

## **Mission Objective:**

Help the marines dislodge the Covenant of their foothold in New Mombasa

**Setting:** New Mombasa

**Time:** Day

## **Events: See Included Map for Details**

**Map Instructions:** The included map has been created in Adobe Illustrator CS2. Adobe Illustrator utilizes vector-based graphics so that the objects created can be rescaled to any size without losing resolution. The map was created using a scale of 1/10<sup>th</sup> of a centimeter = 1 meter. The reader of the map should zoom in closely to appropriately view the layout of the map and the objects on the map. The map's Key is included on the left side to help the reader decipher the content of the map.

### **Start Event:**

The level begins with the player in the troop transport hold of a flying Pelican. A marine is laying down a constant stream of covering fire through the use of the turret at the tail of the Pelican. Covenant plasma weapon fire can be seen streaking all around the Pelican. The Pelican circles a clearing showing the player a panoramic view of the battleground. This section of the city is completely ruined. The open courtyard is riddled with debris and wreckage. The building ahead lies ruined and is crawling with Covenant forces. A group of three marines on the ground are pinned down by Covenant fire. The Pelican hovers low enough for the marines and the Master Chief to jump out of the transport hold. Once the troops are offloaded the Pelican begins to liftoff. This is where the mission officially begins.

**Event 1:** While ascending, the Pelican lays into a pair of Hunters with its 70mm cannon before turning around to leave. Despite taking cover behind their shields, one of the Hunters is killed. The surviving Hunter lets loose a battlecry before returning fire at the departing Pelican with its fuel rod cannon. If the player and the marines are able to kill the surviving Hunter before it can fire off its weapon, the Pelican will be able to depart safely; otherwise the damaged Pelican can be seen crashing off in the distance.

The vehicles that the marines came in on are destroyed, but they provide cover. The player, along with the marines, must capture the ruined building in front of them on foot.

**Event 2:** Once the player has captured the building, the player and any surviving marines must repulse a counterattack from Covenant ground forces, one Wraith and two Ghosts in Wave 1 and three Phantom dropships and their fresh troops in Wave 2. See Task #3 for more details.

**Event 3:** Two Pelicans drop off a pair of warthogs and a group of four marines after the counterattack staged by the Covenant is repulsed and a clearing can be made for the Pelicans. The player may proceed either in the Warthog or on foot.

**Event 4:** In this arena setup, the players must defeat the entrenched defenses of the Covenant force. Roadblocks prevent the player from advancing.

**Event 5:** After the Covenant forces are defeated; two Hunters break through the roadblock. This new threat for the player also produces an exit to allow the player to advance. The player may choose to defeat the Hunters on foot, in a Warthog or in a captured Covenant Wraith or Ghost. The opening in the roadblock is not large enough for the player to fit a vehicle through. The player must proceed on foot.

**Event 6:** The player may advance through this area with the aid of stealth to gain the initiative, as the Covenant defenders of this area are as yet unaware of the player. The observant player here will see the MagLev Commuter Train race by overhead.

**Event 7:** The roadway is blocked off by debris. The player must move around the debris that is splitting the road in half.

**Event 8:** The player enters into a back alley.

**Event 9:** At the end of the alley is the entrance to a building. Parts of the building are burning, it has smoke filled corridors, collapsed ceilings and the rooms have no or only flickering light.

**Event 10:** Making their way through the building the player reaches another alley. Around the corner in the parking lot are two Warthogs and four marines. The parking lot exits out to a roadway. The player may choose to hop aboard one of the Warthogs or continue on foot. A short distance down the road the player will encounter a pair of Shadows.

**Event 11:** Upon entering in this large arena the player is given a cut scene.

*Cut Scene:*

*A Scarab lumbers through the MagLev Commuter track destroying a large segment of the track. Toppled trees mark its path. Moments later a Commuter traveling along the rail slams on its brakes, but it is too late. It plummets through the missing segment crashing in spectacular fashion to the ground.*

*The Scarab continues to move a few more steps and stops. It tilts its head down and begins to fire its plasma cannon directly into the ground.*

*Cortana - "The Scarab is drilling for something."*

*Two remotely controlled Covenant air defense guns turn and train their guns in the direction of a pair of incoming Longsword heavy interceptors.*

*Pilots of Longsword - "Longswords on route to bag a Scarab."*

*The air defense guns open fire on the Longswords destroying one of the two Longswords and badly crippling the other before it has a chance to turnaround and escape outside of the range of the Covenant guns.*

*Cortana - "Chief, you are going to have to take the Covenant's air defense grid down before the Longswords can deal with that Scarab. I've located the control room. Follow the Nav point and neutralize those guns."*

**Objective:**

Neutralize Covenant Air Defenses

See Task #3 for a more in-depth description of Event 11.

**Event 12:** Ground level entrance into the building housing the Covenant's Air Defense Control Room. The entrance to the building is too small for vehicles, so the player must proceed on foot. The player must battle through the lobby of this building and reach the second floor.

**Event 13:** The ultimate mission objective: The Covenant's Air Defense Control Room. This room features tight quarters, up-close and personal fighting against Covenant Elites stationed at their posts. If the player is careful they may be able to sneak into the room unseen and gain the initiative.

**Conclusion:**

If the player followed the HUD navigation point to the Covenant Air Defense Control Room and defeated the Covenant forces stationed there then:

*Cut Scene:*

*A pair of Longswords dodge the Scarab's main cannon and bomb the hell out of it.  
Fade to White*

If the player boards the Scarab with the use of the Banshee then:

*Cut Scene:*

*Cortana - "Good work on the Scarab, we still need to neutralize the Covenant Air Defense."*

*The Master Chief operating the Scarab turns the head-mounted plasma cannon to face the building housing the control room. A huge plasma blast emits from the cannon and levels the building housing the Covenant Air Defense Control Room.*

*Master Chief - "Done."*

*Fade to White*

See below for more details.

## **Event 2 Detail Description: See Included Map**

### **Objective:**

Repulse the Covenant Counter Attack

### **Level Starting Weapons:**

Battle Rifle, SMG and Fragmentation Grenades

If any Marines survived from the first encounter they will be armed with the following:

Marine 1: SMG

Marine 2: SMG

Marine 3: SMG

Marine 4: Battle Rifle

Marine 5: Battle Rifle

Marine 6: Shotgun

Marine 7: Sniper Rifle

### **Weapons Found:**

Pistol

Rocket Launcher

Plasma Pistol (Off Dead Covenant)

Plasma Rifle (Off Dead Covenant)

Plasma Grenades (Off Dead Covenant)

Needler (Off Dead Covenant)

Carbine (Off Dead Elites)

Sword (Off Dead Elites)

Beam Rifle (Off Dead Jackals)

### **Enemies:**

#### Wave 1: On the ground

8 Grunts (Needler x2, Plasma Pistols x6, Plasma Grenade x8)

5 Jackals (Plasma Pistol x5, Shield x5)

4 Elites (Plasma Rifle (dual wield), Carbine x2, Sword x1)

2 Ghosts (2 Elite Pilots)

1 Wraith (1 Elite Pilot)

#### Wave 2: Via Three Phantom Dropships

Phantom 1:

2 Grunts (Needler x2, Plasma Grenade x2)

2 Jackals (Plasma Pistol x2, Shield x2)

2 Elites (Plasma Rifle, Carbine)

Phantom 2:

4 Grunts (Plasma Pistol x4, Plasma Grenade x4)

2 Jackals (Plasma Pistol x2, Shield x2)

2 Elites (Carbine x2)

### Phantom 3

4 Grunts (Plasma Pistol x2, Needler x2, Plasma Grenade x4)

2 Jackals (Plasma Pistol x2, Shield x2)

2 Elites (Sword x2)

#### Wave 1:

If the player stops inside of the building after they have captured it, the player will get a short respite from the action. The marines take up positions around the columns inside of the building. If any plasma turrets are unmanned, then a marine will take a position on the turret. If the player charges headlong into the group of Covenant stationed in the courtyard, the action will begin immediately. If the player waited, then after a short period of time the Covenant will charge the position. If any marines are still alive they will yell out. "Here they come!"

Grunts, Jackals and Elites rush towards the player. The Grunts and Jackals will advance and take up cover to attack the player. The sword wielding Elite will attempt to charge towards the player and marines. The Elites are not limited to using the ramp to enter into the building. The Elites are able to leap up to the building landing in empty spaces between the columns.

#### Wave 2: Triggered when the Wraith is destroyed or captured

Three Phantoms will drop off their Covenant cargo in the areas marked on the map. If the player has captured the Wraith, the Phantoms will linger on the scene until their three plasma cannons are destroyed, otherwise they will exit the scene after they have unloaded their passengers.

#### Player Responses:

The player has a number of options. The first option is to utilize the plasma turrets to defend their position. The turrets are particularly strong because of the lack of cover coming up the ramp. If the Covenant does manage to make it up the ramp, then the player can fall back into the building to take advantage of the cover provided in that space for some in-close combat. One of the marines at the start of the mission is armed with a shotgun. The player may trade for it or have recovered it from his corpse. The shotgun is well suited for the up-close combat afforded by the interior of the building. Another option is to join the surviving marines at the columns and use any of the assortments of medium range weapons to tackle the approaching enemies. The final option is to enter into the courtyard. There is a lot of cover in this area, however the enemy will surround the player. A rocket launcher is placed close by the destroyed tank and will prove very useful against the Wraith and the pair of Ghosts. By entering the courtyard the player may attempt to break through the line of Covenant forces and capture the Wraith or one of the Ghosts.

#### Event Conclusion:

After the player has defeated the enemies from Wave 2, Event 3 will be triggered.

## **Event 11: See Included Map**

### **Objective:**

Neutralize Covenant Air Defenses

### **Starting Weapons:**

The player could have any of the following:

Pistol

Plasma Rifle

Plasma Pistol

Carbine

SMG

Battle Rifle

Rocket Launcher

Plasma Grenades

Fragmentation Grenades

Sword

Sniper Rifle

Shotgun

Beam Rifle

Needler

The four marines that join the Master Chief in Event 10 are armed with the following:

Marine 1: Battle Rifle

Marine 2: Battle Rifle

Marine 3: Rocket Launcher

Marine 4: Sniper Rifle

### **Enemies:**

#### **On the ground**

23 Grunts (Needler x2, Plasma Pistols x6, Plasma Grenade x23)

16 Jackals (Plasma Pistol x12, Shield x12, Beam Rifle x4)

16 Elites (Plasma Rifle (dual wield) x2, Plasma Rifle x6, Carbine x6, Sword x2)(4 of these 16 Elites will be attempting to reach and board unpiloted Banshees)

6 Ghosts (6 Elite Pilots)

4 Wraiths (4 Elite Pilots)

16 Plasma Turrets (16 Grunts on Guns)

#### **On Board Scarab**

8 Grunts (Needler x2, Plasma Pistol x4, Fuel Rod Cannon x2)

4 Jackals (Plasma Pistol x4, Shield x4)

6 Elites (Plasma Rifle (dual wield) x2, Carbine x3, Sword x1)

After the cut scene, as described above, a navigation point is placed on the Master Chief's HUD indicating the location of the Covenant Air Defense Control Room.

Player Responses:

At this point the player may choose between being on foot or riding in the Warthog. Either way, four UNSC marines will accompany the player. After the aforementioned setup cut scene ends (see Event 11 above), there will be a group of four Elites that will attempt to make their way to the four grounded Banshees located northeast and southeast of the player's starting position. If the player manages to kill one of the four elites before they are able to board the Banshees, then the player may board and fly the Banshee to the Scarab and attempt to board it or fly it to the roof of the building housing the Covenant's Air Defense Control Room directly. If the player attempts to attack the Scarab directly, then the player will have to avoid and destroy the Scarab's top mounted rapid-fire cannon. The player does not need to worry about the Scarab's main cannon, as it is preoccupied with drilling a hole in the ground. The top mounted turret can be destroyed with three well-aimed fuel rod cannon shots from the Banshee. With the top mounted turret destroyed the player may freely perform strafing runs with the Banshee at the Scarab's Covenant forces. Four of the Elites aboard the Scarab will never leave the inner compartment of the Scarab. After the player boards and defeats the entire contingent of Covenant aboard the Scarab a cut scene will be triggered.

*Cut Scene:*

*Cortana – “Good work on the Scarab, we still need to neutralize the Covenant Air Defense.”*

*The Master Chief operating the Scarab turns the head-mounted plasma cannon to face the building housing the control room. A huge plasma blast emits from the cannon and levels the building housing the Air Defense Control Room.*

*Master Chief – “Done.”*

*Fade to White*

If the player chooses to land the Banshee on the roof of the building housing the control room, the player only needs to defeat the enemies on the rooftop and the control room itself. Once that is achieved a cut scene fires off.

*Cut Scene:*

*A pair of Longswords dodge the Scarab's main cannon and bomb the hell out of it.*

*Fade to White*

If the player is unable to stop the four Elites from reaching their Banshees, then the player has no choice but to stay on the ground. There are a number of options on the ground to achieve the objective. The first and most direct is to drive the Warthog and defeat the enemies in a direct route to the building indicated by the HUD navigation point. Some of the dangers that the player will face on the way are the four triangle-shaped two-story towers occupying the center of the space that are manned by three Plasma turrets and a Jackal equipped with a beam rifle each, as well as four Wraiths and

six Ghosts on the ground and four Banshees in the air. The player will not encounter all of this resistance at once. The Covenant are in pocketed sections and if the player approaches each section carefully, they will only face small groups of enemies at any one time. If the player ascends to the second story of any of the triangle-shaped towers, the player will find that they have a line of sight on the passengers on the top deck of the Scarab. There is a Jackal equipped with a beam rifle at each tower. If the player takes the beam rifle away from the dead Jackals, then these perches make for good sniper positions.

**Event Conclusion:**

The player is able to conclude the level either by boarding the Scarab and using its main cannon to destroy the building housing the Covenant Air Defense Control Room or by following the HUD navigation point to the room and eliminating the Elites and allowing the Longswords to bomb the Scarab.

## Event 11 Flowchart

