the other Hag. If necessary, put up one of your shields.

It'll be more of the same in the next chamber. Try to go for the two Hags first then get the Boilers as they come around the walkway. Once you've slain them all, you get a scene.

----->BOSS FIGHT - ANGELS<-----

Two Angels appear in this chamber. They're both the same as the variation you fought back in Bonn. You don't have a ton of room here, just the two walkways. It should be sufficient enough to avoid the gas attacks of the Angels. Just try and move away from them when they launch them and always have enough room. Don't get caught at the end of the walkway near them.

Make use of your LAARK first and foremost and make sure you use its alternate fire if you miss. You have two LAARK ammo pick-ups so get them and keep shooting. It might seem wise to focus on one Angel, but since they disappear for short intervals, you shouldn't waste time and just weaken the other one while you have the chance. You can use the central walkway to retreat when they start throwing their attacks, then proceed back down to grab more LAARK ammo and health.

Another advantage of weakening both is that when they are near death, they'll deploy their shields. When they're using the shields, they are not attacking, so that buys you some time. If you're low on LAARK ammo, go with your Chaingun or Auger or even Razor. Try to keep pelting them. Sometimes when hit, the Angels will just unleash continuous gas attacks. Use that chance to hit them with more LAARK rounds or whatever you have. Once one goes down, it gets pretty easy from there.

With both Angels dead, you'll wind up on a higher platform after a scene. The Chimera don't waste any time and send an armored Titan and several Boilers after you. If you still have some LAARK rounds (you can grab a quick ammo pick-up on your right) try to use them against the Titan. Time your shots so that when the LAARK missiles hit the Titan, the explosions will kill one of the nearby Boilers. Finish off the rest of the Boilers next, then use your Razor or whatever on the Titan to kill it. Grab ammo and health and exit this chamber.

In the next corridor, you'll face--big surprise--more Boilers. Between packs of Boilers, there are also Hybrids. Without cover, you might as well just rush the Hybrids and kill them fast point blank with your Razor. You'll come to a very long chain of Boilers; make your shots count. Not far from there, you'll find some more ammo pick-ups, including one for Auger ammo. That should be a clue. Equip your Auger as an armored Titan appears. Deploy the shield and let him have it. When he goes down, turn around and replenish some of that Auger ammo. Move forward, but keep that Auger handy. Yet another Titan emerges when you get to the exit. Just do the same thing, shield, shoot, dead.

In the next area, restock and activate the switch. It raises you into a very large chamber that becomes flooded. Strangely, you can breathe in this water. No idea... Anyway, find the switch on one side and activate it. This stirs some Sirens to life. Fend them off with your Razor and stay on the move to try and dodge their energy attacks. When you fell them, go to the second switch. Two more Sirens appear. Defeat them and go activate the third switch. Doing so

will release an even bigger fish....

----->BOSS FIGHT - MOTHER<-----

This gigantic Siren makes itself your last obstacle on the way to the top of the lair. It has the same energy attacks as the normal Sirens. These are really easy to dodge if you stay a good distance away and just keep moving left or right. Just stay with one direction and don't change your mind, or you risk getting hit. Fire on it with your Razor. Locked on, you'll be able to knock out a lot of his life bar pretty fast.

What can possibly make this fight tough is the QTE that the boss drags you into, literally. After a while, it starts sucking in the water, drawing you toward its mouth. A button prompt appears. The button that appears is random so pay close attention. Hit the button and you'll dodge a deadly swipe from the Siren's claw. Mess up, and you're done for. You'll have to do this at least twice in the fight. If you're quick, those will be only times you'll have to do it. Keep shooting and keep moving to finally put this beast to rest.

After this you get a scene, followed by the end of the mission. Only one last thing stands in the way...

----->AREA 04 - Mother Chamber<-----[rs29]

This is just a final boss fight. It picks up in the same exact chamber that the last fight ended in. It is now drained of the water though, so you're not swimming anymore. Your final opponent is Bouchard. Who woulda thought?

----->BOSS FIGHT - THE CHRYSALIS<-----

As a Hag, Bouchard has a powerful shield that can't be disrupted except by two things. There are three lasers around the arena and they are all operated by switches. Interact with one and it will destroy Bouchard's shield. This gives you a small window to attack. The other option you have is the Longbow, if you unlocked it. It will shoot through her shield and make the fight easier. For those who don't have it though, keep reading (thanks to NightCroucher for this).

At the start, make a break for the first switch on your left. Bouchard will fling those gas attacks at you, so they're easy to dodge. Health can be found all around this area when you need it. Operate the switch to disable her shield. Since this is the final showdown, feel free to use whatever you want, but your Razor is a good choice.

Only one switch is active at a time usually, so you need to find the next one immediately. You can wait and more than one can be active at a time, but it might not be worth waiting for in the long run. Before you get the chance to eventually activate one of them, some drones will attack. A lot of them. From a distance, you can take out a few of them with your Razor. Just strafe to avoid their shots; if they get closer, they become the big threat that these drones usually are. Defeat them, then make your way to the switch. Bouchard will unleash a very devastating attack. It's an electrical bolt that sweeps around the arena and chases you. Turn the camera so that it's behind Grayson and just run. Keep moving and don't stop. The attack will fade after a while, but make your way for the switch, grabbing health and ammo along the way, but not making any significant stop.

Find the switch to disable her shield again. She'll attack you with the bolt or energy attack again so she's not defenseless. Stay on the move but try to get some shots in and deplete her health more. Repeat this one more time and shoot her even more. When she reactivates her shield, she'll summon more Assault Drones. Use the same tactics as before. If you unlocked the Longbow, it'll tear the drones apart with incredible ease. If not, rely on your other weapons and grab health when you need it.

Find the next activated switch and throw it immediately. Assault Bouchard more. If you run low on Razor ammo, there's some on the side of one of the laser platforms. Weaken her some more, then some Titans show up. If you're far away from them, take advantage of your LAARK, Chaingun, Auger, and Razor. If you're close, try to use your Auger primarily, and use the sides of the laser platforms as temporary cover. Always know you have health nearby, hopefully. If you have the Longbow unlocked, it too will decimate the Titans in just a few shots.

When Bouchard returns, find the next switch if it's activated. If not, dodge her attacks until it is. Release it and her shield drops. Unload on her one last time and that should do it.

[SKILL POINT - Kill the Chrysalis in less than 4 minutes]

After that, you get a scene. Despite Grayson's success, the Chrysalis reveals troubling news, that any Resistance 2 player would be familiar with. Grayson's journey ends as does the game.

Congratulations, you've beaten Resistance: Retribution!

```
.=====
|      _      | EXTRAS      [extra]
|     / /     |=====
|    / /_     |
|   | ' _ \   |
|   | ( _ )   |
|   \ ___ /   |
|             |
'====='
```

```
_____
|>Bosses<|
'-----'
```

Here is a quick section for the bosses found in the game. Basically any foe that has a life bar will be found here and covered. So if you want to just get some quick tips, this is the place.

TITAN

-Stage: Rotterdam 01
-Attacks: Cannon

-Strategy: This guy will be focused on Cartwright and if he kicks the bucket, you fail. Don't let that happen. The Titan is not very hard being that he is after all, the first boss of the game. Since the Titan will likely not approach you, its only attack is its cannon. Use cover and duck any time you see its cannon roaring to life.

You have your Razor and Storm Rifle. Your Razor has a slightly better punch but there really isn't a huge advantage between either of them. With your Storm Rifle, you can pelt the Titan with a few Rifle Grenades to help you along.

Duck when he shoots and fire back so that the Titan turns around and turns his back on Cartwright. Keep this up to protect him and you'll also bring his health down in no time.

DROPSHIP

-Stage: Rotterdam 04

-Attacks: Missiles

-Strategy: The Dropship will circle the tower and it's just you against it. No help from Mallery unfortunately. Luckily, you have the LAARK on your side. The alternate fire of the LAARK will be an extremely helpful asset against the Dropship's movement. Try to fire on it only when it stops. If you miss, use the alternate fire to stop your missile, then place your targeting reticle back on the ship and hit L again to send it that way. This is your main strategy for the fight.

There is cover to be found but it's not very helpful. Your best bet is to stay on the move from the Dropship's missiles. You can find Health Capsules in a few of the corners so keep moving and recharge when needed. Also find LAARK ammo when you're running low so you can keep up your assault.

Replenish your stock of LAARK missiles and stay on the move. Use the alternate fire of the LAARK to help yourself out when necessary and just keep shooting. Eventually, you should come out on top.

HAMMER

-Stage: Bonn 01

-Attacks: Gatling Gun, Missiles

-Strategy: The Hammer is a tough fight. You'll have two floors to fight it from inside the building. Your preferred attack point is from the second floor. The LAARK is the weapon of choice but your guns like the Razor can also help out a little along the way.

The Hammer has two attacks. It has a powerful gatling gun and a missile launcher. Luckily, the Hammer will not be focused on you the entire time. The Maquis guys below will distract it for you, and that's how it will be at the start of the fight. Quickly get to the second floor and get ready with your LAARK.

Now, the Hammer is a strange case with damage. Sometimes, you can do large amounts of damage to it with a LAARK missile, and other times, very little. You want to aim for its head area, but not at the orange spot on its back. Yes, I know that seems like an obvious weakspot, but this is something you want to avoid at all costs. When you hit that spot, the Hammer is stunned, but it retaliates with a missile barrage. If this happens, take refuge behind the wooden dresser in the corner upstairs and don't move an inch.

You want to attack with a few missiles, and then avoid its normal retaliation which is just usually one or two missiles. After that, the Hammer gets distracted by the Maquis soldiers again, leaving you a chance to attack again. Do not expose yourself until you hear those soldiers call out to the Hammer.

Since the LAARK is a little unreliable sometimes, you can use your Razor to knock down its health very slowly. This is a decent backup idea.

You can also use the wall along the staircase as protection from its attacks, leaving only momentarily to attack with a LAARK missile. If you do this, you will be able to attack faster and be done with the fight a lot quicker. Just don't pop out when it's attacking. This is also good protection if it unleashes its missile barrage.

HAMMER

-Stage: Bonn 02

-Attacks: Gatling gun, Missiles

-Strategy: It's the same foe, and he's blocking your way to the end of the stage. This time it's just you and him. The Hammer's gatling gun really comes into play and it can devastate you in little time. Around the arena, you have ammo and Health Capsules, but going for them means exposing yourself.

Luckily you do have some help. There are platforms in the area with switches. On the ground before these platforms, you'll see large circular grates. Above that is a laser that will stun the Hammer if you throw the switch when it is standing there. You can lure the Hammer to one of these grates, using the barriers on the platforms to protect yourself as you wait. When it is in position, throw the switch and it will be stunned. Use this opportunity to pelt it with your weapons, including your LAARK and Razor. You also recently acquired the Auger and you can definitely use it against him. The shield will also provide you temporary protection.

If you can, it's best to stay on one platform and fend him off with the laser activated by the switch and just what weapons you have. Just watch out for the missiles. If you have to, drop down and grab health. Fight back with your LAARK and Auger, or whatever, but try not to stay exposed for too long.

ANGEL

-Stage: Bonn 04

-Attacks: Mist attack

-Strategy: The Angel is a freak of nature to be sure. It will float around the area and attack both you and Bouchard with its only attack. It whips its arm forward and launches a strange mist or gas that covers a decent radius. The mist remains for a few moments and standing in that area will do cumulative damage to you.

Still, this attack is easy to dodge as long as you continue to move along the walkways. You can find LAARK and other ammos, as well as Health Capsules along them. Your main concern actually is protecting Bouchard, because she will be a target of the Angel's attacks. She won't move an inch either, so the Mist attack is a problem. What you want to do is make sure the Angel doesn't go after her too much. You can accomplish this by staying closer to the Angel, but also by taking it down as fast as you can.

The LAARK is the most helpful. The Angel stays still for short periods to attack, then it will disappear under the platform or move around a little. If you miss, you can use the LAARK's alternate fire to redirect your missiles. Other than this, the Storm Rifle's Rifle Grenades help. Try to stay with the LAARK for the majority of the fight though.

After it loses most of its health, the Angel deploys a shield. You can't break through it unless you wield the Longbow. Since that is unlikely, you'll just have to wait it out. It drops the shield to attack, so attack while you're moving if you can to avoid its mist. Plant a few more LAARK rounds into it and you'll win eventually.

HAMMER

-Stage: Construction Zone 03

-Attacks: Gatling gun, Missiles

-Strategy: The Hammer has the same attacks. You have a slight advantage of distance and terrain. You'll be positioned on the Earth Mover with a barrier that will protect you from its gatling gun. Just be careful, because that barrier will deteriorate from continued attack. The missiles can still be a threat, but they shouldn't be a lot of trouble overall.

The biggest problems are the Boilers that make their way up to you throughout the fight. Watch them carefully from above and when they start marching up the ramp, get out your Razor and pop them in the head in manual aim. Just watch out again for the Hammer and its missiles. When the coast is clear, you're free to fire on the Hammer, preferably with the LAARK. Keep firing and you can find backup ammo behind you.

The Hammer will walk left and right and stop, so if your missiles miss, just use the alternate fire to stop and redirect them. That's all there is to this fight. Keep an eye out for Boilers and duck and cover and shoot. The Hammer will go down eventually.

ARMORED TITAN

-Stage: Luxembourg 03
-Attacks: Cannon, Melee

-Strategy: The Armored Titan is a lot more durable as its name suggests. In this fight, you will be perched on the balcony as the Titan hunts after Bouchard. It won't be difficult to protect her or defeat it however.

In fact, it's really easy. You could just shoot at this thing with your Razor and after a few moments, it will go down. It should not direct any attacks at you so feel free to unload without mercy. Quicken the process if you'd like with anything else in your arsenal. Just protect Bouchard above all.

BURROWER -----

-Stage: Paris Catacombs 03
-Attacks: Mist attack

-Strategy: The Burrower begins by retreating into its tunnel with a release of its mist attack. Avoid it and look for the Hybrids that come charging down the tunnel. Run and gun with your Razor to dodge their shots and at close range they will go down fast. Enter the tunnel after you've gathered what you want from outside.

At the corner, the Burrower pops out of nowhere. More alarming are the Steelheads you'll also likely encounter. Take them down and then focus on the Burrower. Periodically during the first part of the fight, the Burrower will continue to drop off more enemies for you to face. The tunnel is lined with ammo pick-ups and Health Capsules. Some of them require you to get close to the Burrower, but this can work to your advantage.

The Burrower's main attack is the mist it spews, which you should be familiar with. It has a decent sized range that you can't step within so watch it carefully. You can stay back, wait for it to attack, then move in closer. Your targets are the Burrower's eyes. Your Chaingun or Razor are great choices for this. Stay close and you'll land more bullets and thus knock down the eyes a lot faster. Just use your own judgment for the mist attacks and fall back when necessary and you'll find ammo and health.

With the eyes down, the Burrower opens its mouth for a short time. Your attack window is short so quickly change to your LAARK and fire some rounds. After that, your Rifle Grenades, and after that the Razor or Chaingun. You'll have to do this at least twice to lower its health to around the halfway mark. Watch out for more enemies meanwhile and restock when necessary, especially for LAARK rounds and Chaingun ammo. When you manage to do enough damage, the Burrower retreats.

Restock, then follow the Burrower around the next corner. You'll most likely run into a few Assault Drones prior to that. Use your Chaingun and shield combo to take them down fast. A drone will periodically appear during the next part so watch out.

When you find the Burrower, keep up the same tactics. Stay close, avoid the mist and strike its eyes. If you run low on Chaingun ammo, switch to your Razor or Storm Rifle. For its mouth, continue with the LAARK, then Rifle Grenades, and so on. If you continue to lose ammo, fall back and find some. Keep attacking and try not to hesitate to attack its core. You'll win in due

time.

HAMMER

-Stage: Paris Catacombs 04

-Attacks: Gatling gun, Missiles

-Strategy: Yet another fight with a Hammer. What makes this different is the entourage it has and the area you'll be fighting in. This fight comes at the last stop of the lift. Joining the Hammer are two Steelheads. To make things easy, use the Fareye and enter slow-mo with the alternate fire and try and snipe them while they're moving. Once they're down, you can focus on the Hammer, hopefully with all of your health intact.

You want to try and take it down as fast as possible. There are all the small coffin objects around that provide cover, but it's not a great protection against the Hammer missiles. Use everything at your disposal to destroy this thing. LAARK rounds are a good start, but if you run low, you'll want to switch to the Auger or Chaingun, both which will give you the shields for protection.

There is tons of health around so picking a cover spot with one sitting there is a good idea. Try not to go out into the open for ammo because the Hammer will obliterate you. If you must, try stunning the Hammer first by hitting its orange weakspot with a LAARK round. You can find more LAARK ammo in the center of the platform. After that, continue your assault until it goes down.

MALLERY

-Stage: Chrysalis Lair 02

-Attacks: Auger-FS

-Strategy: Mallery might have a big gun, but he's probably just compensating for his lack.... of strategical wit! Grayson surely has the advantage but do not underestimate Mallery. His attack is mindnumbingly simple. He will stand on that platform all day and spray fire at you with his Auger.

If you stay behind the barrier where you begin, it will shield you from the Auger's usual piercing ability. The barrier can be destroyed though, so watch it during the course of the battle. An alternate strategy or one to use when the barrier is destroyed is to just stay at a good range and strafe from his shots. You'd be surprised how easy it is to avoid most of them because they aren't often very dead on.

Before you even get to attacking Mallery, take out the Assault Drone with your Chaingun. What also makes this fight easy are the tons of ammo and health pick-ups mostly to your left and near the column.

When it finally comes to Mallery, you can't hurt him with his shield up so just wait it out. When it fades, let loose with anything you want. Your Razor is a great candidate, as is your own Auger or the Chaingun. Of course, when you take his life bar down to nothing, that isn't the end of the fight. It only stuns

Mallery, and that will buy you valuable time.

Once Mallery is stunned, run for one of the three switches in front of you. Interact with one and hammer the X button to operate it. This raises one section of the ramp that you need to get on to reach Mallery. Fall back at this point and prepare to do it all over again.

Two drones appear this time. Again, try and shield yourself with the Auger or Chaingun and fire back with those guns. This can be valuable too against Mallery if you have trouble for some reason, dodging his attacks. Remember also all the goodies on your left. Attack again when Mallery is vulnerable and bring his health down. Throw another switch at that point.

With the earlier barrier likely destroyed, you should go with your Chaingun and shield combo to fend off the three Assault Drones. If necessary, you can get close and use the Schrotflinte to easily defeat them but try to avoid doing this unless one or two are already defeated.

For Mallery, just strafe from his shots and fire back when his shield is down. Mix things up if you have to. Rifle Grenades work well if you shoot them right at him. Drop his health and activate the last switch.

At this point, you are free to run up to get him, but Mallery will still be shooting at you if you do that and as you get closer, it's more likely you'll be hit. All you need to do is get close to him and hit the Interact button to finish the fight. It's easier if you take the time to deplete his health one last time. If you decide to risk it and do it without taking down his health, you'll get a Skill Point out of it.

ANGELS

-Stage: Chrysalis Lair 03

-Attacks: Mist attacks

-Strategy: You've fought an Angel before. No sweat, right? How about two at the same time? Hmmmmmm. Your fighting arena here consists of just two walkways that intersect each other perpendicularly. The one leading toward the middle of the chamber has a rounded platform where you can find some LAARK ammo, among other things.

The LAARK of course, will be an important tool in vanquishing these beasts. Remember to use the alternate fire should you miss and redirect your missiles. The Angels will move around and attack with their Mist. You are familiar with this attack by now. The best idea is to keep moving down the walkway, particularly the central one, going toward and away from the center. Since they will frequently disappear underneath the platform and out of sight, you can use the opportunity to fire on the other Angel. Refill both ammo and health when necessary.

MOTHER

-Stage: Chrysalis Lair 03

-Attacks: Siren blast, Vacuum-Bite combo (instant kill)

-Strategy: This is an underwater boss fight. Thankfully, you don't have to worry about breathing so just get accustomed to the movement and all that. The boss is big and a bit intimidating, but it is really easy to defeat. It has the same attack that all the other Sirens have, and you can easily dodge this by moving consistently to the left or right. If you're locked on, you can simply fire back with your Razor or Auger-FS while doing so to gradually hurt it.

The one thing you need to watch out for is when it begins to suck in the water which pulls you closer to it. It will attempt to swat you with its arm and you're presented with a button prompt right before that. The button will be random so be ready and react quickly. Get it right and you'll dodge the attack. Miss it and you'll be seeing the boss's insides pretty soon, as well as a game over screen. It will do this attack a few times, but you can prevent it from doing it more by finishing it quickly.

Your main strategy should be to keep your distance and strafe to the left or right, dodging its shots and firing back with the Razor or Auger-FS. You can find additional ammo and especially health on the platforms below so swim over there when you need either. It should go down pretty easily though.

THE CHRYSALIS

-Stage: Chrysalis Lair 04

-Attacks: Energy attack, Electric beam

-Strategy: This foe is big but not as tough as you might think. It will just take some time to wear it down. It utilizes a shield which can only be disabled normally by activating one of the switches around the perimeter of the platform you start on. The switches activate at certain intervals so they can't always be used immediately. The other way is to use the Longbow, if you were fortunate enough to acquire it. This works on the beast's shield just as well.

At the outset, focus on moving; it really won't matter which direction. Just keep running so you can avoid her initial attacks. Wait for a switch to activate (look for the Interaction symbol) and hurry over to it. Turn it on to blow her shield off. Now you're free to attack her with whatever you please. Your Razor is always a great choice though.

You need to repeat this process again until the boss goes down, so it's pretty simple. You can find ammo around the towers where the switches are and there are plenty of Health Capsules laying about too. You can even wait for more than one switch to activate, but perhaps waiting isn't really a good idea.

Before you get the chance to eventually activate another switch, the boss will drop out and drones will attack in its place. Take advantage of the distance and use your Razor to destroy most of them. The closer they get, the more of a threat they become. Defeat them, then make your way to the switch that is by now, hopefully active.

The boss will likely introduce a new attack and it's a doozy. It's an electrical bolt that sweeps around the arena and chases you. Turn the camera so that it's behind Grayson and just take off running. Keep moving and don't stop. The attack will eventually subside. If the boss begins charging this attack

when you reach a switch, feel free to take the risk before it launches it.

When you drop the shield, the boss will not simply take it. It will fight back with its attacks, including that bolt move so be ready. Get a good angle and try to attack while running. You'll end up depleting more of its health without too much trouble. It'll summon more drones when its shield goes back up so be ready to fend them off. If you have the Longbow, it works wonders.

Repeat this process again to do more damage to the boss. Grab health when necessary. You can also locate some Razor ammo near one of the switches. The boss will next summon two Titans. Here is where it can get tough. If you're fortunate enough to be far away from them, you have an advantage. The Longbow again works brilliantly against them, but at a distance, you can use the Fareye with slow-mo to soften them up, then add in some LAARK rounds, and finally either your Auger-FS or Chaingun (using the shield for both). If you're close, try your best to kill the first one as quickly as possible. For this purpose, go with your Auger-FS and shield. Switch to LAARK rounds or your Chaingun for the other, and use the towers where the switches are as cover.

When the boss returns, this should be the last go-around so make it count. Make a run for the next active switch and turn it on to drop the shield again. Unleash hell on her and that will end the fight and the game.

|>Intel Locations<|
'-----'

Here you can find the listings of every single piece of Intel in the game. For the sake of organization and ease, I will be listing the Intel by the series first. After that, they will be listed in the order found. So please take note that this does not all of the Intels in exact order, only ones in a specific series at a time.

RETRIBUTION INTEL

Name: The Futile Defense

Chapter: Rotterdam

Area: 01

Location: After you push the cabinet down, follow Bouchard down the stairs. When you land, turn around. In the corner there you should see it on the ground.

Name: Pass Me the Scalpel

Chapter: Rotterdam

Area: 02

Location: After you turn the valve to raise the water, return to the sewer. Turn right and go straight down to the end without making any other turns. At the bottom of the tunnel you can swim down to this.

Name: My Brother's Ghost

Chapter: Rotterdam

Area: 02

Location: When you come to the inside of the facility, you'll eventually climb through a tube and wind up in a new room. In here, some Chimera should attack from a walkway above you, as well as drones. After that, there should be a ramp in front of you leading to the walkway. To the left of the walkway is a glass wall and an explosive device on the other side. Toss a Frag Grenade through the opening to set off the device. It destroys the wall and lets you reach this on

the other side.

Name: The Chimera Drone On

Chapter: Rotterdam

Area: 02

Location: In the same area as the above Intel, when you get the power on, you have to exit through a doorway (Boilers will come out of this doorway). Right next to this door there is a pipe along the floor. Enter from the side near the door and crawl through to find this.

Name: Never Shrink From a Fight

Chapter: Rotterdam

Area: 04

Location: When you start the level, turn around and retreat down the beach to the water. You should see a black boat that was used during the cutscene. On the edge of this boat you'll find this one.

Name: A Drain on our Resources

Chapter: Bonn

Area: 01

Location: Go through the level until you find a Hybrid inside one of the buildings that runs away. It should lead you to a whole group of them. Kill them, then cross a beam to a barricade. Tear down the barricade and then enter and drop down into the next room. When you drop down, turn around and you can find this.

Name: Iron Horse

Chapter: Bonn

Area: 02

Location: Inside the very large chamber with the walkways where you locate the Auger, find one of the platforms right next to a large walled off area. Get on this platform and you can drop into the walled off area from here to find this.

Name: The Fallen Are Not Forgotten

Chapter: Bonn

Area: 03

Location: In the chamber with the circular walkways. You have to take a lift up to a new floor. Fight your way to another switch and another lift, but do not activate it. Go past it and you should find a narrow beam to cross. On the other side is a soldier's body and this right next to it.

Name: Cold as Ice

Chapter: Bonn

Area: 04

Location: Fight the enemies in the initial room, then cross over to the other side. The exit to this room will be on your left. Right across from it is a glass window. On the other side is an explosive device. Shoot through the wall with the Auger to set it off and blow the wall open. Head through and turn right. You should find this in the corridor.

Name: Boot Laces and Bubble Gum

Chapter: Construction Zone

Area: 02

Location: At one point in the stage, you'll have to cross a lava river by taking a series of moving platforms across. When you take the second lift, turn around and look for some Worker Drones. Shoot one with your Auger and it should malfunction, activating a nearby console that pulls the platform toward a new area. Get off and find the metal beam sticking out. Claim this on top of it.

Name: Up is Down, Down is Up

Chapter: Construction Zone

Area: 03

Location: Not too far into the stage, you'll come to a large canyon where some drones scatter as some Titans attack you. After you defeat them, look for the large tunnel dug into the ground on your left. Enter it and just before some green gas you'll find this.

Name: Burn Before Reading

Chapter: Luxembourg

Area: 01

Location: Towards the end of the level, you'll go through a little underground corridor where Leapers attack you. Move forward and to the right of the stairs leading up, there is a room. Enter and follow this to a second room where this can be found in an alcove.

Name: Guinea Pig

Chapter: Luxembourg

Area: 02

Location: Follow Parker into the room where she tries to get the power back on. Turn right from the entrance of this room and find the metal cart. Push it by interacting and you can then climb the boxes and objects here to get on the other side. Find the bed to find this one.

Name: Sky High Treason

Chapter: Luxembourg

Area: 02

Location: After you crawl through a duct in the wall, you'll come into a room with a few Hybrids. Defeat them, then turn left out into the next hall. A lot of Boilers attack. Patiently defeat all of them and then go down to this corner and turn left. You'll come to a fork. Go left (continuing down the hallway) and you'll reach a dead end with some objects and junk. Among them, you'll find this.

Name: Blood of the Fallen

Chapter: Luxembourg

Area: 04

Location: After you fight the Titan, go down the corridors until you start seeing enemies on the walkways above the trench. Eventually you should run into a VTOL with its propeller in the way. Shoot the engine to freeze it. Go just a little farther and look for an opening to your left. Enter and you can go inside the VTOL to find this.

Name: 120 Men

Chapter: Paris Catacombs

Area: 02

Location: After the scene with Mallery, you'll climb up into an area with Assault Drones and then Slipskulls. Defeat them all and then proceed to a staircase. Ignore it and go around it to the right. Jump a gap to reach the far cave wall. Stand on the left of a rock here and push it out of the way. Enter this secret area to find this.

Name: Scars of Youth

Chapter: Paris Catacombs

Area: 03

Location: After dealing with the Titan, you drop down to the lower area and encounter some Assault Drones emerging from the water. Dive into the water and go left around the broken bridge. Down in a small niche, you should find a gargoyle statue under the water. Right in front of it, you'll find this.

Name: Revolution, Post-Mortem

Chapter: Chrysalis Lair

Area: 02

Location: After the first swimming sequence, you should pop up in an area with some Boilers, Steelheads, and a Titan. Defeat them all and go forward to fight a few more Boilers. Turn right and go around the rock on your right. Find some Storm Rifle Alt. ammo. Keep going and you'll find this behind a wired fence.

Name: Tracking Mallery

Chapter: Chrysalis Lair

Area: 02

Location: During the boss fight with Mallery, find this under the platform he is standing on.

CLOVEN LORE INTEL

Name: The Inhuman Doll

Chapter: Rotterdam

Area: 01

Location: Get to the area where the soldier has his neck broken by a Hybrid. Defeat them first. Turn to your right now. To the right of the fireplace is a trunk. Climb onto this, and then you can climb through an opening in the wall. In here you'll find this, among other things.

Name: The Last Days of Pompeii

Chapter: Rotterdam

Area: 02

Location: After the Leaper attack, turn the valve to raise the water. Turn around and return to the sewer. Enter and turn right. Don't move too far and instead, look up for an opening in the ceiling. Let the water lift you up and you can climb out here. You can find this here.

Name: Killing the Exodus

Chapter: Rotterdam

Area: 04

Location: When you start the level, turn around and head back toward the beach. To the right of the black boat there is a small niche with this guarded by a pop-up mine.

Name: Down the Volga

Chapter: Bonn

Area: 01

Location: In the sewers, right before the last Leaper attack, stand near the Schrotflinte ammo pick-up. Look along this corridor for the small openings at the bottom of the walls. One on the left can be crawled through. Find this on the other end.

Name: Signs Below

Chapter: Bonn

Area: 02

Location: At the start of the level, go forward and some drones should attack. To the left of the doorway, in the corner, you can find this.

Name: Deep Images

Chapter: Bonn

Area: 03

Location: This one is in that area with the circular walkways around the tower in the center. Wait until you've taken two lifts up. After the second lift, turn left and you'll find this in the corner, just near a symbol on the wall.

Name: Chew on This

Chapter: Bonn

Area: 04

Location: In one corridor toward the end of the stage, a bunch of Boilers and a Titan will attack you. Defeat them all. On the other side, ignore the exit, and instead find the other glass window with another explosive device behind it. Shoot through the wall with your Auger and you'll be able to enter and find this in the corner.

Name: Leben Geist

Chapter: Construction Zone

Area: 02

Location: On a high up ledge, you'll reach a turret. Use this turret to gun down Hybrids and a Titan around the outpost. When they're dead, get down there and go left around the entire outpost to find a jeep on the other side. Near a body, you should find this.

Name: Secrets and Passageways

Chapter: Construction Zone

Area: 02

Location: After riding the platforms, you'll deal with some drones and then eventually reach another outpost. Fend off the inhabitants. You can go around this outpost like the one earlier. Behind is a digging machine and a patch of lava. With more than half health, you can run across and grab the Intel. With full health, you might be able to grab it and make it back. You won't lose the Intel if you die.

Name: The Flesh Eaters

Chapter: Construction Zone

Area: 03

Location: Enter the large canyon where the drones will fly away and two Titans close in on you. Defeat them, then move forward. In the top left corner is a fenced off area with some digging machine working. Shoot the explosive white orb device inside and that stops the device. Now walk around to the right to enter this area and find this on the ground.

Name: Living the Angry Night

Chapter: Luxembourg

Area: 01

Location: From the start, you and Cartwright will charge down the corridor, defeating numerous Hybrids and a Brute. At the end, fight two more Hybrids and turn left to find the doors that need to be sealed. Instead of sealing them, step through and enter the corridor. On the left you'll find this.

Name: Malikov's Legacy

Chapter: Luxembourg

Area: 03

Location: Follow Bouchard up the ladder. As soon as you climb up, look on the wall in front of you for a pipe. Grab on and shimmy over to the left and drop down. Over here you should easily find this.

Name: Torture and Madness

Chapter: Luxembourg

Area: 03

Location: When handed the serum, go down the adjacent corridor. Turn the corner and it leads to a dead end where you can place the vial in. Don't do that. Locate the blackboard on the wall. To the left of it is a crate you can push. Push it to reveal a crawlspace. Go on through and find a secret room with a large cage. Open the door and find this inside.

Name: In Their Wake

Chapter: Luxembourg

Area: 04

Location: After you are finished using the turret to defend the VTOL, fend off several Assault Drones from inside the bunker. When they're destroyed, step out into the trench, but turn around so you can see the roof of the bunker. A Cloven will be there. Shoot it down immediately and it will fall. Search the area around its body to find this.

Name: They Taste of Death

Chapter: Paris Catacombs

Area: 01

Location: At the end of the level, you'll come to a chamber with a campfire and numerous waves of enemies ranging from Assault Drones to Leapers. When you drop down and finish off most of them, a Brute knocks down a gate and approaches you. Defeat it. Opposite of that gateway is a doorway leading to a ramp that takes you to a locked door. In the corner, amongst some bones, you'll find this.

Name: Smoked Ham

Chapter: Paris Catacombs

Area: 02

Location: Early in the level, you'll be attacked by a Cloven. After defeating him, find a crawlspace on your left. Enter and defeat the enemies inside. On the wall opposite the crawlspace, on the left side, you should find some ledges to climb up. Climb all the way up, defeat the Hybrids, and you can reach a high platform where you'll find this.

Name: Four Leaf Cloven

Chapter: Paris Catacombs

Area: 03

Location: You'll enter a cave like area where you'll be swarmed by a ton of drones. Defeat them and then go left along the cliff to find an elevator with more enemies. Finish them off, then go past the elevator and along the adjacent cliff. Look down for a ledge below the cliff to drop down to. Drop down to the next ledge and you can crawl through an opening in the wall. Inside you'll find this on the right.

Name: Unarmed and Deadly

Chapter: Paris Catacombs

Area: 03

Location: When you ride that lift, you get a scene. After it's over, turn around. Wait for the elevator to go down far enough and you should see along the shaft wall, an open area. Run over to it before the elevator passes it. Enter and you'll find this inside. If you pass it, just intentionally die and you'll start back on the elevator.

Name: Tender Meat

Chapter: Paris Catacombs

Area: 04

Location: After you depart the Burrower tunnel, rush into the next room. Without wasting any time, find the two Cloven and shoot them immediately. Now, deal with a few Chimera and find the dead body in the corner near some coffins. If you prevented the Cloven from reaching it, you'll find this near the body's head.

Name: Cloven Love Their Children, Too

Chapter: Chrysalis Lair

Area: 02

Location: You'll come to a turret and have to use it to defeat some Hybrids and Assault Drones. Once they're down, activate the switch to open another hole in the ice. Dive in and find near you, some rocky columns under the water. Behind these columns on the floor, you should find this.

SECRETS OF THE MAQUIS INTEL

Name: From the Mouths of Babies

Chapter: Rotterdam

Area: 01

Location: As soon as the game begins and you obtain control over Grayson, bolt into the room to your left. In the corner you should see a fire brewing. In front of the window you will find this. If you wait too long, the fire will consume it. Restart if that happens.

Name: Toaster Shortage

Chapter: Rotterdam

Area: 02

Location: After you raise the water in the Leaper area, climb onto the wooden platform. To the right of the gateway, there are some containers you can climb. Climb even further up from there and you can drop down to an area on the other side and find this.

Name: Radio-Free Rotterdam

Chapter: Rotterdam

Area: 04

Location: When you reach the top of the tower and are reunited with Mallery, help him disable some of the power cells. Eventually, some Hybrids will appear out of a doorway. To the right of that doorway is a corner (where Boilers inevitably appear). In that corner you'll find this.

Name: Frozen Assets

Chapter: Bonn

Area: 01

Location: Not too far into the level, you'll come to a few rooms with many pop-up mines. Just around there, you should see a desk in front of a really large safe. If you approach the safe's door (on the left), you can open it up. Inside, you'll find this.

Name: The Scorched Earth

Chapter: Bonn

Area: 01

Location: You'll cross a bridge from one building to another. There should be a staircase in front of you, and a dresser on your right. Climb onto the dresser and then climb onto the ledge here too. Shimmy over while hanging and you can climb up to a platform above and find this.

Name: The Last Reich

Chapter: Bonn

Area: 01

Location: Fight some drones and a Hybrid, then cross another bridge to the next building. Hop out the window and there should be a Chimera gateway on your right. To your left however, is a crawlspace in the corner. Enter and you'll find this in a small safe in the secret room.

Name: Mallery's Lunch

Chapter: Bonn

Area: 02

Location: When you start the level, turn around. You should see the lift that was used during the cutscene. A console switch is on a column. Go behind the switch and you'll find this.

Name: The Nights Go By

Chapter: Bonn

Area: 03

Location: You'll eventually come to a large chamber where you have to throw an underwater lever to raise the water level. Defeat the Sirens and then climb out onto the platform where two Hybrids attack. Behind them is a gateway you can enter. Inside you'll find a body as well as this on the ground.

Name: Bouchard's Necklace

Chapter: Bonn

Area: 04

Location: To find this one, you have to follow the same requirements as the Retribution Intel: Cold as Ice. To recap, in the first area of the game, you'll defeat some enemies, then cross over to the other side of the room. To the left is the exit. Across from that is a glass window with an explosive device behind it. Use your Auger to hit it and blow the glass. Inside, you'll find the Cold as Ice Intel. Behind it though, is a silver gateway. Approach it and it opens. In here, you'll find this one.

Name: Tricon Rail Line

Chapter: Construction Zone

Area: 02

Location: Early in the stage, you should be in a canyon area where some Hybrids attack. On your left should be a digging machine, scraping away at the ground. Above it is a white explosive device. Shoot it to stop the machine. On the wall now to your left is a piece of scrap that you can lift. Underneath it, you will find this.

Name: UED Field Report

Chapter: Construction Zone

Area: 03

Location: You'll come to an area where a lava river separates you from a bunch of Hybrids. They'll shoot at you from their side. Defeat them, then turn around and search in the corner for a red and white object. It happens to be a pigeon. Search right near it for this.

Name: Beg, Borrow, but Mostly Steal

Chapter: Luxembourg

Area: 01

Location: Go all the way through until you reach a room where two Maquis soldiers get blown up. Go down and around this room until you find a ladder. Behind the ladder should be a hell lot of fire. If you go just behind the ladder, without getting too close, you can climb onto a machine. Stay to the right still, away from the fire and open a cabinet here to find this.

Name: The Rack

Chapter: Luxembourg

Area: 02

Location: Go through until you enter a room where you are automatically attacked by a Leaper. Throw it off, then crush the rest of the little buggers. Inside the room they were guarding, in the top right corner behind a bunk bed is a rack. On the bottom end, you'll spot this.

Name: The Lowest Depths

Chapter: Luxembourg

Area: 04

Location: Turn around at the start of the level and walk through the open door. On your right you should see this one easily.

Name: Out of God's Hands

Chapter: Luxembourg

Area: 04

Location: Enter the first bunker. On your left is a ramp and at the top, two Hybrids attack. Defeat them, then look on the right wall for a crate. Stand to the left and you can push it out of the way. This lets you enter the secret room. On your right, you can find this.

Name: Draco's Dog-Tags

Chapter: Paris Catacombs

Area: 01

Location: After you clear out the first area of enemies, approach the gate with Mallery. Grab the chain but do NOT pull it. Let go immediately and turn around. On the opposite wall, a new doorway will have opened. Enter and you can find this inside.

Name: If You Hear the Cloven

Chapter: Paris Catacombs

Area: 04

Location: When you reach the end of the Burrower tunnel at the start of the stage, drop down and enter the next area. On your right is a dead end with some Chaingun ammo. To the left of the Chaingun ammo, there is a grate in the floor. Stand on the left side of this (exact position might need some trial and error) and you can find a spot to lift the grate and pull it out. Enter the area revealed and you can find this.

Name: Red Crumbs

Chapter: Paris Catacombs

Area: 04

Location: Go into the large chamber where you have to rotate platforms to connect bridges. Keep going until you reach an area where you are under fire from Hybrids ahead of you, and a Brute on your left. Defeat them, then go to the next tower. Ignore the switch and find a narrow beam extending from here to a ledge. Head over here and find this on the left.

Name: Cold Feet

Chapter: Chrysalis Lair

Area: 02

Location: Operate the first switch to open the first hole in the ice for your first chilly plunge. Defeat the Steelheads guarding it, but don't dive in yet. Head back toward the start and look for a fenced off area to your left. Look inside and you'll see another machine. Underneath the ice is one of those white explosive orbs. Shoot it with your Auger and set it off to blow a hole in the ice. Now return to the first hole and dive in. Swim past the first one on your left and surface at the second one. Climb out and you can find this around here.

INFECTED INTEL

(Note: You can find these Intel ONLY if you're playing in Infected Mode!)

Name: Are We Soldiers or Archeologists?

Chapter: Rotterdam

Area: 01

Location: After giving Cartwright sniper cover, meet up with him on the street.

The first Hybrids you meet will come from the balcony and a doorway. Enter that doorway afterward and turn left to find this.

Name: 'Strange' is a Relative Term

Chapter: Rotterdam

Area: 02

Location: After flooding the sewers following the Leaper attack, go back to the entrance. Turn right and enter the sewers, then turn left. Head all the way down and turn left again. Find a hole in the ceiling to climb up. In this room you will find this.

Name: Yanks aren't Talking

Chapter: Rotterdam

Area: 03

Location: At the dock, after defeating all three Titans, look for a bunch of boxes and containers on the left side. Climb up the yellow container, then onto a ledge. Grab a pipe on the wall here and shimmy over. Drop down, grab another pipe, shimmy even further to the left and drop down once again. This one should be right nearby.

Name: The Yanks' Dirty Work

Chapter: Rotterdam

Area: 04

Location: At the start of the level, Mallery should be standing near a black object in the sand. Go around this object and you should find this.

Name: Too Big to Carry

Chapter: Bonn

Area: 01

Location: Right when the level begins, turn around. Go around the obstruction and on the other side, you can find this.

Name: We're Not Alone

Chapter: Bonn

Area: 02

Location: At the start of the level, turn around and find the elevator. On Infected Mode, the switch is lit green and can be used. Take it down a little and look for a window on the left. Approach it and you can grab this.

Name: Alien Erosion

Chapter: Bonn

Area: 02

Location: After passing through the first door, you'll be at the bottom of a ramp. Several enemies will attack you from ahead. When you're done, go to the left toward the edge of this platform. You should automatically hang over the edge. Drop down to this secret area below and find this on the ground.

Name: Sirens or Furies?

Chapter: Bonn

Area: 03

Location: Enter the chamber where you must throw the underwater switch. Defeat the Furies and then dive underwater. Look for the gateway at the very bottom and approach it. It'll open. Pass through and enter another doorway to reach a tube. Swim down this tube and you'll eventually come to a dead Siren. Below its body, you'll find this.

Name: Power of the Atom

Chapter: Bonn

Area: 04

Location: You'll eventually have to go underwater where you'll encounter two

Sirens. Defeat them, then enter the little alcove on the left where they emerged from. Inside is a door that will open. Inside there is a hidden room where you can find this.

Name: Screaming Roger Cosby

Chapter: Construction Zone

Area: 02

Location: You'll have to eventually man a turret near a Chimera outpost. The enemies guarding the outpost are mostly Hybrids and a Titan. Defeat them, then head down there. Go around the left side of the outpost to the back. You'll find a jeep on its side, plus this. It's the same location as the Leben Geist Cloven Lore Intel.

Name: Buried Secrets

Chapter: Construction Zone

Area: 03

Location: In the canyon where you fight the two Titans, look for the tunnel to your left. Enter. Just past the location of the Up is Down, Down is Up Intel, you'll hit some green gas. Pass through it and on the other side, find this.

Name: A Stink That Just Won't Quit

Chapter: Luxembourg

Area: 01

Location: Go down the Burrower tunnel until you reach an area to drop into that holds the Chaingun. A Hybrid attacks from the other side. Defeat him, then climb up to that ledge he came from. Amongst the rocks here, you should find this.

Name: Gray Skies

Chapter: Luxembourg

Area: 01

Location: Play through the whole level until you reach the hangar with the VTOL's. After the scene, turn around and find a ledge next to one of the VTOL's with a rolling staircase. Stand in front of the staircase and you can push it closer to the ledge. Take it up to a weird machine. Next to it, you should find this.

Name: Chink in the Armor

Chapter: Luxembourg

Area: 01

Location: See the above Intel for the previous location. On the same ledge, turn left and find a crate just below the platform. Stand near it to grab this.

Name: Wild Kingdom

Chapter: Luxembourg

Area: 02

Location: At one point in the level, you'll have to fight your way down several stories on the stairs. You'll encounter a lot of Slipskulls, a few Hybrids, and Boilers. Reach the very bottom where water is pouring into a Burrower hole. Jump in and dive down to find this.

Name: Super Sub-Human

Chapter: Luxembourg

Area: 04

Location: After protecting the VTOL, go into the trench until you find a few Hybrids and an armored Titan. Defeat it, then go around the pile of crates and boxes to the other side. Don't enter the next trench though. Turn around and face those boxes. There should be a small space to crawl through. Enter and find this inside.

Frequently Asked Questions [fak4u]

1) When does this game take place in the Resistance story?

A) It follows Resistance: Fall of Man and precedes Resistance 2

2) What kind of PSP do I need to play Plus Mode on my TV?

A) You need a Slim or a 3000 series PSP

3) How does Infected Mode work? Does it remain if I save the game? How do I get rid of it?

A) Infected Mode cannot be permanently "saved". Once you turn off the game, it is removed. You have to reinfect the game again to get it back.

4) Where are the Intel located?

A) I've pointed out the locations in the walkthrough. As the guide is still in its early stages, more locations will be pointed out, and a section dedicated to Intel will be made.

5) I looked in an area where you said an Intel was, but I didn't find it. What gives?

A) First off, make sure it's not an Infected Intel. You can only get Infected Intel in INFECTED MODE. Read more about that in the appropriate section. If it's not Infected, make sure you don't already have it. Check your Intel on the pause menu. Remember that if you die, you don't have to get an Intel again; it's already saved. Finally, my descriptions aren't perfect, but I try my best.

6) If I replay a level just to get missing Intel, can I grab the Intel and then hit Quit?

A) Yes. Grab the Intel and it's automatically saved permanently. You can abort the level after that. The game will save once you quit and you're good to go. Don't grab the Intel and turn off your PSP!

Credits/Special Thanks

I always have trouble with this...

-GameFAQs for always being a great place, hosting this, and allowing it to be shared with other gamers

-My friend Mike for encouraging me to pick up the game, as well as listening to me bitch and moan about dying like 15 times on the Catacombs

-Sony Bend for making a worthwhile PSP game and Insomniac for the Resistance franchise. I don't consider myself a huge fan of the Resistance series, although I do own and enjoy the games. This game was a huge installment for PSP fans though, in my opinion

-<http://www.patorjk.com/software/taag/> for minor ASCII help

Contact Info

Should you need to contact me for any reason, whether it be to ask a question or submit something to me, I have listed my e-mail address below. Please try and follow these two rules regarding e-mails and I'd be very appreciative.

First, simply try and put something in your subject line that instantly tells

me this mail is about this particular game. "Resistance guide" or "Retribution" or something like that would be very helpful.

Secondly, and this is just an annoying policy of mine, is that if you are looking to submit some sort of tip or strategy, please, please leave me with some sort of username or alias you go by. Never leave me with just your real name or your e-mail address because I choose not to disclose them in my guides. I will notify you if you have not left me a screenname, and if you don't get back to me, I will not use your submission. That's just the way it is. I'm not sure how many I would expect for this game, but this is just a pretty simple rule to follow.

E-Mail: veritas7ax@gmail.com

Legal Ruckus

This guide is solely my creation and therefore I own all the rights to it. Please do not steal my guide and pass it off as your own. Do not host it on your site without permission. Do not change the information listed in this guide. The following sites have been approved to host this:

www.gamefaqs.com
www.supercheats.com
www.gamesradar.com
www.cheatplanet.com
www.neoseeker.com

That's all. Good night!