

HALO WARS QUICK REFERENCE



SPIRIT OF FIRE
Press .



Disruption
AOE ability; temporarily blocks Leader Powers.





Heal and Repair
Heals units and repairs buildings.





Transport
Airlifts units.


CAPTAIN CUTTER

LEADER POWER*


 **MAC Blast**
Magnetic Accelerator Cannon blasts (press ).

 **Medium MAC Blast**



 **Large MAC Blast**

 **Super MAC Blast**

UNIQUE UNIT


 **Elephant**
Mobile infantry trainer.

SUPER UPGRADE

 **ODST**
Marines upgrade to Orbital Drop Shock Troopers (press  to drop from orbit).



ECONOMY BONUS

Bases start with more building sites.



SERGEANT FORGE

LEADER POWER*

 **Carpet Bomb**
Carpet Bomb (press ).

 **Medium Carpet Bomb**

 **Large Carpet Bomb**

 **Super Carpet Bomb**

UNIQUE UNIT

 **Cyclops**
Multipurpose powered exoskeletal suit.

SUPER UPGRADE

 **Grizzly**
A superior version of the Scorpion tank.



ECONOMY BONUS


Supply Pads start as Heavy.





PROFESSOR ANDERS

LEADER POWER*


 **Cryo Bomb**
Freezes enemies in place (press ).

 **Medium Cryo Bomb**


 **Large Cryo Bomb**

 **Super Cryo Bomb**

UNIQUE UNIT


 **Gremlin**
Uses EMP to stun enemy units.

SUPER UPGRADE

 **Hawk**
A laser beam upgrade to the Hornet.

ECONOMY BONUS

Cost and research time for unit upgrades reduced by half.



*Leader Power upgrades available at Field Armory.

UNSC BUILDINGS AND ADDITIONAL UPGRADES

 **FORTRESS**
Command Center, 7 building sites, and 4 Turret foundations.

 **FIREBASE**
Command Center, 3 building sites, and 0 Turret foundations.

 **STATION**
Command Center, 5 building sites, and 4 Turret foundations.

 **REACTOR**
Increases technology level.

 **Advanced Reactor**
Energy output twice normal (counts as two tech levels).

 **SUPPLY PAD**
Receives resources from the Spirit of Fire.

 **Heavy Supply Pad**
Increases resources gathered.

 **FIELD ARMORY**
Enables special upgrades.

 **Adrenaline**
Boosts infantry speed.

 **Reserves**
Units train faster.

 **Medium Turret**
Increases Turret damage/hitpoints.

 **Reinforcements**
Increases maximum population.

 **Large Turret**
Increases Turret damage/hitpoints.

 **TURRET**
Fixed gunnery/tracking systems for base defense.

 **Flame Mortar**
Anti-infantry.

 **Rail Gun**
Anti-vehicle.

 **Missile Launcher**
Anti-air.

Required technology level

 **Special add-on**

HALO WARS

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UNSC UNITS AND UPGRADES

0 COMMAND CENTER

1



CYCLOPS¹
Powered exoskeleton counter-building unit.

0



WARTHOG
Scout vehicle.

0



ELEPHANT²
Mobile infantry training center.

1



GREMLIN³
Combat support vehicle.

2



Repair Kit
Repairs buildings and mechanized units.

1



Gunner
Adds machine gun attack.

1



Twin Engine
Improves speed.

2



Focusing Lens
Increases damage and range.

3



High-Torque Joint
Improves speed.

2



Grenadier
Adds a grenade launcher.

2



Defense Turrets
Adds light autocannons.

3



Chain Amplifier
EMP can hit multiple targets.

3



Gauss Cannon
Replaces machine gun for damage increase.

3



Ceramic Armor
Increases armor.

0 BARRACKS

0



MARINE
Mainline UNSC infantry unit.

0



FLAMETHROWER
A counter-infantry unit.

1



SPARTAN
Superhuman infantry can hijack vehicles.

1



New Blood
Adds extra Marine to each squad.

1



Flash Bang
Stuns infantry units.

2



Chain Gun
Increases damage.

2



RPG
Upgrades grenade attack.

2



Napalm Adherent
Flames burn after initial attack.

3



Neural Implant
Jack vehicles more effectively.

3



Medic
Adds healing Medic to each squad.

3



Oxide Tank
Increases damage to organic targets.

3



Spartan Laser
Increases damage.

3



ODST²
Orbital Drop Shock Troopers.

2 VEHICLE DEPOT

2



SCORPION
Mainline UNSC vehicle.

3



COBRA
A counter-vehicle unit.

3



WOLVERINE
A counter-air unit.

3



Canister Shell
Blast radius attack.

3



Deflection Plating
Gives extra protection.

3



Volley
A barrage attack for ground targets.

4



Power Turret
Doubles turret speed.

4



Piercing Shot
Increases damage.

4



Dual Launchers
Increases damage.

4



GRIZZLY¹
Super tank unit.

2 AIR PAD

2




HORNET
Mainline UNSC air unit.

4



VULTURE
Advanced air-weapons platform.

3



Wingmen
Marines riding shotgun boost damage.

4




Mega Barrage
Doubles missile salvos.

4



Chaff Pod
Better avoidance of missile fire.

4



HAWK³
Upgrade to super unit.

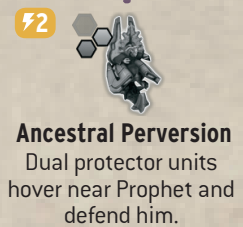
¹ Available only with Forge
² Available only with Cutter
³ Available only with Anders

COVENANT LEADERS

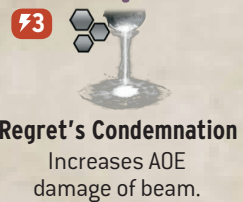
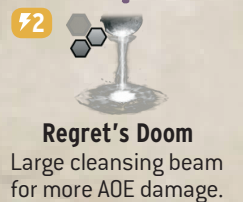
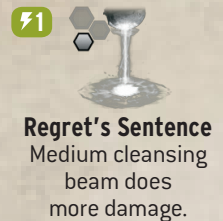
*Leader upgrades available at Temple.

PROPHET OF REGRET

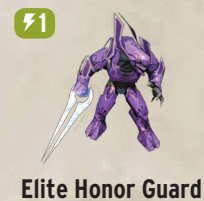
COMBAT UPGRADES*



SPECIAL UPGRADES*

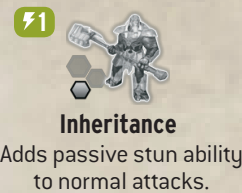


UNIQUE UNIT

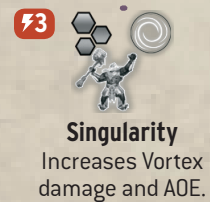
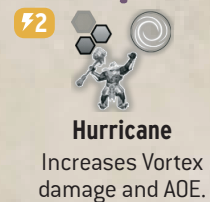
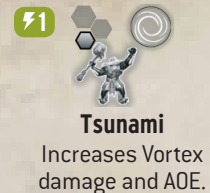


BRUTE CHIEFTAIN

COMBAT UPGRADES*



SPECIAL UPGRADES*

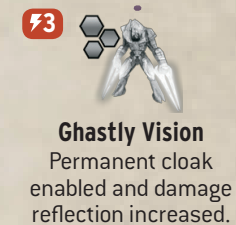
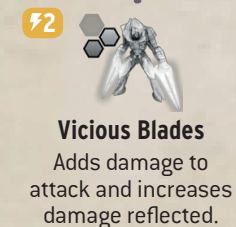


UNIQUE UNITS

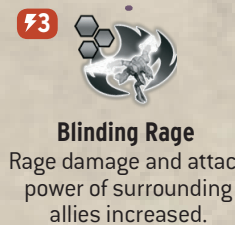
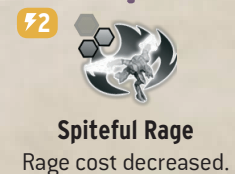


ARBITER

COMBAT UPGRADES*



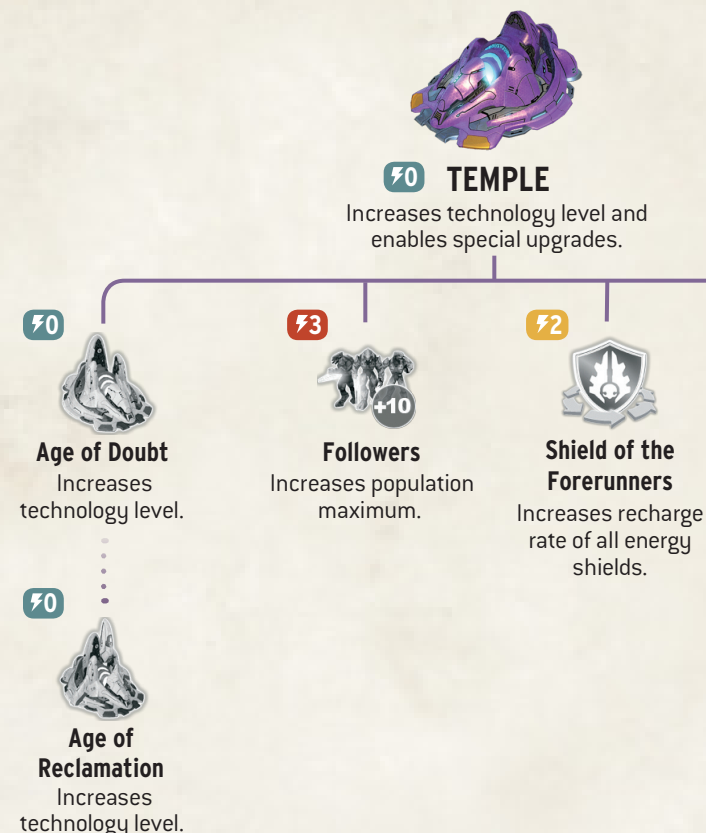
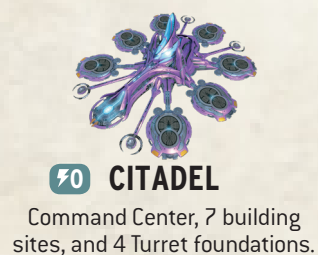
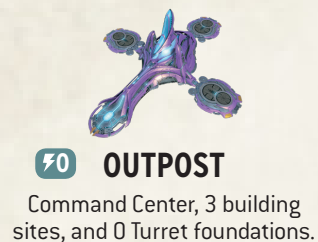
RAGE UPGRADES*



UNIQUE UNIT

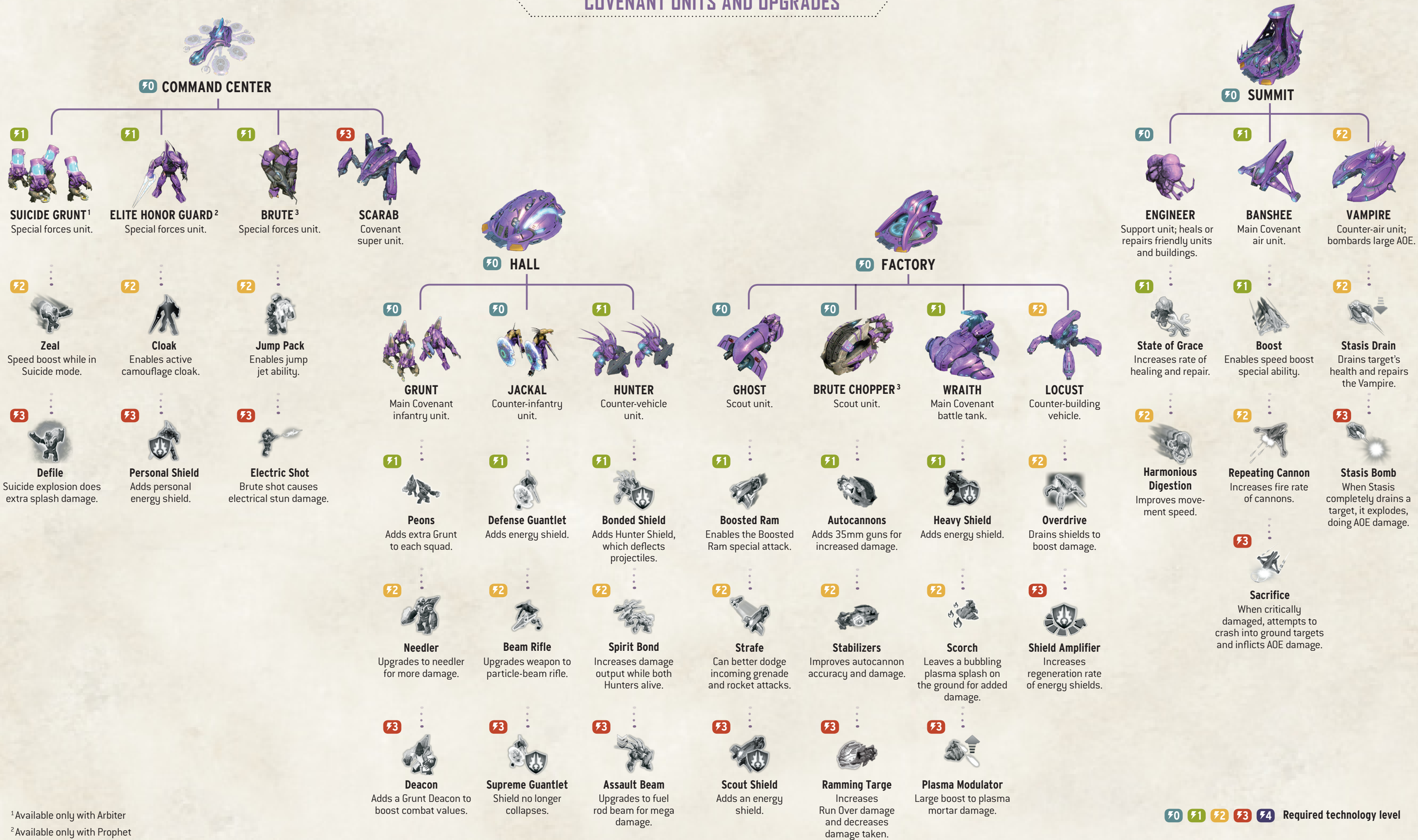


COVENANT BUILDINGS AND ADDITIONAL UPGRADES



0 1 2 3 4 Required technology level
* Special add-on

COVENANT UNITS AND UPGRADES



0 1 2 3 4 Required technology level