





UNSC BUILDINGS AND ADDITIONAL UPGRADES



FORTRESS

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



FO FIREBASE

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



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



FO REACTOR

Increases technology level.



Advanced Reactor

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



50 SUPPLY PAD

Receives resources from the Spirit of Fire.



Heavy Supply Pad Increases resources

gathered.

FIELD ARMORY

Enables special upgrades.



speed.

Adrenaline Boosts infantry

Reserves Units train faster.



F3

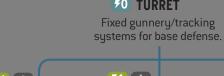




population.

73

maximum



Flame Mortar Anti-infantry.





Rail Gun

FO TURRET



Missile Launcher Anti-vehicle. Anti-air.



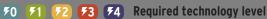


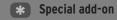
damage/hitpoints.











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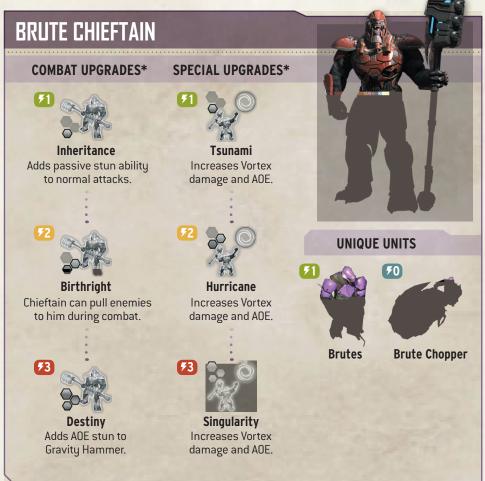


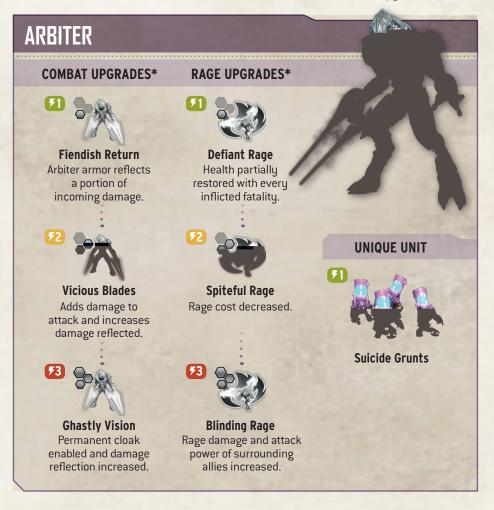
ODST ²

Orbital Drop

Shock Troopers.







COVENANT BUILDINGS AND ADDITIONAL UPGRADES



Command Center, 3 building sites, and O Turret foundations.



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



sites, and 4 Turret foundations.

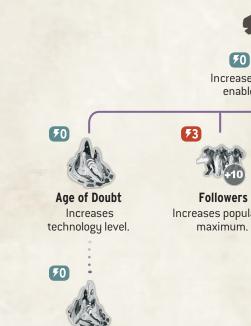




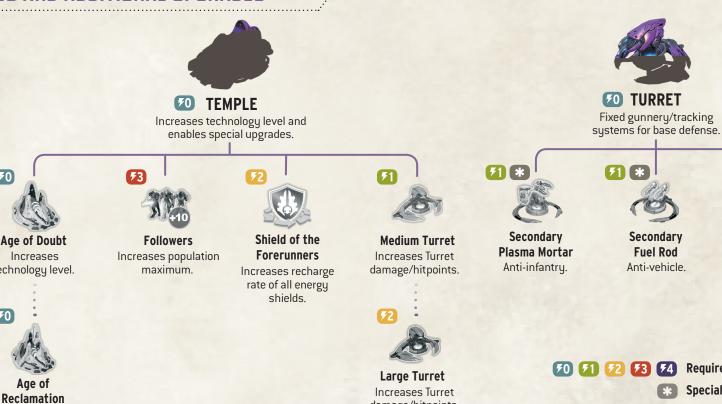
SHIELD GENERATOR

Protects your buildings with an energy shield.





Increases technology level.





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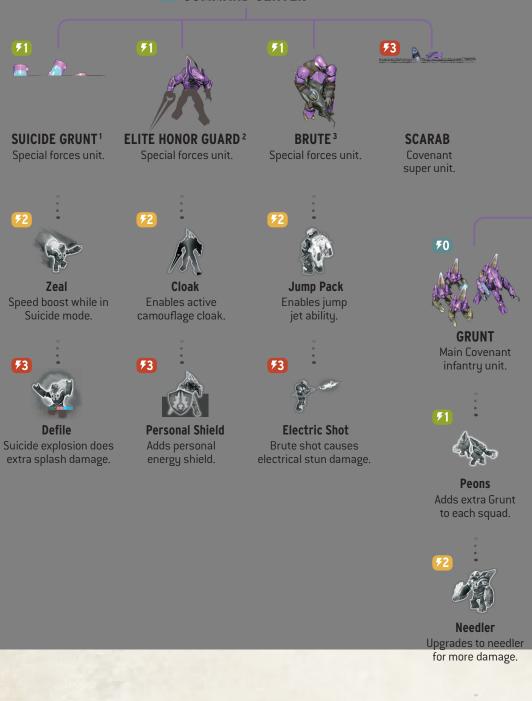
Secondary

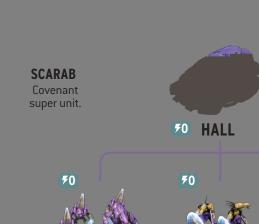
Heavy Needler

Anti-air.









GRUNT

Main Covenant

infantry unit.

Peons

Needler



unit.

Defense Guantlet

Adds energy shield.

Beam Rifle

Upgrades weapon to

particle-beam rifle.

71



Bonded Shield

Adds Hunter Shield,

which deflects

projectiles.

Spirit Bond

Increases damage

output while both

Hunters alive.



#0

GHOST

Scout unit.





FO FACTORY

F0

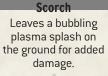
BRUTE CHOPPER³

Scout unit.

Autocannons

Adds 35mm guns for

increased damage.



WRAITH

Main Covenant

battle tank.

Heavy Shield

Adds energy shield.

LOCUST

Counter-building

vehicle.

Overdrive

Drains shields to

boost damage.

Shield Amplifier

Increases

regeneration rate

of energy shields.

*7*3



Plasma Modulator Large boost to plasma mortar damage.

#0 **ENGINEER**

Support unit; heals or repairs friendly units and buildings.



Increases rate of healing and repair.



Harmonious Digestion Improves movement speed.



BANSHEE VAMPIRE Counter-air unit; Main Covenant bombards large AOE. air unit.



Stasis Drain Enables speed boost Drains target's special ability. health and repairs the Vampire.



Repeating Cannon Increases fire rate of cannons.



Stasis Bomb When Stasis completely drains a target, it explodes, doing AOE damage.



Sacrifice When critically damaged, attempts to crash into ground targets and inflicts AOE damage



Deacon Adds a Grunt Deacon to boost combat values.

73



Shield no longer collapses.



Assault Beam Upgrades to fuel rod beam for mega damage.



Can better dodge

incoming grenade

and rocket attacks.

Scout Shield Adds an energy shield.



Ramming Targe Increases Run Over damage and decreases damage taken.













¹Available only with Arbiter

² Available only with Prophet

³ Available only with Brute Chieftain