

Unit 6 - Level 5 - Pumping Station 1.

Objective: Activate pumping stations one and two.

U6L5W1

Grab the chaingun and fill the Gunners, guards, and Gladiator with lead. Exit from either door and look behind the big crates for ammo and health.

U6L5W2

Walk up the small set of stairs and collect the health packs and the armor shards from behind the containers. Kill the Gunner and step on the platform.

U6L5W3 (two secrets)

Kill the guards and watch for the Gunners above you throwing own grenades. Peg them off and proceed up the small ramp to the next room. Shoot at the flashing yellow light above your head to uncover a secret adrenaline pack - accessible by climbing onto the explosive containers, then onto the crates. Then head toward the large crates and notice a large crack on one of the vertical pipes. Shoot at to uncover a secret area. After killing the Gladiator, hop on the crates to climb in the tube. Drop into the water and follow it around to the hidden room. Kill the Technicians and step on the platform to get another handy adrenaline boost.

U6L5W4 (secret)

Jump down into the other water pipe and follow the current until you reach outside. After destroying the Flyers, shoot at both grates (one in the water and one at the top of the rocks). A compartment will open up offering quad damage.

U6L5W5

Exit through this door, and kill all Strogg. You are now overlooking the first main room you were in before. Follow the line of stimpacks to some combat armor in the corner. And then hop down to the ground and continue into the next room where the secret pipe was.

U6L5W6

Continue along into the next room and take down the Gunners. Enter the room to the right, destroy the Gladiator, Gunners, and a Beserker (try to provoke a fight between them to do your dirty work!). Hit the button on the wall to activate pumping station number one. You may now leave through this Exit sign to enter pumping station 2.