

KILLZONE® 2

COVERS PLAYSTATION®3 COMPUTER
ENTERTAINMENT SYSTEM

BASED ON A GAME
RATED BY THE
ESRB



Written by Off Base Productions

ONLY ON

PLAYSTATION®3



KILLZONE®2

Contents

Characters 4

Basic Training 12

Enemy Intel 20

Weapons 26

Singleplayer

Corinth River 36

Blood Meridian 50

Visari Square 60

Salamun District 68

Salamun Bridge 78

Suljeva Village 86

Tharsis Refinery 98

The Cruiser 110

Maelstra Barrens 120

Visari Palace 128

Multiplayer

A New Age of Warfare 140

Ranks, Ribbons, Medals, & Honor 146

Never Fight Alone

Rifleman 150

Medic 152

Engineer 154

Tactician 156

Assault 158

Saboteur 160

Scout 162

Custom 164

Maps 166

Pyrrhus Rise 168

Salamun Market 170

Helghan Industries 172

Visari Hammer 174

Radec Academy 176

Tharsis Depot 178

Blood Gracht 180

Corinth Crossing 182

**Helghan Intel &
Symbol Locations** 184

Trophies 200

THREAT ASSESSMENT

You'll be facing an uncountable number of enemies throughout your play-through of the single-player campaign. Some enemies will test your mettle to the utmost and others are just above "fodder" on the threat scale. The graphs below break individual enemy types down into four categories: Armor Rating, Attack Range, Prevalence, and Threat Assessment. Take a moment to see which enemies are going to be the true challenges on the battlefield.

ADVANCED SHOCK TROOPER



EQUIPMENT StA11 Submachine Gun/M32 Combat Knife

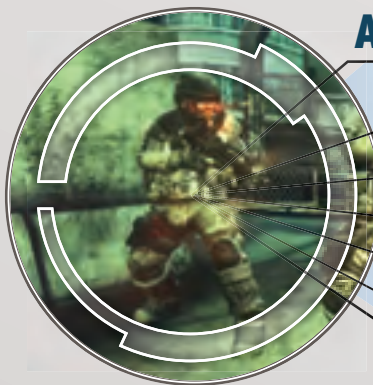
ARMOR RATING

ATTACK RANGE

PREVALENCE

THREAT ASSESSMENT

ASSAULT INFANTRY



EQUIPMENT StA52 Assault Rifle

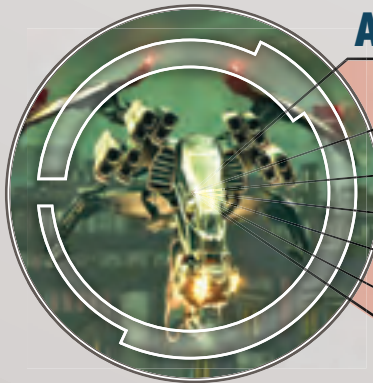
ARMOR RATING

ATTACK RANGE

PREVALENCE

THREAT ASSESSMENT

ATAC



EQUIPMENT Auto-tracking Machine Gun/Quad Missile Launchers/Dual Mounted LMGs

ARMOR RATING

ATTACK RANGE

PREVALENCE

THREAT ASSESSMENT

SIDE ARMS

No matter what primary weapon you may currently have equipped, you at all times carry a pistol and a combat knife. Pistols are unique in that they have an unlimited amount of ammunition; each clip has a specific number of rounds, but you can always reload without ever needing to worry about running dry.

For those of you who try to conserve as much as possible, this doesn't mean that you should stick to your pistol as a main source of damage to avoid depleting your resources. Pistols hardly ever win out over heavier weaponry like assault rifles and shotguns.

Pistols do have their place, however. When your main gun is either out of ammunition or close to it, the pistol is a wise alternative until you either find more ammunition or replace your primary gun. It's not uncommon in multiplayer games to run out of ammo with distance between you and the nearest ammo box; these are the times for your side arm.

Also, because ammunition is not a concern, you can afford to experiment more wildly with the pistol, especially the StA18. If you're carrying a shotgun and come across a battle between your allies and the enemy, switch to the pistol and empty your clip into the mix before rushing in, you might down an enemy or two, making it safer to close the distance and finish the kill.

The M32 Combat Knife, however, has little worth. Yes you can attack with it at a more rapid rate than using the butt of your gun, but the time it takes to switch to it and back again usually negates the increase in speed. Instead, you should practice and become proficient in using your gun for melee attacks when necessary.

M4 REVOLVER

The M4 Revolver is the successor of the trusted M3 Revolver. It's both accurate and deadly at close range, yet has a slow rate of fire, making it ideal only when your main gun is either out of ammo or inappropriate to the situation (i.e. rockets in close quarters). The revolving chamber holds six rounds and features a double-action trigger for improved combat effectiveness.

ATTACK TYPE	Projectile, Single Shot
DAMAGE	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
ACCURACY	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
RATE OF ATTACK	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
RELOAD TIME	3.8 Seconds
MAG. CAPACITY	Infinite x 6



STA18 PISTOL

The StA18 is the standard issue side arm of the Helghan forces, improved since its original conception. A reliable companion, this pistol is accurate at close range, sports a rapid reload time, and unloads bullets at a relatively high rate of fire. The combination of those aspects of the StA18 makes it excellent for fast-paced, close quarters combat. Its smaller caliber rounds allow more shots per magazine; it generally outlasts its ISA counterpart.

ATTACK TYPE	Projectile, Single Shot
DAMAGE	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
ACCURACY	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
RATE OF ATTACK	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
RELOAD TIME	1.8 Seconds
MAG. CAPACITY	Infinite x 12



M32 COMBAT KNIFE

A straightforward combat knife at first glance, the M32 is jokingly referred to as a 'toothpick' by ISA soldiers unaware of its effectiveness in the hands of an expert. The blade is fashioned from a hardened, wear-resistant cobalt/chromium alloy.

ATTACK TYPE	Melee
DAMAGE	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
ACCURACY	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
RATE OF ATTACK	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
RELOAD TIME	-
MAG. CAPACITY	-



CORINTH RIVER, PYRRHUS

MISSION OVERVIEW

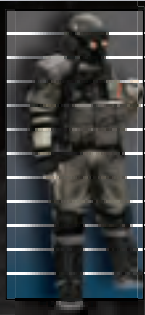
The invasion of Helghan begins. It's deployment day and your first drop places you within the outer defenses of Visari's capital, adjacent the Corinth River. The first wave of beach landings proved unsuccessful and the remaining troops below are eagerly awaiting your arrival.

Your first priority is to secure the surrounding beach area. Once secured, immediately provide assistance to the Nemesis Convoy and Convoy Punisher below as they push forward through the industrial complexes and deeper into enemy territory. Watch for enemies scattered high and low throughout the various levels of the surrounding buildings and make sure that no obstacles block the convoy's progress. It is absolutely imperative that we successfully aid them.

Be mindful of the environment during your push into Helghast territory. Many explosive and unstable chemical barrels, along with propane tanks, were left behind when the factory workers hurriedly abandoned the war zone. Watch for them and take aim when Helghast are nearby.

INTELLIGENCE

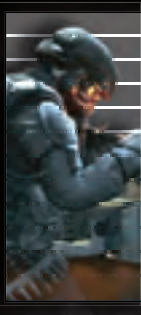
Assault Infantry



Moderately armored and equipped with the StA52 Assault Rifle, Helghast Assault Infantry represent the trusted backbone of their forces. They tend to attack in large groups and utilize cover during combat, exposing themselves only to toss grenades or fire wildly at the opposition.

When facing a large squad, search for cover and then press the attack, popping out to shoot one or two before dropping behind cover again. Remember to never leave yourself vulnerable for too long.

Mounted Gunner



Specifically trained in the use and defense of machine gun emplacements, Helghast Mounted Gunners are exceptionally talented in utilizing the enormously powerful suppressing fire of these weapons. Because turrets are slightly armored to protect the body of

the gunner, these positions are best taken out with explosives, or by flanking their position.

HGH AAPC



You know the Helghast mean business when one of these monster transports arrives on the scene. Heavily armored in the front to enable ramming and minesweeping, the AAPC also comes equipped with a ceiling-mounted machine gun, so look for a Mounted Gunner up top. Try to wait for the right moment when the ramp lowers to toss a grenade and take out the infantry within before they have a chance to release and spread out.

HGH Tank



Almost twice as heavy as the ISA Tank and equipped with twin-mounted rocket launchers and a forward-mounted light machinegun, the HGH Tank is capable of laying down heavy fire from near and far. Heavy Tanks are most effective when deployed with infantry and so can often be found amongst Helghast companies. Immediately begin searching for the nearest VC9 Missile Launcher when you come into contact with one; a couple direct hits to the tank's rear turns the armored vehicle into rubble before it has the chance to cause any harm.

Support Trooper



Equipped with a VC9 Missile Launcher, these Helghan troops represent the heavy infantry of the Helghast army. When spotted, it's best to target these enemies first to avoid getting caught in the blast radius of their attacks.

They can often be found launching rockets from the rear ranks.

ISA Tank



The Nemesis Convoy is comprised of a group of ISA Tanks, equipped with both a mounted machine gun and two rocket launchers. When manning one of these tanks, your ammo availability is unlimited, so don't hold back with the offensive fire. Keep the bullets pumping from the machine gun for infantry on the ground, and take note that the rocket launchers do require time to reload, so save those shots for the most threatening enemy positions, such as manned turrets and HGH Tanks.

DEPLOYMENT TO HELGHAN

MISSION OBJECTIVES

- ❖ Spearhead the Advance of Nemesis Convoy

ENEMY INTEL

- ❖ Assault Infantry
- ❖ Mounted Gunner
- ❖ Rifleman
- ❖ Support Trooper

VEHICLES

- ❖ HGH AAPC
- ❖ HGH Tank
- ❖ ISA Tank

HARDWARE

- ❖ Emplaced StA3 Light Machine Gun
- ❖ M4 Revolver
- ❖ M32 Combat Knife
- ❖ M82 Assault Rifle
- ❖ M194 Frag Grenade
- ❖ Revive Gun
- ❖ StA14 Rifle
- ❖ StA52 Assault Rifle
- ❖ VC9 Missile Launcher

A RUDE AWAKENING

After a restless sleep, Sev is called to duty by his comrade Garza. Follow Garza down to the Launch Bay and board the dropship with the rest of Alpha Squad.

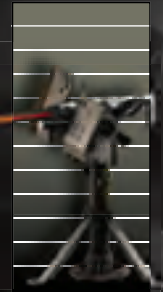


ISA Intruder



The Helghast defenses won't allow for any conventional aircraft to breach their borders, meaning the ISA soldiers instead have to deploy to Helghan aboard multiple Intruders. The ISA Intruder is a short-range aerial transport intended for rapid deployment operations deemed too dangerous for other aircraft to fly into. It has an extremely low profile and superb maneuverability, yet suffers from fragility.

Emplaced StA3 Light Machine Gun



Bullet spitting turrets have been stationed throughout the Corinth Sands area as a safeguard against the invading Vektan army. Keep an eye out for unmanned turrets during battle and man the gun if it lends an advantageous viewpoint over the battlefield.

Take note that you can still take cover while using the weapon if too much enemy fire starts pouring in. It may be good practice to do so every few moments simply to allow the red-hot gun to cool down before it overheats.

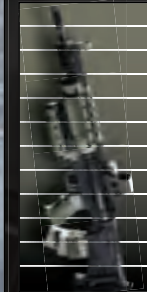
M4 Revolver



Your designated sidearm for the entirety of your stay across the Corinth River, the M4 Revolver may not boast exceptionally rapid firing capabilities, but it does come with one significant advantage over other weaponry: has an unlimited amount of

ammunition. It's also reasonably powerful, requiring no more than a few well-placed shots to take down nearby enemies.

M82 Assault Rifle



The standard Assault Rifle of the ISA forces carries a reliable 32-round magazine and is equipped with a Reflex Scope for precision firing. This is the preferred weapon for mid- to long-range combat as it allows for accurate fire when shot in small bursts. This should be your

primary weapon throughout the Corinth Sands as most battles take place across a moderate distance. Utilize the Reflex Scope to ensure pinpoint accuracy during battle.

M194 Fragmentation Grenade



Frag grenades provide high explosive damage in a small burst radius, and are most effective when thrown amongst a group of Helghast. Once activated, the grenade's cook indicator will begin to light up, lending visual reference toward its time of detonation. Allow

it to cook in your hand for two seconds before throwing it, ensuring that the grenade explodes on contact before the Helghast can run away.

Revive Gun



Originally designed in 2355 by Helghan scientists, the Revive Gun, AKA God's Gun, has the ability to revive mortally wounded teammates. Luckily, ISA intelligence officers intercepted the blueprints for this miracle during the ground campaign on Vekta in 2357.

VC9 Missile Launcher



Great for clearing out buildings and disabling menacing HGH Tanks, the VC9 Missile Launcher lends its user great power. It's best used for knocking out fortified enemy positions and vehicles, but don't replace your main weapon with the launcher when

encountering skirmishes. When fighting against an HGH Tank or a Mounted Gunner, however, then by all means...

THE NEW SUN



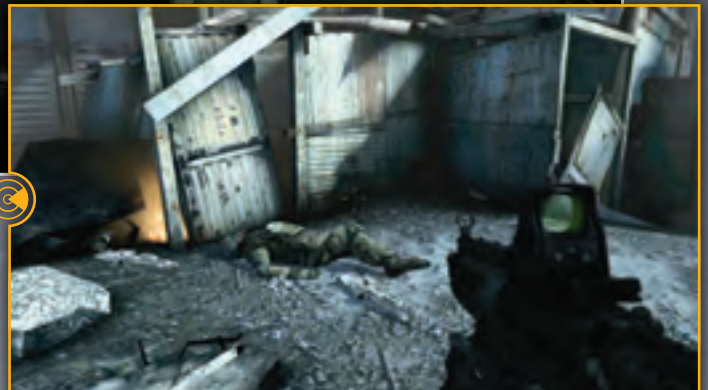
Using the VC9 Missile Launcher, aim for the red barrels to the side of the gunners. A direct may crumble the bridge.



Helghast line the sidelines in hiding, perched in the balconies of the Helghan buildings to the left.



Follow Garza and Rico around the concrete barricades to reach the raging beach battle.



Look for the VC9 Missile Launcher that is either dropped by the Echo squad demolitions man or is perched near the ammo supplies by the barbed wire.

01

The ride down to the Helghan coastline was rough, but things are about to get a whole lot worse. After the bumpy landing, take a second to get your bearings straight and then follow Rico and Garza to the frontlines of the battle. Three Helghast are around the corner, but your support should take care of them.

Never stray too far from Alpha Squad. Take cover with Rico at the first barricade and start picking off Helghast from a distance. Helghast not only line the bridge ahead, but also the balconies and catwalks to the left of Alpha Squad. Concentrate on the Helghast hiding in the building to the left and then continue up the shore past the carnage and mayhem.



02

When you catch up to Echo Squad, it is too late to save their demolitions man. Stay under the overpass and find cover behind the steel barricades. Look towards the building across the beach and scan the catwalks for the bright red barrels. Shoot these explosive barrels to begin clearing the balconies of the enemy and then continue by neutralizing the Helghast with the rocket launcher on the second story. Eliminate all Helghast soldiers and then leave cover and pick up the VC9 Missile Launcher.

Find cover next to Rico behind the large steel container. The bridge up ahead is crawling with Helghast. A problem like this requires the delicate touch of a VC9 Missile Launcher. Quickly leave cover and look towards the bridge. The three Helghast manning the Machine Guns are the main threat, but not the primary target. Aim for the stacked red barrels to the left or right of the middle gunner and fire. If you can hit these barrels with a missile, it only takes one shot to bring the entire bridge down. After destroying the bridge, there is little need for a Missile Launcher, so look on the ground for your M82 Assault Rifle and pick it up. Find Rico and follow him towards the next big battle.

BRIEFING

HISTORY

CHARACTER BIOS

BASICS

SINGLE-PLAYER

Corinth River

Blood Meridian

Visari Square

Salamun District

Salamun Bridge

Suljeva Village

Tharsis Refinery

The Cruiser

Maelstra Barrens

Visari Palace

MULTIPLAYER

CHARACTERS

MAPS

RIBBONS & BADGES

DATA

EXTRAS

WELCOME TO THE WARZONE

Multiplayer HUD

Most of the HUD from the single player game carries over to multiplayer, but there are a few tweaks and refinements worth noting that make entering the Warzone much easier.

- 01 Health Bar and Sprint Meter:** Instead of watching for blood splashing across the screen, there is now a convenient health bar in the bottom-left of the HUD. Get shot a couple of times and you will notice that your health does regenerate, but never back to 100 percent. Beneath the health bar is a second, slimmer bar that displays your sprinting endurance. Sprinting depletes the bar quickly, but return to a job and the meter will quickly refill itself.
- 02 Objectives Marker:** Depending on the game mode, specific objects are always displayed by markers placed on the screen. Use these markers to quickly guide yourself towards the destination.
- 03 Squad Display:** After joining a squad, other squad members' health and classes are displayed on the top of the screen. Use these displays to alert you to the health and needs of your squad mates.



- 04 Radar:** Perhaps the most important tool while in the warzone, the radar allows you to keep constant vigilance over your surroundings. Enemy, Ally, Ammo Boxes, and Objectives are all displayed on your radar giving you an excellent overview of the map.
- 05 Battle Feed:** The battle feed updates itself directly above the health bar and offers a live teleplay of the battle. Keep an eye on the battle feed to stay apprised of who's killing who.
- 06 Scoreboard:** Located in the top-right of the screen, the scoreboard displays more than just which faction is winning. The scoreboard also displays progress towards completing objectives.
- 07 Battle Updates:** Battle updates pop up to the left of the scoreboard to let you know when pivotal actions have been completed on the battlefield. Keep an eye out for battle updates to get a deeper understanding of how the battle is progressing.

MISSIONS

Warzone

Warzone is where the true soldiers go to prove their rank. Warzone combines all five game modes into a brutal playlist that keeps the action fresh and frantic. All soldiers on the field must be prepared for constantly shifting objectives and a continual barrage of bullets from up to 16 enemy players for a full 32-player skirmish.

Mini Frag

Mini Frag plays out exactly like Warzone, except this time the visceral battle is scaled down to an intimate brawl between 8 players. Factions are split into 4-player squads and are shuffled through the same playlist as a Warzone.

Capture and Hold



Three distinct capture points are designated at the beginning of the match. Teams must reach these capture points and capture them by defending the zone for a period of time. Once a capture point is taken, a team's victory meter slowly begins fill. Whichever team fills their meter first, or has the most filled by the end of the match wins.



Tips

- ❖ Get there first. It is far easier to defend a capture point than it is to capture it. After being the first one to a capture point, immediately set up defenses to make sure it stays yours for the long run.
- ❖ You only need two. Controlling two capture points means that your victory meter fills faster than the opposition's. If you try and capture all three points, you will find that your troops are spread too thin and that it is impossible to keep all points at the same time.
- ❖ Use the classes' special abilities to their fullest. Have the tacticians throw spawn grenades at the capture points, engineers should set up turrets, and saboteurs must lay down proximity mines.



BRIEFING

HISTORY

CHARACTER BIOS

BASICS

SINGLE-PLAYER

MULTIPLAYER

Modes

Ranks

Classes

Missions

CHARACTERS

MAPS

RIBBONS & BADGES

DATA

EXTRAS

KILLZONE®2

Official Strategy Guide

Written by Peter McCullagh and Daniel Noel

©2009 DK Publishing, a division of
Penguin Group (USA), Inc.

BradyGames® is a registered trademark
of Pearson Education, Inc.

All rights reserved, including the right of
reproduction in whole or in part in any form.

BradyGames Publishing
An Imprint of DK Publishing, Inc.
800 East 96th Street, 3rd Floor
Indianapolis, Indiana 46240

© 2009 Sony Computer Entertainment America Inc.
“PlayStation”, “PLAYSTATION”, and the “PS” Family
logo are registered trademarks of Sony Computer
Entertainment Inc. The Sony Computer Entertainment
logo is a registered trademark of Sony Corporation.
Killzone 2 is a registered trademark of Sony
Computer Entertainment America Inc. Developed
by Guerrilla Games. © 2009 Sony Computer
Entertainment America Inc.

The ratings icon is a registered trademark of the
Entertainment Software Association. All other
trademarks and trade names are properties of their
respective owners.

Please be advised that the ESRB ratings icons,
“EC”, “E”, “E10+”, “T”, “M”, “AO”, and “RP”
are trademarks owned by the Entertainment
Software Association, and may only be used with
their permission and authority. For information
regarding whether a product has been rated by the
ESRB, please visit www.esrb.org. For permission
to use the ratings icons, please contact the ESA
atesrblicenseinfo@theesa.com.

ISBN 13: 978-0-7440-1091-6

ISBN 10: 0-7440-1091-8

Printing Code: The rightmost double-digit number is
the year of the book's printing; the rightmost single-
digit number is the number of the book's printing.
For example, 08-1 shows that the first printing of the
book occurred in 2008.

12 11 10 09 4 3 2 1

Manufactured in the United States of America.

Limits of Liability and Disclaimer of Warranty: THE
AUTHOR AND PUBLISHER MAKE NO WARRANTY OF
ANY KIND, EXPRESSED OR IMPLIED, WITH REGARD
TO THESE PROGRAMS OR THE DOCUMENTATION
CONTAINED IN THIS BOOK. THE AUTHOR AND
PUBLISHER SPECIFICALLY DISCLAIM ANY WARRANTIES
OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR
PURPOSE. THE AUTHOR AND PUBLISHER SHALL
NOT BE LIABLE IN ANY EVENT FOR INCIDENTAL OR
CONSEQUENTIAL DAMAGES IN CONNECTION WITH, OR
ARISING OUT OF, THE FURNISHING, PERFORMANCE, OR
USE OF THESE PROGRAMS.





BradyGAMES Staff

Publisher
David Waybright

Editor-In-Chief
H. Leigh Davis

Licensing Director
Mike Degler

Marketing Director
Debby Neubauer

International Translations
Brian Saliba

Credits

Sr. Development Editor
Christian Sumner

Screenshot Editor
Michael Owen

Lead Designer
Dan Caparo

Production Designer
Areva

Special Thanks

The folks at BradyGames would like to thank everyone at SCEA and Guerrilla Games for pitching in to bring this guide to you. A very special thanks goes out to David Bull for all his help and, as usual, just rocking!

SCEA

David Bull
TJ Consunji
Peter Dille
Michael Graham
Don Mesa
Kyle Shubel
Scott Steinberg

Guerrilla Games

Arjan Brussee
Mathijs de Jonge
Hermen Hulst
Angie Smets
Solomon Temowo
Steven Ter Heide
Jan-Bart van Beek

