

# HALO 2 RESPAWNING REPORT



## Lockout

**Sniper Rifle = 38**

**Shotgun = 15**

**Sword = 25**

Battle Rifles (both) = 45

Plasma Pistol = 30

SMG = 30

Magnums (both) = 30

Plasma Rifle = 30

Needlers (both) = 30



## Ascension

Sniper Rifle (Sniper Tower) = 1:20

**Sniper Rifle (Main Tower) = 15**

Battle Rifles (both) = 1:00

Rocket Launcher = 1:15

Shotgun = 1:25

Plasma Pistol = 30

SMG (by rocket launcher pad) = 1:00

SMG (by needler/some rocks) = 30

Needler = 30

Magnum = 1:00

OS = 2:20



## Midship

**Sword = 15**

**Shotgun = 15**

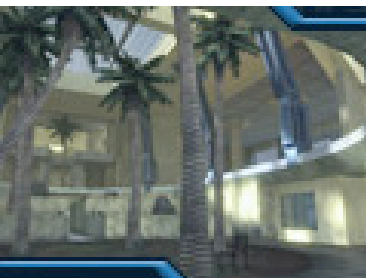
Carbine = 1:00

Battle Rifles (both) = 1:30

Plasma Rifles (both) = 1:00

Needlers (all 4) = 1:00

Plasma Pistol = 1:30



## Ivory Tower

**Rocket Launcher = 15**

Rocket Ammo = 1:10

Sniper Rifle = 1:00

**Sword = 15**

**Shotgun = 45**

Carbine = 45

OS = 1:23

Battle Rifle = 1:30

Magnum Pistols (both) = 45

Plasma Pistols (all 3) = 45

SMG (both) = 30

Plasma Rifles (all 4) = 30

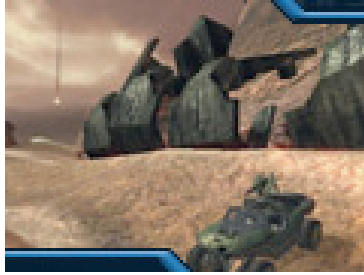
Needlers (all 3) = 30



## Beaver Creek

**Rocket Launcher = 15**  
**Sniper Rifle = 15**  
Shotgun = 45  
Battle Rifles (both) = 45  
SMG (both) = 30

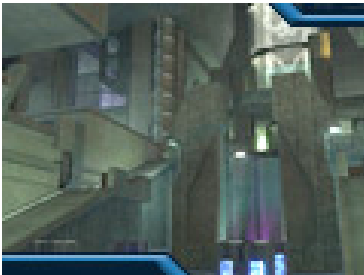
Magnums = 30  
Plasma Rifles = 30  
Plasma Pistols = 30  
Needlers = 30  
OS = 1:00



## Burial Mounds

**Rocket Launcher = 15**  
**Sniper Rifle = 30**  
**Beam Rifle = 45**  
**Sword = 45**  
**Shotgun = 45**  
**Battle Rifles (Shot, Carb) = 15**

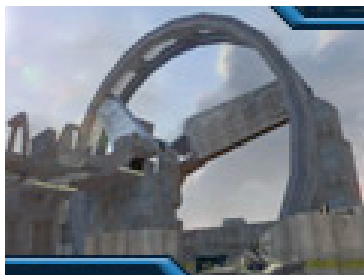
Battle Rifle (Hog) = 30  
Carbine = 30  
SMGs = 30  
Plasma Rifles = 30  
Plasma Pistols = 30  
Needlers = 30



## Colossus

**Beam Rifle = 25**  
**Shotguns = 15**  
Battle Rifles = 30  
Magnum Pistol = 1:30  
OS = 52.5

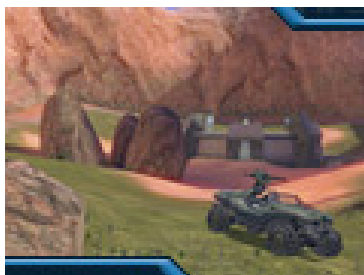
Plasma Rifle (near the gravity lift) = 30  
Plasma Rifle (by outer inside ramps) = 1:00  
Plasma Pistols = 1:00  
Needlers = 1:00



## Zanzibar

**Rocket Launcher = 35**  
Rocket Ammo = 30  
**Sniper Rifle (Froman) = 40**  
**Sniper Rifle (Seawall) = 40**  
**Sword = 25**  
**Shotgun (Defense) = 30**

**Shotgun (Seawall) = 35**  
Battle Rifles (all 4) = 45  
SMG (both) = 30  
Plasma Rifles (all 6) = 30  
Needlers (all 3) = 30  
Active Camo = 1:15



## Coagulation

**Rocket Launcher = 45**  
Rocket Ammos = 45  
**Sniper Rifles = 15**  
Sniper Rifle Ammos = 45  
**Shotgun = 15**

**Battle Rifles (by BS on hills) = 15**  
Battle Rifles (bases) = 50  
Magnums = ?  
Plasma Rifles = 30  
Needlers = 30

**Brute Shots = 1:15**

PowerUps = 1:35

Plasma Pistols = 30

## Headlong



**Rocket Launchers = 45**

Rocket Ammo = 1:00

**Sniper Rifle = 30**

Sniper Ammos = 1:00

**Beam Rifle = 30**

**Sword = 1:30**

**Brute shot = 15**

**Carbines = 45**

Battle Rifles = 45

OS = 1:07,5

Shotguns = 30

SMG (all) = 45

Magnums = 45

Plasma Rifle (defense) = 45

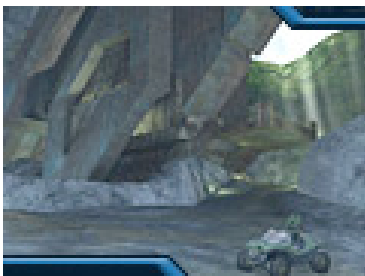
Plasma Rifle (Others) = 30

Plasma Pistol (Defense Stairs) = 45

Plasma Pistols (Others) = 30

Needlers = 45

Active Camo = 1:27,5



## Waterworks

**Rocket Launchers = 35**

Rocket Ammo = 1:00

**Sniper Rifle (center) = 1:00**

Sniper Rifles (bases) = 1:00

Brute Shot = 45

Sword = 40

Shotguns (both) = 55

Battle Rifles = 45

SMGs = 30

Magnums = 45

Plasma Rifles = 30

Plasma Pistols = 30

Carbines (both) = 50



## Foundation

**Rocket Launchers = 30**

Rocket Ammo = 1:00

**Sword = 30**

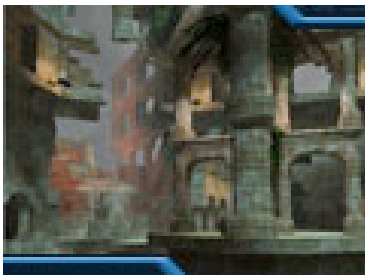
**Shotguns = 35**

**Battle Rifles (both) = 15**

SMGs = 30

Magnums = 30

Needlers = 30



## Warlock

**Shotguns = 1:00**

Battle Rifles (all 4) = 45

Magnum = 50

Needlers = 30

Plasma Rifles = 30

Active Camo = 1:10



## Containment

**Rocket Launchers = 45**

Rocket Ammo (by 'em) = 1:40

Rocket Ammo (center) = 1:00

Sniper Rifles = 4:00

Shotguns = 1:00

Brute Shots = 1:00

Magnum Pistol (both) = 1:00

Active Camos = 1:00

Battle Rifles = 30

Carbines = 30

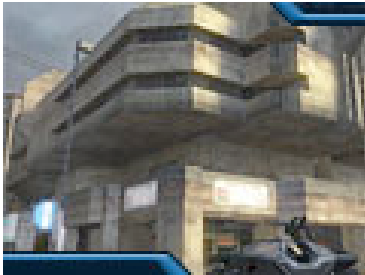
Plasma Rifles = 30

Needlers = 30

Plasma Pistols = 30

SMGs = 30

OS = 1:00



## Turf

**Sniper Rifle = 30**

**Shotgun = 30**

**Brute Shots = 30**

**Plasma Pistols = 45**

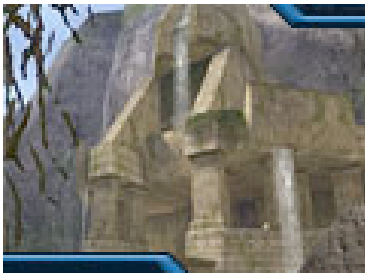
Brute Plasma Rifle = 45

Plasma Rifles = 30

Battle Rifles = 30

Magnums = 30

SMGs = 30



## Sanctuary

**Sword = 1:00**

**Sniper Rifle (both) = 1:00**

**Shotgun (both) = 15**

**Carbine (both) = 45**

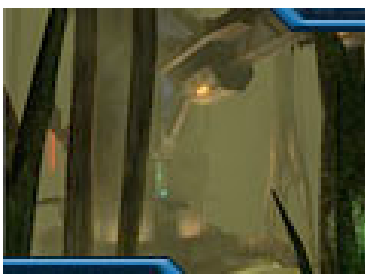
**Plasma Pistol (both) = 45**

Needlers (both) = 30

Battle Rifles = 45

Magnums = 45

Plasma Rifles (all 4) = 30



## Backwash

**Sword = 1:30**

**Shotguns = 1:30**

Battle Rifle = 30

Carbine = 30

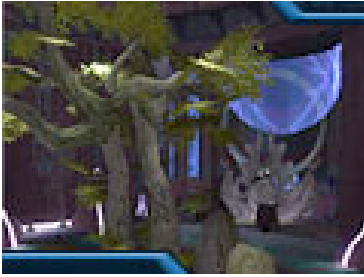
**Plasma Pistol = 1:30**

Sentinel Beam = 30

Plasma Rifle = 30

SMG = 30

Active Camo = 3:00



## Gemini

**Sword** = 45  
**Shotgun** = 45  
**Beam Rifle** = 30  
 Carbines = 30  
**Plasma Pistols** = 45

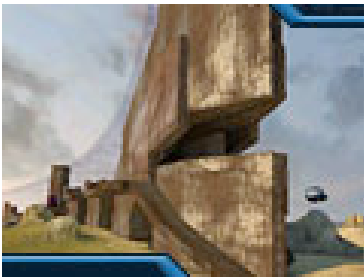
Plasma Rifle  
 Needler  
 Brute Shot  
 Overshield = 1:00



## Elongation

BR = 30  
**Plasma Pistol** = 1:00  
**Shotgun** = 45

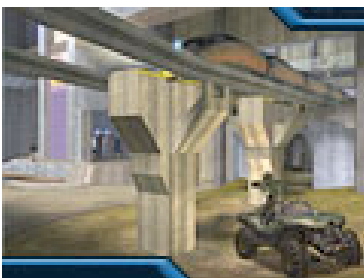
**Brute Shot** = 30  
 SMG = 30  
 Plasma Rifle = 30



## Relic

Battle Rifle = 30  
**Sniper Rifle** = 30  
 SMG = 30  
 Magnum = 30  
 Plasma Pistol = 30  
 Carbine = 30

Plasma Rifle  
 Needler  
**Beam Rifle** = 30  
**Shotgun** = 45  
**Sword** = 45  
**Rocket** = 2:00



## Terminal

Battle Rifle = 45  
 Sniper Rifle = 2:30  
**Rockets** = 30  
 SMG = 45  
 Carbine = 1:10  
 Plasma Rifle = 45

**Shotgun** = 30  
**Sword** = 45  
 Magnum = 1:10  
**Plasma Pistol** = 1:15  
 Overshield = 45  
 Rocket Ammo = 2:30

**Bold denotes a power weapon for that map. It will not respawn until dropped and disappears (most weapons take 30 seconds to disappear - this time is reset if someone walks over it).**

This guide was compiled for the Halo 2 community by Bluestrike2. The weapon spawns for all the launch maps, Warlock, Containment, Turf, and Sanctuary were all timed by Infesord from [www.halo2sucks.com](http://www.halo2sucks.com). The weapon spawns for the "Maptacular Map Pack" were timed by Bluestrike2. While we made all efforts to post correct times, the possibility still exists that some may be incorrect due to typing errors. Should you find an incorrect time email Bluestrike2 at "[bluestrike2@mac.com](mailto:bluestrike2@mac.com)."