



# PLANETPHILLIP

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FINISHING HALF-LIFE IS JUST THE BEGINNING!

## OPERATION BLACK THUNDER WALKTHROUGH

by Ad3

# Operation Black Thunder Walkthrough

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## INTRODUCTION

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This walkthrough is for Operation Black Thunder, a Single Player Half-Life Mod.

The author of the walkthrough is Ad3, and it was written specifically for PlanetPhillip.com.



## BASIC MOD INFORMATION

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- Released: 03 November 2004
- Author: [Black Thunder Team](#)
- Link: [PlanetPhillip.com](#)

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## THE WALKTHROUGH

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Run through the field until you reach a big door, let one of your mates take a hit from around the corner, get back after another mate places a grenade then go inside and hide from the chopper. After the shooting stops, go back for guns & ammo. Take 2 trips, to avoid the chopper better. Then go down. Check what the dead man left behind. Small cave underwater. Through the broken pipe. (Image 01) Kill the grunt from a safe distance. Tunnel.



Beautiful cut scene. Big tunnel. Grunt by the tank then into the mines. Avoid the machine gun at 10 o'clock and enter the room on the right. Load up then shoot the machine, it will explode. Onward. Upfront, on the left, a grunt. Near the first tank, another one. In the window, a third one. On the first floor, there's some C4. Plant it on the first tank then hide. Climb on the second tank and recharge. Then go through the hole next to the window opening (Image 02). In the truck. Cut scene.

The NPC won't follow you. Up the stairs, 2 grunts. At the top, 2 more. Outside, a guarding grunt. Go left and take down 2 turrets with the shotgun then 2 grunts attack you. Nothing here, just a h-pack. Go back to the structure. As you jump across, grunt on the left. The mine field is not an option. Pass the tank, go underground. In the computer room, grunt on the left (the author adores "left"). Move along. In the room on the LEFT, a grunt is learning computer science. The next room has armor. In the hallway, 2 stupid AIs. Meet the radioman. Go back outside and watch the airstrike (Image 03). Let the truck trip some mines. Map change (ruins).



Grunt on LEFT. Another one in the room, get him through the window. Ammo. Grunt under the wooden bar. And upfront. Climb into the window and kill the grunt on the.. left, but mind his grenades. Explore. Then jump from the platform with the room with the broken charger and onto the platform next to the closed windows. Go around, break the glass, turn the valve to open the door beneath you, to the Control Room. Pull the lever to turn off the electricity (Image 04). Hole in the fence. Long walk.

A grunt at the end, on the RIGHT (finally). Feed the turrets a grenade. Push the explosives next to the damaged wall. A few shots. Enter the Ordinance Storage Facility. Take the elevator. Two ceiling turrets. Two ways to finish the grunts. Go ahead, or enter the door on the right, to avoid turrets better. A grunt behind the recharge, 2 outside. Another near the turrets, which are now deactivated. In the

small room, use the vent near the ladder. Another room (Image 05). Outside. At the end, machine gun. I cowardly hid myself from it and millimetrically shot the grunt near it. Another two on the left and behind the tank. 2 through the broken door. 1 on top of the stairs, 1 behind the crate on the left, 1 on the right. Go up the stairs. Map change.



After the explosion, 2 grunts ahead. A third one on the upper right. Move back and let the grunts get bombed (Image 06). Two big doors.

As the objective says, take the alternative path. Grunt, guarding PCV and RPG. Use the 3 rockets on the tank, the grunt behind the machine gun then the other tank. Also, shoot the 2 visible grunts or the barrels next to them. (Funny thing, I shot one of the barrels and instead of exploding, it went flying and forgot to come down..) (Image 07) Go through the big door.



Now there's a huge tank shooting lasers at you and 2 grunts on the right. Kill the grunts and shoot the laser-throwing thing. Move the boxes near the garbage container and climb on it then on the pipe and enter the vent. In the available room, a grunt and goodies, also a C4. Plant it on the tank and follow the big blue traveling box. Take out the 2 turrets with the shotgun then head to the control room and use the panel. Once the box is above the sniper, shoot at what's holding it, right above it (Image

08). As you pass the gate, grunt attacking. Big door, crates, small door. Map change.

2 grunts upper left. 3 more further to your right. Take them by surprise, with the shotgun. Nothing in the water. Grunt in the tunnel. Second grunt upstairs. Rocket in the crate, but no need to waste it on the chopper. Use elevator. Map change.

The dead grunt shows a cute way to spend eternity (Image 09). Long live the sniper vision.



Check the crates. 2 grunts around the corner. And I'm enjoying the next part a little too much (Image 10). 6 grunts up there. Enough playing around, we've got work to do. Lots and lots of it. 2 grunts inside. Plant the C4 on the open fuse box in the hallway (the one with the decreasing / increasing light) and hide like a



scared kitten. After the explosion, run through the door at the end of the hall, but mind the grunt on the left. Check the crates then down the rabbit hole. Map change.

No weapons, just a direction. Enter the cave, after taking the knife. Break your way through the wooden blockage. PCV, knives and a shotgun. All we need. Take the elevator. 4 grunts outside (Image 11). Wait for them to come and take them one by one. Now the famous mountain climb with no pine trees. Go around until you see the helipad. Then go up. Cave. Climb its walls. Up the ladder.



As you stand on horizontal ground, at a fair distance for a long jump, climb back up on diagonal just a little and the straight rock will be enough for a long jump ramp (knowing this, took me 5 times to get it the second time I played it). At the point where looking up reveals high walls, a grunt is right up on the rock near you. After the small tunnel, turn right. Climbing over! Grunt (Image 12). While the door is being taken care of, break the first blue box and hide in it. Surprise, a rocket! Take down the chopper. Enter the door. Long way down.

2 grunts chatting. Another 2 down in the reactor chamber. No need to go in the observation room. Go back in the hallway. In the place with 3 doors, pick the one on the right. Grunt in the staircase, another one downstairs. Go quick through the next 2 doors to avoid ceiling turrets. Wait. Shoot the fuse system (Image 13). Go back up to the coolant tank. Use the green panel on the left then exit the room fast. Go right, to the reactor room then left to the big door. PCV and Health. Map change.



3 grunts playing hide and seek among the boxes. Press the button. 2 grunts at first sight and a turret on the left boxes. As you jump down, a grunt under the boxes. Turret on the blue boxes. Check the blue container. As you check the small crate on the left of the door, that door is pushed down by a grunt. Turn around and teach him to behave. 2 more in a room full of crates witch don't hide much. Break the grate on the floor and climb down (Image 14). Grunt. Go up. Map change.

As the door opens, duck down, because the chopper's not your best friend. Pick up the Desert Eagle, right click to turn on the laser and run through the field, pointing the laser on the ground, far from your position so you won't get blasted. Small door. PCV. Avoid tank hits by hiding behind the wall on your left and take

down 2 grunts. Keep moving as you're under attack. The big gate explodes in front of you. Hide from the tank behind a gate pole and kill 2 grunts (Image 15). Shoot the top of the tank. Check crates on left. As you get closer to the big door and 2 inactive rocket launchers, someone attacks it. Go through. Now down. Crates. An assassin shoots down the door. 3 more outside (so skilled, they start shooting before even getting into position). Shoot the glowing panel below. Back up and to the left, a door opened. After shooting 2 assassins below, another one comes through the door in front. A fourth one below. Pickpocket them and check the crates. Move on. Map change.



Take the ammo next to the dead guy then run, jump and hide from the rockets, behind a crate (Image 16). Shoot the 2 grunts then check the crates on the platform now going down on the ride of your life. As a sitting duck, try taking down at least a turret on each critical point, dance around and hide when you get the chance. You can also use the Desert Eagle, if there's any ammo left. The ambush will come from the left and front door. 2 grunts

each. Take the front way. Map change.

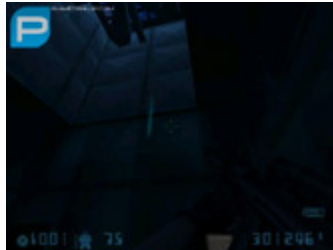
Sniper vision rules. Use it on the grunt up on the far catwalk and the grunt behind the machine gun. Get closer, a third one up on the first catwalk. Check the crates then climb on the tank to the catwalk (Image 17). Throw a grenade at the door on the left then move back (grunt behind it). PCV in the control room, check the door on the right of the catwalk. Near the stairs, 2 grunts come through the roof, old school. Check the crates. 2 turrets behind the next door, so prepare the mighty shotgun. Shoot the explosives, go through. Up. Vent system. When you're near the crates, 2 turrets come down. Activate the crane, jump down or go back on foot. Break the grate, go down. Grunt running. 2 more behind the wall that exploded. Nothing else in there. Up. Map change.



The right path is a dead end. 2 on the left. Now don't go too far ahead, take the next 4 from a distance and as you're in the doorway, another 3 come to play (Image 18). Recharge and get ready for 3 more. Go further. On the left, 2 more and one behind a rocket launcher. The main door is inaccessible, take the door behind the crate. Map change.

You can take down the 2 grunts from up here. Down the ladder. Go into the room on the left (the vent system leads to the same room). Use the computer once to deactivate the laser. Now take an explosive crate from behind the wall (the ones inside the fences don't budge) and place it in the line of

the laser (Image 19). Go back and use the computer again. Explosion, 3 grunts outside. Pass the door they came in through and pick up the gun. The explosion opened a hatch. Climb down (don't jump down).



On your right, 2 crates and lasers blocking your way. There are many ways to pass this. You can carefully jump in between 2 lasers, or push the big crate in the middle and the small crate in front and jump over the lasers, or use the small crate on the right of the lasers to intercept the lower beam. And sometimes, just walking through works (must be a bug). Either way, make sure you take the big one with you to climb to the vent



system. You're outside for a moment. Map change (Image 20).

3 grunts outside the vent, on the right. 2 more up on the roof. Another one on the other side, with a machine gun. Duck & grenade. Up on the roof, see the grate in the wall – you'll escape through there. Another grate at the other end. Time to clean the inside, too. Grunt out that door. Break the lock. Next door opens with the red button in the computer room. Grunt on the left. Bring up the 2 planes. Explosives behind the door on the right. Jump on the left plane and place the C4 around the oval (Image 21). Run to the vent system you saw earlier (crouch and jump a bit to enter, it has a little step – at first I thought my behind won't fit). Map change.



Once you're down, hide from the attack by jumping behind the crates and take the grunts one or two at a time. Check the tents then go down the hatch. Map change.



Your only mission here is to stay alive. Passerby assassin. The red button brings out 3 more. So place a satchel near that door, first. Grenades in the crate. Now take the door opposite to the button. Jump on the crates, check them, break the lock. Nothing on the left. Use the terminal with the small red light. Now go back up. The coolant tank's open. Grunt waiting. Climb the ladder near the pump station. Run fast through the glass corridor to avoid turrets. Down there, on the left, 2 grunts and their rocket launcher, which is not hard to avoid (Image 22). In the computer room downstairs, 3 assassins and only 1 PCV armor shield. Near the laser, the biggest cave ever. In the distance, a platform approaching. 2 assassins on it. Use it to pass. Door on right. Map change.

Take the elevator. Grunt waiting. Here's another great ride. Load up, grunt outside on the left, jump on the second platform, which starts moving after

breaking the crates. 3 grunts on a platform are following you. I used the RPG on them. When it gets close, jump on the platform and stay on it (Image 23). Map change.



Outside, 2 grunts on the left. 6 assassins in the train. Approach the wall and throw grenades at them. Shoot the machine gun in the middle. 2 rocket launchers come out. The door on the left blasted. Same thing we did before. Use the laser point on the Desert Eagle to aim the ground far from you. You can use it to blow up a grunt or two in that chamber. A third one you'll have to take down the old fashioned way.

Approach the fence, 3 grunts. 2 more inside. Take the goodies left outside. Cut scene. Tunnel access. Move the small crate near the big one and climb on them. Go through the broken pipe (Image 24). Map change.

2 grunts with grenade launchers. On your left, 2 grunts in the back of a truck, plus PCV. Take the platform on the right. Crates. Vent behind the non-breakable. Sewers. At an opening, climb up the wall and throw a barrel in the water next to the other wall. Climb up. Now you're outside and it's raining. Take the elevator. Map change.

Approach the door on the right then get back. After it blows up, 3 grunts are happy to see you. Nothing left here. Many crates. 2 turrets near the train wagon. New weapon with strong recoil. Shoot the cylinders in the right chamber (Image 25). Climb the crates. Take the door near you. Cut scene or preview. Map change.



Go left and hop into the truck. Stay on the right side, looking back. You can stop the tank by shooting the explosive barrels as soon as you see them on the left. Leave the truck when you're told to and hide behind the crates. An assassin left. Check the blue container. Now go to the control room (Image 26). Map change.

In the main hallway, 3 grunts on the catwalks. The upper rooms have nothing. Proceed. 3 grunts don't know what bullet proof glass means. Shut them up. On your right, a scanning system you can't bypass. Check the other door. Locked, as well, so go back, as one of the rooms is now open. A grunt blows himself up if you wait a while. In the next room, 2 grunts and a turret. On your right, just near the door behind you now, there's a panel, Security Override (Image 27). Use it. Go back to the locked door, now open. Further on. Right door. 2 grunts on the left. Up the ladder. Break





the grate. And another one and you've gone pass the scan. Health in the Storage Unit, mind the grunt. PCV. 2 turrets in the computer room. Just get back and wait for them to calm down. Use one of the switches and get out. Now go back to the main hallway and the left door. Take the platform while 2 grunts attack you. Now right. Cut scene or preview. Map change.



2 grunts take you by surprise. Check the big crates. 2 big doors. Step back after the second one. 2 grunts. 2 turrets behind small crates. Big door. Run by the door on the right. Throw a grenade to the grunt behind the machine gun. Bringing out the rocket isn't necessary, I suppose (Image 28). Call the platform. Duck while going up. Throw 2 grenades at the explosives behind the small door. 2 grunts. Map change.

As you go through the door, throw 2 grenades down, on the rising platform. Take the left door. Map change.

Shoot the fuse box on the wall on the left. It opens the armory access (Image 29). Ammo & armor. Climb on the tires on the right and shoot at the cylinders. Outside, 2 grunts on ground level and 2 high up with machine guns. You can either run to the small door up ahead, or use the sniper rifle then roam freely to it. Map change.



Pass the grunt behind the door that won't open. In the room with the steaming pipe, throw a grenade on the platform in front. 3 grunts. Go right. Before using the platform, leave a grenade near the 2 doors (grunt appeared) (Image 30). Grab on a ladder and wait. Go down. 2 grunts on the left. On the right, 2 grunts with a rocket launcher. In the dark room, push the security override button and go back on the left side. Check the crates. Come down, shoot the ceiling turret.

Small door. Map change.

2 grunts. Activate the panel on the catwalk for the water level to rise. Next, the elevator needs power. Go right 2 times. Green door on the right. Use the 2 panels (Image 31). Outside, jump into the water. Go left to the elevator. Shoot the explosives. 2 more grunts and turrets. Wait for the turrets to go up. Another grunt on the upper left. Climb the ladder. H-packs. Small door. Map change.



Crates. Go left. Grunt. Use security override panel. 2 more grunts. Use the other S O panel. Now back to the computers. Use the left one then push the red button. A few seconds later, the door behind you opens (Image 32). Run through it as everything behind you explodes. Crates. 2 grunts behind the glass on the right. 2 more will come in front. At the end, 3 grunts on a platform. Go up. As you check

the crates, wall explodes. A grunt behind it. Another 1 to the left. Go right. Simulation program is over. Map change.

Take the elevator. After the scanner, go left. Check out the tanks on the right. Another mission begins. Map change.



Cross the frozen lake. The turrets are still. 4 grunts. Jump down (Image 33). Vent system. Grunt on right. 2 doors. 2 rocket launchers and grunts. Stay out of the rocket launchers' attack and take down the 5 grunts. H-pack and armor.

One of the 2 round things has a safety block at its base (Image 34). Shoot it. Run down. Grunt. 3 more in a tank coming through the left door and 4 coming through the right. Go back up and let them fight. Finish what's left, pickpocket them then go to your right. Another End.



Watch the scientist dance (Image 35). Finally, it's THE END.

Ad3 - October 2007