

# HALO WARS QUICK REFERENCE



**SPRIT OF FIRE**  
Press

- Disruption** (F0)  
AOE ability; temporarily blocks Leader Powers.
- Heal and Repair** (F0)  
Heals units and repairs buildings.
- Transport** (F0)  
Airlifts units.

## CAPTAIN CUTTER

LEADER POWER*	UNIQUE UNIT
<b>F1</b> <b>MAC Blast</b> Magnetic Accelerator Cannon blasts (press ).	<b>F0</b> <b>Elephant</b> Mobile infantry trainer.
<b>F2</b> <b>Medium MAC Blast</b>	<b>SUPER UPGRADE</b>
<b>F3</b> <b>Large MAC Blast</b>	<b>F3</b> <b>ODST</b> Marines upgrade to Orbital Drop Shock Troopers (press  to drop from orbit).
<b>F4</b> <b>Super MAC Blast</b>	<b>ECONOMY BONUS</b> Bases start with more building sites.

## UNSC LEADERS

### SERGEANT FORGE

LEADER POWER*	UNIQUE UNIT
<b>F1</b> <b>Carpet Bomb</b> Carpet Bomb (press ).	<b>F0</b> <b>Cyclops</b> Multipurpose powered exoskeletal suit.
<b>F2</b> <b>Medium Carpet Bomb</b>	<b>SUPER UPGRADE</b>
<b>F3</b> <b>Large Carpet Bomb</b>	<b>F4</b> <b>Grizzly</b> A superior version of the Scorpion tank.
<b>F4</b> <b>Super Carpet Bomb</b>	<b>ECONOMY BONUS</b> Supply Pads start as Heavy.

\*Leader Power upgrades available at Field Armory.

### PROFESSOR ANDERS

LEADER POWER*	UNIQUE UNIT
<b>F1</b> <b>Cryo Bomb</b> Freezes enemies in place (press ).	<b>F0</b> <b>Gremlin</b> Uses EMP to stun enemy units.
<b>F2</b> <b>Medium Cryo Bomb</b>	<b>SUPER UPGRADE</b>
<b>F3</b> <b>Large Cryo Bomb</b>	<b>F4</b> <b>Hawk</b> A laser beam upgrade to the Hornet.
<b>F4</b> <b>Super Cryo Bomb</b>	<b>ECONOMY BONUS</b> Cost and research time for unit upgrades reduced by half.

## UNSC BUILDINGS AND ADDITIONAL UPGRADES

<b>F0</b> <b>FORTRESS</b> Command Center, 7 building sites, and 4 Turret foundations.	<b>F0</b> <b>REACTOR</b> Increases technology level.	<b>F0</b> <b>SUPPLY PAD</b> Receives resources from the Spirit of Fire.	<b>F1</b> <b>FIELD ARMORY</b> Enables special upgrades.	<b>F0</b> <b>TURRET</b> Fixed gunnery/tracking systems for base defense.
<b>F0</b> <b>FIREBASE</b> Command Center, 3 building sites, and 0 Turret foundations.	<b>F0</b> <b>STATION</b> Command Center, 5 building sites, and 4 Turret foundations.	<b>F0</b> <b>Advanced Reactor</b> Energy output twice normal (counts as two tech levels).	<b>F1</b> <b>Heavy Supply Pad</b> Increases resources gathered.	<b>F1</b> <b>Adrenaline</b> Boosts infantry speed.
			<b>F2</b> <b>Reserves</b> Units train faster.	<b>F2</b> <b>Medium Turret</b> Increases Turret damage/hitpoints.
			<b>F3</b> <b>Reinforcements</b> Increases maximum population.	<b>F3</b> <b>Large Turret</b> Increases Turret damage/hitpoints.
			<b>F1 *</b> <b>Flame Mortar</b> Anti-infantry.	<b>F1 *</b> <b>Rail Gun</b> Anti-vehicle.
			<b>F1 *</b> <b>Missile Launcher</b> Anti-air.	

## COMMAND CENTER

**ƒ1** **CYCLOPS**<sup>1</sup>  
Powered exoskeleton counter-building unit.

**ƒ0** **WARTHOG**  
Scout vehicle.

**ƒ0** **ELEPHANT**<sup>2</sup>  
Mobile infantry training center.

**ƒ1** **GREMLIN**<sup>3</sup>  
Combat support vehicle.

**ƒ2** **Repair Kit**  
Repairs buildings and mechanized units.

**ƒ1** **Gunner**  
Adds machine gun attack.

**ƒ1** **Twin Engine**  
Improves speed.

**ƒ2** **Focusing Lens**  
Increases damage and range.

**ƒ3** **High-Torque Joint**  
Improves speed.

**ƒ2** **Grenadier**  
Adds a grenade launcher.

**ƒ2** **Defense Turrets**  
Adds light autocannons.

**ƒ3** **Chain Amplifier**  
EMP can hit multiple targets.

**ƒ3** **Gauss Cannon**  
Replaces machine gun for damage increase.

**ƒ3** **Ceramic Armor**  
Increases armor.

## BARRACKS

**ƒ0** **MARINE**  
Mainline UNSC infantry unit.

**ƒ0** **FLAMETHROWER**  
A counter-infantry unit.

**ƒ1** **SPARTAN**  
Superhuman infantry can hijack vehicles.

**ƒ1** **New Blood**  
Adds extra Marine to each squad.

**ƒ1** **Flash Bang**  
Stuns infantry units.

**ƒ2** **Chain Gun**  
Increases damage.

**ƒ2** **RPG**  
Upgrades grenade attack.

**ƒ2** **Napalm Adherent**  
Flames burn after initial attack.

**ƒ3** **Neural Implant**  
Jack vehicles more effectively.

**ƒ3** **Medic**  
Adds healing Medic to each squad.

**ƒ3** **Oxide Tank**  
Increases damage to organic targets.

**ƒ4** **Spartan Laser**  
Increases damage.

**ƒ3** **ODST**<sup>2</sup>  
Orbital Drop Shock Troopers.

## VEHICLE DEPOT

**ƒ2** **SCORPION**  
Mainline UNSC vehicle.

**ƒ3** **COBRA**  
A counter-vehicle unit.

**ƒ3** **WOLVERINE**  
A counter-air unit.

**ƒ3** **Canister Shell**  
Blast radius attack.

**ƒ3** **Deflection Plating**  
Gives extra protection.

**ƒ3** **Volley**  
A barrage attack for ground targets.

**ƒ4** **Power Turret**  
Doubles turret speed.

**ƒ4** **Piercing Shot**  
Increases damage.

**ƒ4** **Dual Launchers**  
Increases damage.

**ƒ4** **GRIZZLY**<sup>1</sup>  
Super tank unit.

## AIR PAD

**ƒ2** **HORNET**  
Mainline UNSC air unit.

**ƒ4** **VULTURE**  
Advanced air-weapons platform.

**ƒ3** **Wingmen**  
Marines riding shotgun boost damage.

**ƒ4** **Mega Barrage**  
Doubles missile salvos.

**ƒ4** **Chaff Pod**  
Better avoidance of missile fire.

**ƒ4** **HAWK**<sup>3</sup>  
Upgrade to super unit.

<sup>1</sup> Available only with Forge

<sup>2</sup> Available only with Cutter

## 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**



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

**f0**



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

**f0**



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

**f1**



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

**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.

**f0**



**Age of Reclamation**  
Increases technology level.

**f2**



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

**f0** **TURRET**  
Fixed gunnery/tracking systems for base defense.

**f1 \***



**Secondary Plasma Mortar**  
Anti-infantry.

**f1 \***



**Secondary Fuel Rod**  
Anti-vehicle.

**f1 \***



**Secondary Heavy Needler**  
Anti-air.

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

# COVENANT UNITS AND UPGRADES

## 00 COMMAND CENTER

**01** **SUICIDE GRUNT<sup>1</sup>**  
Special forces unit.

**01** **ELITE HONOR GUARD<sup>2</sup>**  
Special forces unit.

**01** **BRUTE<sup>3</sup>**  
Special forces unit.

**03** **SCARAB**  
Covenant super unit.

## 00 SUMMIT

**00** **ENGINEER**  
Support unit; heals or repairs friendly units and buildings.

**01** **BANSHEE**  
Main Covenant air unit.

**02** **VAMPIRE**  
Counter-air unit; bombards large AOE.

## 00 HALL

**00** **GRUNT**  
Main Covenant infantry unit.

**00** **JACKAL**  
Counter-infantry unit.

**01** **HUNTER**  
Counter-vehicle unit.

## 00 FACTORY

**00** **GHOST**  
Scout unit.

**00** **BRUTE CHOPPER<sup>3</sup>**  
Scout unit.

**01** **WRAITH**  
Main Covenant battle tank.

**02** **LOCUST**  
Counter-building vehicle.

**02** **Zeal**  
Speed boost while in Suicide mode.

**02** **Cloak**  
Enables active camouflage cloak.

**02** **Jump Pack**  
Enables jump jet ability.

**03** **Defile**  
Suicide explosion does extra splash damage.

**03** **Personal Shield**  
Adds personal energy shield.

**03** **Electric Shot**  
Brute shot causes electrical stun damage.

**01** **Peons**  
Adds extra Grunt to each squad.

**01** **Defense Gauntlet**  
Adds energy shield.

**01** **Bonded Shield**  
Adds Hunter Shield, which deflects projectiles.

**01** **Boosted Ram**  
Enables the Boosted Ram special attack.

**01** **Autocannons**  
Adds 35mm guns for increased damage.

**01** **Heavy Shield**  
Adds energy shield.

**02** **Overdrive**  
Drains shields to boost damage.

**01** **State of Grace**  
Increases rate of healing and repair.

**01** **Boost**  
Enables speed boost special ability.

**02** **Stasis Drain**  
Drains target's health and repairs the Vampire.

**02** **Harmonious Digestion**  
Improves movement speed.

**02** **Repeating Cannon**  
Increases fire rate of cannons.

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

**02** **Needler**  
Upgrades to needler for more damage.

**02** **Beam Rifle**  
Upgrades weapon to particle-beam rifle.

**02** **Spirit Bond**  
Increases damage output while both Hunters alive.

**02** **Strafe**  
Can better dodge incoming grenade and rocket attacks.

**02** **Stabilizers**  
Improves autocannon accuracy and damage.

**02** **Scorch**  
Leaves a bubbling plasma splash on the ground for added damage.

**03** **Shield Amplifier**  
Increases regeneration rate of energy shields.

**03** **Deacon**  
Adds a Grunt Deacon to boost combat values.

**03** **Supreme Gauntlet**  
Shield no longer collapses.

**03** **Assault Beam**  
Upgrades to fuel rod beam for mega damage.

**03** **Scout Shield**  
Adds an energy shield.

**03** **Ramming Target**  
Increases Run Over damage and decreases damage taken.

**03** **Plasma Modulator**  
Large boost to plasma mortar damage.

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

00 01 02 03 04 Required technology level