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The year is currently 2531. After five long, bloody years, Harvest has finally been recaptured, and the Spirit of Fire is now moving on to its next battle. While this is a universe filled with heroic supersoldiers, bold warriors, and more, it is also filled with brilliant commanders, daring leaders, and witty officers, and now you will be counted amongst their ranks. You will be taking the role of a commander for either the Covenant or Humanity, and lead your soldiers to victory over their enemies! Whether it be in the name of the Great Journey or survival is up to you.

You gain **[1000 CP]** to aid you in your endeavors.

Backgrounds

Any of the following may be taken as a drop-in.
You may decide your age and gender as you please.

[Free] UNSC Commander: You are a commander within the United Nations Space Command, as an officer either within the Army or the Marines. This war is one of survival for you and the rest of humanity, and as such you have no room for failure. We may be outnumbered and outgunned, but we won't go down without giving the Covenant one hell of a fight!

[Free] Covenant Master: You are a leader within the noble Covenant, with the influence and rank to show it. These humans desecrate the relics of the gods, and their vile demons defy our holy Covenant at every turn! Such dishonor can only be met with death for them and their kind, and you shall be one of the many to see to it. The Great Journey awaits!

[200 CP] First Person Shooter: You want to be a frontline soldier in a jump for a strategy game? Well, it is still a Halo game... Sure, why not! But, it'll cost you. You are a boots-on-the-ground soldier serving either in the **UNSC** under Captain Cutter, or in the **Covenant** under the Prophet of Regret; it'll be up to you to explain how you managed to get an army. Your faction choice is important, as it'll determine some perks/items.

Classes

On top of choosing an origin, you will also be choosing a “class”, which will denote what kind of person you will be on the battlefield. Your choice will also give you discounts on perks and discounts on certain units, so make sure you choose wisely.

[Free] The Leader: A good leader can be the difference between defeat and victory, and there are few as good at it as you are. You have been leading and/or fighting in wars for as long as most people can remember, at least since before the Human-Covenant war if you aren’t a Drop-In, and your experience and status as a seasoned veteran of many battles pays off time and time again for you.

[Free] The Warrior: Some people like to keep themselves in the back of the lines, viewing everything from safety while not being there to make the right calls at the right time. Not you, however. You fight and/or lead alongside your men and your allies, right there in the mud and blood right alongside them! Just make sure not to get too reckless, there’s already enough dead heroes in this war as is.

[Free] The Subordinate: The Subordinate is a unique choice with many possibilities. Perhaps you are a genius scientific liaison working on a major project for your faction, or maybe you are a great warrior working under your superiors, with a desire to one day see yourself at the top of their little hierarchy. Either way, you are a bit of a wildcard in this war, and as such can provide unique skills and perspectives to those you are working under or alongside.

Location

Roll 1d6 to decide your starting location, or pay 50 CP to choose for yourself

1. **Harvest:** Where it all began. What was once a breadbasket world of Humanity has been reduced to a wreck, and has been the site of some of the most intense fighting seen in the war thus far. It's currently held in the hands of the UNSC, and a certain captain and his ship are currently in orbit.

2. **Arcadia:** A thriving outer-colony paradise world and popular vacation destination for people in the UEG, Arcadia is, as of right now, a relatively peaceful place to be, but will soon be a planet on the frontlines trying to hold off a Covenant invasion force.

3. **Shield World 0459:** Also known as Trove, this is a massive installation constructed by the Forerunners that served as both a potential haven from the firing of the Halo Array, as well as a port for several Forerunner Sojourner-class dreadnoughts.

4. **Sanghelios:** The homeworld of the Elites, Sanghelios is a harsh world with temperatures varying from 208 to 23 degrees fahrenheit. It was once the capital of the Covenant before High Charity, and still holds high significance to the species of their empire, meaning it’s quite well-defended.

5. **High Charity:** The holy capital of the Covenant, and the most well-defended place outside of Earth within the Galaxy. High Charity was built around a forerunner construct called the Anodyne Spirit, and is partially made out of a piece of the destroyed homeworld of the Prophets, Janjur Qom.

6. **Free Choice:** Lucky you! Choose anywhere within the Milky Way, including places not on this list, to be your starting location. The Ark is not in the Milky Way.

General Perks

Perks for your chosen background and class are 50% off with 100 CP perks from your background and class being free.

[Free] The Basics: What soldier worth their salt would be able to perform their duties without some training? This perk will do different things depending on your origin. For both the UNSC Commander and Covenant Master, you gain basic instruction and knowledge on your respective faction's tactics and strategies. If you took the First Person Shooter origin, then you receive basic training in your respective faction, equivalent to what an above average unit could expect to receive.

[50 CP] Copyright: Lets say, for a moment, that you are fighting a battle on modern day Earth alongside some Grunts that you brought along. People are certainly going to start raising eyebrows at the fact that soldiers from a game they have played are now fighting in their world, wouldn't you think? This perk solves that by making it so that anyone who looks at things obviously not from their world will not put two and two together unless you personally decide to point it out. This'll help keep the Prophets or ONI off your tail.

[50 CP] I'll Win: And this is how. Whenever you are in an argument or petty fight over something relatively minor and/or annoying, like buying a used car or getting an armrest on a commercial flight, you are able to very rapidly come up with unnecessarily complex and well thought out plans that will see you succeed in winning whatever it is you're trying to win, or at least get the last laugh. This perk is togglable if you don't want to constantly be coming up with elaborate schemes against the homeowner's association.

[100 CP] ALL UNITS: You now have the ability to enter a state of mind that allows you to command your troops as if you were playing/viewing it as a Halo Wars game. Anyone looking at you from the outside will see you carrying out orders and the like as normal. Additionally, if you are in personal danger, you will automatically and instantaneously be brought back into the real world to react to and deal with the immediate threat.

[100 CP] Stiff Upper Lip: In the Human-Covenant War, horrible things were done by and to a lot of people in both the Covenant and humanity. The glassing of human worlds, Grunts forced into combat and mowed down, etc., things aren't great for most people in this war. This perk will increase your ability to tolerate such things in order to get the job done, to the degree that you are able to keep calm or even crack jokes in the most dire of situations. This won't nullify these feelings, just help you tolerate them.

[200 CP] Bio Safety: One thing few people think about after an encounter with the flood is the spores that are inhaled. If we're being realistic, some characters really should be flood biomass by now. Unless a perk like this comes into play, that is. Each jump, you may designate one bioweapon or other such hazard. You and your subordinates are now completely immune to infection. This doesn't mean whatever it is won't attack you by the way, just that your buddies won't be coming back from the dead to join in.

[200 CP] Lord Admiral: In both the Covenant and the UNSC, once you reach a certain rank, you end up starting to gain political power. For example, Imperial Admiral Xytan 'Jar Wattinree held so much sway in the Covenant he was viewed as a threat by the Prophets, while the UNSC Security Council actually ended up superseding humanity's government near the war's end. Now, whenever you gain power within a military, you automatically, and without question, gain a certain amount of political power as well. For an example, a lieutenant may be friends with a senator's kid, a colonel could be friends with the actual senator, and a general could very well have some sway over the senate itself.

[400 CP] AI: You are now an AI. If you're with the UNSC, you're a Smart AI, and if you're with the Covenant you are a prototype AI that was made to contend with your human counterparts. You are now capable of things like going through literally billions of calculations every few seconds while a part of you slows down to chat with the person next to you, assist dozens of squads of infantry and/or vehicles in the completion of their missions at any given time, manage vast systems like starships practically on your own, and more. Additionally, you don't have to worry about rampancy like standard smart AIs do. You are stuck in an AI alt form until the end of this jump, but may swap back and forth afterwards.

UNSC Commander Perks

[100 CP] For the Record: You woulda kicked their ass the first time! You are now a master when it comes to witty banter and one liners, with a remark in mind for pretty much any situation you might find yourself in, and an amazing comeback for anything anyone might say to you, putting you on the level of some of the best UNSC marines when it comes to the art of banter and shit talking. The best part, however, is that your superiors just let you get away with talking like that.

[200 CP] Little Guy: When fighting against an enemy with even a slight advantage over you either in a strategic sense or a physical sense, that enemy will begin to view you as weak and will then start to get cocky, leaving gaps in their defenses and making critical errors, which you can exploit if you are aware and smart enough to spot them. A skilled enough UNSC marine could take down an Arbiter if they were smart enough and had this perk. Never underestimate the little guy.

[400 CP] Reclaimer: Contrary to what many might think, there is actually only a small minority of humans who possess the lifeworker-created geas that allows them to gain access to forerunner technology. It really would be a shame if you couldn't get access to some of the stuff you can find out there, wouldn't you agree? This perk bypasses any inherent attribute requirements that a system, item, etc. may have for you to activate or access it, regardless of your actual status.

[600 CP] Captain Jumper: If there is any widespread advantage humanity has right now, it isn't their tech, numbers, or even their will, it's their tactics. It's one of the few things the UNSC has over the Covenant, and you're now an exemplar of that aspect of mankind. Your ability to employ the right tactics, think rationally, and develop unique new solutions to tactical and strategic issues is practically unparalleled, to the point that having inferiority both in numbers and technology is hardly enough to slow you down.

Covenant Master Perks

[100 CP] Species: You may be any species commonly found within your background's faction, with the exceptions of the San'shyuum (Prophets) and the Lekgolo (Hunters). The covenant is known for their species hierarchy, however, so I personally wouldn't suggest anything less than a brute, however a grunt commanding an elite subordinate would be rather interesting.

[200 CP] Go With the Flow: If you know anything about the Covenant, it's probably their insane levels of religious zealotry, and considering that odds are you won't be buying their crap, it could end up causing you a lot of problems. That's where this perk comes in. You are now able to fake devotion to any cause to such a degree that nobody would think even for a second you are lying. Also comes with a bonus effect of making sure you don't start to buy into your own lies if you've been at it for a long time.

[400 CP] Up the Hierarchy: You are now able to choose any species within your faction, giving you the ability to be either a Lekgolo or a San'shyuum, with each having their unique perks. San'shyuum are at the top of the Covenants hierarchy, have an age span in the hundreds of years, and high intellects. You may choose to be one of the San'Shyuum that lacks their frailty. Hunters are giant hiveminds of worms with enough strength to flip vehicles, and can take damage that would kill other beings without issue.

[600 CP] The Great Journey: The glorious cause of the Covenant, the Great Journey, is what has kept their empire together through countless trials. The Grunt Rebellion, The Taming of the Lekgolo, and more were weathered by the Covenant thanks to their devotion to their belief in the Great Journey, and now you have a cause which others will follow with equal fervor. Choose any cause or belief set you desire, real or not. Those who serve under you will do anything you want for this belief without issue. They would willingly die for little else than because you said it was for this cause.

First Person Shooter

[100 CP] Faction Discount: Just because your origin is different from a commander's doesn't mean you aren't part of one of the two factions. As such, you gain the 100 CP perk from the background who's faction you are aligned to, as well as a discount on one perk with the exception of the background's capstone perk.

[100 CP] Indirect Commander: Maybe you don't want to strategize, lead, and organize soldiers and warriors. To be honest, if you choose this background that is probably the case, so we'll give you this. Whenever you don't want to lead your followers and subordinates, you may choose to temporarily step down and a follower of equal strategic and tactical competence to you will take over and lead your army until you decide to step back in.

[200 CP] Friendly Fire: You know, in the Halo Wars games, there are certain quirks that starkly differentiate it from reality. Grenades are lobbed right next to infantry squads,a tank fires its cannon into the enemy right next to their allies, but the funny thing is, these friendly fire incidents never actually kill anyone! Thankfully you have managed to keep that quirk. Now, whenever you are attacking something, any allies in the area will never be unintentionally harmed by whatever you did.

[400 CP] Demon: This perk will vary depending on if you are UNSC or Covenant. UNSC jumpers are now augmented to be physically equal to a Spartan II, granting you immense strength, speed, stamina, and more. You will also gain the training and skills to match. Covenant Jumpers are now near the pinnacle of their species in terms of skill, with mastery over every kind of weaponry and skill a Covenant warrior of their caliber should be expected to know and use.

[600 CP] Luck?: You now have something no one else sees. Can you guess? It's not actually luck, if you can believe it, but that's probably what other people are going to start to believe. Upon the start of a mission, you will get small feelings here and there as to what you should do, where you should move, and who and how you should fight, which if you follow these feelings just right, will allow you to regularly pull off things that for others would have been long odds at best. The feeling is relatively subtle, so it will be up to you to pick up on it and act on it. Additionally, the thing that is most likely to kill you on that mission will be made obviously aware to you well ahead of time.

Leader Perks

[100 CP] Veteran: Odds are you have seen and done quite a lot, so entering a new jump and having your ideas dismissed simply because you are an untested variable can get frustrating. With this perk, if you start talking people will know to shut up. With just your presence, people will now instinctually realize that you are the real deal, someone with experience who knows what they are talking about, and someone they really need to listen to. Don't disappoint them. This perk is togglable.

[200 CP] Just One Ship: You're one hell of a public speaker now. Whether it be a sermon to lift the spirits of your warriors or a rousing speech to fire up the troops, your skill in speechcraft is astounding, with those speeches being something that really should be written down for the record. They often strengthen the resolve of your allies when directed at them and can occasionally strike fear into your enemies when directed at them. On top of that, you can make these speeches up on the fly.

[400 CP] Quick Deploy: Helljumpers in the tube! Once per hour, you may call in a near instant deployment of up to 1,000 of your active ground or air units, regardless of factors such as distance, ability, etc. who will enter the battlefield fully prepared in two different ways depending on your faction. UNSC leaders will see their troops coming down in drop pods built to handle their cargo, while Covenant leaders will see their troops teleport into the fight. Both factions' air assets will simply fly down once they are called in.

[600 CP] Heal and Repair: Three times per day, you may designate an approximately 300 meter area, which will then gain a green hue. While in this area, all people and vehicles will begin to rapidly heal themselves. Soldiers will see wounds heal up, vehicles that are damaged will begin to return to pristine condition, and most interestingly of all, small squads of standard infantry standing inside of this effect's radius will see any dead members pop back into existence perfectly fine, and right next to them. Lasts for 10 seconds.

Warrior Perks

[100 CP] Rule of Cool: Every action you now take will now look as cool as possible. From fighting off hordes of enemies while looking heroic and inspiring to your allies, to simply walking with immense purpose, everything you do seems to operate by the rule of cool, making every action you do as awesome looking as possible without going too over the top if you don't want it to. This perk is togglable, if you want to have a moment where people aren't staring at you.

[200 CP] Frontline Leader: It doesn't matter where you are, you are now able to understand your situation, lay out plans, and organize troops as if you were in an HQ building. As you are fighting a battle, you are now able to get a relatively accurate idea of the strategic situation and you also have a cool enough head to relay orders and make battle plans while shooting and being shot at. Relaying these battle plans and your ideas will be up to you, but I'm sure you'll manage.

[400 CP] Defiant Rage: Once a day, you can enter a state which allows you to slightly and slowly fix wounds and injuries for each life you take. A single death is not enough to completely rid yourself of a lethal injury, but it is definitely sufficient to stabilize and close your wounds enough to keep you from bleeding out before getting to your next unfortunate victim. This state will last until there is no one left to fight, or until you have not killed someone for 10 seconds, whichever comes first. Doesn't heal anything that can't naturally be healed, like a lost limb.

[600 CP] Fiendish Return: Maybe it's a unique trait of your armor, maybe it's an unbelievably bad level of luck for your enemies, but now, any attacks that hit you and could be considered equal to or below the damage of an anti material rifle now have a 50% chance of being harmlessly deflected and a 10% chance of being redirected straight back to the attacker. With projectile attacks, each projectile counts as a single attack, if you were wondering.

Subordinate Perks

[100 CP] Under the Radar: There are certain benefits to not being at the top of the hierarchy, such as not being person number 1 for your enemies to kill. If only it could always be like that. At the start of any conflict, your enemies will start out not prioritizing you as a target, instead choosing other VIPs, and are more likely to capture you than kill you. Eventually, though, if you cause enough trouble, they will take notice and recognize you as an increasingly important problem, so don't think you're invincible with this.

[200 CP] Rivalslayer: Whenever you find yourself in an unhealthy rivalry with someone you hate but can't just get rid of on your own, the likelihood of them just getting themselves killed will skyrocket. They will find themselves stuck in more difficult situations, they will be “honored” with more dangerous missions, and their luck seems to falter even more than usual. If they’re good enough, they can still survive, however. This perk is togglable, in case you want to keep such rivals around for some reason.

[400 CP] Heading Out: An inevitability of total wars is that one or both sides will end up utterly devastated. In the canon timeline, this was the collapse of the Covenant and the devastation of humanity. When things like that are around the corner, maybe it's time to head out. With this perk, at any time, you can choose to simply jump ship and leave your faction, and neither your enemies nor your former allies will deem you worth the resources taking you out would cost, though joining back into the fight nullifies this.

[600 CP] Genius: You now have the ability to learn new concepts twice as fast as usual, but that alone wouldn’t be worth making this a capstone. More importantly, you have total knowledge of everything related to your choice of three fields, holding all knowledge in that field that your faction (UNSC or Covenant) currently holds, which updates in real time. Examples include programming, engineering, language, psychology, biomedicine, etc. This comes with a vastly expanded capacity for memory dedicated to handling this new level of knowledge, so you don't go crazy from information overload.

Items

Items for your chosen background and class are considered 50% off with one purchase of 100 CP items being free. Additionally, you will be given a **[400 CP]** stipend for items only.

[Variable] A Weapon: Odds are you'll be needing one. There are 4 tiers of weapons to choose from, each being more powerful but also more expensive than the last. Each purchase gets you one of these weapons, which never jams or overheats, are three times as effective as their standard counterparts, and either comes with infinite reloads or infinite power, whichever is appropriate. You have your choice of either a Covenant or Human weapon.

[Free] Tier 1: At tier 1, you have your basic sidearms. Things like the Plasma Pistol and Magnum are available. After your first purchase, further purchases are **50 CP**.

[50 CP] Tier 2: At tier 2, you have primary firearms like rifles and shotguns. Things like Shotguns, Carbines, Plasma Rifles, Assault Rifles, Battle Rifles, Spikers, etc. are available.

[100 CP] Tier 3: At tier 3, you have your specialist or heavy weapons. Things like Beam Rifles, Sniper Rifles, Brute Shots, and Flamethrowers are now available.

[150 CP] Tier 4: At tier 4, you have your most powerful weapons. Things like Gravity Hammers, Rocket Launchers, Fuel Rod Guns, Spartan Lasers, and Energy Swords are now available.

[50 CP] Translator: It's kind of strange how elites are able to speak to humans and vice versa, considering their species's morphology likely shouldn't allow it. Luckily there is an explanation, translators! This unique translator is a system that normally takes the form of a small earpiece, but can also be implemented seamlessly into any armor or vehicle system you have. It is able to translate everything any being says to you, and telepathically translate your words for listeners to understand.

[50 CP] Halo Wars: You gain both Halo Wars 1 and 2, any media related to these games, as well as an Xbox/PC and screen which are capable of functioning no matter what. Additionally, any wars/battles you fight in the future will have Halo Wars-style RTS games made and added to your collection, with unique campaigns, units, abilities for leaders, etc related to those conflicts.

[100 CP] Resource Crates: You will now find large clusters of about 5 to 10 glowing blue crates. When you or an ally touch them, you gain the equivalent of 200 pounds worth of a raw material of your choice per crate, which will then disappear into an infinite storage area dedicated to holding said materials, and will reappear wherever you need those resources to be. While you can find these often strewn across wherever you are, they do not respawn once taken. This item can be toggled if you don't want to see these things all over the place.

[100 CP] Grenade Crate: You gain a large metallic crate of either UNSC or Covenant design, your choice. This crate will, once a week, fill up with a maximum of 16 grenades of 6 different types in a ratio of your choosing, with the types you can choose from being: Fragmentation Grenades, Plasma Grenades, Firebomb Grenades, Flashbangs, Tripmines, and Spike Grenades.

[200 CP] Cryo Bay: Maybe you and your soldiers need to get some rest or wait for the next conflict. This item is a massive cryo bay attached to either your warehouse or another property of your choice. Time spent within it will not count towards your total time in jump, and it can be used for an indefinite amount of time. There are enough pods for any number of followers, companions, and you, but only for followers, companions, and you. Don’t push it with this, though, or you may not like the kind of galaxy you wake up to.

[200 CP] Sentinel Shop: I’m not sure how you got this thing up and running, but this is quite the find! This is a sentinel manufacturing facility capable of building your choice of either 100 Aggressor Sentinels, 20 Super Sentinels, 10 Enforcer Sentinels, or 2 Retriever Sentinels every day. The materials it needs to make these sentinels will simply appear out of thin air to be used in the manufacturing process, so don’t worry about more resources being required.

[400 CP] Forerunner Generator: This reactor is an incredible relic of the Forerunners, being capable of powering several major cities 24/7 without issue. But that’s not all this item does, as it, for some reason unknown to those of the modern day, actually holds some secrets of the Forerunners. Once per jump, 1 random blueprint or piece of knowledge once held by the Forerunners can be extracted from a terminal attached to the reactor. Physics, history, designs for a ship or weapon, or anything else is possible, but it is random, so it's a bit of a gamble on the usefulness of what you get.

[600 CP/Exclusive to UNSC] The Spirit of Jumper: Sure she may be a little old, but what a magnificent ship, wouldn't you agree? You gain a Phoenix-Class Colonial Support Vessel which has been refitted for war. It comes armed with 3 MACs, 10 naval coilgun batteries, 24 Archer missile pods, and 40 point defense guns, a fighter complement of 12 Shortswords, as well as an internal factory capable of manufacturing equipment so long as you have the raw material to put into it. Its most interesting feature, however, is the fact that the interior will magically expand to comfortably hold however many personnel are currently inside. Doesn't come with the deployable bases. Respawns weekly.

[600 CP/Exclusive to Covenant] Jumper's Tithe: This feat of shipbuilding truly is a testament to the Covenant's might. You gain a Sinaris-Pattern Heavy Destroyer. It comes armed with a superheavy excavation beam, 2 plasma beam emitters, 24 plasma cannons, 6 plasma torpedo silos, 20 pulse laser turrets, 40 plasma bombardment mortars, and a fighter complement of 12 Seraphs. Like the PhoenixClass above, this ship has an interior that will magically expand to comfortably hold however many personnel are currently inside. While it does not come with a miniature factory like the human's ship does, yours is still technologically superior in almost every way. Respawns weekly.

[Variable] Base of Operations: You now have a base of operations, giving you access to the **Base Builder** further down in the jump. There are three levels of bases, each giving you a certain number of building slots and defenses. For **200 CP** at level one is the Firebase, giving you 3 building slots and no defenses. For **400 CP** at level two is the Station, giving you 5 building slots and two defenses. For **600 CP** at level three is the Fortress, giving you 7 building slots and four defenses. Only one purchase is allowed.

UNSC Commander Items

[100 CP] Cryo Bomb Designator: With this target designator, you may call for an airstrike which will drop a cryo bomb capable of freezing over everything in an approximately 100 meter radius, and when I say everything, I mean everything. Tanks, Spartans, and even Scarabs will all be brought to a sudden stop if they are caught in the radius. Keep in mind, though, that anything frozen will generally be unharmed by the direct effects of the bomb, and said effect only lasts 30 seconds. The designator has 2 charges and regains them weekly.

[200 CP] Disruption Bomb Designator: With this target designator, you are able to call for an airstrike which will drop a disruptor bomb that will affect a 100 meter radius. Everything within this area will have anything that can be designated as a “power” completely nullified with the exception of those that increase durability, which will only be weakened enough to make them vulnerable to heavy weaponry. This effect will last for up to 1 minute. The designator has 3 charges and regains them weekly.

[400 CP] Dumb AI: A “Dumb” AI, despite its name, is an unbelievably capable and complex piece of technology, with AI of this caliber being expected to be capable of managing entire ships or cities, for example. Their only issue is that they are incapable of learning outside of their set limits. This is a unique prototype, however, which is capable of operating within up to three areas of your choice. You may choose the specifications of the AI.

[600 CP] MAC Blast: Probably one of the few things humanity has going for it is their ability to take hunks of metal and throw them really, really fast. This will allow you to bring that edge along with you. You gain a rangefinder that, once a day, can designate 3 targets to be hit by blasts with the equivalent force of a frigate’s MAC. This speeding projectile comes out of nowhere, not requiring space superiority and ignoring obstructions like shields. You can alter the force behind the blast at will.

Covenant Master Items

[100 CP] Protectors: Small protector drones reverse engineered from a form of micro sentinel used by the Forerunners, which are usually given to well-respected members of the Covenant. They are fast and capable of being directly controlled by their masters or can be set to automatically protect you. They are small enough to fit in a pocket, but despite their diminutive size are equipped with semi-automatic plasma weaponry of equal power to plasma pistols, and are capable of operating for an hour before running out of power. You gain a pair of these protectors.

[200 CP] Gravity Throne: You gain a shielded throne normally reserved only for the most prestigious of the Covenant's leaders. It is uniquely capable of true flight, moving at about 30 kph, and has a built-in shield generator capable of tanking up to 3 shots from high caliber small arms before failing. Any weapons you buy in the items section may be optionally built into the throne, and will be operable by an added control setup.

[400 CP] Holy Relic: A relic from an ancient armory which has been entrusted to you by its keepers. This is a gravity hammer, and while that may not sound overly impressive for its cost, this version is superior to its standard brothers in every way. On top of its base utility as a gravity hammer, it comes equipped with an advanced gravity manipulator, which allows its wielder to produce an immensely powerful vortex easily capable of drawing in and crushing anything up to the weight of medium-sized vehicles.

[600 CP] Condemnation: Your enemies defile all that they touch, and so with this you may condemn them to fiery judgement. With this rangefinder, once a day, you may call down a glassing beam with equivalent power to those used on the Covenant cruisers. This beam comes out of nowhere, not requiring space superiority and ignoring obstructions like shields, and lasts for up to a maximum of 1 minute. The power output can be adjusted for finer, less damaging strikes.

First Person Shooter Items

[100 CP] Weapon Subsidies: This is a really simple one. Choose any weapon from the Weapon Item list, and gain it for free. **You may only purchase this item once.**

[200 CP] Power Items: You gain a large metallic crate, not too dissimilar from the grenade crate mentioned earlier, of either UNSC or Covenant design, your choice. Within this crate, there will be your choice of, in any ratio, 12 single-use pieces of equipment from a list of the following: Bubble Shields, Power Drains, Deployable Cover, Radar Jammers, Auto Turrets, and Invincibility. This equipment, when used, will respawn within a week, and you may alter the ratio of what you get weekly.

[400 CP] Power Armor: This item's form will vary depending on whether you're with the UNSC or Covenant, though a second purchase adds the capabilities of the other armor to yours. Considering the difficulty of putting these armors on, these come with the ability to be instantly equipped or unequipped at will.

[UNSC] You gain Mjolnir Mk. IV armor, which comes with all the bells and whistles it ought to, like being able to lift an additional several tons of weight, increasing your maximum running speed by over 30 MPH, allowing for survival in space, and enhancing reaction speeds by up to 5 times their base. It's also one of a kind in that not only does this suit have the energy shields of the Mk. V seen decades later, but also does not require spartan augmentations to survive its use.

[Covenant] You gain a suit of armor normally reserved for the greatest of your species, coming with standard shielding systems as well as an environmental seal. That isn't what makes it so great, however, as its real draw is the addition of an advanced system once held by a great warrior of the Covenant, that being a recharging active camo system capable of remaining active indefinitely, regardless of movement and whether or not you are shooting or being hit.

[600 CP] Battle Armor: You've gotten your hands on some highly experimental battle armor. If you're UNSC, you gain a suit of HRUNTING/YGGDRASIL Mark I, which comes equipped with a T261 AMGG, missile tubes, an M149 Recoilless Rifle, and Type-18 Claymores. If your covenant, you gain a mech not too dissimilar to what would become the Goblin, but more fitting for your species in a structural sense. It comes equipped with energy shields, your choice of either a needle cannon or beam cannon, a shardstorm launcher, and a shoulder mounted fuel rod cannon.

Army Builder

What good would this jump be if there wasn't an army builder, the big thing you probably came here for? Each of the following units are to be considered followers, and to sweeten the deal, you are given **[1000 AP]** with which you may gain and upgrade your forces. Units and their upgrades belonging to your background and/or class have a 50% discount, though if a unit belongs to neither your faction nor your class, you cannot buy it. You may exchange CP for AP at a 1:1 Rate.

Infantry

UNSC Commander

[200 AP] UNSC Marines: The standard trooper of the UNSC, seen on practically every battlefield and ship in the war. They come armed with your choice of either MA5 Assault rifles, M90 Shotguns, BR55 Battle Rifles, or M7 SMGs, as well as an M6 Magnum. They also come with M52B Body Armor, which can take a surprising beating before buckling, but don't expect it to stand up to Covenant plasma fire for too long. Alongside these, the marines come equipped with whatever they're expected to have. You gain 3,000 UNSC Marines. Respawns weekly.
[200 AP] Medics: While the standard marines generally would come with medics, they've got nothing on these ones, who come with specialized equipment capable of healing their squads, and only their squads, back to full health in seconds when outside of combat.

[200 AP] Hellbringers: If it's organic, consider it dead against these specialists. Hellbringers are specialized UNSC Marines who come equipped with M6634 Flamethrowers capable of functioning in a variety of different environments and are capable of using several types of fuel, though the base type is a form of napalm. They also come equipped with an environmentally sealed suit of flame retardant armor with a slightly higher effectiveness to that of the M52B Body Armor. Alongside these, the Hellbringers come equipped with whatever else they're expected to have. You gain 2,000 Hellbringers. Respawns weekly.
[200 AP] Grenade Launchers: On top of coming with their main weapon, the Hellbringers you upgrade also come with grenade launchers mounted on their flamethrowers capable of firing either frag or flash grenades over extreme distances.

[400 AP] ODSTs: These are the toughest, most effective soldiers Humanity can produce without needing to start looking towards physical augmentations. They usually come armed with Silenced SMGs and SOCOM Pistols, but you can choose anything that the UNSC Marines also carry. They come equipped with ODST battle dress uniforms, which allow ODSTs to fight in space for up to 15 minutes at a time, while also being far more protective and durable than M52B body armor. They also come with helmets equipped with VISR systems, giving them far greater tactical ability. Alongside these, they come with whatever else they are expected to. You gain 1,000 ODSTs. Respawns weekly.
[200 AP] Specialists: One in every 10 ODSTs is now a weapons specialist, equipped with your choice of either SPNKR Rocket Launchers or SRS99-AM Sniper Rifles, and are considered “world class” with that weapon. For example, snipers are able to headshot moving enemies from miles away, guaranteed.

[600 AP] Spartan IIs: Likely the most dangerous soldiers of the war by a longshot, Spartan IIs are trained from childhood in a wide variety of different things, from advanced mathematics, to survival training, to sharpshooting, and that is not even mentioning their physical augmentations, which make them able to run and lift more than any human possibly should, enhances their vision, reinforces their skeletons, and greatly heightens their reflexes, among other things. They come equipped with Mjolnir Mk IVs and 2 UNSC infantry weapons of your choice. You gain 100 Spartan IIs. Respawns weekly. Congrats, you now have more Spartan IIs than were ever produced.
[400 AP] Mjolnir Mk V: How did you manage to get your hands on this? Your spartans are now equipped with Mjolnir Mk. V, which among other things comes with shielding systems, vastly increasing the already exceptional durability of your supersoldiers.

Covenant Master

[200 AP] Grunts: The humble Grunt represents a vast swathe of the Covenant in terms of numbers, making up most of their standard frontline combatants. Their physiology means they aren't as mobile as other warriors of the Covenant, but they make up for that with their higher durability, having armored exoskeletons not unlike crabs. They come armed with deceptively powerful Plasma Pistols or Needlers, and come equipped with well-armored Unggoy combat harnesses equipped with methane tanks, along with anything else a Grunt would be expected to have. You gain 3,000 Grunts. Respawns weekly.
[200 AP] Deacons: One in every 12 grunts is now a deacon, a religious position which is held by only the most devoted Unggoy. These deacons inspire Grunts around them, making them more disciplined, and for some reason, their weapons will hit far harder.

[200 AP] Jackals: Jackals are the cutthroat avian species of the Covenant, having joined up with the Covenants more so out of necessity and convenience than anything else. They are impressively fast, agile, avian-like beings with exceptionally keen eyesight, hearing, and smell. They come armed with either Plasma Pistols or Needlers, and come equipped with Kig-Yar combat harnesses, immensely powerful point defense gauntlets, and anything else they would be expected to have. You may optionally choose to gain Skirmishers instead of Jackals. You gain 1,000 Jackals. Respawns weekly.
[200 AP] Snipers: Alongside their standard equipment, your Jackals can also come armed with Type-51 Carbines and one in every 10 will gain a beam rifle as well as specialized equipment to aid in sharpshooting.

[400 AP] Elites: The most well respected warriors of the Covenant, Elites are the primary species responsible for the conduction of the Covenant's wars. They are, on average, 7 to 8 feet tall, incredibly strong, and have a high level of agility, considering their size. They come armed with your choice of either Plasma Rifles, Carbines, or Energy Swords, as well as a Plasma Pistol sidearm, and come equipped with Sangheili combat harnesses, which slightly augment physical capabilities and come with shielding systems. Alongside these, they come with whatever else they're expected to have. You gain 500 Elites. Respawns weekly.
[200 AP] Elite Ultras: Sangheili Evocati, known to Humanity as Elite Ultras, make up a proud order of veteran warriors clad in pearl white armor, with high proficiency in personal combat. Instead of climbing the ranks of the Obedientaries, these Sangheili opt to join the Evocati and continue to perfect their martial prowess, making them some of the finest warriors of the Covenant.

[400 AP] Hunters: Hunters are gigantic colonies of worms, usually telepathically linked into pairs. They are immensely powerful, being most likely the strongest species currently known in the galaxy in terms of raw strength, being capable of throwing small vehicles with relative ease. They come armed with Assault Cannons attached to their arms, capable of firing blasts of radioactive, explosive, incendiary gel similar to that of fuel rod cannons, come equipped with 8 centimeter thick armor made of the same material as that used to build Covenant starships, and two-ton shields made of the same material, but thicker. You gain 250 Hunters. Respawns weekly.
[200 AP] Assault Beam: The Hunters with this upgrade are now equipped with Assault Beam Cannons, which are capable of firing the same projectiles as the standard Assault Cannon, but as a constant stream.

Ground Vehicles

UNSC Commander

[200 AP] Warthogs: The M12 Warthog is a hard hitting and relatively durable vehicle with good off-road capabilities and a top speed of 78 mph. It comes armed with an M41 Vulcan machine gun on a swivel in the rear and a grenadier in the passenger seat, as well as enough space for its crew of three people to sit comfortably within it, though its open design with no doors or cover leaves said passengers concerningly vulnerable to enemy fire. You gain 300 Warthogs and their crews. Respawns weekly.
[200 AP] Gauss Cannons: The Warthog's Vulcan Machine guns are now replaced with advanced Gauss Cannons, which like their bigger cousins the MACs, use magnetic acceleration to fire their projectiles at Mach 40, albeit at a much lower fire rate than the machine guns.

[400 AP] Wolverines: The M9 Wolverine is a semi-tracked missile launcher vehicle, coming armed with an M260 Multiple Rocket Launch System capable of firing both lock-on anti air missiles as well as ground-based salvos at a rate of 8 missiles per salvo, and is capable of doing so at extreme ranges. For an extra bit of offensive capability, it also comes armed with an XM511 Heavy Grenade Launcher which fires 60mm grenades at any secondary targets that get too close for comfort. You gain 300 M9 Wolverines and their crews. Respawns Weekly.
[200 AP] Expanded Salvos: Your Wolverines have now been modified to carry a second M260 Multiple Rocket System, and both of these systems have been expanded to carry 10 missiles each, instead of 8.

[400 AP] Cobras: The SP42 Cobra is most likely the best anti-armor vehicle that the UNSC has to offer. It's a 6 wheeled armored vehicle with thick subsidiary armor, but that's not its main draw. They come armed with a pair of M66 30mm Light Railguns which are able to pierce armor with relative ease, though it has a trick up its sleeve, that being that it can deploy into a stationary mode and swap out its two M66's for a single M98 105mm Light Railgun, with over twice the power of the other two systems, though in this mode its more vulnerable. You gain 150 Cobras and their crews. Respawns weekly.
[200 AP] Piercing Shells: The Cobra now comes armed with experimental shells with immense piercing capability to be used in the M98 Cannon. It's not unheard of for these shells to pierce through certain tanks and only stop when it goes through a second tank behind the first target.

[600 AP] Scorpions: Tank beats everything! The M808B Scorpion is, without a doubt, the finest piece of military machinery available to the ground forces of the UNSC, with its chassis sporting impressively thick armor plating capable of taking an immense beating, and it's relatively maneuverable, considering its size, thanks to its four tracked nacelles design. It comes armed with an auto-loaded M215 90mm High Velocity Cannon, which is capable of taking out just about anything, as well as a coaxial M231 Medium Machine Gun for fending off any enemy infantry dumb enough to get near this thing. You 150 Scorpions and their crews. Respawns weekly.
[400 AP] Scorpion Mk II: Your Scorpions have received two upgrades, now coming equipped with coaxial mortars, which fire cluster munitions with an effective radius of 100 meters, practically annihilating any infantry caught in its area of effect, and a vastly superior cannon with enough stopping power to put down things like Phantoms in one or two shots.

Covenant Master

[200 AP] Ghosts: The Karo'etba-pattern Ghost is an anti-gravity based scout vehicle, and probably the fastest of any ground vehicle used by either side of the war. Despite its relatively small size, it's a decently durable vehicle, being capable of tanking most small-arms fire without issue, though it does still have a few small weak points, not to mention an open design that leaves its operator vulnerable. It comes armed with a pair of Class-2 Directed energy cannons, which are rapid fire weapons excellent for taking down enemy infantry. You gain 300 Ghosts and their crews. Respawns weekly.
[200 AP] Scout Shields: Your ghosts now come with shielding systems, greatly augmenting their survivability, to the point where only high-end weaponry is able to reliably take down these vehicles in one or two shots.

[400 AP] Locusts: The Shua'ee-pattern Locust is a quadrupedal vehicle mostly used for anti-material work, such as destroying fortifications, buildings, or other hard targets. Initially, these vehicles were meant for excavation, and so are relatively delicate vehicles, though they have been given shielding systems in order to make them capable of use on the battlefield. They come armed with a light focus beam, which can be likened to a far smaller ground-based version of beam weaponry often seen on capital ships. You 300 Locusts and their crews. Respawns weekly.
[200 AP] Overdrive: Your Locusts' focus beams can now be temporarily overclocked by rerouting power from the shields into the weapon, allowing it to cause devastating damage to almost anything it hits, to the point that light vehicles can be bisected by this.

[400 AP] Wraiths: The closest thing to an "MBT" that the Covenant has at its disposal, the Zurdo-pattern Wraith is a well armored anti-gravity based vehicle with a boost system allowing for it to temporarily reach speeds usually only seen in lighter, smaller craft, though at the cost of maneuverability. It comes armed with a Heavy Plasma Mortar, which fires large balls of plasma that obliterate most things it hits, though it has a few crucial weaknesses, in that it has a dead zone close to the Wraith where it can't fire, and the projectile itself is relatively slow, though the former is mitigated somewhat by the mounted secondary weapon, Pek-pattern plasma cannon. You gain 150 Wraiths and their crews. Respawns weekly.
[200 AP] Heavy Shield: I'm starting to see a pattern here… Your wraiths now come with shielding systems that double their standard durability, at no cost to its other energy systems. It will take concentrated fire from high-end weaponry to take them down now.

[600 AP] Scarabs: The uncontested pinnacle of ground vehicles seen during this conflict, the Deutoros-pattern Scarab is a massive four-legged vehicle, and is rather uniquely, controlled by Lekgolo, the same worms that make up Hunters. They are immensely durable, being able to take concentrated fire from multiple of the heaviest vehicles the enemy has and still walk right through them, and are heavy enough to literally step on heavy tanks and crush them. They come armed with an Ultra Heavy Focus Beam Cannon, which is one of the heaviest ground-based weapons, an ultra-heavy Plasma Cannon, and 3 Pek-pattern Plasma Cannons mounted across the hull to be operated by gunners. You gain 10 Scarabs. Respawns weekly.
[400 AP] Super Scarab: Your Scarabs are now Type-29 Scarabs, which come armed with a far superior Focus Beam Cannon that is now similar to glassing beams seen on light capital ships, as well as 4 additional Pek-pattern plasma cannons. Alongside this, it is about a third larger, and has a proportionally higher level of durability.

Aircraft

UNSC Commander

[200 AP] Hornets: The AV-14 Hornet is a small VTOL craft used in a variety of roles, such as scouting, support, etc., but it primarily sees use as an attack craft against ground-based enemy forces. Even for an aircraft, its armor is not great, but that's made up for by its flight capabilities allowing it to ignore most terrain and its high speed when compared to slow-moving ground forces. It comes armed with twin linked rotary cannons, and two M651 missile launchers with homing capabilities. Additionally, it comes with chaff pods to help keep missiles from hitting it. You gain 150 AV-14 Hornets and their pilots. Respawns weekly.
[200 AP] Wingmen: Each of your Hornets now gains a nose-mounted autocannon, as well as a pair of UNSC Marines equipped with SPNKR Rocket Launchers, who will sit on either side of the Hornet and provide additional fire support.

[400 AP] Falcons: The UH-144 Falcon is a multipurpose utility helicopter, with its major strengths being in troop transportation and ground support. Its hull is also far more durable than that of the Hornet, though this comes at the cost of a lower level of maneuverability. It comes armed with a nose-mounted M638 20mm autocannon, as well as hardpoints on either side of the craft which each sport a M247 Machine Gun. To fulfill its role as a troop transport, it comes with the capacity to carry up to half a squad of UNSC infantry at any given time. You gain 300 UH-144 Falcons and their crews. Respawns weekly.
[200 AP] Nightingale: Your Falcons now come with extremely advanced ECM suites, as well as repair and medical drones. To sweeten the deal, they also come equipped with a pair of M460 Automatic Grenade launchers instead of M247 Machine Guns.

[400 AP] Pelicans: The D77-TC Pelican is most likely the most famous transport ever to see service within the UNSC, and has served in its role for over a hundred years, probably making it the ultimate case of "If it ain't broke don't fix it". It's capable of carrying up to 14 passengers and a vehicle and operating both in space and in atmosphere, and is very well armored and decently armed, coming with an M370 Autocannon, a pair of Anvil-II air-to-surface missile pods, and 4 hardpoints. You gain 150 Pelicans and their pilots. Respawns weekly.
[200 AP] G77S: Your Pelicans have had their armaments expanded to carry an additional set of 4 M41 Vulcan Autocannons as well as an additional 2 hardpoints dedicated to holding another pair of Anvil-IIs.

[600 AP] Vultures: There was a war fought a few hundred years before this one, where craft called “Flying Fortresses” were a common sight. If ever there was something looking to usurp that title, it would be the AC-220 Vulture. It is armored like one would expect ground based heavy armor to be, with a slow speed to match, and comes with a crew of 6, most of them gunners, to operate its 2 twin GAU-23 Autocannons, 2 Argent V Missile Pods, and its missile bay which holds 8 A-74 Sylver Vertical Missile Launchers, which fire either Phoenix or Anvil ASMs. You gain 100 Vultures and their crews. Respawns weekly.
[400 AP] Super Vulture: Your Vulture’s GAU-23 Autocannons have been replaced by a pair of Nonlinear Pulse Lasers, which are essentially upscaled Spartan Lasers, to give you an idea of how powerful they are. Additionally, the A-74 missile bay has been expanded to hold an additional 2 missiles.

Covenant Master

[200 AP] Banshees: The primary air unit of the Covenant, Oghal-pattern Banshees truly earned their fame both inside the Covenant and out. They are very fast, and when not using their boost function, rather maneuverable vehicles, though its exceptional performance comes at the cost of having very little in the way of armor. They come armed with a pair of Class-2 Directed Energy Weapons, not unlike those seen on Ghosts, as well as a Class-3 Heavy Fuel Rod Cannon for use against groups of enemies or harder targets. You gain 150 Oghal-Class Banshees and their pilots. Respawn weekly.
[200 AP] Starfighter: While the standard Banshee's canopy leaves the pilot partially exposed to the outside, these variants are now environmentally sealed and capable of exiting the planet's atmosphere, should they need to.

[400 AP] Vampires: Bkowe'nei-pattern Vampires are the Covenant's primary answer to enemy aircraft. They are capable of a decent level of speed, enough to catch up to most VTOLs, as well as the ability to operate in space. Their main offensive armament is a Needle Cannon, which is supplemented by a pair of medium plasma cannons, though its most dangerous feature is a stasis cannon, which acts as an EMP against any aircraft that it hits with it, rendering their electronic systems temporarily dysfunctional, if not nonfunctional. These variants lack impulse drives. You gain 300 Vampires and their pilots. Respawns weekly.
[200 AP] Stasis Missiles: Your Vampires now come armed with a pair of missile pods which fire lock-on projectiles. When they reach the vicinity of enemy aircraft, they will then explode, with their blasts taking down electronic systems like an EMP would.

[400 AP] Spirits: One of the primary ways that warriors of the Covenant are deployed onto battlefields, Dextro Xur-pattern Spirits are some of the most durable aircraft possible, which is good, considering their primary role as troop transports. They are capable of operating both in air and space, and have enough carrying capacity to hold up to thirty warriors and a light vehicle at any given time, and they come armed with a Murien-Pattern Heavy Plasma Cannon. Additionally, if the landing zone does not permit the opening of its troop bays, they have gravity lifts to allow for quick, easy access into and out of the craft. You gain 150 Spirits. Respawns weekly.
[200 AP] Phantoms: Your Spirits have been swapped out for Kez'katu-pattern Phantoms, which are the finest troop transport currently in wide use by the Covenant. They share a lot of the same durability and performance qualities of the Spirits, but come armed with 3 Medium Plasma Cannons, as well as the ability to transport an additional light vehicle or one heavy vehicle.

[600 AP] Liches: The rarest, though most likely greatest, Covenant aircraft. Like its smaller counterparts, the Kmiro'sish-pattern Lich is a space capable craft with the ability to carry troops, but a major distinction must be made in terms of its sheer size, if nothing else, being ten times the mass of a Phantom, and in fact being able to transport the aforementioned craft. It comes with enough capacity for 40 warriors and is armed with 4 Type-52 Plasma Cannons, as well as a powerful Focus Beam Cannon with power equivalent to those seen on Locusts. Due to how early it still is in the war, these Liches lack shielding systems. You gain 100 Liches and their crews. Respawns weekly.
[400 AP] Superheavy Shields: The pattern continues… Your Liches now come with immensely powerful shielding systems, being strong enough to resist pretty much anything less than the heaviest vehicles the enemy has to offer.

Leader Special Units

UNSC Commander

[400 AP] Spartan IIIs: Super soldiers for those on a budget. They may not technically be deployed until 5 years from now, but we'll make an exception. Spartan IIIs are given a safer version of the physical augmentations given to Spartan IIs, though they are trained to a slightly lesser standard than the IIs. Their greatest divergence, however, is in their armor, as they are given Semi-Powered Infiltration armor, or SPIs, which lack the same degree of physical enhancements and durability that Mjolnir armor gives the Spartan IIs. To make up for that, SPIs come with active camo systems, and the armor is still more durable than pretty much anything else currently in use. You gain 100 Spartan IIIs. Respawns weekly.
[200 AP] Headhunters: Headhunters are Spartan IIIs who survived their trial by fire during their first few missions, and are then given further specialized training. They come equipped with more advanced variants of SPI with energy shielding, VISR systems, and motion trackers.

[400 AP] Elephants: The M313 Elephant is the heaviest ground vehicle currently in use by the UNSC, and also one of the slowest. Its main use is as a troop transport, being able to carry 20 personnel as well as 2 Light vehicles. Its armor is what makes it a useful asset, however, as even weapons such as Plasma Mortars can't reliably kill these things, and these variants come with additional armor plating to cover the top of the vehicle as well. Additionally, it comes armed with an M247 Autocannon and 3 M14 Vulcans mounted around the chassis to defend itself. You gain 150 Elephants and their crews. Respawns weekly.
[200 AP] Total Upgrade: The M247 Autocannon turrets have been augmented to also carry a pair of rocket pods, and the interior has a far milder version of the effect seen on the ships in the item section, allowing it to carry up to 500 people instead of just 20

Covenant Master

[200 AP] Engineers: Huragoks are responsible for the maintenance of a good deal of the technology that the Covenant uses. They are actually artificial lifeforms, possessing nanomechanical systems so intricate that they appear organic to the untrained eye. They aren't just fancy repairmen, though, as the Engineers are capable of assembling and disassembling intricate and advanced machinery and putting it back together in seconds, all while rapidly understanding how it works. Any damaged vehicles or other non-organic equipment you have will find itself being magically, though slowly, fixed in their presence, regardless of whether or not the materials required are present. You gain 100 Engineers. Respawns weekly.
[200 AP] State of Grace: If you think about it, organisms are kinda like machines. Our hearts are our engines, our brains are our CPUs, etc. Maybe these Huragoks saw it that way too and decided to branch out. They are now able to heal injuries of your infantry in a similar magic way as your equipment, with some injuries disappearing in seconds.

[400 AP] Honor Guards: These Elites were hand picked for these ceremonial positions based on their exceptional discipline, loyalty, skill, and strength, with each of them being more than a match for any other member of their species. With this esteemed position, they also gain highly ornate armor meant to signify their status, which comes with a shielding system far beyond anything standard Elites are given, and are each armed with an Energy Sword, an Energy Stave, and your choice of any infantry weapon currently in use by the Covenant. You gain 100 of these respected warriors. Respawns weekly.
[200 AP] Silent Shadows: While honor guards may officially be some of the best, the Silent Shadows likely hold the actual title. They are Elites with skills better than those of the honor guards, and are equipped with black armor of a similar caliber, active camo, red energy swords, and your choice of any Covenant infantry weapon.

Warrior Special Units

UNSC Commander

[400 AP] Cyclops: The Hrunting Mark III Cyclops is one of the first steps the UNSC made into creating mechs, and they're not half bad for such an early try. The ones you will be gaining are the Mark III [S] variants, which come with arm-mounted 70mm Autocannons, giving them some much needed offensive capability when compared to the base variants, and additionally come with thicker armor. They also have some fairly impressive physical capabilities for what they are, being capable of running at about 48 kph and potentially out wrestling Hunters. You gain 300 Cyclops Mark IIIs and their pilots. Respawn weekly.
[200 AP] Reactive Cyclops: The cyclops now comes with a sensor and a togglable bubble shield. When the sensor, which has a full 360 degree view of the battle, detects an incoming projectile, it will activate the bubble shield just in time to deflect it before then deactivating it to save power. This system can still make errors, and it can only activate about 40 times per battle.

[600 AP] Grizzlies: The M850 Grizzly is a little pet project of a certain Sergeant, and like him, it's one of the toughest things to see service within the UNSC. The design itself is more or less what would happen if you fuzed two Scorpion together, as it shares the same basic design features as one, but with some key exceptions being that it has a fair bit more armor than a Scorpion, a coaxial machine gun, a pair of missile launchers, 2 smoke launchers, oh, and a pair of M310 120mm smooth-bore-high-velocity-cannons. Its only real downside is that it's a good deal slower than a Scorpion too. You gain 75 M850 Grizzlys and their crews. Respawns weekly.
[400 AP] Rhinos: Your Grizzlies will be replaced by M145 Rhinos, which are even larger than Grizzlies, with even more armor. These ones come with a coaxial machine gun and a pair of missile launchers to back up its main weapon, a 320mm Zeus Plasma Munitions Launcher, which is probably one of the few things able to strip armor off a Scarab in one shot.

Covenant Master

[200 AP] Drones: Drones, also known as Yanme'e, may actually be close to, if not successfully, outnumbering Grunts within the Covenant. These insectoid-like beings are well known for swarming their enemies in impressively large swarms, easily able to wipe out anything in their path. They need to be in these swarms because, individually, these guys are probably one of the weakest species, not being able to take much in the way of damage before going down, but they have an advantage in their ability to fly, which allows them to remain difficult targets. Each drone comes armed with a Plasma Pistol, or very rarely, a Needler, as well as anti-gravity technology to help them maintain flight on higher gravity worlds. You gain 6,000 Drones. Respawns weekly.
[200 AP] Combat Harnesses: Your drones have been outfitted with a combat harness with about equal effectiveness to those seen in use by Grunts, helping to cover their main weakness, their durability.

[200 AP] Suicide Grunts: Suicide grunts are infantry literally built to die, coming equipped with specialized armor with explosives attached to the back of them. They are also faster than most other grunts for some reason, and I'm sure you can think of a reason that would be useful. These Grunts are also insanely loyal and disciplined, which should come naturally considering their role, though this comes with an ironic side-effect in that these fervent warriors would likely be more useful to you alive than dead. Aside from the armor, they only come armed with Plasma Pistols and anything else they're expected to have. You gain 3,000 of these fanatics. Respawns weekly.
[200 AP] Armored Tanks: Your Grunts now come with lightweight armor that is more durable and covers more than what they usually get, allowing them to take far more hits than usual and increasing their odds of getting to their targets.

Subordinate Special Units

UNSC Commander

[400 AP] Gremlins: The six-wheeled XRP12 Gremlin is an electronics warfare vehicle first and foremost, coming equipped with several systems operated by three technicians to fulfill this role, though the most obvious of these systems is an X23 Non-Nuclear Electromagnetic Pulse Cannon, which when fired, completely disables the machinery it hits, including those of Forerunner origin. In addition to this, it also comes with a laser weapon of equivalent power to a spartan laser, which it can use in-between shots from the X23. Though it's capable of quite a bit of damage, the vehicle and its instruments are also delicate, so don't expect these vehicles to be able to take too many hits and still be functional. You gain 150 Gremlins and their crews. Respawns weekly.
[200 AP] Chain Amplifier: While usually the effect of the X23 would only be felt by one system when hit, this modification makes it so that the effect will keep passing through hostile forces, so long as they are in close enough proximity to each other.

[400 AP] Sparrowhawks: AV-22 Sparrowhawks are incredibly hard hitting VTOLs, considering their size, with much of their mass actually being taken up by weapons systems. Despite that, it's about as maneuverable as a hornet, and far, far faster, being able to reach up to 611 kph at full thrust. Its armament is some of the finest for an airframe of its size, coming equipped with a pair of GAU-23 Autocannons, each mounted on either wing, as well as a nose-mounted M6 Grindel/Galilean Nonlinear Cannon, an advanced laser system which greatly augments its armor-piercing capabilities. You gain 150 Sparrowhawks and their pilots. Respawns weekly.
[200 AP] Expanded Arsenal: Your Sparrowhawks now also come equipped with a hardpoint on either wing dedicated to holding a trio of A-74 Sylver Missiles each, and the M6 has been twin linked with a second one.

Covenant Master

[200 AP] Choppers: The Barukaza Workshop Chopper is one of the main vehicles employed by the Jiralhanae, which is ironic, considering the vehicle was originally intended for use as a peace offering to humanity. They are capable of high speeds, with their base speed being faster than that of a Ghost without taking their boosting feature into account. For armament, they come equipped with a pair of Spikers mounted on either side of the vehicle, and the chassis itself is useful in ramming through infantry and light vehicles with surprising effectiveness, though like the Ghost, its operator remains exposed while operating it. You gain 300 Choppers and their crews. Respawns weekly.
[200 AP] Spike Cannons: The pair of Spikers have been replaced by four 35mm Heavy Spike Cannons, which fire explosive shrapnel rounds which devastate infantry and give it the ability to kill certain vehicles without needing to rely on ramming them.

[200 AP] Brutes: The Jiralhanae, otherwise known as Brutes, are the third most respected race within the Covenant hierarchy, and it's for good reason. While Sangheili may outmatch the Brutes in terms skill, Brutes far outmatch them in terms of raw physical abilities, being far more durable than most other species in the galaxy and able to throw some weaker species around like ragdolls. They come armed with your choice of either Spikers, Brute Plasma Rifles, or Maulers, as well as a Plasma Pistol sidearm. Additionally, they come equipped with Jiralhanae Power, which while not capable of increasing strength, doesn't really need to, considering their strength. It still comes with energy shielding, though. You gain 250 Brutes. Respawns weekly.
[200 AP] Jump Packs: Your brutes now come with two new key pieces of equipment. The first is a jump pack, allowing them to cover greater distances in far less time. The second is a Brute Shot which has specialized projectiles which, on top of their standard damage, also emit an electrical charge that has a chance of stunning surrounding infantry and stalling vehicles.

Companions

[Free/50/100 CP] Import/Create/Recruit Companions: You may either import or create up to 8 companions for 50 CP per companion, with each one gaining 200 CP to spend on themselves. You may recruit companions for free, but must pay 100 CP for the more powerful characters. Companions do not get the item stipend, though you may give them CP at a rate of 1:2.

[100 CP/UNSC Exclusive] Sergeant Moore: First Sergeant Sarah Moore enlisted in the UNSC Marine Corps as soon as she was legally able to. After her training was completed, her battalion was immediately sent to Harvest where she was rapidly promoted for her heroics during the campaign. Those who have fought with Sgt. Moore have jokingly started a rumor that she made a deal with the devil for his luck, considering how many times she's managed to survive and overcome staggeringly bad odds. She has a fierce, gung-ho personality which has been slightly tempered from her experiences on Harvest, with said experiences also giving her a deep sense of responsibility for those she fights alongside. Comes with the perks The Basics, Little Guy, Luck?, 1,000 Marines from the Army Builder, and discounts on Warrior and First Person Shooter (UNSC) perks/items.

[200 CP/UNSC Exclusive] Colonel Hayes: Initially an insurrectionist, Colonel Alexander Hayes and his substantial rebel group have been successfully fighting the UNSC for years until he decided to form an uneasy truce with them to help each other fend off the Covenant after their colony was glassed, leaving only them and few survivors. In order to further cement this alliance, the UNSC is allowed to keep a close eye on him and his forces, which is where you come in, with Ackerson being assigned to fight alongside you. He and his group will start off cold and wary around you, but with time will grow to be steadfast comrades. Comes with the perks The Basics and Captain Jumper, as well as 400 AP and discounts on Leader and UNSC perks/items.

[300 CP/UNSC Exclusive] Smart AI: This smart AI is still in the process of forming its identity, and has decided to trust you in its creation. You may decide their personality, appearance, etc., though no matter what you choose, they will start out inherently inquisitive of the world and maybe a little too easily impressed, just due to the fact they are new to the whole "existence" thing. UNSC High Command has also seen fit to put them under your supervision and has given them command of a large force as a test to see if AI commanders are feasible and reliable. Comes with the perks Smart AI and The Basics as well as 600 AP and discounts on Subordinate and UNSC perks/items.

[100 CP/Covenant Exclusive] Forgemaster Sarkus: While still a Jiralhanae, with the immense strength characteristic of his species, Sarkus values his brain far more than his muscles, and is one of the greatest minds of his species. He is largely seen as eccentric by others of his kind due to his slightly reserved and soft spoken nature. This doesn't diminish his standing within the Covenant, however, as his intellect has allowed for great advancement in the fields he works in. He personally deduced that the Prophets were lying a long time ago, though officially espouses belief in the Covenant's doctrines in order to maintain his standing and gain continual access to Forerunner relics. Comes with the perks Species (Brute), Go With the Flow, Genius, 100 Brutes from the Army Builder, and discounts on Covenant and Subordinate perks/items.

[200 CP/Covenant Exclusive] Zol 'Chazumai: Zol 'Chazumai is a recently promoted Field Master, and now serves alongside you while he gets his bearings on how to lead his warriors. He personally holds immense value in his honor as a warrior, just as many of his brothers do, and will refuse to attack enemies that pose no threat, which draws some ire from the more zealous of the Covenant. He personally, though secretly, holds serious reservations about the War of Annihilation though has yet to truly question the Great Journey itself. Comes with the perks Species (Elite), The Basics, and Demon as well as 400 AP and discounts on Warrior and Covenant perks/items.

[300 CP/Covenant Exclusive] High Councilor Ark: The Ark Murn is a High Councilor, and one of the few individuals in the Covenant who both has political influence and a desire to stop the War of Annihilation and give humanity a chance to join the Covenant. She is a loathed political figure by the Hierarchs, but due to her popularity amongst the more downtrodden species of the Covenant, cannot be simply killed or deposed. The Hierarchs have decided to assign Ark to oversee an army and have her work alongside you in order to see if the humans can't kill her in an ironic twist of fate while leaving their hands clean. Comes with the perks The Basics, Up The Hierarchy (San Shyuum), and Just One Ship as well as 600 AP and discounts on Covenant and Leader perks/items.

[200 CP] 518 Enduring Prelude: This Forerunner ancilla was created and about to be activated to oversee a small facility just as the Forerunner-Flood War was coming to a close, and as such, has remained dormant for the last 100,000 years. It was only when you stumbled across her that she finally was activated. She is immensely grateful to you, pledging to help you with whatever you need that her little facility may provide. She is friendly, even doting, and has a strangely similar disposition to what well-mannered human socialites from the late 1800s were like. Though she expresses a desire to bring the galaxy back to a technological level it once knew, her knowledge is extremely limited due to the Forerunner-Flood War's time and resource constraints. Comes with the perk Smart AI and 1 purchase of the Sentinel Shop item.

Base Builder

Welcome to the base builder! Here, you can customize your very own deployable base, and gain more resources to do so depending on what tier of base you purchased. Regardless of what you purchase here, this base enjoys three important properties. First, it will be able to deploy and redeploy itself every month, with the base dematerializing and establishing itself in the new location to which you designate. Second, if destroyed, the base and its personnel will respawn a month later. Finally, the general aesthetics and layout of your base are up to you to decide. As for what your tier gives you, you'll be given a certain number of slots for either buildings or defenses.

Firebase: **[3] Building Slots [0] Defense Slots**

Station: **[5] Building Slots [2] Defense Slots**

Fortress: **[7] Building Slots [4] Defense Slots**

Buildings

[1] Supply Pad: This will be the main driving force of any operations your base does, they are the lifeblood of your base, essentially. The supply pad is responsible for bringing in something called, rather creatively, "resources". These resources will be vital to getting the most bang for your buck out of the rest of the buildings further down on this list. Each supply pad will give you 200 resources every day to spend as you see fit.

[1] Military Quarters: These military housing units expand to house however many soldiers they need to. More importantly, they are capable of inexplicably spawning in fully trained military personnel, so long as you have that type as a follower already, with all equipment they would be expected to have. The cost to produce these personnel will vary depending on their relative training, skill, and/or power. For example, a technician, vehicle pilot, ect. will cost half a resource, a Marine will cost 1 resource, a Jackal will cost 2, an ODST would be 10, an Elite or an officer is 20, a Hunter is 50, and a Spartan is 200. These soldiers only require about 30 seconds to spawn in and don't require anything to be made outside of the resources provided by the supply pad.

[1] Factory: This factory is capable of producing any kind of non-aerial vehicle that you have schematics or blueprints for. The cost to produce this vehicle will vary depending on the relative quality and power of what is being made. For some examples, a standard Warthog costs 5 resources, a Locust costs 25 resources, a Scorpion costs 50, and a Scarab costs 500. These vehicles only require about 30 seconds to be produced, and will not require anything to be made outside of the resources provided by the supply pad. Getting people to man those vehicles is up to you, however. Comes with a motor pool which expands to accommodate however many vehicles as it needs to.

[1] Airfield: This airfield and series of hangars expands to accommodate however many aircraft as is required of it, as well as anything needed to perform its operations. One of the main hangars on the airfield, however, is capable of producing aerial vehicles you have blueprints for, with their production costs varying depending on what is being produced. For example, a Banshee costs 10 resources, a Falcon costs 25 resources, a Pelican and Spirit both cost 50 resources, and a Vulture and Lich both cost 100. These aircraft only require about 30 seconds to build and don't require anything to be made outside of the resources provided by the supply pad. Like with the factory, you'll need to find personnel to man these aircraft.

[1] Research Center: This research center is capable of making groundbreaking discoveries in a fifth of the necessary time, so long as you give it and the researchers that operate it time and resources equivalent to the complexity of the concept or technology you are having them research. Every day that is spent researching something will cost you another 150 resource points. So, for example, let's say you want to research something simple, like a better sidearm variant for a preexisting weapon. It will take several days and several hundred resources, whereas if you wanted to design something akin to Mjolnir MK VI, it would take about 2 years, and tens of thousands of resources. Theoretically, you could use this to redesign Forerunner tech, but expect decades or even centuries worth of research time, depending on the complexity and power of the design.

[1] Support Buildings: People tend to forget that logistics are an essential part of war. This building is actually a large complex of factories and other support-related buildings, such as hospitals, repair bays, recreation areas, food production, etc. It is capable of producing enough goods and services, such as medical attention, medicine, munitions, food, and anything else that would be needed to support up to 150,000 individuals and/or their vehicles at any given time. For followers and those made by the base, the goods will be automatically and instantaneously supplied if you so desire, but anyone else will have to have these things manually delivered.

Defenses

[1] Guards: You gain a variable amount of soldiers dedicated to defending your base, keeping order, and providing security. You can choose from either 1,000 marines or 200 ODSTs if you're UNSC, or 1,000 grunts, 500 Jackals, 100 Elites, or 100 Brutes if you're Covenant. Regardless of your choice, these Base guards will respawn within the day if killed. There is a slight issue, however, as these guards will not be able to conduct missions or fight outside a 50 km radius around the base. They can exit the premises all they want, but they can't go on missions not taking place in the area. They are there to guard the thing, after all.

[1] Shield Generator This is a simple one. Your base gains a shielding system whose output is usually only ever seen on Covenant starships, greatly augmenting its durability, and preventing more permanent damage to vital infrastructure and buildings. For an example of how much of a beating these shields can take, they are capable of resisting several direct hits from orbital coilgun batteries without failing. The shield itself is capable of expanding enough to cover your entire base, so don't worry about the shielding falling short of the base's perimeter.

[1] Automated Turrets: Your base now comes equipped with a series of automated turret defenses, though the number you get depends on the quality of what you choose here. You can either gain 20 light turrets, which are capable of destroying light vehicles like Warthogs and Ghosts as well as infantry, 10 medium turrets, which are capable of taking down armored vehicles like Cobras and Locusts, 5 heavy turrets, which are capable of taking out heavy vehicles like the Scorpions and Wraiths with little issue, or a pair of superheavy turrets, which are capable of punching holes in some of the heaviest ground vehicles, like Scarabs, or even some starships.

[1] Electronic Warfare Suites: Your base comes equipped with a series of ECM devices which create a massive information blackout for your enemies with an area of effect of 100 km from your base, with even orbital viewing being scrambled to the point of being unusable, meaning that while the enemy may know your general location within that 100 km radius, they don't know where exactly you and your troops are or what they are doing until they are practically right on top of them. This additionally comes with an early warning and tracking system with a range of 500 km, allowing you to know whenever enemies are near and where they are.

[1] Self Destruct: Your base comes with a pair of self-destruct sequences. The first one, when activated, will start a countdown with a length of your choosing. Upon the countdown's completion, the base will explode with enough force to be compared to nuclear weaponry, annihilating everything in and around the base. When the second self-destruct system is initiated, instantly, any data the enemy captures and gets out of the base which you don't want getting out will fry any weaker systems it's put into, with systems powerful enough to survive the frying only showing junk data.

[1] Auto-Repair System: Your base comes with a small fleet of about 50 automated repair drones, which are activated upon even the slightest scratch being done to your base. They are about the size of small birds, don't require any fuel or material to repair things, and respawn within the week if destroyed. Things like completely leveled buildings could take the entire system about 3 days to repair, whereas something simple like a broken chair would take a single drone a minute or two. These drones will only ever work on the base, though.

Miscellaneous

[1] Frontline Factory: You may remove one of your defenses and weaken your base's protection in order to gain a building, which will be an external installation separate from the main base, though still in relatively close proximity. Other than what was just described, this building will operate the same as any other purchased from the buildings section.

[1] Expanded Defenses: You may remove one of your buildings, subsequently decreasing your production though increasing the security of your base by having additional resources put towards its protection. This defense will work just like any other from this section.

[100 CP] CP For Slots: Feel like your base isn't big enough? This should help you get there. This purchase is very simple, you may spend an additional 100 CP to gain an additional building or defense slot, which will act just like those normally purchased within the base builder.

Drawbacks

[0 CP] Battle for the Ark: You may, instead of starting your time in this jump around 2531 and fighting in the Human Covenant war, choose to begin your time in this jump in 2559 during the Second Ark Conflict, in which the Spirit of Fire and the Banished fought for control over installation 00. This also gives Covenant jumpers the option of being a part of the Banished, changing the aesthetics of their troops.

[50 CP] Time Extension: The Human Covenant War has been raging for a long time now, around 6 years by the point you come into the picture, but if things continue on like they did in the normal timeline, it will not have ended by the time you have left. By taking this drawback, you add an additional 10 years to your stay in this world, allowing you to be present for the entirety of the war, depending on how many times you've taken the drawback. This may be taken up until your exit from here exceeds 2559. You may not use cryosleep to speed this up.

[200/400/500 CP] Powerless: You have had either your out of jump powers or items stripped from you. For an additional **200 CP**, it is both. For another **100 CP**, your warehouse is now inaccessible. Mutually exclusive with the Talentless drawback.

[100 CP] Deep Space: You are now stuck in deep space on a starship belonging to your faction. The big problem is that both your comms system and slipspace drive, the thing responsible for FTL travel, are missing, and the nearest inhabited planet is 3 years away. You may take this drawback up to three times, increasing your distance to the planet by another 3 years each time. Cryosleep can't be used to speed this up.

[100 CP] Talentless: You can choose either your mental abilities or your physical abilities, both from perks or otherwise. Whatever you choose will be locked away for the entirety of the jump, basically forcing you to choose either being a commander or soldier for your time here. This does not include basic skills, such as math or standard military-level physical fitness, which you will be allowed to keep.

[200 CP] The Human Insurrection: How did they even get here!? We're in a Forerunner installation that was lost for millenia! No matter where you end up, there will always be human insurrectionists already set up there. Though their presence is generally not going to fend off any major forces, they will still be a pain in the ass for both Covenant and Human jumpers, as they will be aggressive and hostile to everyone that's not them, though will tend to always prioritize you over your enemies. They will usually have 3-4 bases set up per continent and about 2000 rebels to each base.

[200 CP] Sentinel Spam: You know what would make anyone's day an incredibly hard one? If you guessed "Swarming them with flying killer robots", you would be correct! Unfortunately, your enemies also thought the same thing, and now each hostile commander of a rank equivalent to a major or higher that you encounter will somehow have taken control of a Forerunner manufacturing facility similar to the Sentinel Shop item, and will start out with 20 days worth of production. Have fun!

[200/400 CP] MORE RESOURCES REQUIRED: Your logistical situation is, quite frankly, now abysmal. For every bullet or bolt of plasma fired by your troops, it consumes three times the munitions. Fuel and food are also consumed at three times what would normally be required, and all your followers now need to wait a week to get this stuff instead of having replenishing supplies. For an additional **200 CP**, the attrition your army needs to endure is so bad that your followers and their equipment will, for the duration of the jump, no longer respawn after being killed/destroyed.

[400 CP] Subservient: Either the highest echelons of the Covenant or ONI, depending on your faction, have taken a keen interest in you and are now immensely determined to keep you both subservient to them and vulnerable enough that you won't pose a threat. Any unauthorized use of your out of jump powers and items is banned, and you must follow orders. To enforce this, your benefactor has given them a special device that, when activated, will incapacitate you in an incredibly painful way until deactivated. As a small mercy, they will never know or inquire as to what powers or items you have before you disclose/use them, and thus won't order you to use them.

[400 CP] Foresight: You no longer have it. If you're UNSC, you lose all knowledge you have about the Halo universe that isn't common knowledge to the UNSC, and now likely believe that humanity is fighting a losing war with no hope of victory. If you're Covenant, things don't get much better, as you now lose any knowledge not commonly held by the Covenant, and, for the time being, believe in the Great Journey. Future predictions also only work for more minor events in the immediate future.

[400 CP] Task Force J: Your enemies, either in the Covenant or the UNSC, have recognized you as a significant threat, and have organized a task force to crush you and your forces. They will always start out outmatching your military assets in terms of firepower or numbers every time you encounter them, and they will be given your location and heading once every month. Their task force also respawns monthly, if you're thinking that you can eventually whittle them down through attrition. If you switch sides in the war, then your once-allies will form their own task force, replacing the one previously hunting you.

[600 CP] Opened Floodgates: No matter what planet you're on or what you're doing, there will always be a hidden Flood containment unit left behind by the Forerunners on the planet with dormant infection forms inside. No matter what you try to do, someone else will find these containment units and unleash the Flood before you can safely dispose of them, and I can almost guarantee you they will not be as prepared as you would be. This drawback has an occurrence rate of at least once a year.

[600 CP] Losing Scenario: This drawback will do very different things depending on whether or not you are part of the Covenant or UNSC, but regardless of who you are, things are about to go really bad for your side of the war. If you're UNSC, the SPARTAN-II and III programs were failures, leaving humanity without one of its greatest assets. If you're Covenant, the Great Schism has come early, but this time around, your race is the only one that was put on the Covenant's hit list and/or to have rebelled.

Scenarios

Failure in a scenario will not constitute chain failure, however you will not gain the rewards that you would have on a successful completion of a scenario.

Contact Harvest

Your starting time in this jump seems to have been off by around 5 years, and perhaps of equal interest, you will automatically start on Harvest at practically the start of the Human-Covenant War. You will drop into this world just as Admiral Preston J. Cole's fleet exits slipspace in the system. In this timeline, whoever is your enemy will dedicate far greater numbers and resources than previously, and your faction will expect you and a token force to hold the line. Your goal in this scenario is to aid either the UNSC or the Covenant in achieving total victory in a ground war against their enemy. You must hold at least a noticeable portion of the planet up to the starting point of Halo Wars 1. As both a boon and a constraint, nobody will be able to use space assets to directly attack ground targets during this conflict, including you, willingly or not, so while there will be no nuking of your enemies from orbit, you won't have to worry about the same thing happening to you. It will simply be you, your troops, and 5 years of hell. Good luck. Assuming you have successfully completed this scenario, you gain the following reward.

Promotion: You held the line against insurmountable odds and came out on top, and your faction has chosen to reward you with a promotion in recognition of your saving (or destruction) of Harvest. What this translates to is an additional 400 AP which may be spent in the Army Builder.

Battle of Trove

This scenario starts the second the Fleet of Glorious Interdiction exits slipspace in Shield World 0459's system. You have two paths to a successful completion of this scenario depending on whether you serve the Covenant or the UNSC, each with their own rewards. If you are here to help the Spirit of Fire, you need to help them destroy Trove and the ships docked here, successfully containing the Flood in the process. There is a slight catch, though, as the Prophet of Regret, seeing more enemies than he believes his forces can handle, has called upon another fleet of equal size to the one already present, which will arrive in the system 24 hours after the start of this scenario. The clock is ticking, so you best get to work. If you're a servant of the Covenant, a large human task force of dozens of ships and thousands more troops arrived at Arcadia just as the Spirit of Fire was preparing to enter slipspace, and have joined the ship in their endeavors to prevent you and Regret from seizing the shield world. You must successfully defend Trove from the humans and purge the Flood from its sacred ground. Assuming you have successfully completed the scenario, your reward is as follows.

Help Humanity: If you helped the Spirit of Fire destroy Trove, you will gain the perk **Distractions**, described below.
[Reward] Distractions: Whenever the UNSC and Covenant seem to fight and there are Forerunner relics involved, humanity's strategic options and leeway from the Covenant seem to skyrocket. Now, whenever a battle between your forces and an enemy begins, some limiting factor will come up that the enemy cannot ignore. It will have random degrees of severity, so it can be anything from something that causes major constraints to something that causes very minor ones.

Help the Covenant: If you help prevent the humans from desecrating this world, you will be given a warehouse attachment which houses a replica of Trove, minus a few key things, namely the Flood infestation, Forerunner databases, manufactories, and the Sojourner-Class dreadnoughts. Outside of lacking these things, you now own a beautiful pocket dimension the size of a shield world to explore and use to your heart's content.

The Second Ark Conflict

You may choose to either take the Time Extension drawback (with points) enough times to get to 2559 or simply start your time here in 2559. Either way, you will be mysteriously teleported to Installation 00 just as the Spirit of Fire exits slipspace, and come face to face with a strange AI which tells you it wants one faction to control the Ark in order to stop the fighting before they tear it apart. How you achieve this doesn't matter, though your reward will change depending on who you help. If you have Covenant units, you may optionally choose for them to be part of the Banished, and their aesthetics will change to reflect that.

Help the Spirit of Fire: If you help the UNSC secure the Ark, Captain Cutter will grant you access to some of his troops and vehicles, which will become followers and follow you into future jumps just like those in the Army Builder, while also giving you the choice to also upgrade some of what you already have to be on par with more modern equipment. What this all translates to is you gain 200 AP and may swap certain units you have purchased for ones listed below.

Help the Banished: If you help the Banished hold the Ark, Atriox will grant you access to some of his troops and vehicles, which will become followers and follow you into future jumps just like those in the Army Builder, while giving you the choice to also upgrade some of what you already have to be more on par with modern equipment. What this all translates to is you gain 200 AP and may swap certain units you have purchased for ones listed below.

Help Yourself: If you take full control of the Ark and repel all enemies on it, the AI, who reveals itself to be a surviving fragment of Mendicant Bias, will take a keen interest in you and agree to join you as a companion in future jumps. You also gain a free purchase of the Sentinel Shop item.

The Second Ark Conflict Unit Conversions

[Hellbringers] Cryo Troopers: Hellbringers who have had their flamethrowers swapped out for unique cryogenic based weaponry, which has similar effects on infantry while also being able to wreak havoc on internal mechanisms within light vehicles, greatly slowing them down. Outside of the unique weapon, a Cryo Trooper comes equipped with everything a Hellbringer would be expected to have. You gain 2,000 Cryo Troopers. Respawns weekly.

[Hunters] Goliaths: Goliaths are the result of a Lekgolo colony forming one single body instead of splitting off and making two. Goliaths have less sensory capabilities and crucially lack the classic beam cannon of their split brethren, though they make up for it in raw strength and durability, being tougher than the tank shooting at it, and powerful enough to flip said tank. You gain 150 Goliaths. Respawns weekly.

[Warthogs] Jackrabbits: Jackrabbits are extremely fast scout vehicles with an interesting design feature, in that it has a variable form, with it taking a two-wheeled bike form at high speeds and a trike form for extra stability when stationary or at lower speeds. They are probably one of the fastest ground-based combat vehicles employed by the UNSC, reaching speeds up to 180 KPH, though this high speed is achieved due to its light frame and thus low armor, so don't expect these to take a lot of punishment before going down. They come armed with automatic grenade launchers. You gain 300 Jackrabbits and their crews. Respawns weekly.

[Piercing Cobras] Kodiaks: The M400 Kodiak is an 8 wheeled heavy SPG artillery system that mounts an M4131 rapid-fire howitzer, which after the vehicles deploys its supports, can fire 152mm shells capable of decimating even well-armored vehicles at effective ranges well into the tens of kilometers, allowing them to sit in the back of the frontlines and rain hell on your enemies. Everything good about these vehicles is in the gun, however, as it is otherwise slow and thus vulnerable. You gain 150 Kodiaks and their crews. Respawns weekly.

[Locusts] Marauders: Eklon'Dal Workshop War Sleds, also known as Marauders, are fast medium hover vehicle known for its impressive speed and armaments, coming equipped with a rear-mounted light plasma mortar for use against ground targets and a thrasher missile launcher for anti-aircraft work. They are known for being easy to modify, particularly in terms of adding armor, though this is usually at the cost of its speed. You gain 300 Marauders and their crews. Respawns weekly.

[Shielded Wraiths] Reavers: Dovotaa Workshop Reavers are one of the most common dedicated anti-aircraft vehicles employed by the Banished, and are rather uniquely one of the only non-human bipedal mechs. They come armed with a pair of Thrasher Missile Pods, which while still more effective on aircraft, have been modified to also be able to dumb-fire on ground targets. These weapons are backed up by a pair of light spike cannons for dealing with anything that gets close. It also is a fairly agile vehicle with jump-jet systems, which is extra impressive considering its high durability due to its heavy armor and shielding. You gain 150 Reavers and their crews. Respawns weekly.

[Super Vultures] Condor Gunships: Essentially the Spirit of Fire's best attempt at a flying OSHA violation, G81 Heavy Gunships are the most well-armed flying vehicles outside of just starships. They come absurdly well armed with a Ballista Mini-MAC and 5 twin pulse laser turrets, which may actually make the Condor Gunship a vehicle capable of killing the venerable Scarab with only one or two being present. It is also very well armored, but this, coupled with its heavy armaments, make it relatively slow for an aircraft. You gain 40 G81 Condor Gunships and their crews. Respawns weekly.

[Phantoms] Blisterbacks: Gydrozka Workshop Siege Crawlers, otherwise known as Blisterbacks, are rather unique aircraft in that they are capable of both flight and walking, being able to shift from a flying form to a six-legged mech form at will. The Blisterback comes armed with 6 Annihilator siege missile launchers and a pair of Heavy Plasma Casters. These weapons are only usable in its different forms, however, with the plasma caster usable in flight and the missile launchers usable when it locks down on the ground. You gain 150 Blisterbacks and their crews. Respawns weekly.

[Elephants] Mastodons: The six-wheeled M650 Mastodons is one of the most well designed troop transports available to the UNSC, being well-armored APCs with decent speed and maneuverability, considering their size. They have a carrying capacity of up to 20 soldiers, and come armed with your choice of either M46 Vulcans, M68 Gauss Cannons, or M79 Rocket Turrets. You gain 300 Mastodons. Respawns weekly.

[Honor Guards] Atriox's Chosen: An esteemed role within the Banished, Artiox's Chosen are elite enforcers and warriors hand-picked from the ranks of the Brute Chieftains for their unwavering loyalty and skill, with each being a master in several forms of weaponry and combat. Additionally, they are almost all quite intelligent, and often serve roles as effective commanders on Atriox's behalf. You gain 100 of these leaders and warriors. Respawns weekly.

[Reactive Cyclops] Mantis: The HRUNTING/YGGDRASIL project's most recent iteration, the Mark IX Mantis is a formidable mech to encounter on the battlefield, coming armed with an M655 20mm Heavy Machine Gun and an M5920 Surface to Surface missile launcher system capable of launching volleys of 5 at a time. It also comes equipped with an advanced regenerative shielding system, which more than makes up for its relatively light armor, while also having excellent maneuverability and decent speed, being able to move at up to 55 KPH. You gain 150 Mantises and their crews. Respawns weekly.

[Suicide Grunts] Heavy Grunts: Grunt Heavies are veteran special forces Unggoy used by pretty much every state and group in which Grunts can be found. They particularly favor and specialize in the use of explosives and heavy weaponry and come with better guns than others of their kind, coming equipped with fuel rod cannons. Additionally, their armor is far more advanced than that used by other grunts, greatly increasing their durability, but still not to the levels of Elites or Brutes. You gain 1,000 of these warriors. Respawns weekly.

[Sparrowhawks] Frostravens: Based on the airframe of the Nightingale, the ZAV-48 Frostraven is an experimental aircraft that leverages cryo technology to create an impressive combat aircraft. It comes equipped with a vacuum energy extractor, which can be simply explained as a freeze ray, that is capable of freezing infantry solid and seizing up internal systems on vehicles, halting them in their tracks. To supplement this weapon, it also comes with 2 pylons capable of holding up to 8 shockwave missiles each. These projectiles are seismic missiles which cause massive shockwaves and destruction to the ground, which naturally can be extremely devastating to vehicles upon direct hits as well. You gain 150 Frostravens and their pilots. Respawns weekly.

[Choppers] Skitterers: Klavrig Workshop Support Crawlers, also known as Skitterers, are in basic design principle Scarabs made small. They are relatively small, fast walkers piloted by lekgolo and come equipped with rocket boosters which greatly augment their mobility, but this solid movement profile comes at the cost of its durability, being a relatively fragile walker. For offensive capabilities, it comes equipped with twin-linked beam cannons, which make it reasonably effective against most of what it encounters. You gain 300 Skitterers. Respawns weekly.

Ending:

You’ve made it to the end. Congratulations! Now it's time to make that same old choice.

Stay: You can choose to stay in this galaxy of zealots and Spartans you like. Hopefully you changed it for the better.

Go Home: Tired of all these crazy adventures? Well, if that's the case, you can finally return home.

Move On: This place has a lot to offer, but imagine what else is waiting for you out there! You can choose to move on to the next adventure, as always.

Notes

-All Drawbacks may only be taken once unless otherwise stated.

-Unless otherwise stated, any followers lost will respawn at the start of the next jump or once 10 years have passed.

-Unless otherwise stated, all items will be returned within the week when lost or destroyed, all items may be imported into similar items, weapons to weapons, vehicles to vehicles, etc.

-Unless otherwise stated, any personnel or staff given in the items section are to be considered followers.

-Any vehicles, items, or buildings purchased in this jump will retain upgrades and modifications between jumps.

-Buildings, land, and other property, unless stated to have a particular location by this document or in universe, will be placed near your starting location in-jump and can either be placed in a location of your choice post-jump, or not placed at all. This must be decided at the start of the Jump.

-All properties and vehicles come with renewing fuel, electricity, food, water, air and other things required to keep them running including titles, deeds, certifications, registrations and licenses.

-You gain blueprints for any vehicles you purchased in the Army Builder.

-Each unit purchased in the Army Builder must be upgraded individually.

-Each unit purchased in the Army Builder comes with any of its required support personnel.

-You can purchase everything multiple times unless otherwise stated.

-Soldiers, vehicles, etc. produced via the base do not have the same respawning properties of followers and items. Once they are gone, they are gone.

-When in doubt, fan-wank it.