

HALO WARS

Objectives **BACK**

Select Global Units **LB**

Move Crosshair **L**

RT Cycle Through Selected Units

RB Select Local Units

A Select

B Cancel

X Attack

Y Special

R Camera

- Move to Last Alert Location
- Move/Cycle to Base Location(s)
- Move/Cycle to Next Army
- Spirit of Fire Menu



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TEEN TM

T Mild Blood
Mild Language
Violence

ESRB CONTENT RATING www.esrb.org

Online Interactions Not Rated by the ESRB

1208 Part No. X14-18931-02

ENSEMBLE
STUDIOS

WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org.

EYES ONLY / DO NOT DUPLICATE / EYES ONLY



PLANETARY OPERATIONS MANUAL

THIS MANUAL (AS AMENDED THROUGH 01.03.2531) CONTAINS **EYES-ONLY CLASSIFIED** DATA FOR OPERATIONS, UNSC UNITS AND STRUCTURES, AND ENEMY INTELLIGENCE (DESIGNATED BY TABULAR SECTIONS: “OPERATIONS,” “UNSC,” AND “COVENANT”) PERTINENT TO YOUR THEATER OF COMBAT OPERATIONS.

CERTIFIED OFFICIAL DOCUMENT

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EYES ONLY / DO NOT DUPLICATE / EYES ONLY

OPERATIONS

UNSC

COVENANT

OPERATIONS

CHARACTERS

CAPTAIN JAMES GREGORY CUTTER

Commanding officer, UNSC *Spirit of Fire* CFV-88. A superior battle tactician, but a better logistics officer. He refused command of the UNSC destroyer *Prophecy* in favor of the colonization vessel, *Spirit of Fire*. Upon the outbreak of the Covenant War, Cutter was handpicked by Admiral Preston Cole to helm the *Spirit of Fire* in her new role as center of repair, supply, and forward deployment operations for Battle Group D.



SERINA

The "smart A.I." aboard *Spirit of Fire*, Serina is capable of coordinating concurrent repair and refit operations of twelve UNSC ships of the line as well as organizing the deployment of hundreds of groundside assets among dozens of different drop zones. Her sense of humor is dry and sardonic. She has an understated fascination with human relationships and a theoretical interest in chocolate.



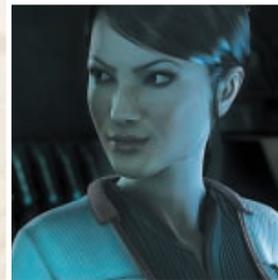
SERGEANT JOHN FORGE

Sgt. John Forge's service record speaks plainly: decorated numerous times for valor and gallantry on the battlefield, but just as many counts for insubordination, conduct unbecoming, and striking a superior officer. He has been promoted five times and demoted thrice. The men in his squad say: "He's the guy you want in the foxhole next to yours... but you'd never introduce him to your sister."



PROFESSOR ELLEN ANDERS

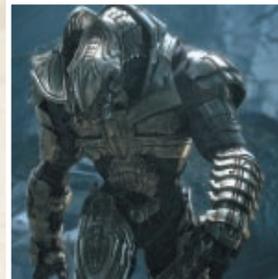
With PhD's in biology, anthropology, and psychology, Prof. Anders is the preeminent expert in theoretical xeno-biopsychology. She has been invited by the Office of Naval Intelligence (ONI) to join their elite research team to investigate possible clues regarding the aliens' xenophobic behavior on the UNSC colony world, Harvest. Anders has an IQ of 180 and was the student of Dr. Catherine Halsey, progenitor of the SPARTAN II program.



*Why mention Halsey here?
she hated me and i hated her.*

ARBITER

Little is known of the Covenant who bears this title. Some theorize that the Arbiter is a battle leader equivalent to a UNSC four-star general. Unlike UNSC generals, however, the Arbiter personally leads military actions, believing anything less is dishonorable. The Arbiter (of which there can be only one at any given time) apparently also has a socioreligious function that extends beyond military protocols.



HEADS-UP DISPLAY

The key on half this stuff is listening for the audio cues!

Visual COM Incoming communications from *Spirit of Fire* and front lines.

Objectives Mission objective displayed and updated here. To see the full list of mission objectives, press .



Selected Units

Selected Unit Icons

-  **Population Count** Current/maximum population.
-  **Technology Level**
-  **Total Resources**

Minimap Displays the game map.

Direction Indicator Navigation aid (Campaign mode only).

-  **Selection Crosshair** Used for selecting a unit.
-  **Aiming Crosshair** Used for targeting an enemy.

ORDERS

SELECTING

You must select a unit before you can order it to move or attack. Corresponding icons and numbers for selected units appear at the bottom of the screen.

SELECTING A SPECIFIC UNIT

To select a specific unit, place the crosshair over the unit, and then press **A**.



GROUP SELECTION

To select all units that appear on screen, press **RB**.

To select all units on the entire game map, press **LB**.

If you want one particular unit type among those you have already selected, pull **RT** repeatedly to cycle through them.

To select all units of the same type, place the crosshair over a unit, and then double-tap **A**.

To select a group of units near one another, place the crosshair over one of the units, and then press and hold **A** to produce an expanding circle that selects all units within its diameter. You can also drag the circle using **LB** to select additional units.



Remember to pack rad counter!

MOVING

To move your units, select a unit or group of units, move the crosshair to the desired destination, and then press **X**.

Ground units must follow terrain features and circumvent obstacles. Air units can fly over these features unimpeded.

CAMERA

You can change your view of the battlefield by moving **L** (holding **LT** accelerates camera movement).

To rotate the camera, move **R** right or left.

To zoom out or in, move **R** up or down.



Zoom Out



Zoom In

To return to the default view, click **R**.

To move to the last location just mentioned by last alert, press **↶**.

To move/cycle to base location(s), press **↻**.

To move/cycle to next army, press **↷**.

LINE OF SIGHT

Enemy units can be seen only a short distance from your units and buildings.

A black area denotes parts of the game map and minimap your units have not explored. A grayed region denotes portions explored, but where units do not have line of sight.

Note! Do *not* assume that regions engulfed by the fog of war are unexplored by your opponents!

ATTACKING

To attack an enemy, select a unit or group of units, place the crosshair over an enemy unit or building, and then press **X**.

Note! All units are trained to attack without orders if enemies are near, or counterattack if an attack has been launched against them.

SPECIAL ATTACKS

To use a unit's special attack, place the crosshair on an enemy target, and then press **Y**. A unit's special attack may do more damage or have other useful tactical purposes.

For data on specific units' special attacks, see the appropriate sections on units below.

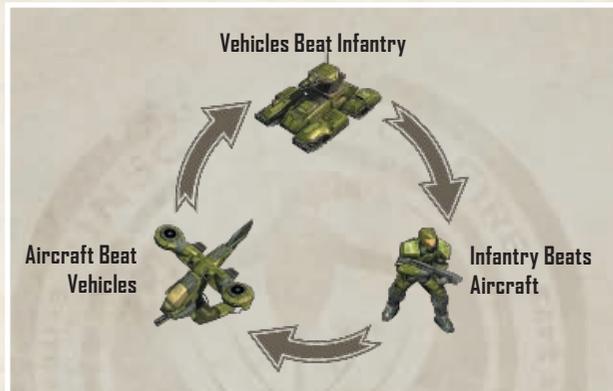


Once launched, a special attack must charge before it can be used again (indicated by the clock-like timer around the on-screen **Y** icon).

If you have multiple units selected, pressing **Y** launches all special attacks for all selected units.

UNIT TYPES

Using the right type of unit is critical. There are three basic types of mainline units: ground vehicles, infantry battalions, and strike aircraft. Each is particularly effective against another specific type of unit.



In addition to mainline units, there are units with specialized functions and specialized combat roles against other unit types (for details, see unit entries in the "UNSC" and "COVENANT" tabular sections).

POPULATION

Supply chain and other factors limit the number of units available in the field.

This is shown as a current/maximum population count in the upper right of the screen. Certain upgrades can increase your maximum population.

Note! Some larger units cost more than one population.

BASES

BUILDING BASES

Your base is where you train (or generate) your army, research upgrades, and gather most resources. There are only a few base locations on any map, so claiming and fortifying them is a key strategy. You may start with an already established base, or you may have to claim a base site.

Each base has a set number of building sites and Turret foundations. You can construct one facility on each building site. To begin assembling your base, place the crosshair over a building site or Turret foundation, and then press **A** to view construction options.



CLAIMING A BASE SITE

If you destroy an enemy base or find a suitable construction site, it will appear as an "outlined" base. If you have sufficient resources to build a base, place the crosshair over the site, and then press **A** to begin construction.

LOSING A BASE

If the central Command Center is destroyed, you lose the entire base and cannot rebuild it for a short time. If you lose your only base, a timer starts; if a new base is not constructed there or elsewhere on the map before the time elapses, you lose the game.

TRAINING & UPGRADING

To train units or initiate upgrades from a base, place the crosshair over the associated building, press **A** to open the Circle Menu, move **Left Stick** to select a unit or upgrade, and then press **A**.



Upgrading buildings increases various production capabilities and, in the case of the Reactor (UNSC) and the Temple (Covenant), unlocks new technologies. Upgrading units may increase offensive or defensive powers, or unlock entirely new powers.

Investing in key upgrades is essential for any protracted battle.

Note! Most upgrades require resources and a minimum technology level.

RESOURCES

Resources are required to build units, buildings, Turrets, and research upgrades; they also power many special attacks and weapons. You will enter a tactical situation with initial resources, but you must also obtain resources from your base Supply Pads or by discovering them in the field.

DISCOVERED RESOURCES

Supplies may have been dropped on the battlefield or left from a previous engagement. To collect these supplies, select an infantry or scout unit, and then move them to the resource crates.



RESOURCES SENT TO BASES

Build Supply Pads (UNSC) or Warehouses (Covenant) to begin receiving resources on your base. This is your primary and most efficient way to collect resources. A key strategical consideration, however, is balancing the number of Supply Pads or Warehouses versus other facilities you must build to train infantry, vehicles, or aircraft.



A well-supplied base is a successful base.

MULTIPLAYER

Beyond the solo military Campaign that begins on Harvest, you can test your skills against other opponents—human or Artificial Intelligence (A.I.)—on various maps and under a variety of conditions. There are three ways: 1) pit your skill against A.I.'s in a Skirmish, 2) battle together with a friend in a Co-op Campaign, or 3) engage in multiplayer combat over Xbox LIVE® or via a local area network.

MULTIPLAYER LAUNCH

All three multiplayer types launch from similar lobbies.

Combat Type Shows Xbox LIVE or System Link.

Parameters Set parameters here. May include A.I. difficulty, privacy selections, number of players, game mode, or maps.



Team Selection Area

TEAMS

To select Leader types for yourself or A.I. opponents, select a slot on the Alpha or Bravo Team, and then press **A**. From the Leader Selection Menu, select any of the three UNSC or Covenant Leaders (see pp. 19–20, 31–34), or select a random Leader from the UNSC, Covenant, or both.

When you have made all selections, press **B** to launch the battle.



SKIRMISH

Select Skirmish from the Main Menu, and then select the number of opposing A.I. teams, Leader types, modes, difficulty levels, and the map for your theater of operations. Skirmish may be in Standard or Deathmatch mode.

In Deathmatch mode, all technologies start researched, each team begins with significant resources, teams gain population by claiming bases, and Leader Powers automatically improve over time.

CO-OP CAMPAIGN

You can launch a Co-op Campaign in one of two ways:

1. From the Main Menu, select **Campaign** and then **Co-op**.
2. Select **Xbox LIVE** or **System Link** for Internet or local play.

—or—

1. From the Main Menu, select **Multiplayer**.
2. Select **Xbox LIVE** or **System Link** for Internet or local play.
3. From the Game Type Menu, select **Campaign**.

You and a friend can complete Campaign missions that you previously unlocked in solo mode, or you can play from start to finish through all Campaign missions.



XBOX LIVE

To play over Xbox LIVE, from the Main Menu, select **Multiplayer** and then **Xbox LIVE** to enter the game lobby.

In the game lobby, you can select normal game options such as map type, as well as select a Public, Private, or Co-op Campaign game type. You can also choose privacy options: Open Party, Friends Only, or Invite Only. To invite friends, select a slot in the Team Selection Area, and then press **Y**.

LIVE BENEFITS

Play anyone and everyone, anytime, anywhere on Xbox LIVE. Build your profile (your gamer card). Chat with your friends. Download content (TV shows, trailers, HD movies, game demos, exclusive game content, and Arcade games) at Xbox LIVE Marketplace. Send and receive voice and video messages. Use LIVE with both Xbox 360® and Windows®. Play, chat, and download on both your PC and your Xbox 360. LIVE gives you ultimate access to the things you want and the people you know, on both your PC and your TV. Get connected and join the revolution!

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. And now, LIVE Family Settings and Windows Vista® Parental Controls work better together. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the LIVE service. And set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

SYSTEM LINK

Compete console-to-console with several players on a local area network. For more information, see your Xbox 360 console manual.

To play via system link, from the Main Menu, select **Multiplayer** and then **System Link**. You can either join a game or press  to host a game.

LEADERBOARDS

From the Main Menu, select **Multiplayer** and then **Leaderboards** to see who has the highest-ranked statistics. You can filter the results by various game parameters.

SERVICE RECORD

From the Main Menu, select **Multiplayer** and then **Service Record** to review your performance in single-player and multiplayer games.

UNSC

Established in the latter half of the twenty-second century, the United Nations Space Command (UNSC) is the military branch of the United Earth Government. The UNSC maintains order and defends humanity against all sources of aggression. The UNSC is a disciplined, highly motivated military force.

UNSC LEADERS

In Skirmish or Multiplayer mode, a specific Leader controls battlefield ops: Captain James Cutter, Sergeant John Forge, or Professor Ellen Anders.

Each Leader has access to a unique power, can produce a special unit, and is allowed a super upgrade not available to other Leaders.

CAPTAIN CUTTER

Leader Power MAC Blast—Magnetic Accelerator Cannon blasts an enemy target (press ).



Unique Unit Elephant—a mobile infantry trainer.



Super Upgrade Marines can upgrade to Orbital Drop Shock Troopers (ODSTs) and then drop from orbit anywhere on the map (press ).



Economy Bonus Cutter's bases start with more building sites.



SERGEANT FORGE

Leader Power Carpet Bomb (press )

Unique Unit Cyclops—a multipurpose powered exoskeletal suit.



Super Upgrade Grizzly—a superior version of the Scorpion tank.

Economy Bonus All Supply Pads on Forge's bases start as Heavy Supply Pads.



I think it's best if the sergeant and I just avoid each other. His reputation is quite Stone Age.



PROFESSOR ANDERS

Leader Power Cryo Bomb—freezes enemies in place (press )

Unique Unit Gremlin—uses an 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.



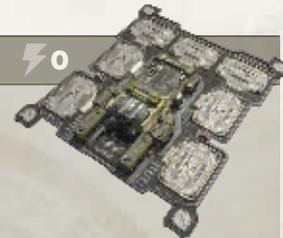
UNSC BUILDINGS

UNSC buildings are designated by name and  technology level required to construct (for details, see "Reactor" on p. 22).

FORTRESS

 0

This semipermanent structure dropped from the *Spirit of Fire* contains a Command Center, seven building sites, and four Turret foundations. Other non-primary base facilities, called Firebases and Stations, may also be found, built, and upgraded on a given map.



Units Trained Warthog and unique Leader units—Elephant (Cutter), Cyclops (Forge), and Gremlin (Anders).

Other Base Types Firebase (includes a Command Center, three building sites, no Turret foundations); Station (includes a Command Center, five building sites, four Turret foundations).

TURRET

 0

Fixed gunnery/tracking systems for base defense.

Upgrades May enable one specialized defensive add-on.

Note! Upgrades to more powerful Medium and Large Turrets researched at Field Armory.



SPECIAL ADD-ON

Flame Mortar (anti-infantry)



SPECIAL ADD-ON

Rail Gun (anti-vehicle)



SPECIAL ADD-ON

Missile Launcher (anti-air)



SUPPLY PAD

⚡ 0

Allows you to receive resources from the *Spirit of Fire*.



UPGRADE

Heavy Supply Pad Increases resources gathered over time.

**BARRACKS**

⚡ 0

Trains infantry units.

Units Trained Marine, Flamethrower, and Spartan.

**REACTOR**

⚡ 0

Hybrid-fusion Reactor that allows access to greater technologies. Upgrades and some units may require up to four Reactor technology units.



UPGRADE

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



Note! Upgrade a Reactor or build more Reactors to increase your tech level. Remember: when any of your Reactors are destroyed, your corresponding tech level also drops.

*Reactors on the base?
Remind me not to visit them often.*

VEHICLE DEPOT

⚡ 2

Assembles vehicles.

Units Trained Scorpion, Cobra, and Wolverine.

**AIR PAD**

⚡ 2

Constructs aircraft.

Units Trained Hornet and Vulture.

**FIELD ARMY**

⚡ 1

Enables special upgrades.

Note! Also upgrades Leader-specific powers.



SPECIAL UPGRADE

ADRENALINE Boosts infantry speed.



SPECIAL UPGRADE

RESERVES Units train faster.



SPECIAL UPGRADE

MEDIUM TURRET Increases Turret damage/hitpoints.



SPECIAL UPGRADE

LARGE TURRET Increases Turret damage/hitpoints.



SPECIAL UPGRADE

REINFORCEMENTS Increases maximum population.



UNSC SPIRIT OF FIRE CFV-88

They will beat their swords into plowshares...

Originally commissioned as a colony ship in 2473. As Outer Colony tensions increased, however, a Magnetic Accelerator Canon (MAC) was added, capable of accelerating low-mass or depleted uranium slugs to a fraction of light speed. When the Covenant War started, *Spirit of Fire* was further repurposed. Vessel bays that once housed prefabricated schools and atmosphere processors now store mobile armories, self-assembling fusion reactors, and other groundside facilities that can be dropped via jet, parachute, and Pelican-directed assist to the front lines.



SPIRIT OF FIRE

While the *Spirit of Fire* supplies and supports UNSC front-line troops, it is also a valuable asset providing direct strategic advantages such as orbital bombardment, tactical transportation, and UNSC Leader Powers (see pp. 19–20). To access *Spirit of Fire* abilities, press .

SPECIAL UPGRADE
DISRUPTION AOE ability; temporarily prevents Leaders from using special powers.



SPECIAL UPGRADE
HEAL Heals units and repairs buildings within a target radius.



SPECIAL UPGRADE
TRANSPORT Orders a Pelican to airlift units to a specified location on the map.



UNSC INFANTRY UNITS

All UNSC units are designated by their names, where trained, and required technology level.

MARINE

Barracks ⚡ O

The mainline infantry UNSC unit. It has the most diverse, and arguably best upgrades of any UNSC units.

Starting Special Attack Grenade.

Note! Grenades cannot be used against aircraft, although RPG upgrade special attack can.

FIRST UPGRADE

NEW BLOOD Adds an extra Marine to each squad.



SECOND UPGRADE

RPG Upgrades Grenade to Rocket-Propelled Grenades.



THIRD UPGRADE

MEDIC Adds a Medic to each squad that can heal squad after combat.



ODST

Orbital Drop Shock Troopers—a tougher class of Marine.

Note! Available only if Capt. Cutter is the Leader.



FLAMETHROWER

Barracks ⚡ O

A counter-infantry unit. Specialized Marine squads carrying napalm-spewing flamethrowers.

FIRST UPGRADE

FLASH BANG Momentarily stuns infantry units.



SECOND UPGRADE

NAPALM ADHERENT Allows flame to continue to burn after initial attack.



THIRD UPGRADE

OXIDE TANK Hotter fire increases damage to organic targets.



SPARTAN

Barracks ⚡ 1

Genetically engineered superhuman infantry in powered MJOLNIR armor equipped with energy shield. A walking legend.

Starting Special Attack Jack—hijack vehicles (except Scarabs and Vultures). May commandeer a friendly vehicle, boosting its combat abilities.

Note! You can only deploy three Spartans; they do not count against maximum population.



FIRST UPGRADE

CHAIN GUN Equip a two-handed mini gun for increased damage.



SECOND UPGRADE

NEURAL IMPLANT Jack vehicles more effectively.



THIRD UPGRADE

SPARTAN LASER Increased damage.



CYCLOPS

Command Center ⚡ 1

Counter-building unit. Marine in a powered exoskeleton originally designed to aid colonial construction.

Starting Special Attack Throw—hurl debris from vehicles and buildings at enemies.

Note! Available only if Sgt. Forge is the Leader.



FIRST UPGRADE

REPAIR KIT Cyclops can repair buildings and mechanized units.



SECOND UPGRADE

HIGH-TORQUE JOINT Improves movement speed.



UNSC VEHICLES

WARTHOG

Command Center ⚡ 0

A lightly armored, fast and nimble scout vehicle. Along with infantry units, can collect discovered resource crates.

Starting Special Attack Ram—run over enemies for more damage.



FIRST UPGRADE

GUNNER Adds a machine gun attack to the Warthog.



SECOND UPGRADE

GRENADIER Adds a Marine with grenade launcher.



THIRD UPGRADE

GAUSS CANNON Replaces machine gun for damage increase.



SCORPION

Vehicle Depot ⚡ 2

The mainline UNSC vehicle, this tank is an armored, mobile weapons platform.



FIRST UPGRADE

CANISTER SHELL Special attack with blast radius, devastating to infantry.



SECOND UPGRADE

POWER TURRET Doubles turret turning speed.



GRIZZLY

Turns Scorpions into the Grizzly super tank.

Note! Available only if Sgt. Forge is the Leader.



COBRA

Vehicle Depot ⚡ 3

A counter-vehicle unit. Can enter Deploy mode and become an artillery unit that is effective against buildings.

Starting Special Attack Deploy mode—braces stabilize vehicle, main autocannon fire activates, and range increases.



FIRST UPGRADE

DEFLECTION PLATING Gives vehicle extra protection.



SECOND UPGRADE

PIERCING SHOT Upgrades to rail gun that can penetrate multiple targets, damaging each.

**WOLVERINE**

Vehicle Depot ⚡ 3

A counter-air unit. This vehicle is fast, maneuverable, and covered with anti-air missile pods. Also effective against buildings.



FIRST UPGRADE

VOLLEY A barrage attack that engages any ground targets.



SECOND UPGRADE

DUAL LAUNCHERS Increases number of missile launchers for more damage.

**ELEPHANT**

Command Center ⚡ 0

A turreted, mobile infantry training center that can be sent to forward battle positions.

Starting Special Attack Deploy mode—the Elephant “locks down,” activating its turrets and allowing infantry to be trained.



Note! Available only if Capt. Cutter is the Leader.

FIRST UPGRADE

TWIN ENGINE Increases speed.



SECOND UPGRADE

DEFENSE TURRETS Adds light autocannons (in Deploy mode only).



THIRD UPGRADE

CERAMIC ARMOR Increases defensive capabilities.

**GREMLIN**

Command Center ⚡ 1

A combat support vehicle. Light armored and fires an EMP gun.

Starting Special Attack Electromagnetic Pulse (EMP)—temporarily disables electronic-dependant (or non-infantry) units.

Note! Available only if Prof. Anders is the Leader.



FIRST UPGRADE

FOCUSING LENS Increases damage and range of EMP weapon.



SECOND UPGRADE

CHAIN AMPLIFIER EMP can chain to hit multiple targets.



UNSC AIRCRAFT UNITS

HORNET

Air Pad ⚡ 2

Mainline UNSC air unit. A versatile single-seat, fast attack aircraft armed with a Gatling gun and rockets.



FIRST UPGRADE

WINGMEN Adds Marines riding shotgun to boost damage.



SECOND UPGRADE

CHAFF POD Passive ability; better avoidance of missile fire.



HAWK

Upgrade to Hawk super unit equipped with laser beams.

Note! Available only if Prof. Anders is the Leader.



VULTURE

Air Pad ⚡ 4

UNSC super unit (good against everything). Advanced air-weapons platform that can unleash devastating damage on all targets.

Starting Special Attack Active Barrage.



UPGRADE

MEGA BARRAGE Doubles the number of missile salvos in a barrage attack.



COVENANT

The Covenant is a technologically advanced collective of alien species that controls a large portion of the Orion Arm of the Milky Way Galaxy. Millennia ago, the Covenant were a small, heterogeneous group who banded together for mutual protection. Intervening centuries have interwoven the customs and beliefs of the disparate species into a strong society. The Covenant is a caste-based society regulated by theocratic rule.

COVENANT LEADERS

In multiplayer Skirmish mode, the player controlling a Covenant force selects a Leader to command Covenant minions on the battlefield.

Unlike their UNSC counterparts, Covenant Leaders appear on the battlefield as individual units. In addition to having access to a Leader Power and special units, each Covenant Leader has a personal upgrade path. Also, entire armies can quickly transport to the Leader's location via the Gravity Lift (see p. 37).

If a Covenant Leader is killed, one may be retrained at a base's Temple (see p. 36).

Note! The Covenant Leaders' unique powers cost additional resources on a per-second basis.

THE PROPHET OF REGRET

The Prophet starts with a Plasma Cannon attack and the Cleansing ability (which calls down an energy beam from an orbiting vessel). Upgrades available at the Temple.

Unique Unit Elite Honor Guard (available at the Command Center).



COMBAT UPGRADES

Blessed Immolation Upgrades to fuel rod cannons for damage increase.



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



Divine Absolution Upgrades chair so Prophet becomes a full-fledged flying unit.



SPECIAL UPGRADES

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



Regret's Doom Large cleansing beam for even more damage.



Regret's Condemnation Increases damage of beam.



BRUTE CHIEFTAIN

Brute Chieftain starts with Gravity Hammer and Vortex ability (a damage field that can further explode for additional damage). Upgrades available at the Temple.

Unique Units Brutes (available at the Command Center); Brute Chopper (available at the Factory).

COMBAT UPGRADES

Inheritance Adds passive stun ability to normal attacks.



Birthright Chieftain can pull enemies to him during combat.



Destiny Adds an area of effect (AOE) stun to Gravity Hammer.



SPECIAL UPGRADES

Tsunami Increases Vortex damage and AOE.



Hurricane Increases Vortex damage and AOE.



Singularity Increases Vortex damage and AOE.



THE ARBITER

The Arbiter starts with dual energy swords and Rage special attack. Upgrades at Temple.

Unique Unit Suicide Grunts (available at the Command Center).



COMBAT UPGRADES

Fiendish Return Arbiter armor reflects a portion of incoming damage back to attacker.



Vicious Blades Adds damage to attack and increases damage reflected.



Ghostly Vision Permanent cloak enabled and damage reflection increased.



RAGE UPGRADES

Defiant Rage Health partially restored with every inflicted fatality.



Spiteful Rage Rage mode costs less to maintain.



Blinding Rage Rage damage massively increased, also increases the attack power of surrounding allies.



COVENANT BUILDINGS

Covenant buildings are designated by name and ⚡ technology level required to construct (for details, see "Temple" on p. 36).

Note! Covenant bases are similar to UNSC bases except technology is researched at a Temple and they include two buildings not found on UNSC bases: Shield Generators and Gravity Lifts.

CITADEL



This Covenant base contains a Command Center, seven building sites, and four Turret foundations. Other non-primary base facilities, called Outposts, can also be found, built, and upgraded. The beginning base in Skirmish mode, the Keep, can be upgraded to a Citadel.

Units Trained Scarab and unique Leader units—Elite Honor Guard (Prophet), Brutes (Brute Chieftain), and Suicide Grunts (Arbiter).

Other Base Types Outpost (includes a Command Center, three building sites, no Turret foundations); Keep (includes a Command Center, five building sites, four Turret foundations).

TURRET



Fixed gunnery/tracking systems for base defense.

Starting Special Attack May enable one specialized counteroffensive ability.

Note! Upgrade to more powerful Medium and Large Turrets at the Temple.

SPECIAL UPGRADE

SECONDARY PLASMA MORTAR
(anti-infantry)



SPECIAL UPGRADE

SECONDARY FUEL ROD
(anti-vehicle)



SPECIAL UPGRADE

SECONDARY HEAVY NEEDLER
(anti-air)



WAREHOUSE

Allows you to receive resources.



UPGRADE

BLESSED WAREHOUSE Increases resources gathered over time.

**TEMPLE**

Allows access to greater technologies. Availability of some upgrades and units may require up to three Temple technology levels.

Note! If the Temple is destroyed, the technology level resets to zero, although it will be restored to its previous level if another Temple is built. Once a Temple is built, a Leader unit appears.



SPECIAL UPGRADE

AGE OF DOUBT Increasing technology upgrades.



SPECIAL UPGRADE

FOLLOWERS Increases population maximum.



SPECIAL UPGRADE

SHIELD OF THE FORERUNNERS Increases recharge rate of all energy shields.



SPECIAL UPGRADE

AGE OF RECLAMATION Increasing technology upgrades.



SPECIAL UPGRADE

LEADER UPGRADES For details, see pages 32–34.

SPECIAL UPGRADE

MEDIUM, LARGE TURRET Increases the power/hitpoints of Turrets.



These Covenant structures still need a lot of study.

HALL

Trains infantry units.

Units Trained Grunts, Jackals, and Hunters.

**FACTORY**

Assembles vehicles.

Units Trained Ghost, Wraith, Locust, and a unique Leader unit—Brute Chopper (Brute Chieftain).

**SUMMIT**

Constructs aircraft.

Units Trained Engineer, Banshee, and Vampire.

**SHIELD GENERATOR**

Protects your buildings with an energy shield. Multiple shields can be added to a single base.

**GRAVITY LIFT**

Transports units to the Leader unit. Each base automatically has a Gravity Lift.

To transport troops to your Leader, select unit(s), place the crosshair over the Gravity Lift, and then press **X**. You can also activate Leader Recall or Global Rally Point by placing the crosshair over the Gravity Lift and then pressing **A** to access the building's menu.

Note! You cannot transport the Scarab via the Gravity Lift.



COVENANT INFANTRY UNITS

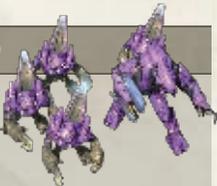
All Covenant units are designated by their names, where trained, and required technology level.

GRUNT

Hall ⚡ O

Main Covenant infantry unit. Slow and short-ranged. Starts with plasma pistol.

Starting Special Attack Sticky Grenade.



FIRST UPGRADE

PEONS Adds two Grunts to each squad.



SECOND UPGRADE

NEEDLER Upgrades plasma pistol to needler for more damage.



THIRD UPGRADE

DEACON Adds a Grunt Deacon to squad to boost combat values through spirituality.



SUICIDE GRUNT

Command Center ⚡ 1

Special forces unit. Starts with plasma pistol. Perverted version of normal Grunts, willing to sacrifice themselves upon command.

Starting Special Attack Suicide mode—attacks with reckless abandon, detonating methane reserve tanks for extra damage.

Note! Available only if the Arbiter is the Leader unit.



FIRST UPGRADE

ZEAL Speed boost while in Suicide mode.



SECOND UPGRADE

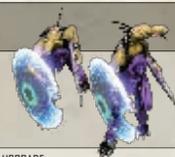
DEFILE Suicide explosion does extra splash damage.



JACKAL

Hall ⚡ O

Counter-infantry unit. Starts with medium-range carbine.



FIRST UPGRADE

DEFENSE GAUNTLET Adds energy shield to deflect incoming projectiles (collapses after taking too much damage).



SECOND UPGRADE

BEAM RIFLE Upgrades weapon to particle-beam rifle for increased damage.



THIRD UPGRADE

SUPREME GAUNTLET Shield no longer collapses when taking damage.



HUNTER

Hall ⚡ 1

Counter-vehicle unit. Uses fuel rod cannon.



FIRST UPGRADE

BONDED SHIELD Adds the iconic Hunter Shield, which deflects projectiles.



SECOND UPGRADE

SPIRIT BOND Increases damage output while both Hunters in bonded pair are alive.



THIRD UPGRADE

ASSAULT BEAM Fuel rod cannon upgrades to fuel rod beam for mega damage.



ELITE HONOR GUARD

Command Center ⚡ 1

Special forces unit. Armed with energy sword attack.

Note! Available only if the Prophet is the Leader unit.



FIRST UPGRADE

CLOAK Enables active camouflage cloak.



SECOND UPGRADE

PERSONAL SHIELD Adds personal energy shield.



BRUTE

Command Center ⚡1

Special forces unit. Heavy-assault infantry with powerful Brute guns.

Note! Available only if the Brute Chieftain is the Leader unit.

FIRST UPGRADE

JUMP PACK Enables jump jet ability.

SECOND UPGRADE

ELECTRIC SHOT Brute shot causes electrical stun damage.**COVENANT VEHICLES****GHOST**

Factory ⚡0

Scout unit that starts with twin frontal guns (can collect supplies from resource crates).



FIRST UPGRADE

BOOSTED RAM Enables the Boosted Ram special attack to overrun enemies.

SECOND UPGRADE

STRAFE Can better dodge incoming grenade and rocket attacks.

THIRD UPGRADE

SCOUT SHIELD Adds an energy shield to deflect some incoming damage.**BRUTE CHOPPER**

Factory ⚡0

Fast assault scout unit (can collect supplies from resource crates).

Starting Special Attack Run Over.**Note!** Available only if the Brute Chieftain is the Leader unit.

FIRST UPGRADE

AUTOCANNONS Adds front-firing 35mm guns for increased damage.

SECOND UPGRADE

STABILIZERS Improves autocannon accuracy and damage.

THIRD UPGRADE

RAMMING TARGET Greatly increases Run Over damage and decreases damage taken.**WRAITH**

Factory ⚡1

Main Covenant battle tank with good speed and excellent range. Armed with plasma mortar and turret.



FIRST UPGRADE

HEAVY SHIELD Adds energy shield which deflects some incoming damage.

SECOND UPGRADE

SCORCH Special attack leaves a bubbling plasma splash on the ground for added damage.

THIRD UPGRADE

PLASMA MODULATOR Large boost to plasma mortar damage.

LOCUST

Factory ⚡ 2

Counter-building vehicle. Armed with plasma beam and energy shields.



FIRST UPGRADE

OVERDRIVE Enables Overdrive special attack, which drains shields to boost damage.



SECOND UPGRADE

SHIELD AMPLIFIER Increases regeneration rate of energy shields.

**SCARAB**

Command Center ⚡ 3

Covenant super unit. Expensive to construct. Heavily armored/shielded. Capable of unleashing devastation on all classes of targets.

Note! Cannot be jacked by Spartan units.**NO UPGRADE****COVENANT AIRCRAFT****ENGINEER**

Summit ⚡ 0

Support unit. Instead of attacking, Engineers heal or repair friendly units and buildings.



FIRST UPGRADE

STATE OF GRACE Increased rate of healing and repair.



SECOND UPGRADE

HARMONIOUS DIGESTION Increased movement speed.

**BANSHEE**

Summit ⚡ 1

Main Covenant air unit. Armed with plasma cannons and fuel rod guns.



FIRST UPGRADE

BOOST Enables speed boost special ability.



SECOND UPGRADE

REPEATING CANNON Increases fire rate of cannons.



THIRD UPGRADE

SACRIFICE When critically damaged, Banshee attempts to crash into ground targets and inflicts AOE damage.

**VAMPIRE**

Summit ⚡ 2

Counter-air unit. Heavy needler turret bombards large area of effect (AOE).

**Starting Special Attack** Stasis—temporarily locks enemy aircraft in a stasis field.

FIRST UPGRADE

STASIS DRAIN Stasis ability drains target's health and repairs the Vampire.



SECOND UPGRADE

STASIS BOMB When Stasis completely drains a target it explodes, doing large AOE damage.



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