

I'm not a robot































multiplayer modes of Halo: Combat Evolved, Halo 3: ODST, Halo: Reach, Halo 4, and Halo 5: Guardians (in the campaign, most often happens to AI-controlled teammates), players can take damage if they fall from too great a height. Such fall damage can kill players who fall from great heights, although fall damage is reduced in Halo 5: Guardians when compared to previous instalments, also with regards to the height required for damage to occur. Fall damage has a fixed amount of damage, dependent on how far the player falls regardless of any difficulty. Fall speed is also a contributing factor. The faster the player falls, the more health is lost regardless of the height from which the player falls. Rarely, it is possible to prevent fall damage by using certain weapons such as the Gravity Hammer and with the correct timing, negating or decreasing the fall damage. Fall damage is not present in the campaign and multiplayer of Halo 2, Halo 3, and Halo Infinite, though falling deaths can still result from contact with a kill barrier or when the fall speed is too fast to sustain. Using Acrophobia Skull in any Halo Game, when the player's speed is exceeding a threshold, it can also cause instant death to the players when bumping into any objects, counting as fall damage. Sources[edit]