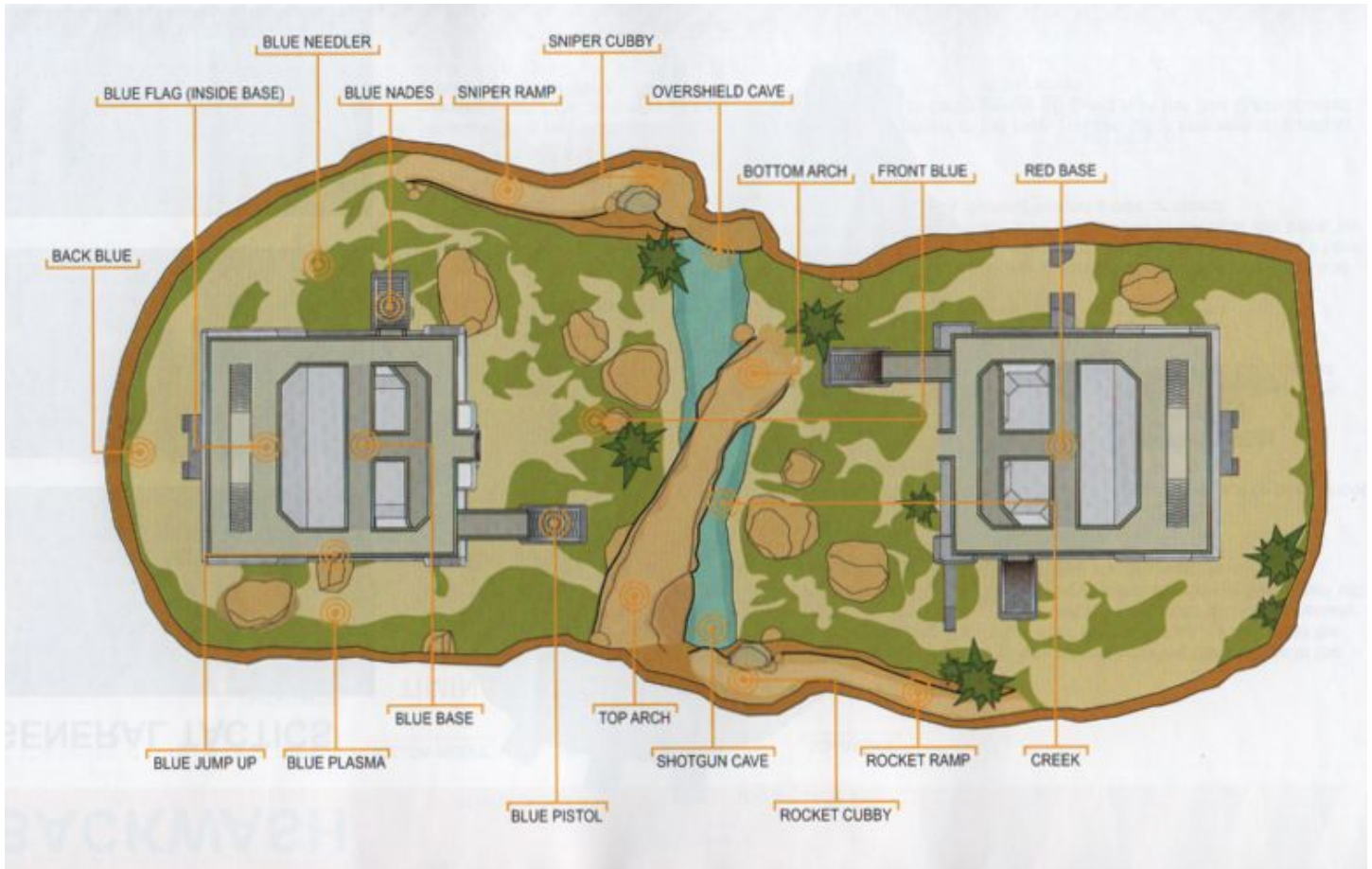


Halo 2

Beaver Creek



Official Competitive Game Types

- Slayer

Other Game Types

- CTF Classic
- Neutral Bomb

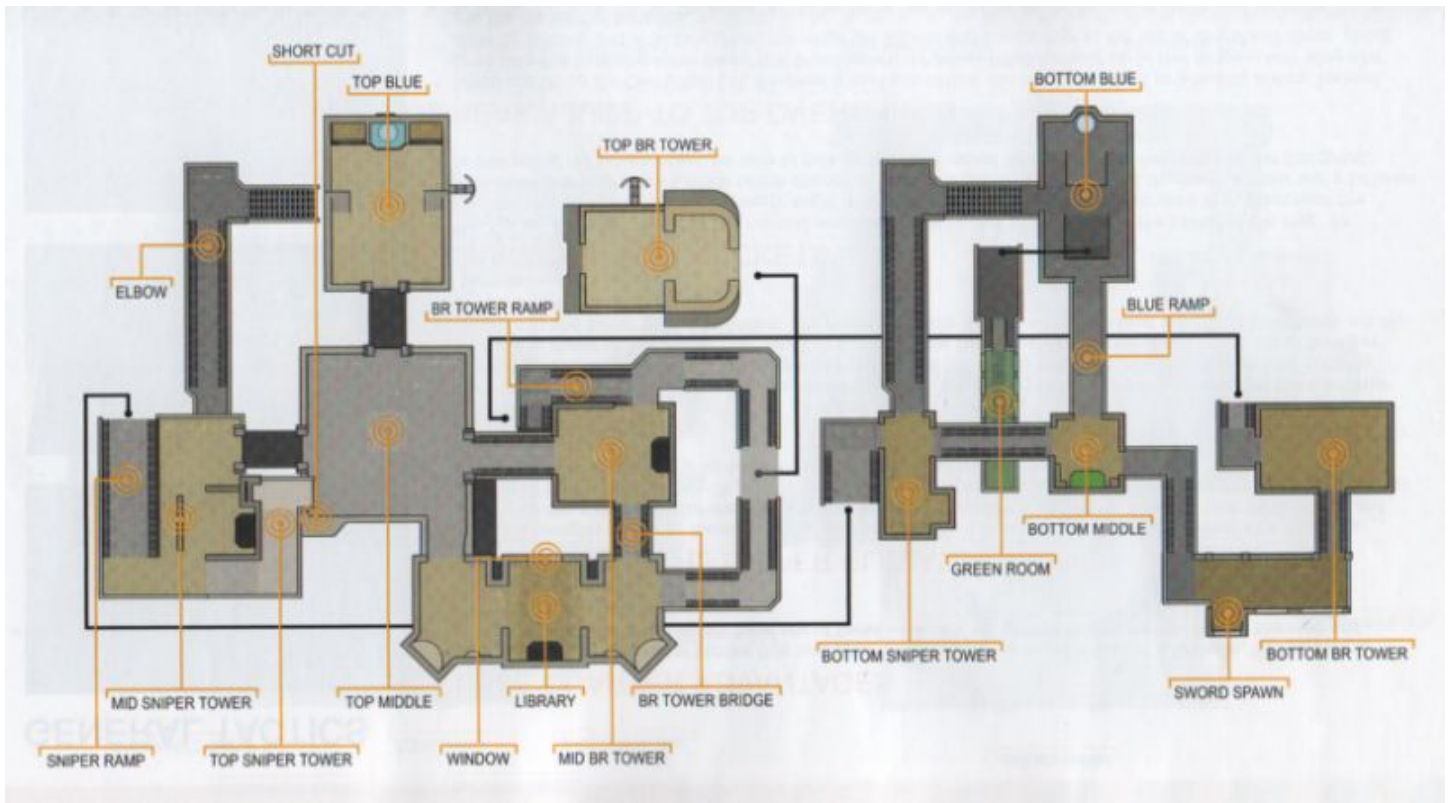
Power Weapons on Map

- Overshield
- Sniper
- Rockets
- Shotgun

Notes:

- Symmetrical map
- Balance comes from both sides getting a power weapon
- Neutral fight over 2 remaining power weapons (Overshield and shotgun)
- Teleporters get around map quickly for flanks but no easy access to base without exposing yourself to the power weapon ramp side
- Small in size

Lockout



Official Competitive Game Types

- Slayer
- Oddball

Other Game Types

- KOTH

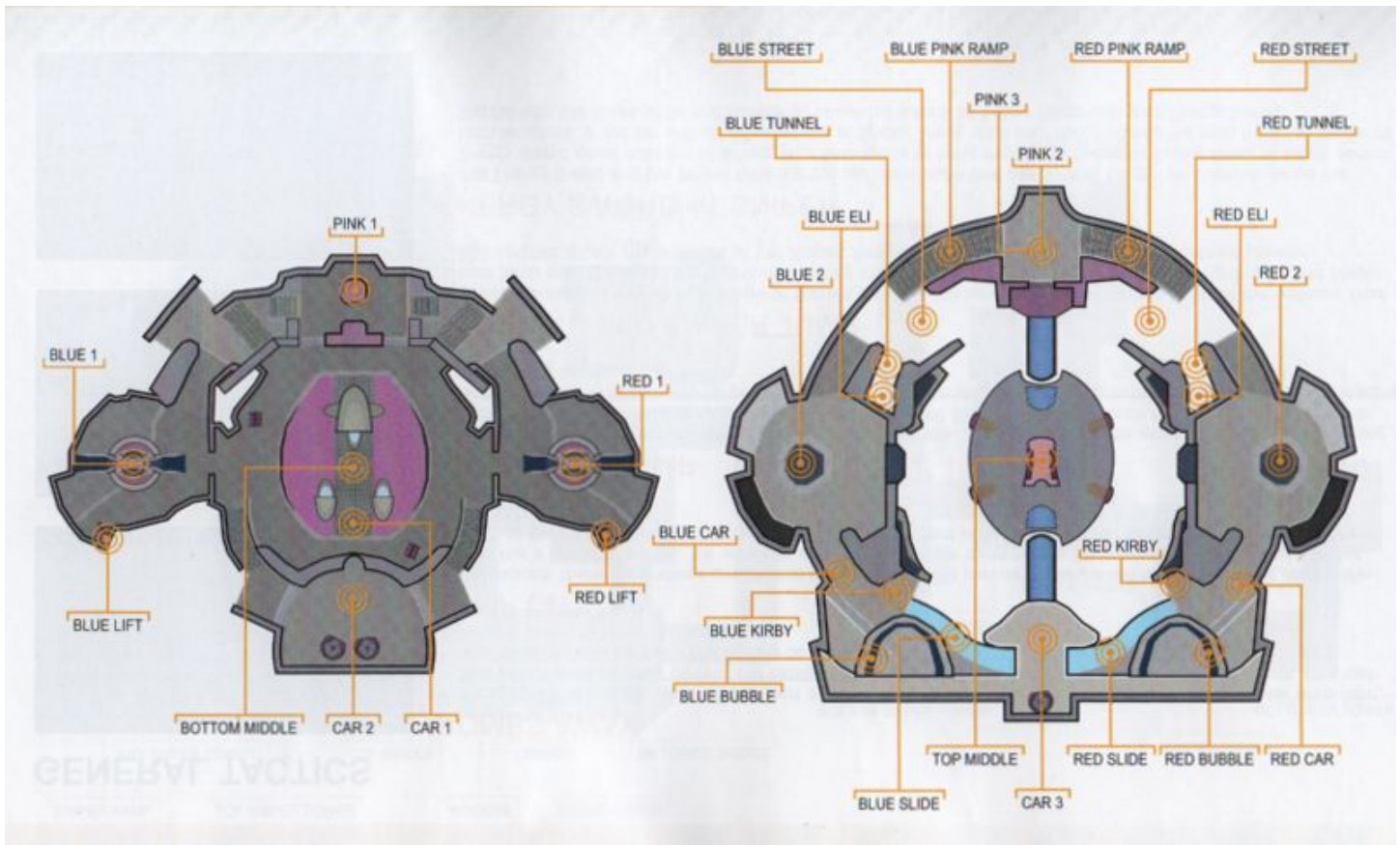
Power Weapons on Map

- Overshield || Camo
- Sniper
- Sword
- Shotgun

Notes:

- Asymmetrical map
- Best Halo map ever made
- Top map control comes from getting sniper to other side of map (BR Tower)
- Lots of flanking opportunities on bottom side of map
- Map ceiling provides good nading opportunities to dethrone map control

Midship



Official Competitive Game Types

- Slayer
- Oddball
- CTF Classic

Other Game Types

- Slayer
- Neutral Bomb

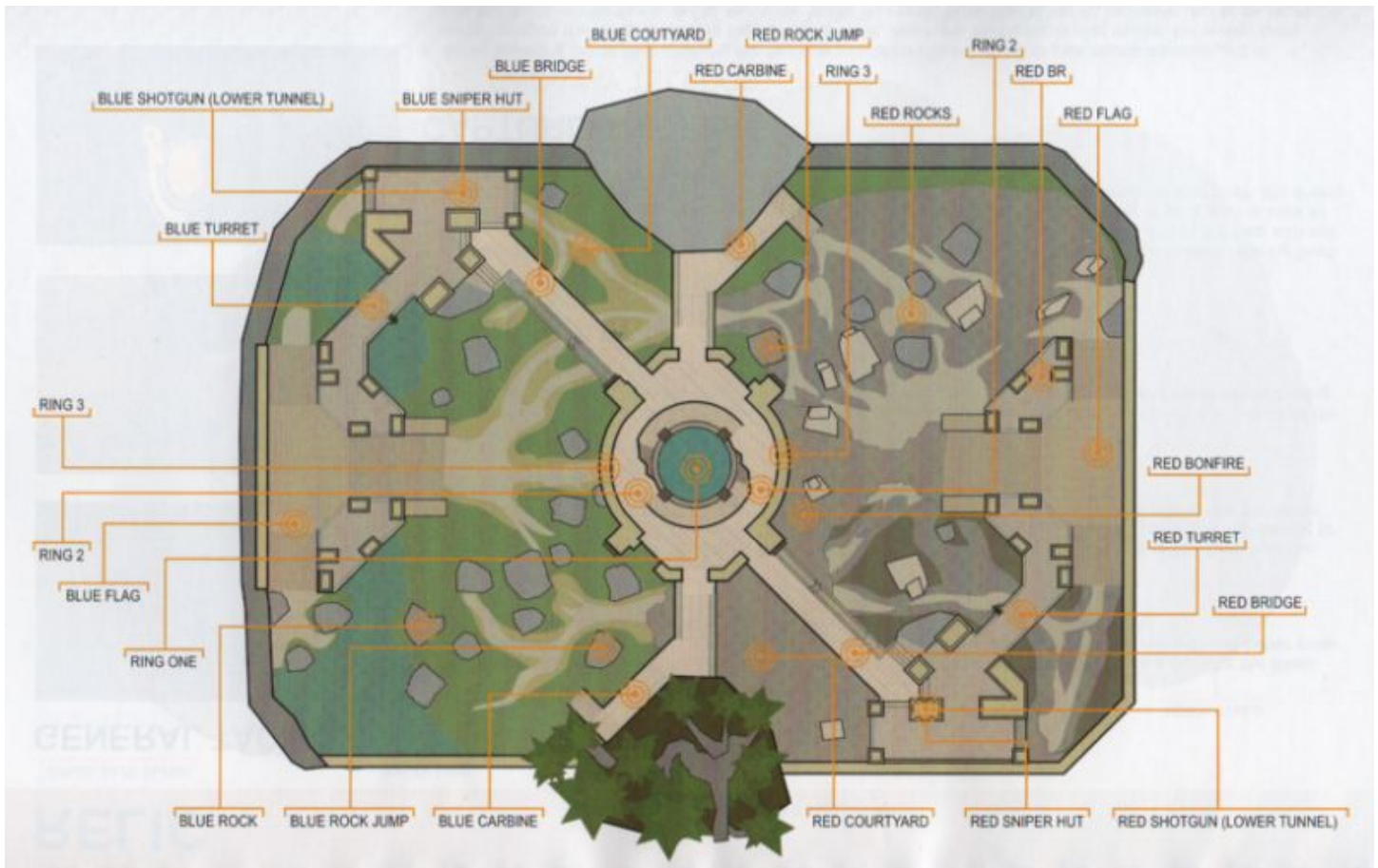
Power Weapons on Map

- Overshield || Camo
- Sword
- Shotgun

Notes:

- Symmetrical map
- My favorite Halo map
- Non-stop action due to open sightlines
 - With BR start you can shoot the length of the map too
- Small map
- Sword is the best power weapon on the map and you're fully exposed if you go for it
- Not many flanking opportunities--you must brute force your way to the opponent's base

Sanctuary



Official Competitive Game Types

- Slayer
- Multi-Flag CTF

Other Game Types

- KOTH

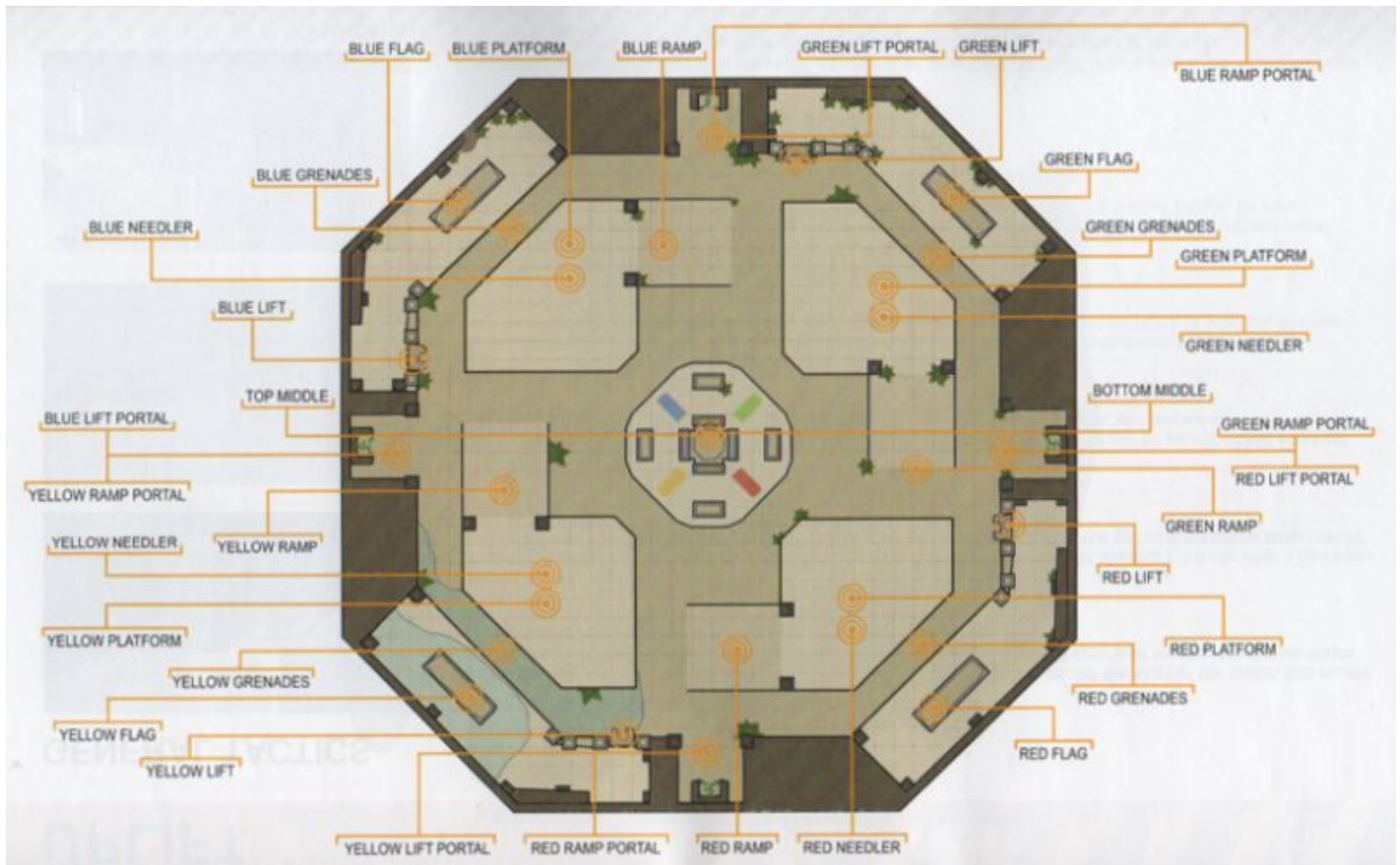
Power Weapons on Map

- Overshield || Camo || Rockets
- Sniper x2
- Shotgun x2

Notes:

- Symmetrical map
- Medium sized
- Both teams start with a sniper, but they're diagonal from each other so there's no sight line
 - This doesn't mean first team to their sniper wins
 - Forces a rotation in order to duel with the snipers
 - Creates a role within the team where you have someone designated to the sniper while the others push the ring
- Getting inside the ring can be difficult but once you're inside, someone can't challenge from the outside due to sight lines

Warlock



Official Competitive Game Types

- Slayer
- CTF Classic

Other Game Types

- KOTH
- Oddball

Power Weapons on Map

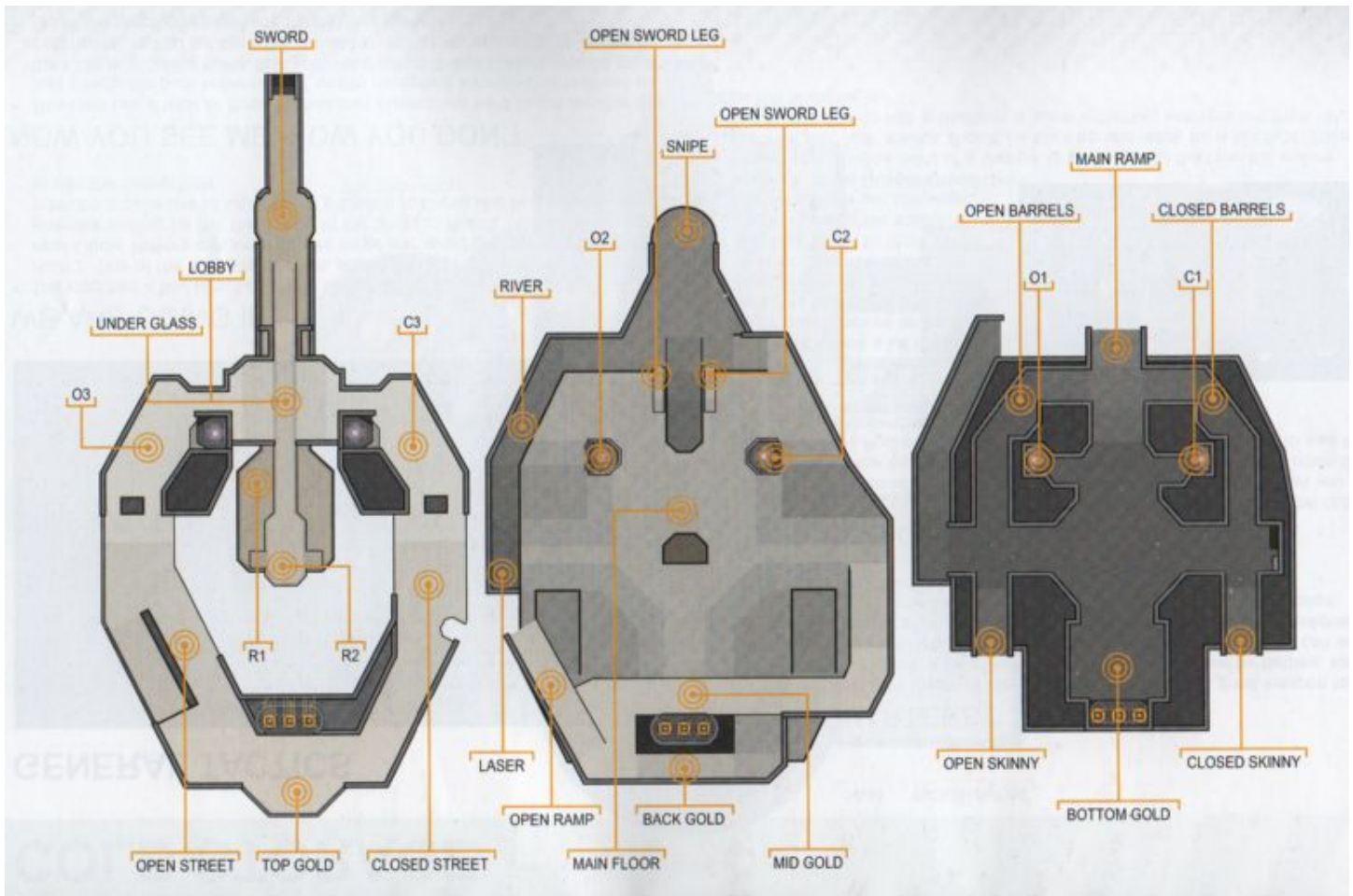
- Overshield || Camo
- Shotgun

Notes:

- Symmetrical map
- Small map
- Similar to midship in that it's a straightforward map with few power weapons
- Lots of flanking opportunities with teleporter mechanic
- Bases are designed with entrances on each side. The lift and the ramp.
 - The lift you're susceptible to getting grenaded while the ramp leaves you out in the open
- The shotgun is a crucial weapon on this map when camping the teleporters

Halo 3

Construct



Official Competitive Game Types

- Slayer
- KOTH

Other Game Types

- Oddball

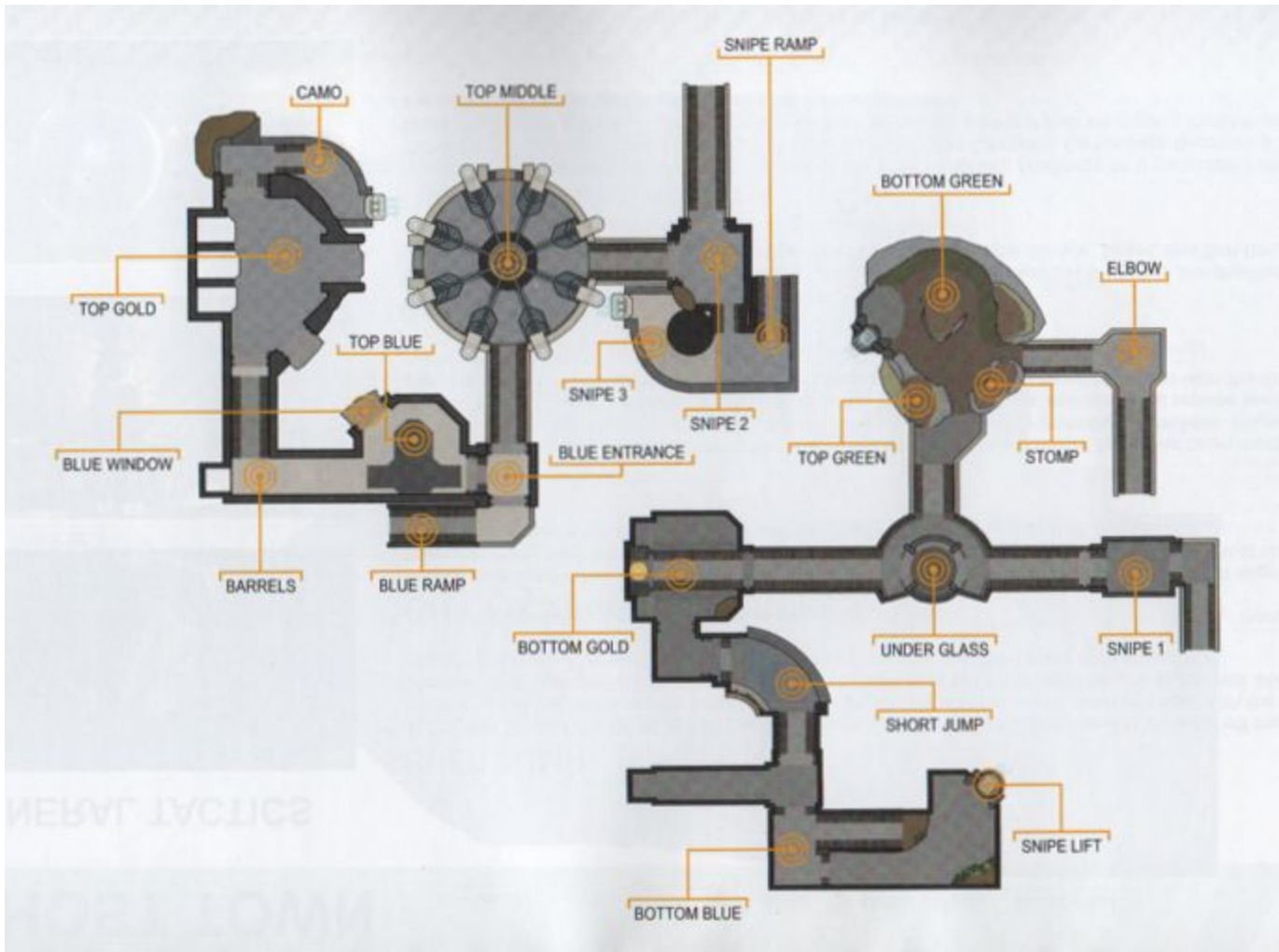
Power Weapons on Map

- Spartan Laser
- Sniper
- Sword

Notes:

- Symmetrical map
- Very vertical map
 - Shooting from Floor 3 to Floor 2 was difficult
- Flanking opportunity by taking lift from Floor 1 or 2 to Floor 3
- Sniper is on an open platform out in the middle of floor 3
- Most fighting takes place on Floor 3 where height advantage is key and 2 out of 3 power weapons spawn

Guardian



Official Competitive Game Types

- Oddball

Other Game Types

- Slayer

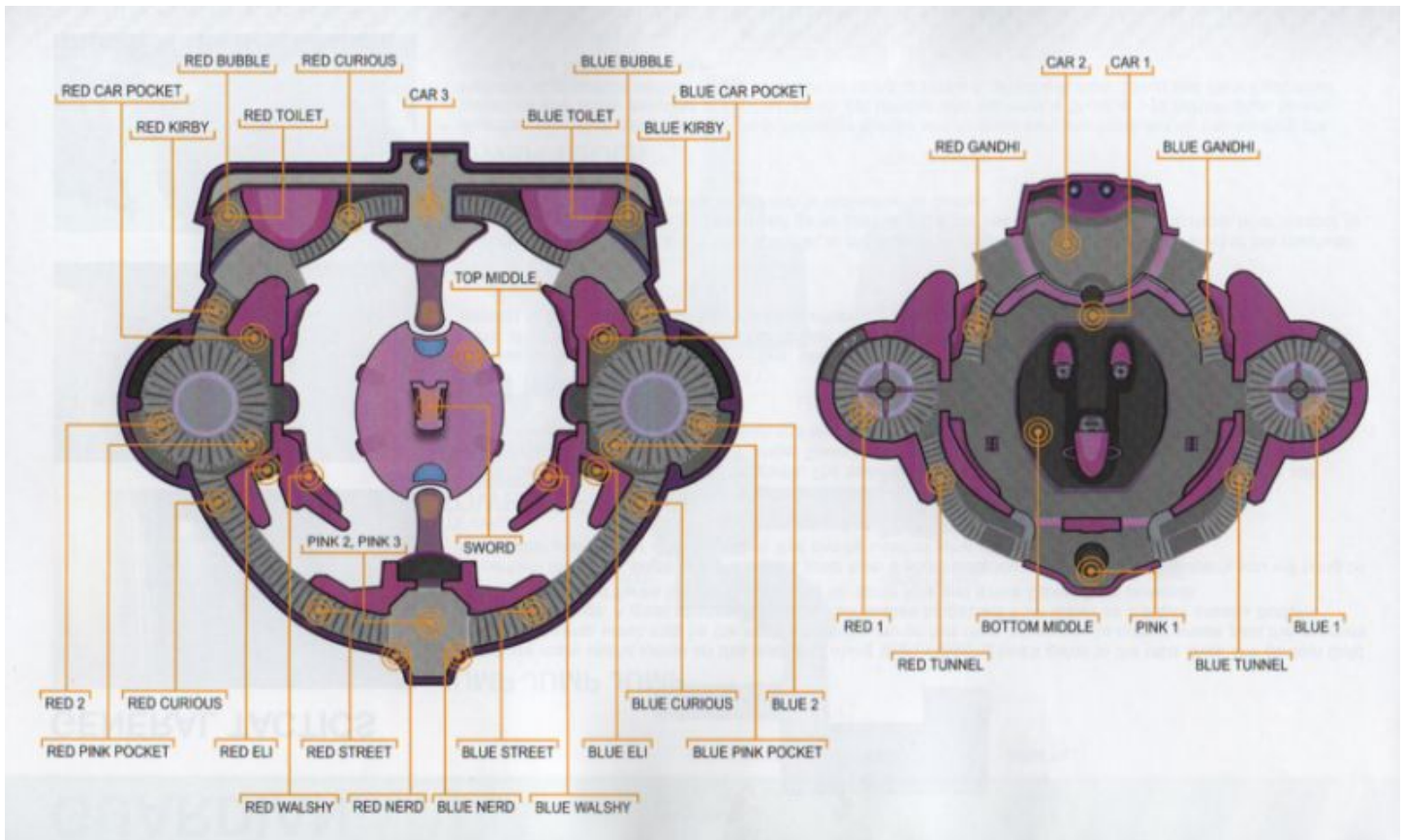
Power Weapons on Map

- Sniper
- Camo
- Overshield
- Shotgun

Notes:

- Asymmetrical map
- The sniper perch sits out in the open with a fusion core on it to be grenaded
- All cross map sightlines happen on the top side of the map
- Bottom side of the map is mostly hallways for flanking
- A reimagining of Lockout

Heretic



Official Competitive Game Types

- CTF Classic
- Slayer
- Oddball

Other Game Types

- Neutral Bomb

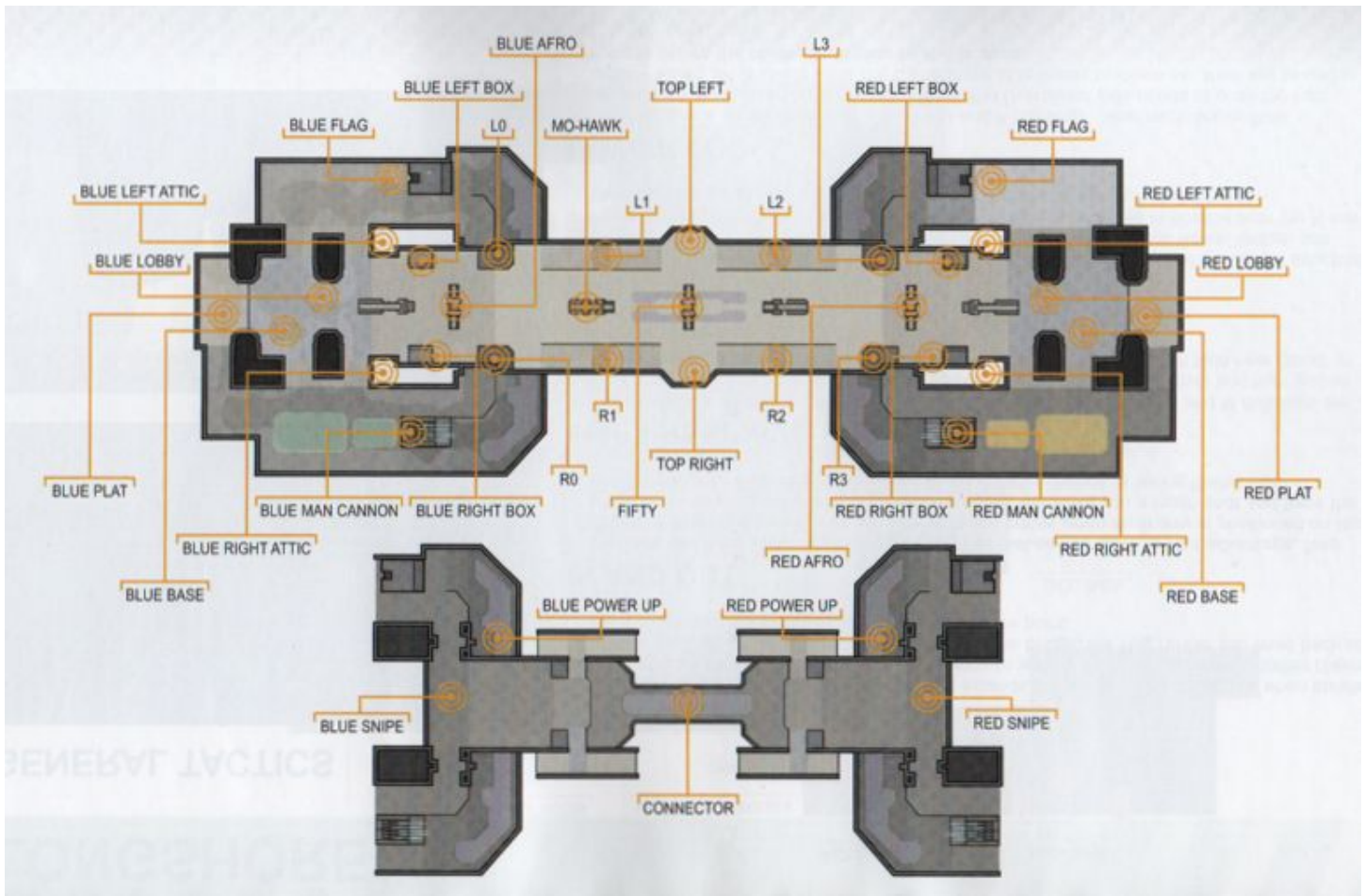
Power Weapons on Map

- Sword || Gravity Hammer
- Camo
- Shotgun

Notes:

- Symmetrical map
- A tighter reimagining of Midship
 - Less sightlines
 - More protection up on top middle

Narrows



Official Competitive Game Types

- Slayer
- Multi-Flag CTF

Other Game Types

- None

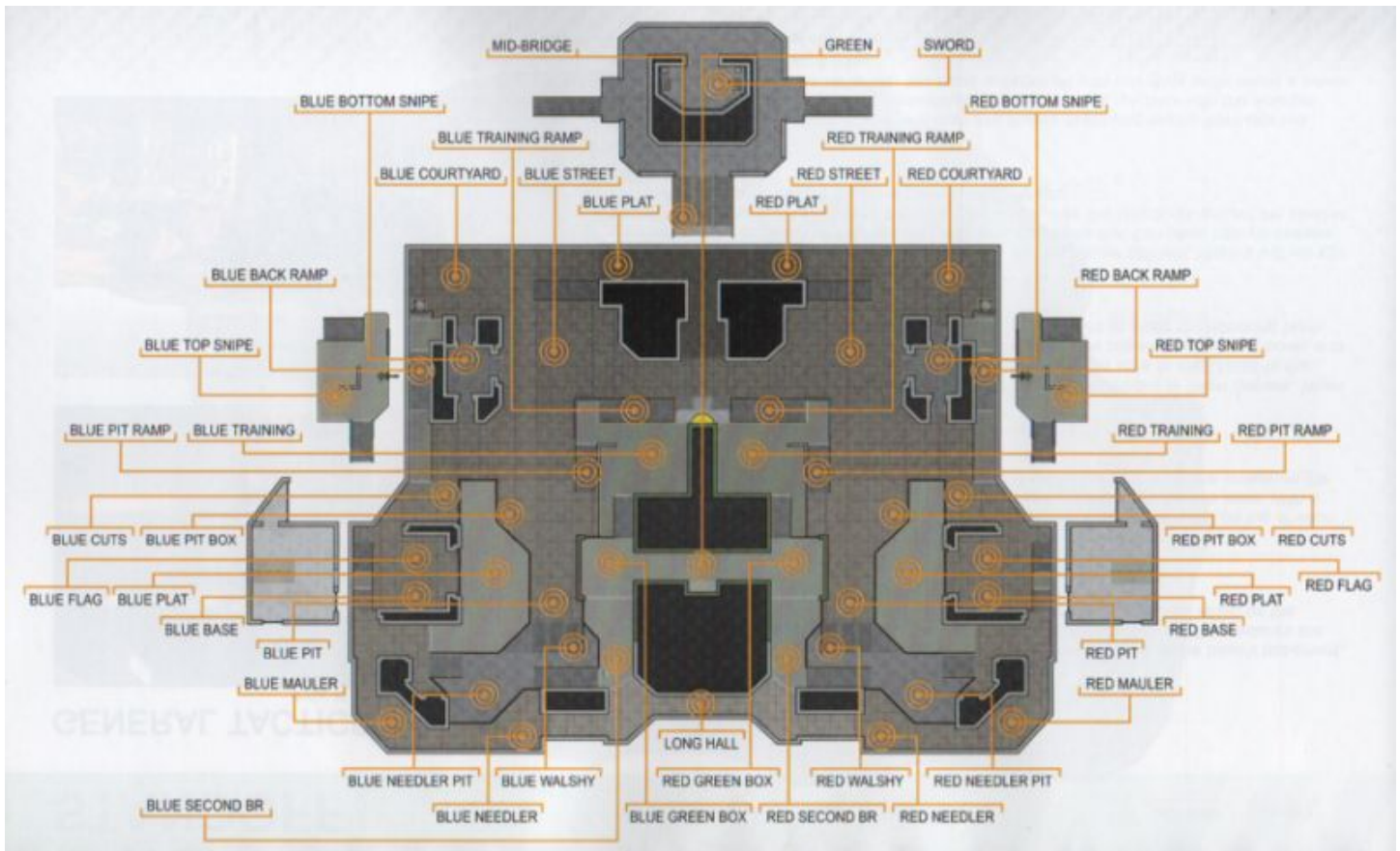
Power Weapons on Map

- Sniper x2
- Overshield
- Camo

Notes:

- Symmetrical map
- Medium sized map
- Man cannons take you directly to opponent's base but only on relative right side of base
- Snipers placed on bottom of base that force a direct sniper duel
- Camo and overshield spawn at separate bases
- Three ways to get to opponents base
 - Man cannon which opponent can hear trigger
 - Top middle which is the longest route, but has cover
 - Bottom middle which as little cover but is a bit shorter

The Pit



Official Competitive Game Types

- Multi-Flag CTF
- Slayer

Other Game Types

- Oddball
- KOTH

Power Weapons on Map

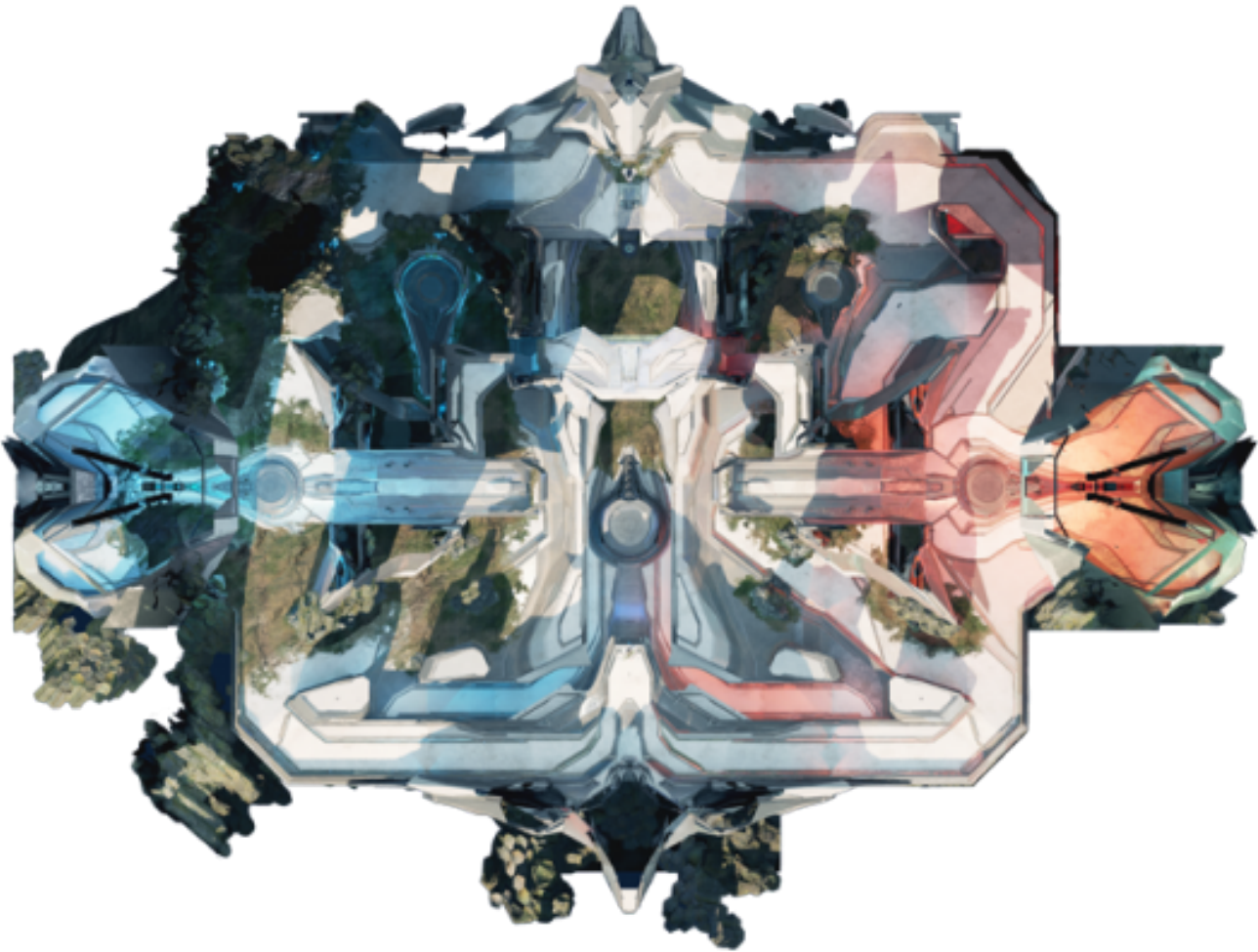
- Sniper x2
- Rockets
- Overshield
- Camo
- Sword

Notes:

- Symmetrical map
- Medium sized map
- Power weapon heavy map allowed you to control it
- Neutral site power weapons are separated out into 3 separate areas forcing players to choose
- Snipers exist at each base facing each other to create a sniper duel

Halo 5

Coliseum



Official Competitive Game Types

- Slayer
- CTF

Other Game Types

- None

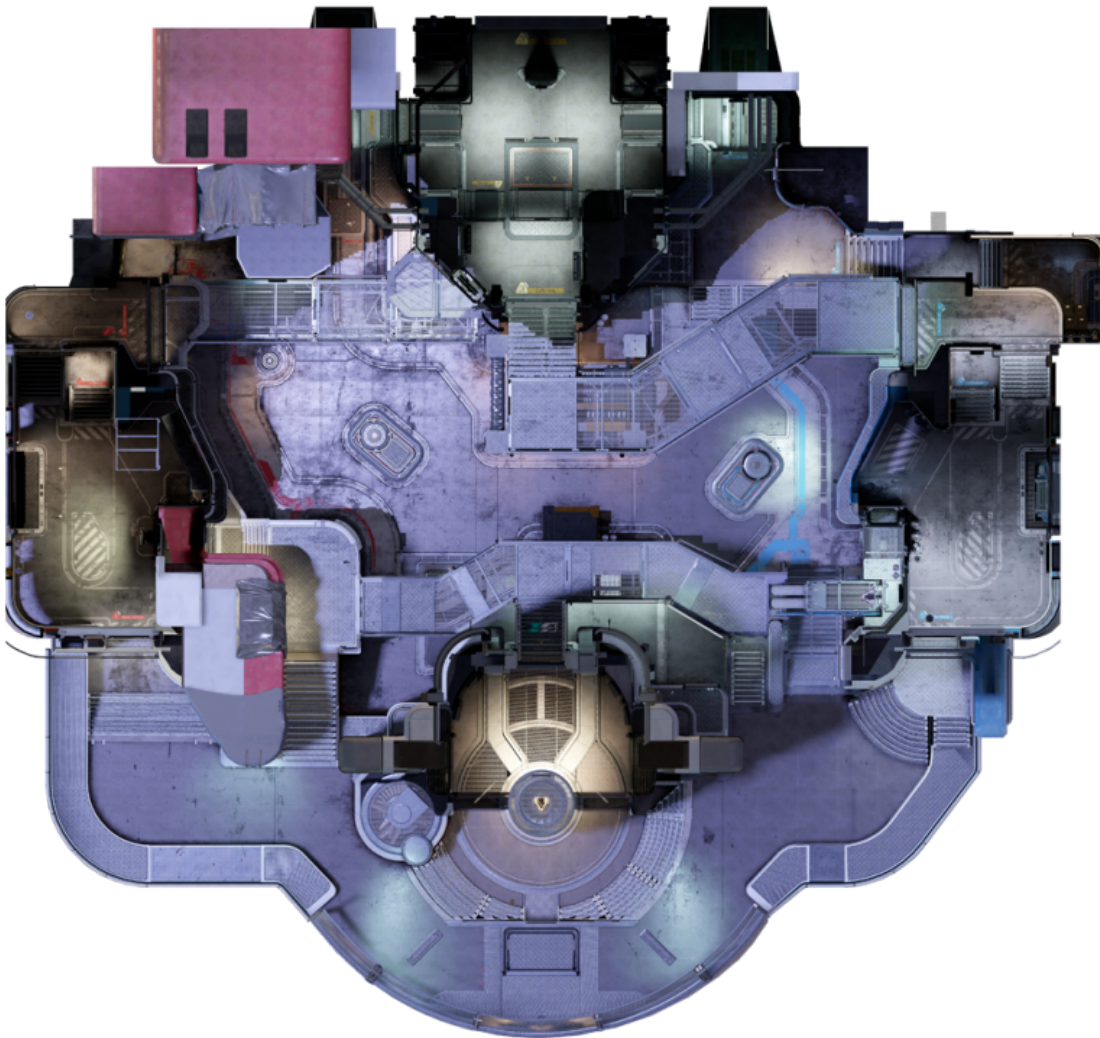
Power Weapons on Map

- Sniper
- Rockets

Notes:

- Symmetrical map
- Both power weapons are neutral
- Two large platforms stick out from each base and can provide sightlines to most of the map, but leaves you exposed with little cover

Eden



Official Competitive Game Types

- Strongholds
- Oddball (unreleased)
- Slayer (retired)

Other Game Types

- None

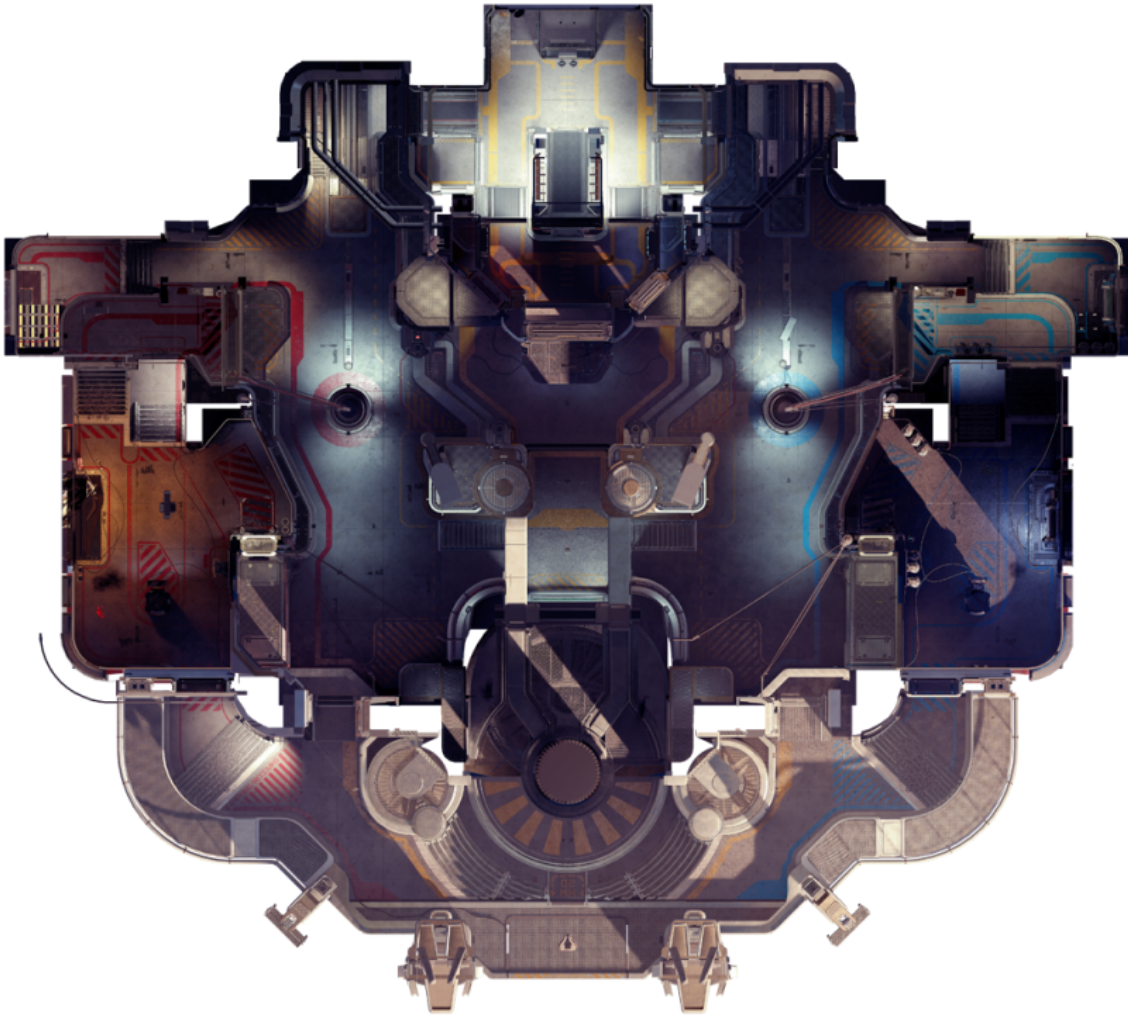
Power Weapons on Map

- Sniper
- Rockets
- Hydra
- Camo || Overshield

Notes:

- Symmetrical mostly
- Catwalk has decent cover despite being a long exposed walkway
- Fighting doesn't really happen at red base because there isn't a crucial power weapon there
- Map control comes from Catwalk and Blue Bend

Empire



Official Competitive Game Types

- Strongholds

Other Game Types

- Slayer

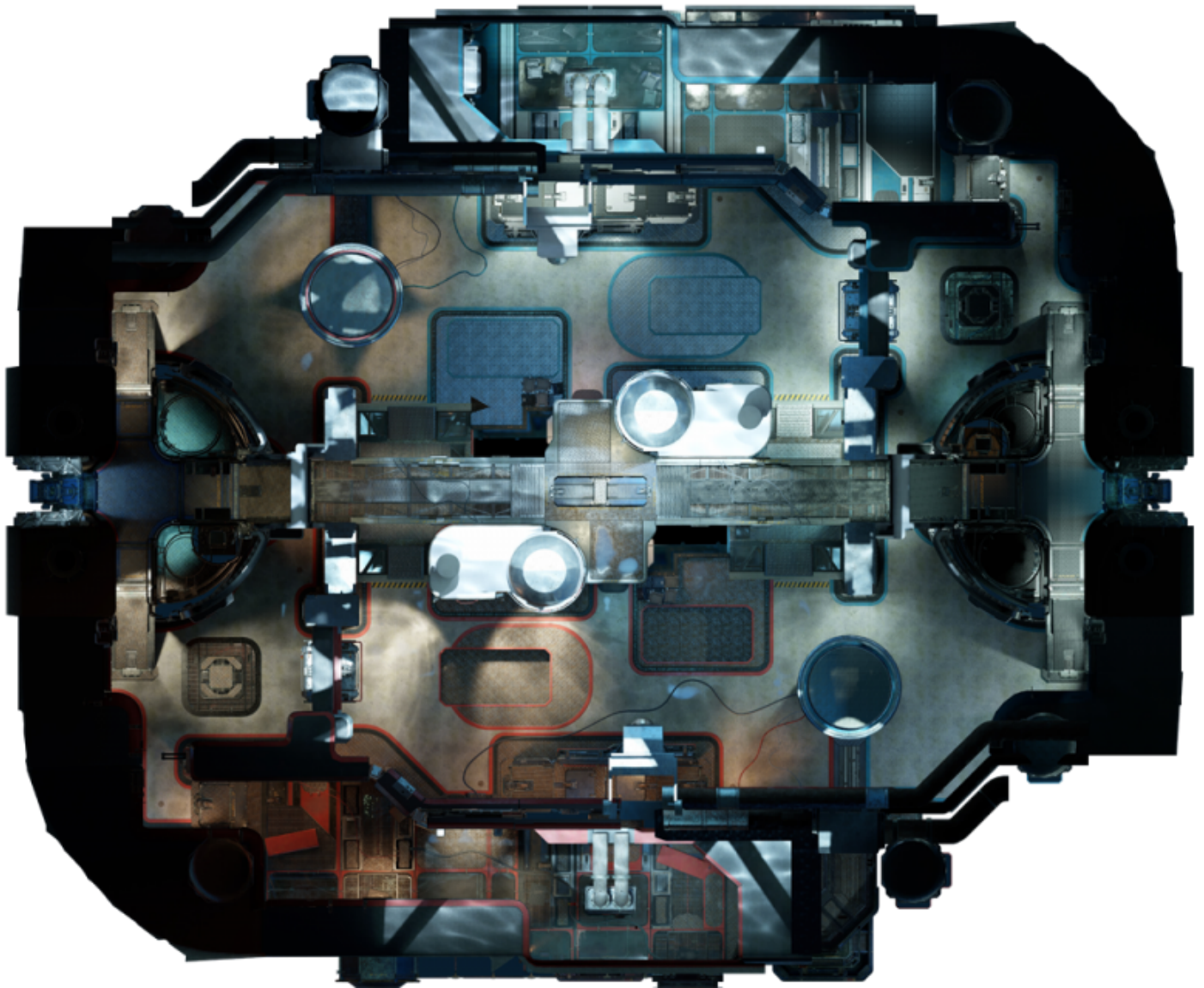
Power Weapons on Map

- Overshield
- Camo

Notes:

- Symmetrical map
- Power ups are neutral
- Map is mostly dominated by Top Middle and Camo Tower, but Outside/Turbine provides quick flanks
- Bottom Mid is a grenade pit that's difficult to conquer and easy to defend

Fathom



Official Competitive Game Types

- CTF

Other Game Types

- Slayer

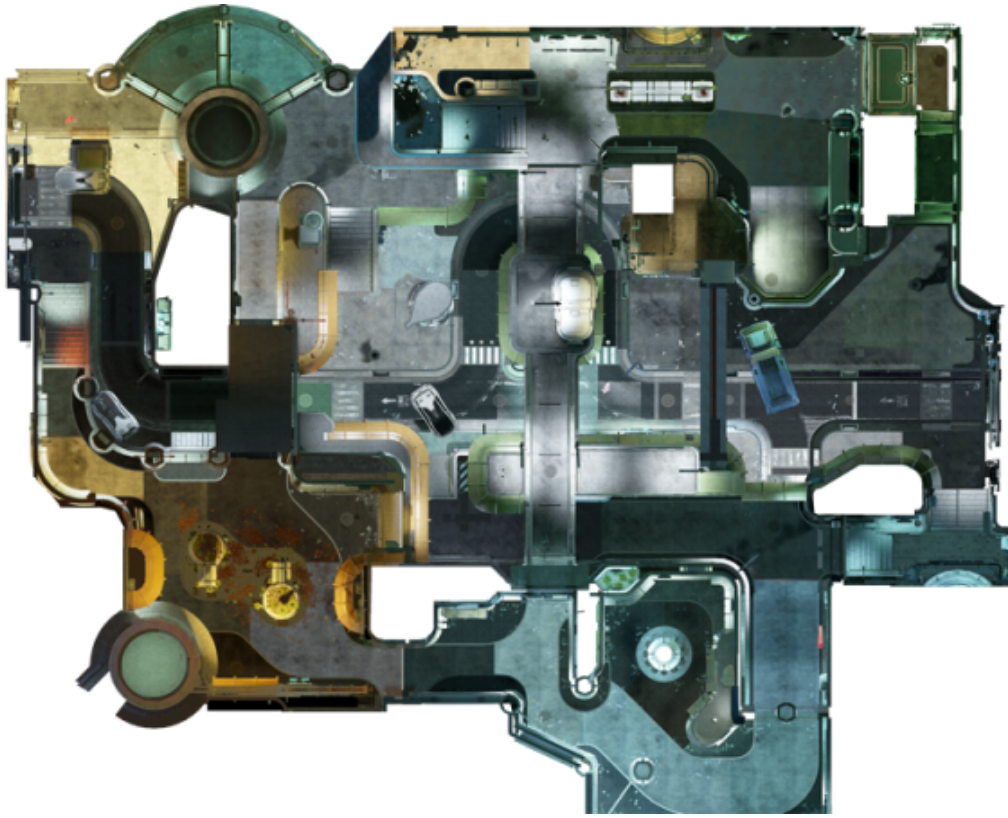
Power Weapons on Map

- Railgun
- Camo

Notes:

- Symmetrical map
- Feels like a reincarnation of Midship where the Treehouses have cover and only have sightlines over Top Mid instead of the Bases
- Dynamic cover can be shot out to collapse
- There are 7 direct lanes from one base to the other providing many options for flanking underneath the dominant Top Middle

Plaza



Official Competitive Game Types

- Slayer
- Strongholds

Other Game Types

- None

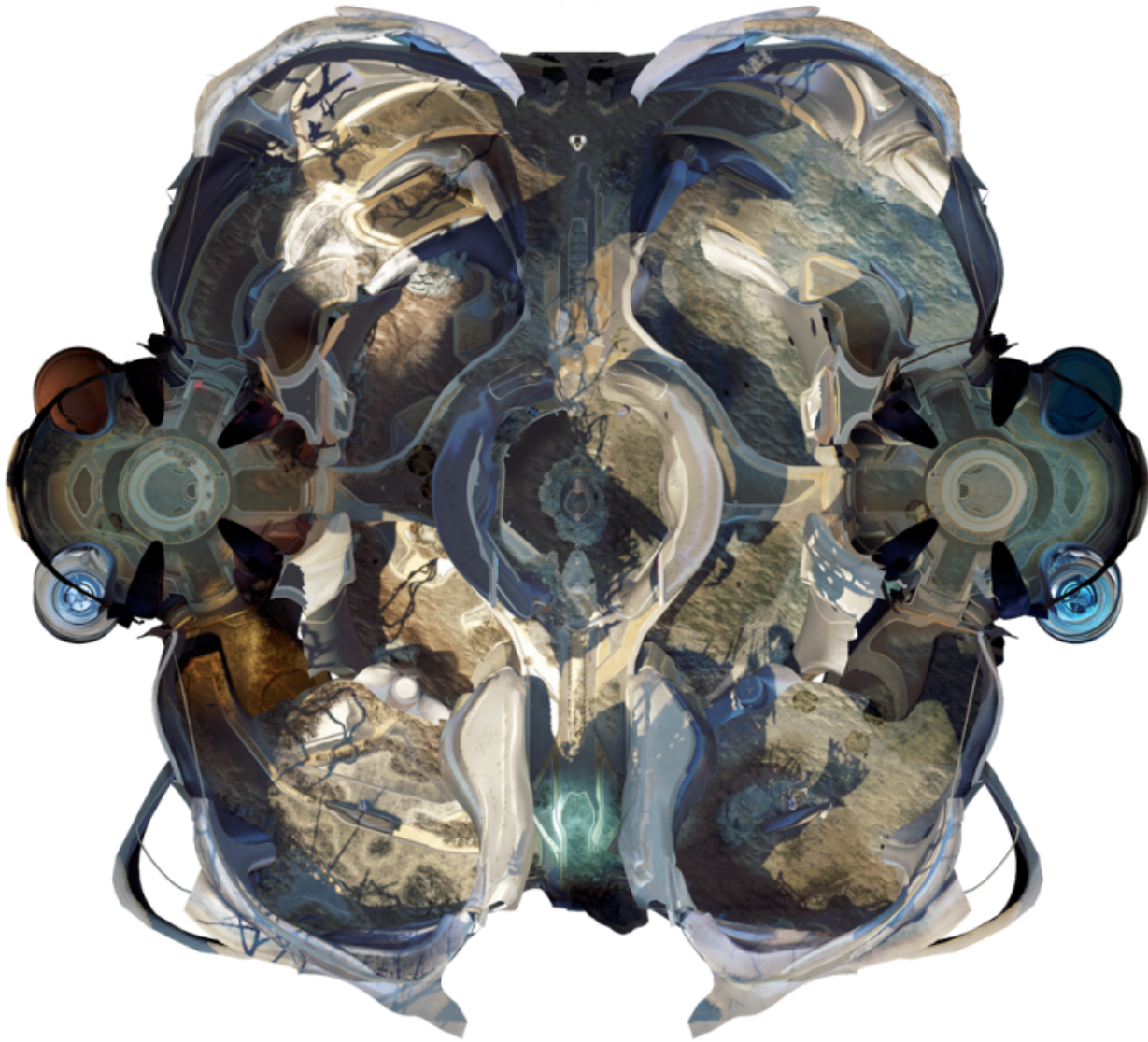
Power Weapons on Map

- Sniper
- Camo

Notes:

- Asymmetrical map
- Map is dominated by holding Bottom Mid and Nest while leaving Yard to the opponent for spawn traps
 - This also leaves all power weapons to the controlling team
- Power Weapons are neutral site
- Lots of open cover tunnels provide flanks, but also sightlines if you're paying attention
 - Cinema Stairs, Dip, Flowers Hallway, etc.

Regret



Official Competitive Game Types

- Slayer

Other Game Types

- None

Power Weapons on Map

- Plasma Caster
- Overshield

Notes:

- Symmetrical map
- Lots of hallways with minimal sightlines to other portions of the map unless you go above Top Mid
- Even from the top side of the map you can't fight down on the people in the bottom. You have to enter the bottom floor to fight down there, for the most part
 - Overshield spawns down here so every 2 minutes teams will rotate the fight down here to keep the map flowing

The Rig



Official Competitive Game Types

- Strongholds
- Slayer
- Oddball (unreleased)

Other Game Types

- None

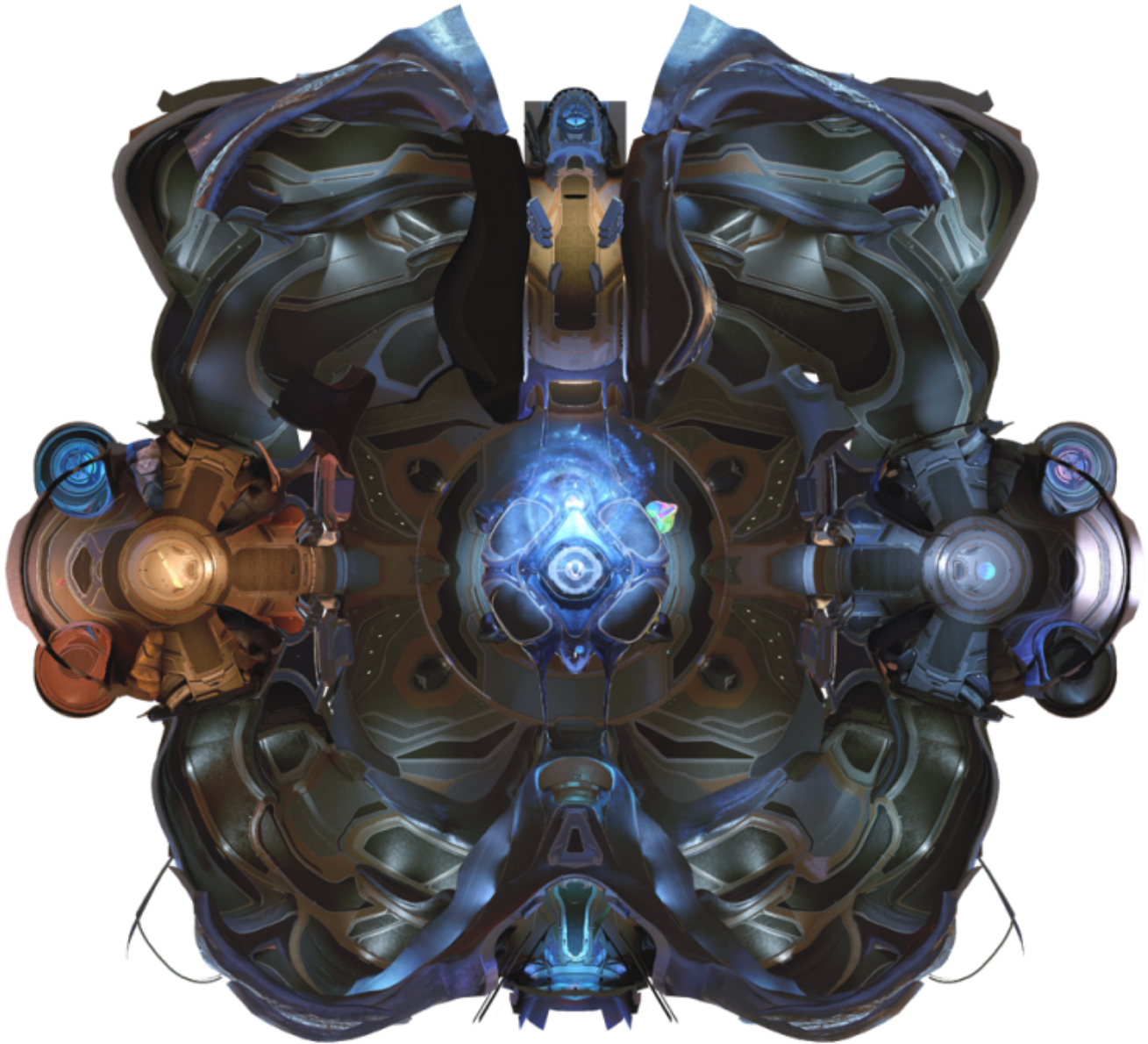
Power Weapons on Map

- Sniper
- Scattershot
- Camo

Notes:

- Asymmetrical map
- Lots of interesting sightlines from cutouts in hallways or bridge connections
- A ton of different flanks from various verticality spots and various hallways
- Surprisingly balanced where a team can dictate pace from multiple portions of the map (mostly in Slayer)

Truth



Official Competitive Game Types

- CTF
- Slayer

Other Game Types

- Oddball

Power Weapons on Map

- Camo

Notes:

- Symmetrical map
- It's basically Midship--it's perfect
- Surprising amount of cover Top Mid once you're able to get up there
- Multiple ways to get from the bottom of a base to the top which creates interesting flanks even when you know a player is down there