

Unit 6 - Level 6 - Pumping Station 2

Objective: Activate this station as well.

U6L6W1 (strategy)

Use something powerful to take down the Gladiator and Gunner when you first enter. Then, walk up the ramp backwards to destroy the Strogg on the overpass above you.

U6L6W2 (secret)

Follow the walkway around and shoot the panel beside the blue key door to uncover some body armor (note: due to a small bug in the game you will not be rewarded with a message and your secret count will be missing a number as well).

U6L6W3 (strategy)

Head across to collect the armor shards and into the next room with the Tanks and other nasties. Hit the button to activate pump station 2. The message will tell you to head back to the reactor core and kill all resistance along the way. If you shoot the containers in the middle of the floor, it will open up a hole to the underground. Don't hop in but shoot whoever you can from your elevated advantage.

U6L6W4 (secret)

Head back to the blue key door and fall behind the ledge where the secret body armor was. Don't drop down just yet to grab the BFG10K. Follow the ledge to the secret area around the left corner concealing an adrenaline boost and other things.

U6L6W5 (secret)

Unfortunately, once you drop down to get the secret, you have to quickly run through the toxic waste back to where you found the BFG, or if you have an enviro-suit, activate it and take your time. Pick up the BFG10K and kill the Technicians, which will emerge where you just were around the corner. Head along the underground walkway to the next room full of guards, Gunners, and beserkers. Pick up the ammo pack while you're here.

U6L6W6 (secret)

Follow the walkway along underground until you notice the hole in the wall where you were shooting from above. Below that will be a odd-looking hatch with yellow glow behind it. Shoot it to uncover a secret Invulnerability.

U6L6W7

Climb out of the passageway and follow along to the platform. Rise up and annihilate the Gunners above. Pick up the blue key and head toward the blue key door.

U6L6W8

Enter the doorway and blow away the Gunners, Gladiator, guards, and beserkers. Pick up the armor shards and health and enter the next room with even more beserkers. When you pick up the enviro-suit, some Technicians will break out from one of the pipes. After you gun them down, walk back up the ramp out to where the toxic pool prevents you from getting to the other side.

U6L6W9 (secret)

Activate the suit and hop in. Discover the quad damage in a small hole underneath and then climb back up onto the other side. Climb up the stairs and out, back to the toxic waste dump. To continue with the walkthrough, see Level 4.