

# HALO WARS QUICK REFERENCE



**SPIRIT OF FIRE**  
Press [C].

- f0 Disruption**  
AOE ability; temporarily blocks Leader Powers.
- f0 Heal and Repair**  
Heals units and repairs buildings.
- f0 Transport**  
Airlifts units.

## CAPTAIN CUTLER

**LEADER POWER\***

- f1 MAC Blast**  
Magnetic Accelerator Cannon blasts (press [C]).
- f2 Medium MAC Blast**
- f3 Large MAC Blast**
- f4 Super MAC Blast**

**UNIQUE UNIT**

- f0 Elephant**  
Mobile infantry trainer.

**SUPER UPGRADE**

- f3 ODS**  
Marines upgrade to Orbital Drop Shock Troopers (press [C] to drop from orbit).

**ECONOMY BONUS**

- Bases start with more building sites.

## UNSC LEADERS

### SERGEANT FORGE

**LEADER POWER\***

- f1 Carpet Bomb**  
Carpet Bomb (press [C]).
- f2 Medium Carpet Bomb**
- f3 Large Carpet Bomb**
- f4 Super Carpet Bomb**

**UNIQUE UNIT**

- f0 Cyclops**  
Multipurpose powered exoskeletal suit.

**SUPER UPGRADE**

- f4 Grizzly**  
A superior version of the Scorpion tank.

**ECONOMY BONUS**

- Supply Pads start as Heavy.

\*Leader Power upgrades available at Field Armory.

### PROFESSOR ANDERS

**LEADER POWER\***

- f1 Cryo Bomb**  
Freezes enemies in place (press [C]).
- f2 Medium Cryo Bomb**
- f3 Large Cryo Bomb**
- f4 Super Cryo Bomb**

**UNIQUE UNIT**

- f0 Gremlin**  
Uses EMP to stun enemy units.

**SUPER UPGRADE**

- f4 Hawk**  
A laser beam upgrade to the Hornet.

**ECONOMY BONUS**

- Cost and research time for unit upgrades reduced by half.

## UNSC BUILDINGS AND ADDITIONAL UPGRADES

- f0 FORTRESS**  
Command Center, 7 building sites, and 4 Turret foundations.
- f0 REACTOR**  
Increases technology level.
- f0 SUPPLY PAD**  
Receives resources from the Spirit of Fire.
- f1 FIELD ARMORY**  
Enables special upgrades.
- f0 TURRET**  
Fixed gunnery/tracking systems for base defense.
- f0 FIREBASE**  
Command Center, 3 building sites, and 0 Turret foundations.
- f0 STATION**  
Command Center, 5 building sites, and 4 Turret foundations.
- f0 Advanced Reactor**  
Energy output twice normal (counts as two tech levels).
- f1 Heavy Supply Pad**  
Increases resources gathered.
- f1 Adrenaline**  
Boosts infantry speed.
- f2 Reserves**  
Units train faster.
- f2 Medium Turret**  
Increases Turret damage/hitpoints.
- f3 Reinforcements**  
Increases maximum population.
- f1 \* Flame Mortar**  
Anti-infantry.
- f1 \* Rail Gun**  
Anti-vehicle.
- f1 \* Missile Launcher**  
Anti-air.
- f3 Large Turret**  
Increases Turret damage/hitpoints.

**Legend:**  
 f0 f1 f2 f3 f4 Required technology level  
 \* Special add-on

# UNSC UNITS AND UPGRADES

## ☐0 COMMAND CENTER

**☐1**  **CYCLOPS**<sup>1</sup>  
Powered exoskeleton counter-building unit.

**☐0**  **WARTHOG**  
Scout vehicle.

**☐0**  **ELEPHANT**<sup>2</sup>  
Mobile infantry training center.

**☐1**  **GREMLIN**<sup>3</sup>  
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.

**☐4**  **Spartan Laser**  
Increases damage.

**☐3**  **ODST**<sup>2</sup>  
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**  **GRIZZLY**<sup>1</sup>  
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**  **HAWK**<sup>3</sup>  
Upgrade to super unit.

<sup>1</sup> Available only with Forge  
<sup>2</sup> Available only with Cutter  
<sup>3</sup> Available only with Anders

## COVENANT LEADERS

\*Leader upgrades available at Temple.

### PROPHET OF REGRET

#### COMBAT UPGRADES\*

**f1**



**Blessed Immolation**  
Upgrades to fuel rod cannons for damage increase.

**f2**



**Ancestral Perversion**  
Dual protector units hover near Prophet and defend him.

**f3**



**Divine Absolution**  
Prophet becomes a full-fledged flying unit.

#### SPECIAL UPGRADES\*

**f1**



**Regret's Sentence**  
Medium cleansing beam does more damage.

**f2**



**Regret's Doom**  
Large cleansing beam for more AOE damage.

**f3**



**Regret's Condemnation**  
Increases AOE damage of beam.



#### UNIQUE UNIT

**f1**



**Elite Honor Guard**

### BRUTE CHIEFTAIN

#### COMBAT UPGRADES\*

**f1**



**Inheritance**  
Adds passive stun ability to normal attacks.

**f2**



**Birthright**  
Chieftain can pull enemies to him during combat.

**f3**



**Destiny**  
Adds AOE stun to Gravity Hammer.

#### SPECIAL UPGRADES\*

**f1**



**Tsunami**  
Increases Vortex damage and AOE.

**f2**



**Hurricane**  
Increases Vortex damage and AOE.

**f3**



**Singularity**  
Increases Vortex damage and AOE.



#### UNIQUE UNITS

**f1** **f0**



**Brutes** **Brute Chopper**

### ARBITER

#### COMBAT UPGRADES\*

**f1**



**Fiendish Return**  
Arbiter armor reflects a portion of incoming damage.

**f2**



**Vicious Blades**  
Adds damage to attack and increases damage reflected.

**f3**



**Ghastly Vision**  
Permanent cloak enabled and damage reflection increased.

#### RAGE UPGRADES\*

**f1**



**Defiant Rage**  
Health partially restored with every inflicted fatality.

**f2**



**Spiteful Rage**  
Rage cost decreased.

**f3**



**Blinding Rage**  
Rage damage and attack power of surrounding allies increased.



#### UNIQUE UNIT

**f1**



**Suicide Grunts**

## COVENANT BUILDINGS AND ADDITIONAL UPGRADES

**f0**



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

**f0**



**GRAVITY LIFT**  
Transports units to the Leader unit.

**f0**



**WAREHOUSE**  
Receives resources.

**f1**



**Blessed Warehouse**  
Increases resources gathered.

**f0**



**TEMPLE**  
Increases technology level and enables special upgrades.

**f0**



**Age of Doubt**  
Increases technology level.

**f3**



**Followers**  
Increases population maximum.

**f2**



**Shield of the Forerunners**  
Increases recharge rate of all energy shields.

**f1**



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

**f1** \*



**Secondary Plasma Mortar**  
Anti-infantry.

**f1** \*



**Secondary Fuel Rod**  
Anti-vehicle.

**f1** \*



**Secondary Heavy Needler**  
Anti-air.

**f0**



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

**f1**



**SHIELD GENERATOR**  
Protects your buildings with an energy shield.

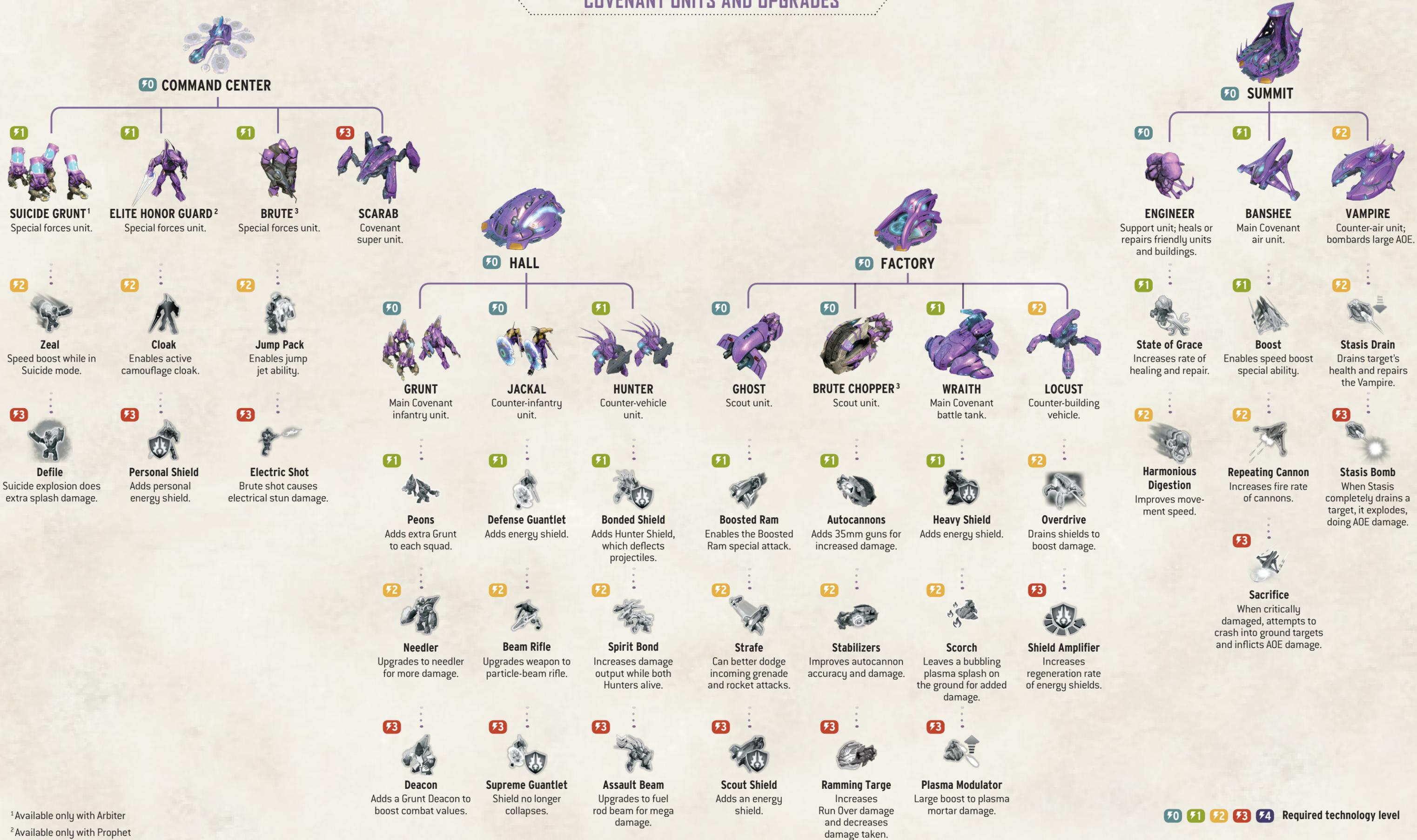
**f0**



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

**f0** **f1** **f2** **f3** **f4** Required technology level  
\* Special add-on

# COVENANT UNITS AND UPGRADES



<sup>1</sup> Available only with Arbiter  
<sup>2</sup> Available only with Prophet  
<sup>3</sup> Available only with Brute Chieftain

F0 F1 F2 F3 F4 Required technology level