

Halo 3: ODST Gauntlet

Jumpdoc by /u/guyinthecap

The year is 2552. Humanity is at war with the alien alliance known as "The Covenant". We are losing. The Covenant have burned our worlds, killing billions in their genocidal campaign. Earth is our last bastion - a carefully guarded secret. But not anymore. A Covenant carrier has breached Earth's defenses and attacked the African mega-city, "New Mombasa". Initial reports confirm major damage and heavy civilian casualties. Now, military leaders of the "United Nations Space Command" have prepared their response... Teams of highly-trained "Orbital Drop Shock Troopers" are ready to assault the carrier from Navy ships in low orbit. This is a near-suicidal mission. But these troopers are the best of the best. And saving New Mombasa could be the most important mission of the war...,

Welcome aboard the UNSC *Say My Name*, Trooper. The day is October 20th, 2552. You've been assigned to the 65th Shock Troops Division, who are gearing up for Operation BUMRUSH as we speak. Unknown to the UNSC, the alien carrier hovering above New Mombasa will soon depart, and the massive EMP released from its in-atmosphere slipspace jump will fry the pods of the entire assault force. Your squad, Alpha-Nine, will be spared a high-velocity fate thanks to a last minute diversion by Captain Veronica Dare, a spook from the Office of Naval Intelligence who seems to have other plans for your squad. Though you and your squad have escaped death, the blast has scattered you all across the city. Separated from each other and staring down an overwhelming Covenant invasion, you must somehow find your squad and complete Dare's secretive mission before the aliens achieve their victory.

Gauntlet Rules

This is a Gauntlet, Trooper. For all you greenhorns, that means you can leave all of your otherworldly abilities and fantastic Items at the door. Once we've stripped you down to your BodyMod and blocked off your Warehouse access, you'll be free to proceed. Dying here won't end your Chain like in other Jumps, but failing to complete your mission will mean leaving with only the memory of this Gauntlet as a souvenir. Succeed, on the other hand, and your great challenge will be met with even greater rewards.

One last thing, Trooper. You can forget about any starting points stipend. If you want any of the advantages found below, you're going to have to earn them in the **Drawbacks** section.

+0 Drop Points

Background

There's only one Background to choose from, Trooper. You're an Orbital Drop Shock Trooper, the best of the best. You'll be assigned as the new rookie to Ed Buck's squad, Alpha-Nine. Feel free to pick your age and gender. This squad has seen *a lot* of replacements over the course of the war, and with the Covenant attacking Earth we can't exactly be picky about new blood.

Location

Your squad is scattered, Trooper. The when and where of your mission will be determined by fate. Roll **1d10** to determine your landing zone and when you awaken. Alternatively, you can pay **50DP** to choose your adventure's starting point.

- 1) **Mombasa Streets** - *10:00 PM, Six Hours After Drop*: You came down hard, Trooper, and the impact knocked you out cold. You've awakened in the occupied city center long after night has fallen. The streets are dark, and the only company you'll find are the Covenant checkpoints and roaming patrols. You're all alone, with no clue to where your squad is. Better get moving, Helljumper. This mystery isn't going to solve itself.
You may select this option for Free.
- 2) **Tayari Plaza** - *4:00 PM, Immediately After Drop*: You missed your LZ and landed in a grid packed with Covenant. At least you were conscious for the landing! Buck, Romeo, and Dare also landed in this district, but the Captain's pod is jammed shut. Now the race is on to reach her before the Covenant can capture her. Too bad there's a small army in your way.
- 3) **Uplift Reserve** - *4:30 PM, 30 Minutes After Drop*: Fancy a trip to the Zoo? The blast carried you and Dutch to the Uplift Nature Reserve that borders the city. The bad news? This was the Covenant's initial landing site, meaning it's the most occupied area in the city. The good news? That also means there's a pretty serious number of UNSC marines here as well. With the Covenant closing in and the damaged space elevator falling apart above you, you better find a way out of here quick!
- 4) **Kizingo Boulevard** - *5:30 PM, 90 Minutes After Drop*: Count yourself lucky, Trooper. You managed to land in one of the few districts that hasn't been attacked yet. Unfortunately, that means you spent about an hour wandering around trying to get your radio to work. Thankfully, you've run into a platoon of marines... running away from a column of Wraiths. Looks like you'll need to punch through that alien armor and get back to the city center if you want to regroup with the remaining UNSC forces in the city.
- 5) **ONI Alpha Site** - *6:00 PM, 2 Hours After Drop*: You brought your pod down near the regional headquarters of the Office of Naval Intelligence. But while friendly forces are close by, so is a growing number of Covenant forces. You'll need to fend off increasingly large attacks until the site is ready for demolition. Soon, Dutch, Mickey, and rallying Marines will arrive. Only then can you make a fighting retreat and deny the Covenant any sensitive data on-site. Get ready for a holdout, Trooper.

- 6) **NMPD HQ - 5:00 PM, 1 Hour After Drop:** Landing near the headquarters of the New Mombasa Police department, you'll find this looming skyscraper is still crowded with scared refugees and overwhelmed cops trying to organize evacuations throughout the city. To make matters worse, the Covenant will soon arrive in force to knock out the city's auxiliary communications network and prevent the UNSC stragglers from mounting a proper defense. Pretty soon aliens will start assaulting from both the top and bottom of the building, forcing many of New Mombasa's finest into desperate last stands. But if you can fight off the Covenant for a few hours (or sidestep them on your way to the roof), survivors from the Alpha Site should be able to pick you up.
- 7) **Kikowani Station - 7:00 PM, 3 Hours After Drop:** Two hours ago, Sector 0 of New Mombasa was the site of a massive civilian evacuation. Now, it's filled with stragglers hoping to catch the last maglev out of the city. With the defenses in other sectors falling and UNSC forces falling back, there isn't much left holding the aliens back from occupying New Mombasa. Soon a large wave of Covenant reinforcements will arrive to set up a logistical hub and cut off access to the tunnels leading out of the city. How much time you can buy the civilians, and whether you can get out yourself, will come down to your skill and your spirit.
- 8) **Data Hive - 12:00 AM, 8 Hours After Drop:** By now the Covenant control 94% of New Mombasa. You've managed to track Captain Dare's distress calls to the Superintendent's Data Center, but so have the Covenant. Nine subterranean levels separate you from the Captain's secret mission, and plenty of aliens fill the cramped corridors and server banks. Worst of all, an entire hive of Yanme'e drones have set up shop outside the Data Center. You'll need help to get through alive, but beware. Not every human down here is friendly.
- 9) **Coastal Highway - 11:00 PM, 7 Hours After Drop:** You took the worst of the blast and landed in the old city. You've had to hike several hours against a river of refugees, but you've finally managed to make it to the Waterfront Highway that encircles New Mombasa. The Covenant's second invasion fleet is starting to arrive and the highway is filling up with enemy checkpoints and alien tanks. Come sunrise, the surviving members of Alpha-Nine will fight their way down the highway to the Uplift Nature Reserve entrance and extraction. If you want to help thin out some of the Covenant between you and extraction, there are plenty of abandoned vehicles you could commandeer for the task.
- 10) **UNSC Say My Name - 3:30 PM, 30 Minutes Before Drop:** It seems Lady Luck has smiled on you, Trooper! Rather than jump right into the fight, you start your journey just *before* Operation BUMRUSH kicks off. The Master Chief still chases the Prophet of Regret through the city, while Sadie Endesha and the vast majority of New Mombasa's population are trapped. You're still just the squad's rookie, but standing in the drop bay as your team prepares, you have the freedom to (albeit slightly) change the day's events. *You may freely choose your Drop Location.*

Drawbacks

These are desperate times, Trooper. And if you want to survive this fight, you'll need more than your standard kit. Only problem is that war rationing has stripped our stockpiles clean. If you want any **Drop Points**, you'll need to take **Drawbacks** to earn them. Each Drawback you select will add additional challenges to your mission. You may choose as many as you want, but be warned; ODSs are tough, but you're still only human.

[+1000DP] Normal Jump Toggle: Not cut out for the Gauntlet experience, eh? Well I guess not everyone has what it takes to hang with the Helljumpers. By taking this option, you may convert this Gauntlet into a normal Jump with a standard 10-year duration. You have full access to your Perks, Warehouse, and other supernatural abilities. You receive the standard stipend of points, and may discount one Perk and Item from each price tier below. *Note that taking this option disables all Gauntlet Rewards.*

[+0DP] Plus One: Seems Alpha Nine getting a *reinforcement* instead of a *replacement*. Instead of replacing John Doherty, you will join Buck's squad as their sixth member. You still take the Rookie's place in this story, though. Guess he found another landing zone.

[+100DP] Tin Soldier: The Covies got a piece of you in your last fight. Normally that would mean a medical discharge, but the looming threat of extinction tends to outweigh little things like lost limbs. Like Trooper Ketola, you've had your seriously damaged limb replaced by a military-grade combat prosthetic. Your arm or leg may not look pretty, and it may come with some phantom pain, but it will serve you *almost* as well as your old appendage.

[+100DP] B-091: The doctors call it posttraumatic vocal disarticulation. Your squadmates just call it annoying. The extreme stress of the Human-Covenant War has left you unable to speak. You can still manage grunts and exertions, but more complex vocal communication is impossible. Coordinating with your squad is going to be a serious challenge, Trooper.

[+100DP] FNG: Going in blind? That's okay, ODSs are used to working in the dark. Taking this Drawback seals away all of your memories from outside this Jump. You can forget all about your knowledge of future events and the details of the wider setting, literally! Instead, you'll step fully into your Helljumper boots and embrace your role in this world.

[+200DP] Static Soup: The departure of the *Solemn Penance* left a catastrophic shockwave, a bright flash, and enormous amounts of ionizing radiation. Normally, these charged particles would eventually settle and the local comm networks would start working again. However, it seems this mess just got a whole lot thicker. A fog of disruptive interference has settled over New Mombasa and won't disperse until well into the night. All this errant energy will make personal electronics unreliable and long range communications impossible. Radios should still barely work within 50 meters or so, but anything less hardened than MJOLNIR power armor is going to be extremely temperamental. Too bad the Covenant's weapons still work just fine.

[+200DP] Dirt: You're not exactly green, no ODST ever is. Taking this Drawback adds a little bit to the beginning of your story. Instead of starting directly before the big drop on New Mombasa, you'll clock a few years of experience as a Helljumper. From the grueling training every ODST goes through to a few scattered battles with the Covenant, you'll see your fair share of hardship and loss before the aliens make their way to Earth. Whether you lived through the UNSC's near annihilation at New Jerusalem and the Raid at Mount Haven or lost your squad in a raid on Sargasso, you'll get a firsthand look at how hopeless the UNSC's struggle seems to be. Make sure to keep your head down, Trooper. It would be a shame for you to bite it before your story even starts!

[+200DP] Lone Survivor: It's amazing the difference a tiny course correction can make. Whether Operation BUMRUSH kicked off a few seconds too late or the *Solemn Penance* jumped to slipspace a few seconds too early, the soldiers of Alpha Nine perished alongside the rest of the 65th Shock Troops Division. The only ones who managed to survive the drop are you and Captain Dare. Somehow, you must uncover the Captain's plan, fight your way through an occupied city to reach her, and complete the mission on your own. I hope you've got some serious mettle, Trooper. *See the Notes section for details.*

[+200DP] Sadie's Story: This war is so much bigger than the tale of one trooper squad. The battlefield is littered with the stories of millions of lives that were upended by the Covenant's attack. Fortunately, one of those stories may help you. The Superintendent kept audiologs from one Sadie Endesha, daughter of the Superintendent's chief engineer Dr. Daniel Endesha. Her story of survival, loss, and resistance holds vital clues about your squad's original mission and their current whereabouts. The only problem is that the Superintendent's memory banks were damaged by Covenant sabotage, fragmenting the logs and scattering them across the city in ATMs, phone kiosks, and other hidden terminals. In addition to your original objectives, you must collect all of these audiologs before leaving New Mombasa with your squad in the morning. This is a tall task for a single night, depending on where and when you landed. The Superintendent will try to leave you clues, but a few are hidden in some very remote locations. All that extra wandering will land you in quite a few more fights, so make sure you pack your pistol, detective!

[+200DP/+300DP] Hidden Traitor: You'd think that a common enemy would finally unite humanity, but it turns out the end of the world has a way of revealing the hidden darkness in many hearts. Someone close to you is not what they seem. They might be an alien sympathizer, an assassin for the Insurrection, or just a rotten cop like Kinsler. You'll have no memory of this Drawback or the danger in your midst, and they *will* try to capture and kill you before your time here is through. I hope you're good at reading people, Trooper, because you'll have to deal with them before your mission is done.

For an additional **+100DP**, your situation has gotten *much* worse. Instead of being hunted by a turncoat ODST or some policeman with a grudge, you are being stalked by a Silent Shadow, one of the most elite sangheili assassins employed by the Covenant. This Special Operations elite is equipped with active camouflage and a mastery of combat honed over a century of service to the Hierarchs. Death itself comes for you, Trooper. How will you meet it?

[+300DP] Legendary: The war just got a whole lot harder. A dozen small changes have made the fighting in New Mombasa more brutal than it ever was. The number of Covenant invaders have doubled, and each soldier in their army has not only been promoted by at least one rank, but are smarter, more accurate, and much more resistant to your attacks. Specialists like Kig-Yar snipers and Jiralhanae stalkers have also been deployed in greater numbers, and even common troops have access to more explosives and heavy weapons. I hope you know what you're doing, Trooper.

[+Variable] Skulls On: Still want more? Activating each of these skulls adds a unique change to your combat experience. Each one will require a serious change to your tactics, so think carefully before enabling this option. That said, perhaps you're up to the challenge.

Gold Skulls - Let's just say we call them "difficulty multipliers" for a reason...

[+50DP] Iron: *Death carries a heavy price. Respawn disabled.* Activating this Skull disables any resurrection abilities that might bring you back from the dead. This should just be free points under Gauntlet rules, but just in case you have a few extra lives or an Immortality perk tucked away in your BodyMod, this Skull will keep you honest!

[+50DP] Famine: *Trust us. Bring a magazine.* Activating this Skull drastically decreases the amount of ammunition you'll find in weapons you pick up off the ground or your enemies' corpses. Considering how light the standard ODST loadout is, you're really going to feel the crunch when the tougher aliens come out to play. You can still find the odd rocket launcher or loot a beam rifle off that dead sniper, but you'll always have to spend your heavy ordnance carefully.

[+50DP] Tough Luck: *Your foes always make every saving throw.* Activating this Skull makes enemies far quicker to evade and less likely to falter. The aliens will more easily dodge your thrown grenades or incoming vehicles, and will never break and flee when their leaders are killed. Brutes have a much greater chance at going berserk when wounded, and Grunts will become Suicide Grunts at a higher frequency. Your opponents will always be on their toes, Trooper. You best be too.

[+100DP] Black Eye: *Bash your way to better health.* Activating this Skull prevents your Stamina and health from regenerating except when you land a melee attack. Took a hit and now your Stamina is low? Better punch that alien in the chin! Keeping your distance might offer some protection, but the moment you get hurt you'll have to get up close and personal. *Health Packs and similar Items still function normally.*

[+100DP] Catch: *Pull pin. Count to three. Throw.* Activating this Skull makes the enemies toss grenades like it's going out of style! Any time you find yourself between long range combat and melee, you'll have to dodge a hail of explosives. At least you'll have an easier time looting grenades! Just watch out for secondary explosions.

[+100DP] Tilt: *Enemy shields deflect bullets.* Activating this Skull doubles enemy resistances and weaknesses. This means that alien energy shields and Brute power armor are twice as strong against projectile weapons and conventional bullets. On the plus side, this also makes them twice as weak to plasma weaponry. Better get used to carrying a plasma pistol, Trooper, because the noob combo just came back in style.

[+200DP] Mythic: *Enemies have increased health.* Activating this Skull doubles the health and shield strength of every enemy. Make no mistake; even on its own this Skull will turn a casual Covenant makeout session into a full on test of your manly prowess. If combined with the **Legendary** Drawback, this boost to enemy strength will allow Brutes to survive grenade sticks, and will reduce a Jackal's flinch to the point where your normal headshot strategies won't work. You'll need courage, creativity, and firepower in equal measures if you want to make it through this fight!

Silver Skulls - Some challenge, but mostly for fun!

[+0DP] IWHBYD: *But a dog beat me over the fence!* Activating this Skull dramatically increases the frequency of rare and humorous dialogue. Brutes might start referencing old Earth films while Grunts will seem even more manic and unpredictable than usual. It may not be strictly canonical, but no one can doubt its hilarity.

[+0DP] Grunt Birthday Party: *Grunts headshots lead to glorious celebrations.* Activating this Skull leads to a rather curious effect. Any time you land a headshot with a precision weapon on a Grunt or similarly common enemy, you will be rewarded with a spray of confetti and the sounds of cheering children. This can be quite comical when cutting through a horde of the little guys, but beware. This festive display can still trigger stray grenades if you're not careful.

[+50DP] Cowbell: *More bang for your buck.* Activating this Skull increases the physics acceleration from all explosions. While this won't directly affect grenade or melee damage, objects will be thrown shockingly far by a simple grenade or detonating car. Best keep your head down if you don't want to be decapitated by a flying traffic cone.

[+100DP] Blind: *Disables HUD and weapon model.* Activating this Skull disables your heads up display and turns your own weapons invisible. From ammo counters and SmartLink reticles to basic iron sights, every usual method of aiming your weapon or keeping track of your ammo has disappeared. You'll need to rely on muscle memory and audio cues to navigate the battlefield and keep hitting your targets. I guess not all of these Silver Skulls are goofy after all.

Perks

[Free] Deference For Darkness: A solemn shooter in an abandoned city deserves a soundtrack to match. This Perk gives you an internal soundtrack based on the stunning work of Marty O'Donnell. Fill the empty night with smooth jazz while punctuating your action with the epic rock n' roll that you're used to saving the galaxy to. Whether you are paying your respects to a fallen comrade with gaelic chanting in your head, or want your entire squad to enjoy the Neon Night together, you'll always have the proper accompaniment to your heroics.

[Free] We Are ODST: Even a rookie ODST is among the UNSC's elite. Like every Helljumper, you've been selected from your original branch and endured months of brutally intense training to make you into a member of the UNSC's premier special operations force. You're in superb physical shape, have a comprehensive knowledge of squad and small unit tactics, and have qualified for both your atmospheric and orbital drop ratings. You're one hell of a soldier, Trooper. But the real fight is still ahead!

[Free] Shield of Stamina: You don't have any fancy power armor, so you'll just have to grit your teeth! Through sheer determination, you seem to be able to mitigate some of the harm you suffer. The first few plasma bolts or stray pieces of shrapnel won't negatively impact your health, letting you survive a little longer in a fight. The occasional hit won't be an issue if you can find cover or avoid damage for a few moments, but this defense will quickly evaporate if the attacks keep coming. You're definitely tougher than the average Marine, but you still shouldn't walk into the middle of a firefight. *See the Notes section for details.*

[50DP] Strong, Silent Type: A Trooper of few words, I see. Like Alpha Nine's newest member, you excel at communicating without words. From your emotive body language to your impressive arsenal of gestures, you can say exactly what you want with barely a word spoken. This Perk also helps you "speak" to other soft-spoken individuals. You may not know the Huragok sign language yet, but a few whistles and hums will easily convey your friendly intentions. *See the Notes section for details.*

[50DP] Lucky With the Ladies: You're a lover as well as a fighter! Like Romeo and Felicia, you've got the suave style and natural good looks to make you quite popular at social gatherings. Finding casual companionship is as easy as spending a night out on the town, and should some paramour somehow snag you from your eager celebrations, you'll manage to keep the fires of romance burning in this uncertain world. The road may be treacherous, and you both may need to work through unexpected pitfalls, but if the love is there you'll find a path to your future together.

[50DP] Specialist: Every Marine may be a rifleman, but a unit as elite as the Orbital Drop Shock Troopers expects their soldiers to be skilled in many different fields. For each purchase of this Perk, you may select one of the occupational specialties below. You will receive the training and some skill in your chosen duty, though only practice will help you truly excel. *This Perk may be purchased multiple times.*

- **Medic:** Whether you're a Navy Corpsman or just trained alongside them, you're just as good as patching people up as you are putting them down. You can diagnose diseases, help with long-term care, and tackle nearly every traumatic injury under the stars. You're still no Navy doc, but when your squad is groundside you're the next best thing.
- **Sapper:** Though rarely deployed alongside dedicated engineering units, ODSs often have plenty of reasons to safely employ and diffuse explosives. Whether you are crafting a shaped charge to punch through an enemy bulkhead, or rigging a key bridge crossing to blow, you know exactly how much bang to use (and where to put it) to create the desired effect. You're also quite skilled at disarming bombs, so expect to be *volun-told* the next time a civilian with a suicide vest gets caught in an Insurrectionist plot.
- **Marksman:** All ODSs are deadly, but your reach extends much farther than most. Equally skilled as a spotter and sniper, you're just as comfortable secretly observing enemy units as you are eliminating high-value targets with lethal precision. While most of your experience is on the SRS99 anti-material rifle, you've also proven to be an excellent shot with pistols. Dropping half a dozen grunts with headshots is all in a day's work for you.
- **Weapons:** Not all opponents can be dropped with your trusty MA5. You've trained on the wide array of heavy ordnance an ODS may use to handle tougher targets. From the SPNKR rocket launcher and "Yeller" chaingun to the advanced Spartan Laser, you know how to bring some serious firepower to bear. When enemy armor rolls, er... floats up, you're the one they call.
- **Breacher:** The rise of futuristic megacities like New Mombasa has made urban warfare a special kind of nightmare. Luckily, you've got the perfect amount of methodical patience and explosive tenacity to clear houses and sweep streets in the 26th century. Plan dynamic entries through doors, walls, ceilings, and even floors. And when the fighting gets up close and personal, you've got the knife skills to win a brawl with anything short of a Brute.
- **Intelligence:** The Office of Naval Intelligence knows that information is the greatest weapon of all. You've trained with the spooks to gather and process data in the field, helping to increase the effectiveness of your unit and their mission. You may spend the morning analyzing SIGINT, your afternoon advising your ship's captain, and the evening interrogating prisoners. It's not glamorous, but what you learn could turn the tide.

[50DP] Hardened Hairdo: Your helmet might be extremely useful, but they normally aren't very forgiving to a Trooper's grooming preferences. Luckily for you, your helmets and other head coverings somehow accommodate any hairstyle you choose. Whether you have Dare's conservative ponytail, O'Brien's "animated protagonist" look, or the ridiculously long locks of Cal-141, your hair both always fits in your helmet and looks expertly styled when uncovered. It may not be strictly regulation, but at least you'll look fashionable when the fight's over!

[100DP] Shoot & Scoot: Like the paratroopers they are descended from, ODSTs are primarily used as light infantry. That means deploying fast, raiding deep, and softening up targets before your main force arrives. Maneuver warfare like this demands exceptional mobility. Thankfully, you can keep up with the best. You can fire on the move just as accurately as if you were standing still. If you stripped off all your gear you could run up and over a mountain in 15 minutes flat. Even with a full combat load you can jump six feet vertically and easily dart from cover to cover. After all, when you don't have fancy armor or energy shields to protect you, the best defense against a plasma bolt is not getting hit in the first place!

[100DP] Extra Pockets: If you're regularly going to be outnumbered and surrounded, you best pack all the firepower you can. You can carry twice the equipment a normal soldier could without impacting your effectiveness, and can always seem to quickly grab what you need from your rucksack; be it ammo, grenades, or a medkit. Heck, you could probably carry more than two weapons if you could find the mag-mounts for them. Lastly, you can always find room in your pockets for small trinkets and other trivial treats. If, like the Rookie, you always want snacks on hand, you'll find a place to put them.

[100DP] Wheelman: You can't walk everywhere, Trooper. Every grunt in the UNSC can drive a Hog or a truck, but you've clocked enough simulator time to make you an expert at operating a surprisingly wide variety of vehicles. From main battle tanks like the Scorpion to VTOLs like the Hornet and Pelican, you can reliably get from Point A to Point B and blast bad guys while doing it. And should you ever find yourself at the controls of a Covenant craft or other unfamiliar type of transport, you'll pick up enough on the fly to keep yourself from being killed.

[100DP] Black Dagger: When fighting an interstellar war, not every soldier has the luxury of keeping their boots on the ground. To prepare for boarding actions and other extravehicular activities, you've undergone assault training in zero-G. Like the famed 21st Space Assault Battalion, you can conduct tactical operations in low orbit, deep space, and everywhere in between. You're immune to vertigo and other motion sicknesses, and can intuit enough from your enemy's interior designs to navigate even the most alien of opponent vehicles. You may not be able to speak or read their language, but you always seem to be able to find your way to the vital and vulnerable parts of an enemy vessel.

[100DP] Titan of Terror: Before the Spartans, ODS-Ts were the premiere, cutting-edge hard-asses of the UNSC. It's only fitting that you have a body to match. You're more than six and a half feet and over a hundred kilos of pure muscle, forged by training that would break lesser men. Your physical might is matched by a deep strength of will, letting you push through pain and fight through the most hopeless battles this war has to offer. This grit and your impressive size can inspire fear in lesser fighters, should you lean into that attitude. A disciplined Elite won't waver at your approach, but his squad of Grunts may flee at the sight of you.

[100DP] Covert Killer: While Helljumpers often enter battle in spectacular fashion, they regularly use stealth tactics to devastating effect. Whether you're laying ambushes for unsuspecting patrols or carefully infiltrating behind enemy lines, you know how and when to move in order to minimize your chance of detection. Sneaking through an occupied city would be a viable strategy for you, despite your enemies' advanced sensors and heightened sense of smell. Even your orbital insertions tend to be dismissed as shooting stars or meteor showers, letting you ride your fiery comet of death and still sneak up on your foes.

As a final bonus, this Perk also makes you a master of the Beat Down. Sometimes called the "back smack", this one-hit melee can kill *almost* any species humanity has encountered. Striking an unaware target will silently bring them down, but even when you go loud your ninja skills might come in handy. *See the Notes section for details.*

[200DP] Detective Doherty: A rainy noir city is nothing without a plucky private eye. Like Alpha Nine's novice, your powers of observation are astounding. You can take a few scattered clues and a little environmental storytelling and recreate entire past events. Though you can learn a staggering amount from a single tip, uncovering multiple pieces of evidence is the best way to discern the whole story. Finding a discarded rifle would reveal its owner's objectives, but a whole collection of equipment would show you what happened as if you had been there yourself. It's a wonder ONI hasn't scooped up an investigator like you!

This Perk also gives you a sixth sense for secrets. From finding secret weapon caches to detecting hidden passageways, you notice all the useful details hiding beneath the surface. You're also pretty good at spotting a lie when you hear it! But hunting down the truth? That'll take some legwork.

[200DP] Gunny: Recruit?! Hell, you've been fighting since the start of this war! A few decades of combat experience has seasoned your tactical mind, turning you into one of the best soldiers in the UNSC. Combined with your courage and integrity, you have the presence of a hardened leader. At first glance people can tell you're a veteran fighter who's been nearly everywhere and done nearly everything. When the tough times come, they'll know you will see them through.

This Perk also allows you to make slight changes to your service record. You may add up to 25 years to your age and receive a rank equivalent to a senior non-commissioned officer. In future worlds you may inherit a similar position and degree of experience in an existing military force.

[200DP] Shock Absorber: Hard landings, high speed collisions, and dropping from great heights are all occupational hazards for ODSTs, and that's not even getting into all the explosions! Thankfully, you seem to be highly resistant to blunt force trauma. You can walk off your pod's terminal velocity impact and come out clear-headed and guns blazing! Drive your Warthog off a cliff? You'll walk away from the crash with a quip on your lips. Falling off a roof will still hurt, but you'll always survive the drop. With the right armor, you could probably even survive being smashed by a Chieftain's gravity hammer! *See the Notes section for details.*

[300DP] Desperate Measures: This late in the war there aren't a lot of ODSTs left. But you can't let that stop you from defending a sensitive ONI facility or capturing a critical objective. You're an Helljumper; the best of the best! And while you aren't a one-man army, you punch well above your weight class when it comes to tough odds. Greater numbers don't seem to give your enemies the advantages they normally should. Alone you could tear through a Covenant squad or two without breaking stride, but with allies your combat prowess would compound until your team is leaving mountains of enemy corpses in your wake. This force multiplier works best when defending a single location, and can enhance the potency of any allies in your immediate fireteam. A full squad of ODSTs on good ground would be a stubborn obstacle for an alien battalion, but even a militia irregular or stubborn police officer could fight with the best of them so long as you're by their side.

[300DP] Overshield: Having a huragok nearby means more than easy repairs, it means extra protection! Despite their complete lack of offensive capabilities, Engineers can provide their nearby allies with a potent energy shield on top of any existing armor or shielding. Now you can offer the same benefit to yourself and any teammate within 20 meters of you! This glowing overshield will protect the wearer from both kinetic weapons and energy attacks, allowing you to absorb a few more hits than your standard armor would otherwise allow. However, this won't let you walk casually through a firefight. The shield requires a five second pause after taking damage to recharge, allowing sustained fire to quickly deplete this defense. Humanity spent almost 25 years trying to crack the secret of energy shields, so unless you want ONI asking you some difficult questions, you may want to keep this ability hidden. *See the Notes section for details.*

[300DP] Project ORCHID: It seems, like many ODSTs, you have left the Helljumpers behind and joined the UNSC's next generation of super soldiers. Like the rest of the Spartan-IV recruits, your body has been enhanced by a set of cybernetic and biochemical augmentations. Your reinforced bones are now tougher than steel, while your muscles have had both their efficiency and output upgraded. Super-myelinated nerves dramatically reduce your reaction time, while gene therapies have strengthened your healing responses and immune system. Dozens of cybernetic implants and vat-grown replacement organs have done everything from improve your night vision to supercharge your digestive efficiency. You're not nearly as powerful as previous generations of Spartans; more a demigod next to the Greek titans of old. But there may be an Item or two further down that can help balance those odds. *See the Notes section for details.*

[400DP] Engineer: Congratulations, Trooper, you're a biological supercomputer! Like a huragok, your body is packed with Forerunner nanomachinery, allowing you to interface with technology in incredible ways. Your body can sustain itself on any power source, you can remotely access local communication networks, power nearby electronic devices, and you have enough internal data storage to "keep a full-on AI stuffed in your hip pocket". All of this, however, pales in comparison to your ability to dissect, repair, and upgrade technology. With a brief inspection, you can easily identify any damaged components or inefficient designs, correcting any problems with minimal materials. Insight like this has allowed the Covenant to adapt and imitate Forerunner technology for thousands of years. Perhaps we should be sending a squad of ODSTs to rescue *you!*

Items

[Free] Back In Black: You can't fight a war without a uniform, and few are as iconic as the ODST battle dress uniform. This bodysuit and black armor plating will offer moderate protection against projectiles, explosions, plasma fire, and even the vacuum of space. Better still, the Navy eggheads have crammed all kinds of useful electronics behind that polarizing visor of yours. A heads up display will show you your overall health, your weapon's aiming reticle, and helpful navigation data related to your mission. Best of all, your unit has received the Visual Intelligence System, Reconnaissance, or VISR upgrade to your HUD. This software suite not only offers low-light vision enhancement for night missions, but also realtime friend-or-foe analysis. When activated, this system will highlight allies, enemies, and useful items with different colors, allowing you to increase your awareness on complex battlefields. As a final bonus, your armor may come with a few aesthetic adjustments to give you a unique look. Want a splash of color or a skull and crossbones on your kit? I've seen stranger customizations.

[Free] Neural Implant: Standard issue for all UNSC personnel, this tiny chip is implanted into the base of your skull. Unlike the more advanced interfaces, this device serves as a simple IFF tag that will relay your position through the Battlenet to allied HUDs and friendly maps. This interface also links any weapons you carry to your helmet's display or any targeting reticles.

If you took the **Project ORCHID** Perk, your rudimentary neural chip has been replaced by the more robust Spartan Neural Interface. This advanced implant allows for the mental control of MJOLNIR power armor and other technology, can directly connect you to an AI's data chip, and can even simulate sensory data for more realistic training, such as with the War Games Simulations. However, such benefits are balanced by the invasiveness of the implant and the more visible external data port.

[Free/50DP] Navy Special Weapons: It's looking to be a close-quarters fight, and Navy Special Weapons set us up real nice. Your primary will be the M7S submachine gun, upgraded with a suppressor. The perfect up-close bullet hose for turning bad guys into chum! And for your sidearm you've been issued the trusty M6S. Built on the frame of Misriah's venerable magnum, this heavy pistol comes with an integrated suppressor, a 4x smartlink scope, and an extended magazine filled with whisper-quiet armor piercing rounds. The brutes may see you coming, but the only thing they'll hear is their asses hitting the ground.

But maybe you're friends with the quartermaster, or requisitioned something special for this party? For an additional **50DP**, you have also been issued another firearm from the UNSC arsenal. Drop into hell with an MA5 Assault Rifle, a BR55 Battle Rifle, or even an M90 Shotgun. You may purchase this item multiple times, but watch out for the added weight. Even Spartans have to pick and choose which weapons to carry.

[Free] Jonas Special: Come my friend, do you plan to fight your way through the city on an empty stomach? This tasty kebab comes courtesy of the largest man you have ever met. Take your pick of chicken, lamb, mutton, beef, or even moa meat! Served with grilled vegetables, this expertly-spiced dish will bolster your body and spirit. If the world is going to end today, don't face it on an empty stomach! *See the Notes section for details.*

[50DP/Free] Specialist Gear: Advanced training won't do you much good if you don't have the proper tools. Each purchase of this Item will grant you the unique equipment and armor attachments suited to your occupation. A Breacher or Weapons Specialist may receive up-armored pauldrons or chest plates to match their frontline duty, while a Marksman or Intel officer might receive rangefinders and advanced sensors. If you took the **Specialist** Perk, you get one purchase of this Item for free to match your chosen role. You may purchase this Item multiple times for different equipment loadouts, however you are still limited by armor space and your own carrying capacity. *See the Notes section for details.*

[50DP] Armored Rucksack: It may be the 26th century, but backpack technology hasn't changed much. The M/LBE Hard Case is made of reinforced fabric and ceramic armor, offering both storage and protection to your battlefield gear. There's even a magnetic backplate for you to holster a weapon! Inside, you'll find a canister of Biofoam, rations, and other supplies necessary for long range patrols or extended operations. This rucksack can be worn normally or be easily attached to any UNSC armor, and seems to carry just a little more than a backpack its size should. Best of all, even when overloaded this pack never seems to weigh more than 25 kilos! What, you thought we would make it easy? Not in my beloved Corps!

[50DP] Keyes Kanji: The ink means "badass", or "bastard" depending on who you talk to. This tattoo marks you as a certified tough customer to fellow ODSs and outsiders alike. You've been through the shit, kept your cool, and proved your loyalty to your brothers and sisters in arms. In future worlds, this marking will serve as proof of your mettle to any who would question your badass-ery.

[50DP] Health Pack: Need medical assistance? Choose Optican! This self-contained first aid kit holds most of the battlefield basics; bandages, Biofoam, polyseuromorphine, a sterile field generator, and more. What sets this Item apart, however, is Optican's miraculous Medigel. This incredible healing agent can be applied to everything from blunt trauma to plasma burns, and will heal most wounds within five minutes of application. Fast, accurate diagnosis, or your money back! *See the Notes section for details.*

[50DP] Jump Pack: Did you train with the Bullfrogs on Reach, or did you just scavenge that thing off of a Jiralhanae Jumper? Somehow, you've come into possession of a personal propulsion unit. Whether this is a human-made Series 8 Jetpack or the rocket thrusters used by the Brutes, this backpack allows you brief bursts of aerial mobility. Quickly reposition or explore vertical battlefields. Either option allows for up to 10 seconds of sustained thrust before needing an additional 10 seconds to recharge.

[50DP] AN/PD-560 Vedette: Nicknamed "Eddies", each of these tiny quadrotors come loaded with a camera, rangefinder, and even a target designator, and yet are light enough to be carried in a wrist-mounted docking rack. You receive one of these handy tactical tools, as well as an uplink booster for relaying its data back to your armor's HUD. A favorite of ONI attaches and covert operatives, this drone will serve well as an extra set of eyes on your moonlit city strolls.

[50DP] Experimental Equipment: I guess since you're on an ONI mission we can let you use some of our stranger hardware. These devices have either been developed using reverse-engineered alien technology, or have been directly captured from the Covenant themselves. Each purchase grants you one gadget from this list, so make sure to put it to good use. If used, you receive a replacement Item at the start of the next day.

- **Regenerator:** This stationary field emitter recharges energy shields, heals open wounds, and can even slightly repair vehicles in a small area of effect. It may only last for 15 seconds, but that might be just what you need to get back into the fight!
- **Power Drain:** Used by Brute squads to ambush their prey, these devices create a short-lived but powerful EMP field that strips energy shields, shorts out light vehicles, and disables other nearby technology. These Jiralhanae grenades explode shortly after deactivating, potentially killing those weakened by its effects.
- **Flare:** By somehow increasing ambient light to blinding levels, these Brute instruments disorient opponents, making them easy prey. While the Flare doesn't affect HUDs or other technological aids, its area of effect can leave large groups of enemies stunned, letting you spring your trap or safely flee.
- **Bubble Shield:** Prized by Brute Captains and UNSC forces alike, these generators create a sphere of translucent energy that blocks all bullets, explosions, and plasma projectiles from harming its occupants. Vehicles and personnel can freely pass through the shield, and overwhelming attacks can break this defense, but for the 20 seconds this device is active, you'll have a near-impervious haven to plan your next move in.

[50DP] NMPD Service Jacket: Looking for something lighter than the standard BDU, Trooper? Interwoven with kevlar-diamond weave, the fiber armor in this coat will protect you against knives, blades, and even pistol rounds. Enjoy the look and flexibility of normal fabric with significantly more protection. Unfortunately, it does almost nothing against full-powered rifle ammunition or plasma weapons. At least it's good at keeping the weather out! By default this Item comes as a New Mombasa Police Department jacket, but you may instead apply these properties to one article of clothing you own per purchase.

[50DP] Genet: Looking for some wheels, Trooper? Well, I guess New Mombasa's citizens won't be needing their transports any more. This civilian car can carry up to two passengers comfortably, and its wrap-around windshield gives you unmatched visibility. Let its self-driving RoadWare suite navigate you safely to your destination while you relax! This is a civilian vehicle, however, so while its safety features will protect you in the unlikely event of a collision, it does little to shield you from plasma weaponry or even conventional firearms.

[100DP] Heavy Firepower: Is your service rifle not quite cutting it? Are you looking to bring a bit more bang to the battle? Then this Item is for you. With each purchase you can requisition one piece of heavy ordnance from the UNSC's inventory. You may select a "common" weapon, like the SRS99 Sniper Rifle or the M41 SPNKR Rocket Launcher, or you could opt for something more unique. Mow your foes down with a "Yeller" Machine Gun Turret, or blast enemy armor with the devastating Spartan Laser. We've even got some postwar prototypes like the Hydra for you to test out. Whether you wield an old workhorse like the M99 Stantion or cutting-edge tech like ARC-920 Railgun, your enemies won't know what hit them.

[100DP] Hank: Almost as long as you are tall, the MQ-96 Support Drone is at the far edge of what you'd call man-portable. Despite its size, drones like this offer small units incredible versatility and communications redundancy. Its powerful reconnaissance suite can detect nearby enemies, even when they are cloaked, while its Battlenet relay can both strengthen squad communication networks and connect you to planetside command structures. It even comes armed with a formidable laser weapon to help cover you in combat. It may not last long in a serious scrape, but sometimes having an autonomous eye in the sky can help you end the fight before it even begins.

[100DP] Octa-Charge: This one-gallon tub is filled with octanitrocubane, a powerful explosive compound developed by the UNSC as a non-nuclear alternative for extreme destruction. Despite its small size, this charge has a 100 kiloton yield which does not decrease in vacuum conditions, making it a favorite tool for boarding teams. When you need to destroy a Covenant frigate or wipe an enemy base off the map, this tiny terror gives you the destruction of a HAVOK nuke without the political or physical fallout. If detonated, you will receive a new Octa-Charge after one week. Try not to be nearby when it goes off.

[100DP/200DP] F-99 Wombat: Need some air support, Trooper? The venerable Wombat UCAV can be your eye in the sky or the hammer from above. Though lightly armed, its two multirole missiles can target both airborne threats and stubborn ground targets. Additionally, its powerful sensor package can help you gather intelligence and coordinate with local ground forces, friendly aircraft, and even spaceborne assets. The Wombat can be remotely piloted or run by onboard dumb-AI subroutines. Any drones that expend their weapons will be rearmed within an hour, while those that are destroyed will be replaced within a week.

Spending an additional **100DP** will grant you a squadron of four Wombat drones instead of one, giving you top cover over your own operation. Good hunting, Trooper!

[100DP] Stalker Module: Now this is something special. Recovered from a Jiralhanae Stalker, this active camo module can render the user nearly invisible for 15 seconds. Relying on reverse-engineered Forerunner Bafflers, this device will mask you from sight, leaving only a faint shimmer around your outline. Though a keen eye and certain VISR upgrades will still detect you at close range, don't underestimate the advantage a few moments of misdirection can give you. After being used, the Stalker Module requires one hour to recharge. Alternatively, you can overclock the module to give you an incredible five minutes of active camouflage at the cost of a full day spent recharging.

[100DP] Waverly-class Augmentor: While these drugs originally began as a desperate gambit to help Insurrectionists fight Spartans, companies like Optican have been refining their formulae into potent boosters for humanity's brave soldiers. Upon injection, this cocktail will dramatically increase the user's strength and make them absurdly resilient. The fast-acting coagulants and slow-release adrenaline will let you shrug off a dozen rifle rounds in the short term, while the phencyclidine derivative would let you stagger a full-grown Sangheili with your strikes. The beta blocker *should* keep you focused enough to complete your mission, but take care. Rebels on rumbledrugs often threw themselves into fights with no concern for their safety, and were as big a threat to their allies as to their enemies. You'll have to control your amplified aggression, and while the refined version won't kill you like the original formula, expect the exhaustion to leave you laid up in bed for *at least* a day afterwards. See the *Notes* section for details.

[150DP] ORCUS Armor: This project has been stuck in development hell for years, but we managed to snag a prototype just for you! Developed by Cascade Stronghold Technologies as an upgrade package to the standard ODS battle dress, the ORCUS armor bridges the gap between standard armor and a Spartan's MJOLNIR PAA. Advanced Titanium-A composites offer greater protection, while a battery-powered exoskeleton frame drastically improves an ODS's endurance and weight-bearing abilities. Though ORCUS is a far cry from even decades-old power armor designs, it leverages technological breakthroughs to give the UNSC's unaugmented soldiers a serious durability boost.

[150DP] Nightfall Armor: Also developed by CST, the Nightfall armor was created late in the Covenant War as humanity's desperation grew and lifeless, inhospitable battlefields became more common. Nightfall offers best-in-class life support features, from extreme temperature tolerance to air and water filtration. Built with comfort and survivability in mind, this suit is a favorite with ONI recon detachments or ODSs on extended assignments in austere conditions. The suit's built-in exoskeleton will let you jump out of a hovering dropship without missing a step, but be warned. With no onboard power plant, the suit becomes dead weight when its batteries run dry. Hope you packed a solar panel or two!

[150DP] Supply Cache: A stranded ODS is only a gunfight or two away from running dry. Thankfully, it seems the Superintendent has stashed some extra goodies for you. Tucked away in a hidden garage or secluded storage locker, you'll find a handful of grenades, some ammunition, and replacement arms from the **Navy Special Weapons** Item. You'll even occasionally find a piece of heavier equipment here, such as a Sniper Rifle, Rocket Launcher, or even a Mongoose ATV, though these treats are much rarer. Though you can find several of these caches in New Mombasa naturally by exploring, this purchase guarantees that they will follow you into future worlds. They will occur more frequently in developed areas, so while a megacity might have a cache in every district, a small town or frontier settlement may only have one. Nowhere is "safe" in New Mombasa, but at least this will help get you back in the fight.

[200DP] H-165 Target Locator: When frontline fighters want precise fire support, the sensors in this laser designator make supporting attacks pinpoint accurate. Connecting to local ground forces and spaceborne assets alike, this device allows you to call in a wide variety of fire missions on enemies in your line of sight. Small amounts of ordnance, such as limited missile barrages, can be requested once or twice a day, while MAC strikes and other larger expenditures may take up to a week to restock. Navy assets are very limited, Trooper, but elite units like the Helljumpers get priority.

[200DP] Covenant Stockpile: Given the aliens' technological advantage and the lack of resupply, your best bet may be to turn your enemies' weapons against them. This pair of purple crates comes with a small collection of Covenant weapons. The variety here offers you at least one of each model used by Regret's invasion force, from the standard Plasma Pistols and Rifles to more specialized arms, like the Beam Rifle or Brute Shot. In addition to the weapons, you also receive a charging station to replenish the batteries and plasma reserves of any weapon you use.

[200DP] Invincibility Module: Given to only the most trusted Jiralhanae Chieftains on the most holy of assignments, these Forerunner relics are astoundingly rare but offer unparalleled defense for a short time. Upon activation, this device wraps the user in a powerful stasis shield, negating all incoming attacks and other sources of damage for 15 seconds. The user may freely move and attack while under this protection, but beware. A careful opponent may goad you into triggering your shield early, then waiting out your invincible defense. Once used, the device requires a full day to recharge before it can be employed again.

[200DP] Motorpool: ODSTs may be light infantry by nature, but that doesn't mean they won't use some mobile firepower every now and then. Each purchase of this Item grants you a single land vehicle to aid you on your mission. If you take from the UNSC stockpile, you could face down your foes behind the gun of a Scorpion main battle tank or drive around in one of the many Warthog variants. Alternatively, you could scavenge a Covenant vehicle from the aliens' arsenal. Zip around the city on a Ghost or rain plasma mortars on your enemies with the deadly Wraith. You could even procure a devastating Shade turret or one of the Covenant's other antigravity fortifications. Just make sure you warn your allies that you're on their side! *See the Notes section for details.*

[250DP] Air Support: But maybe you want more than terrestrial transport? Each purchase of this Item will allocate one aerial vehicle for you to use. Do you want a rugged Pelican dropship, a nimble Banshee strike craft, or the ominous Phantom to whisk you across the New Mombasa skyline? Any aircraft will offer you both firepower and mobility, but take heed. The Covenant own New Mombasa, from the sewers to the skies. It may be safer to keep your boots on the ground. *See the Notes section for details.*

[400DP] Scarab: Originally used as excavators and mining platforms, the *Deutoros-pattern* Fortress Breaker is one of the most powerful Covenant land units and has been the final sight of many a Helljumper. Must feel good to take your turn behind the wheel! This superheavy walker can be deployed from low orbit, and its quadrupedal mobility allows it to maneuver through difficult terrain and even moderate slopes. The Scarab's main focus cannon has the power to effortlessly cut through buildings while its crew deck has room for up to a dozen personnel to man defensive turrets, making the machine the center of any offensive operation. Just be sure to have your allies cover your weak points. You're tough, but you ain't invincible!

[300DP/400DP] Helljumper: The pet project of CST's retired Helljumper CEO, this variant of MJOLNIR powered assault armor comes with all the upgrades of the GEN2 platform. With integrated thrusters, form-fitting energy shields, and automatic biofoam injectors, MJOLNIR is tactically superior to your old BDU in every way. The full capabilities of this armor can only be leveraged by someone with the **Project ORCHID** Perk or similar biological enhancements, however unaugmented individuals can still operate this suit, albeit at a greatly reduced capacity. With this upgrade you've left the ODSTs behind, but it's nothing without that Helljumper spirit at your core.

Alternatively, you can pay an additional **100DP** to buy the best of the best. First manufactured in 2559, the FIREFALL variant of MJOLNIR GEN3 combines a decade of postwar improvements to make one of the most powerful iterations of power armor yet. GEN3 trades GEN2's mobility suite and modularity for durability, cybersecurity, and the geometrically-scaling strength increases present in the GEN1 platform. Perhaps the next time you jump feet first into hell, you can skip the drop pod!

Companions

[Variable] Import & Custom Companions: Helljumpers may be elite, but they work best as a team. By spending **50DP** you can create a custom Companion or import an existing one to join you in this Gauntlet. Each of these Companions will be reduced to their BodyMod or other Innate Perks, and will receive half of the Drop Points you gained from your Drawbacks. If you wish to bring your own squad with you, you may pay a total of **200DP** to import or create a maximum of **SIX** Companions. Maybe at this point you should start Alpha-Ten?

[Variable] Canon Companion: This war is full of heroes, both celebrated and forgotten. Perhaps they can be convinced to accompany you on your journey? For **50DP**, you may recruit an average Marine or an inexperienced ODST. For **100DP**, you might cross paths with a hardened Helljumper veteran, while living legends and supersoldiers may cost you even more. All ODST Companions come with the **We Are ODST** Perk and the **Back In Black, Neural Interface**, and **Navy Special Weapons** Items. *See the Notes section for examples of Canon Characters and additional details. The characters of Alpha-Nine cannot be purchased via this option, and are found in the Gauntlet Rewards section.*

[50DP] The Rookie's Girl: Plenty of soldiers fight for their loved ones back home, so it's no surprise that the Rookie keeps a picture of his sweetheart in his drop pod. Wait... is that Bungie programmer Chris Butcher? Well, whether you prefer the computer engineer from Seattle or the bombshell student from Sydney, this civilian cutie is counting on you to win this war. They come with the **Lucky With The Ladies** Perk, but not much else.

[50DP] Vergil: After keeping the streets of New Mombasa clean, perhaps you want to take the Superintendent's subroutine along on your next mission? This splinter of the city's custodian AI isn't as creative or adaptive as a true "smart" AI, but is still extremely capable of managing local city logistics or helping you navigate through dense urban landscapes. He still only speaks in prerecorded snippets and city slogans, but don't worry. You'll have no trouble understanding his intended messages. *See the Notes section for details.*

[50DP] Quick to Adjust: Hold your fire, Trooper. Pink means friendly! After escaping a life of captivity and servitude to the Covenant, Quick to Adjust is eager to aid humanity's efforts and their rescuer specifically. Like all huragok, they are curious and helpful, but Quick to Adjust also has a playful streak that his human handlers have come to appreciate. They come with both the **Overshield** and **Engineer** Perks, but beware. They might *have* defensive shields, but they still prefer supporting you from *far* away from the battlefield.

[50DP] CPL Jackie Rodrieguez: She may not be a Helljumper, but after helping to defend ONI's Alpha Site, no member of Alpha Nine would doubt her grit. Originally assigned to the 405th Infantry Division, Jackie's explosive energy and loud personality rival the demolitions equipment she is often tasked with using. She comes with the **Specialist [Sapper]** Perk, and is an expert at both building fortifications and tearing them down.

[50DP] Officer Leo Hammer: An Earth native for his entire life, Officer Hammer was more used to walking a beat and investigating burglaries than he was to shooting aliens. Despite his sheltered career, he rose to the occasion when the ONI Alpha Site was evacuated and even fought alongside Alpha Nine when their Pelican was shot down. Officer Hammer comes with the **Detective Doherty Perk** and the **NMPD Service Jacket Item**. He may be more lightly armed than other Companions on this list, but when you want brains over brawn, he's your man.

[50DP] Michael Baird: A veteran of the Invasion of Algolis, Sgt. Baird is a gruff Helljumper who misses his home of Edinborough. Nicknamed "Captain Caveman" for both his frightening physique and his brutish personality, Baird is nonetheless a capable soldier driven by ruthless determination. He comes with the **Titan of Terror** and the **Covert Killer Perks**.

[100DP] Papa-Four: Attached to the 11th Shock Troops Division during the Fall of Reach, Sgt. Scott Bilas and Pvt. Jessica Owens are the only survivors of a fireteam assigned to the New Alexandria evacuation. Teaming up with Spartans from Noble Team, the two helped ensure the escape of several civilian transports, the evacuation of Olympic Tower, and even the final demolition of Sword Base. After all that, Bilas and Owens are no strangers to special missions. Scott's wary preparedness is balanced by Jessica's youthful spirit, and the dynamic between the two resembles that of a father and daughter just as often as a squad leader and his subordinate. Both come with the **Covert Killer** and **Wheelman Perks**, and are ready to be as sneaky or as brazen as the mission demands.

[100DP] Sarah Palmer: The future commander of Spartan Operations began her career as an ODS. The lone survivor of Gamma-Six, Cpl. Palmer has a history of tenacious tactics and bold decisions. She is an experienced leader with a dry sense of humor and a critical dislike of arrogant "eggheads". She's even crossed paths with Alpha-Nine once or twice, and has a mutual respect for Buck and his boys. Sarah Palmer comes with the **Shoot & Scoot** and **Shock Absorber Perks**, and is not afraid to dive headlong into the action!

[150DP] Callie Calder: Looking to hire outside help, Trooper? In the postwar chaos, rebel strongholds like Venezia sought to create their own versions of the UNSC's supersoldiers. Funded by cartel leaders and crimelords, the resulting mercenaries were dubbed Janissaries. Callie "CC" Calder is one of their most recent "recruits", sold into servitude to pay off her parents' debts. A few successful missions were profitable enough to earn her a few augmentations, but she is still more shock trooper than Spartan. Whether she's been leased by ONI or was outright rescued by Dare's decisive actions, Callie now brings her unorthodox training and eclectic skills to your missions. *See the Notes section for details.*

[150DP] Avery Johnson: That's right. The toughest, cigar-chompinest marine there is- now yours to fight beside! Sergeant Major Johnson has been in the Marines for 59 years. He has fought Insurrectionists, Covenant, and even the Flood. He fought the Covies at first contact on Harvest, mentored the Master Chief throughout the war, and saw its ultimate conclusion aboard the Ark. He's an expert marksman, a former ORION Project candidate, and one of the most exceptional NCOs around. He's forgotten more about fighting than most people will ever know, and you best be grateful he's here to lend a hand. Johnson comes with the **Gunny, Specialist [Marksman]**, and **Desperate Measures** Perks. Now move it out! Double time! *See the Notes section for details.*

[200DP] Edgar-150: This must be a very special mission if they're sending along a Spartan. Standing more than seven feet tall in his MJOLNIR Mk.VI, this Spartan-II rises above his S-IV contemporaries and truly lives up to the legends. Part of the original class of Spartans, Edgar is devastating on the battlefield but quite reserved off of it. He'll fight and die to complete the mission, but getting him to open up will be a whole different challenge altogether. *See the Notes section for details.*

[Special] Spartan Upgrade: Maybe you like the characters here, but want to give them an extra edge in this fight? Should you wish to upgrade any of your ODST Companions into the Spartan-IVs they may one day become, this option is for you. By adding an additional **100DP** to the price of each Companion, you can grant them the augmentations offered by the **Project ORCHID** Perk. If you want to pair these biological enhancements with their matching MJOLNIR GEN2 armor, it will take a further increase of **100DP**. However, if you defer delivery of their armor until after this Jump is complete, the UNSC will cut the armor price down to **50DP**. *See the Notes section for example pricing.*

Gauntlet Rewards

Primary Rewards:

For successfully completing your mission and ensuring Vergil and his vital intelligence make it back to the UNSC, as well as any additional objectives (such as with the **Sadie's Story** or **Hidden Traitor** Drawbacks), you have received the following rewards...

[Reward] Special Requisitions: For completing this Gauntlet, you have been awarded a number of **Reward Points** equal to the Drop Points you received from all of your Drawbacks. You can spend these Reward Points in the following ways:

- You may spend RP to incorporate Perks (from this Gauntlet or other Jumps) into your BodyMod. The price in Reward Points for each perk is equal to the amount of Points originally paid. Free Perks may be added to your BodyMod for 50RP each.
- You may spend RP to exempt Items (from this Gauntlet or other Jumps) from any Drawbacks, Gauntlets, or other effects that would restrict your Warehouse access. The price in Reward Points for each Item is equal to the amount of points originally paid. Free Items may be exempted from Item-Loss conditions for 50RP each.
- RP may be spent to upgrade other Primary and Secondary Rewards as detailed below. Note that you must complete a Secondary Scenario to earn its accompanying reward before you spend RP to upgrade it.

[Reward] This Is My Squad: Though Alpha-Nine had been through their share of tough assignments, it was their mission to New Mombasa that would forge a lasting bond. Now that it's done, it seems like a shame to break up the gang. You may bring any and all members of Alpha-Nine with you as Companions on your Jumpchain journey. This can even include prior members like Svensdottir or future members like Dutch's wife, Gretchen.

Additionally, you can choose to spend some of your Reward Points to upgrade Alpha-Nine into the Spartan-IVs they would eventually (or should have) become. The augmentations and armor upgrade can be applied individually for **50 RP** per Companion, or applied to the entire squad for **200RP** in total.

[Reward] Prepare To Drop: A Helljumper without a drop pod is just another elite soldier. This reward adds a drop bay to your Warehouse, complete with an armory, holotable, and enough drop pods for you and up to 8 of your companions. In future Jumps, you may use this Warehouse addition once a month to conduct a combat drop anywhere in your local setting. Additionally, Items from your Warehouse can now be delivered to your location in-Jump via drop pod. This can be done much more frequently than a full combat drop, though constraints on compatible UNSC drop pod designs limit your maximum cargo size to that of a Mongoose ATV. If you want to drop anything larger from orbit, you'll need to design the pod yourself.

[Reward] Neural Interface Upgrade: Depending on where your adventures take you next, having an obvious metal plug sticking out of your head may be a liability. Luckily, a postwar upgrade can lower the profile of your neural lace. Originally developed for Project ASTER, semiconductive selenium fibers have been used to triple the effectiveness of the standard neural implant. This replaces the metal soft-dock at the base of your skull with an invisible subdermal mesh, making for a subtle, undetectable cybernetic connection. Easily operate your MJOLNIR armor and other UNSC technology without worrying about garish deformities or interference from supernatural powers!

[Reward] Ticket to Sundown: Depending on how much of humanity's existential war you fought through, you may need some time to decompress. Thankfully, I hear Sundown is nice this time of year... of course it's nice *anytime* of year, really. This water-rich human colony is an incredibly popular vacation destination. Covered in numerous archipelagos of mountainous islands, this planet has an unusual tilt that leaves the sky near-perpetually colored like a sunset. Visitors can spend time in their luxury tiki huts, swim with the native sealife, or watching Sundown's impressive aurora borealis each night.

You receive two week's leave on Sundown after your work in this Gauntlet, and may return for a similar vacation (or visit another exceptional destination) once for each Jump you complete. You may choose for this holiday to happen after completing a Jump, or during your stay after completing a great trial or challenge. You survived the war, Trooper. It's okay to take some time to rest.

Secondary Scenarios & Rewards:

A soldier's reward for a job well done is more work. Completing each of these optional challenges will add unique boons and prizes to your existing rewards. Failing to complete these scenarios will NOT invalidate the primary Gauntlet or its rewards. All rewards from successful secondary Scenarios will be automatically added to your BodyMod, Warehouse, or Item Collection respectively.

Skulls Activated (Requires any of the "Skull" Drawbacks): Is this mission not challenging enough? You had to throw in some "Difficulty Multipliers" to keep you on your toes? This Scenario requires you to use at least one of the Skull Drawbacks. Your rewards will match which Skulls you choose to apply to this adventure.

[Reward] Braincase: Completing this Gauntlet with any set of Skulls active grants you a physical copy of those Skulls, each marked by their unique symbol. You can display these trophies in your Warehouse, and even apply them to yourself in future Jumps for some extra points. Whether you're looking to clock a high score or just want the extra challenge, these modifiers are a great way to keep things interesting. *See the Notes section for details.*

Good Samaritan: The Covenant used explosive vests and other extreme measures to prevent any huragok from escaping. In fact, Quick to Adjust only escaped through the sacrifices of six of their brethren. Capturing one is a minor miracle, but it's one you'll have to repeat if you want to succeed. Taking this Scenario will require you to not only avoid killing other Engineers during your mission in New Mombasa, but to extract at least one other huragok from the occupied city. This will be difficult, as their explosive harnesses will trigger if you get too close or if their Jiralhanae taskmasters are killed. You'll either need to find another lone huragok or isolate one from its patrol, and that's before you even deactivate their dead man switch. Is freeing more innocents from the Covenant's enslavement worth these hurdles?

[Reward] Dead Man's Defeat: Saving more of Vergil's family has made you a hostage-rescuing expert. You excel at finding ways to extract prisoners and others forced into servitude from their situations. In addition, you may automatically disable any nearby suicide vests, explosive triggers, or other failsafes designed to prevent you from saving these captives. It seems your good intentions alone can render these traps inert. *See the Notes section for details.*

Silent Shadow Sundered (Requires Hidden Traitor): Sangheili of the Silent Shadow are some of the most skilled blademasters and terrifying assassins at the Prophets' command. To *survive* an encounter is already a legendary feat, but to defeat one is unheard of. Yet that is the task ahead of you, Trooper. Instead of evading this killer or stalling him until your mission is complete, you must slay this Elite warrior.

[Reward] Sangheili Politics: Assassination is so familiar to the Elites that it is an established part of their politics. Conquering one of the Covenant's most lethal assailants has given you an innate sense for traitors, ambushes, and those who secretly mean you harm. You can recognize a rival's attempts to kill you or sniff out a turncoat amongst your closest allies. Perhaps the spirit of the old blademaster is watching your back? Just make sure that you can fight your way out once you *do* find those rogue elements.

[Reward] Bloodblade: By the codes of single combat, defeating a Silent Shadow allows you to claim their blade as your own. This unique Type-1 Energy Sword glows an angry red color instead of its classic blue, and can withstand far more use before needing to be recharged. Skilled warriors, even from beyond this world, will recognize its storied heritage and just how hard you had to fight to win it.

LASO (Requires the Legendary Drawback and the Iron, Black Eye, Tough Luck, Catch, Famine, Tilt, and Mythic Skulls): For some, only the greatest challenges can satisfy their taste for hardship. Like the Vidmasters of old, you have decided to face this world with all of the odds stacked against you. Your enemy is numerous, deadly, resilient, and bolstered by many smaller changes that together will turn your mission in New Mombasa into a herculean effort. Only the best can overcome this self-imposed difficulty. Do you have what it takes?

[Reward] Mythic: You are not a soldier, Trooper. You are the power play, the trump card. Like the Master Chief himself, luck and fate regularly bend in your favor, letting you turn defeats into draws and successes into sweeping victories. But more than that, your efforts have incredible effects on events you participate in. Where you apply effort, entire wars change. You are the fulcrum around which entire conflicts shift. The rise and fall of empires will be the evidence of your combat prowess, and woe be to all that stand against you.

Holdout: ODS Ts are often deployed in daring offensive actions, but fighting on humanity's home turf means you sometimes have to play defense. Taking this Scenario guarantees that at some time during your mission you will have to defend a point or a person against a legion of Covenant. This horde will be ruthless, testing your tenacity and defensive tactics over a series of increasingly difficult waves. Different types of enemies will force you to adapt on the fly. Depending on where and when you drop, you could be fighting with your squad or all alone. You may even have multiple last stands to battle through. You got that? Good. Next wave's coming in! Get set Trooper, this is going to get hot!

[Reward] Firefight: For surviving your holdout, you receive a special addition to your Warehouse. This training arena can replicate a variety of maps, both from New Mombasa and other worlds you have visited, giving you several stages on which to repeat your experience and fight off a horde of enemies. Drawing on a range of opponents from this galaxy and beyond, these simulations can be modified further with difficulty settings, Skulls, and other fun and functional customizations. Whether you want intense training or a laid back competition for points, you and your allies will have a safe, controlled space to stand against the onslaught. Best of all, any injuries or deaths inside this arena are instantly reverted. Getting tackled by a suicide grunt or being bisected by a Hunter may not feel great, but at least you can learn from the experience!

Floodfight: Your mission in New Mombasa might be done, Trooper, but you have one more job to finish before moving on. On November 17th, 2552, a Covenant cruiser infected by the Flood crash landed in the city of Voi. Though swift action by Rtas 'Vadum prevented an outbreak, both UNSC and Sangheili Separatists would watch the site carefully to ensure all remnants of the parasite had been destroyed. Canonically, Operation: JOINT MONITOR never found any trace of the Flood, but that's about to change. You, the surviving members of Alpha-Nine, and a pair of Elite Separatists, will be penetrating deep into Voi's ruins to perform reconnaissance and biohazard containment protocols. Somewhere in this scorched, decrepit landscape is a small but persistent reserve of Flood. With limited response elements available, you and your team will have to hold your ground, fighting through Combat Forms, Carrier Forms, and even the dreaded Pure Forms to stamp out this terror once and for all. There's a reason we saved this one for last, Trooper. Should you fail to contain the infection, CORRUPTER protocols will be activated and the entire site, your team included, will be incinerated in a nuclear firestorm. Will you end your time here on a dour note, or cleanse your homeworld of the ancient enemy?

[Reward] Hellbringer: Facing the Flood has earned you admission into the Special Tactics and Equipment Group, a collection of the bravest (and craziest) ODSTs around. Nicknamed Hellbringers, these specialists are famous for the CBRN operations they undertake and their penchant for burning enemies out of entrenched positions. To aid you in such dangerous missions, you have been given a set of their specialized armor. This environmentally-sealed suit is reinforced to protect against both the heat of your own weapons and the increased danger of your frontline duty. This extra armor is offset by a powered exoskeleton frame, letting you keep up with standard Helljumper units despite your heavy load. As a final present, you receive a M7057 Flamethrower to match your new BDU. Many marines say only lunatics use this weapon, but you can't argue with the physical or psychological impact you'll have on your enemies.

For **50RP**, you can upgrade your Hellbringer suit into the CINDER variant of GEN2 MJOLNIR. Specially designed for hazardous environments, CINDER armor contains lab-grade chemsniffers and filters, best-in-class life support functions, and specialized gel layers to protect against the intense heat and shock of thermobaric and incendiary weapons. Whether you're a fully-augmented Spartan or a contracted civilian engineer, you won't find better protections against the galaxy's myriad horrors.

[Reward] Boren's Syndrome: Did Section Three get a hold of you, Trooper? Whether by bioaugmentations or a fluke mutation, your body has been rendered incredibly resilient against all kinds of threats. Chemical toxins, biological pathogens, and even ionizing radiation sources do little to no damage to your physical form. Best of all, your altered physiology has made you immune to infection by the Flood! Just don't let ONI know. In future worlds, this Perk will protect you against any mundane or supernatural forces that seek to corrupt or possess your physical body.

Ending

You fought hard, Trooper. The mission's done. Now it's time to decide what comes next.

Stay: You've made it this far, why not stay a little longer? In a few months the war will be over and the UNSC will spend the next few years as top dog in a galaxy of Covenant splinter groups. It'll be a good time to be a Helljumper, or join the next generation of Spartans. You in, Trooper?

Return: You've finished this fight. Now, the storm has passed. Return home with all that you have gained in your countless battles. Steady on, Trooper. You have earned your rest.

Move On: How does a species go on after a generation of genocide and war? One step at a time. This battle is over, but the next adventure calls to you. What new beginnings will you find? Only time will tell. See you starside, Helljumper.

Notes

This Jump takes from Halo 3: ODST, the mainline Halo games and their DLCs, the novels New Blood, Bad Blood, and Halo: Silent Storm, as well as extended universe works that prominently feature ODSTs, such as the short story Dirt and the microfiction Venezian Sonata. If your favorite Canon character or piece of ODST lore shows up in a different work, feel free to include it in your jump however best fits your story.

Location: You may notice that for certain locations, the start time of your Jump doesn't match the canonical mission times in H3: ODST. This is done to add some time for Jumpers to fight on the ground and experience the battle for New Mombasa, and to avoid options that would let Jumpers skip vast majorities of this Gauntlet. There are still ways to speedrun your mission, but you'll also have some wiggle room to write your own adventures in one of the busiest days of the Human-Covenant War.

Ammo, Item Replacement, and Imports: Any Items that are lost or destroyed, or ammunition for Gauntlet weapons that is expended, will be replaced after one week. Instead of purchasing a given Item, you may instead import a similar Item and apply the abilities and benefits of your purchase to the imported Item.

Companions and the Lone Survivor Drawback: If you took the Lone Survivor Drawback to make you the sole survivor of Alpha-Nine, you may still purchase both Custom and Canon Companions, and can still import existing Companions to let them buy Perks and Items. However, taking the Drawback prevents them from aiding you on your mission. Maybe you meet your chosen Companions at the end of the Gauntlet, or perhaps they're off on a different mission while you're sneaking through New Mombasa's streets. Either way, if you want the points from the Drawback, you'll have to face Dare's mission alone.

Strong Silent Type: This Perk both enhances your nonverbal communication and makes others very good at comprehending your intentions. You'll still need a verbal or sign language to communicate specific or complex ideas, but you could mostly carry a "conversation" with gestures and body language, especially between friends.

Shield of Stamina: Stamina in H3:ODST works like energy shields do in other Halo games. While you have stamina you will not take health damage, but once you run out damage will start harming you. Taking cover for a few moments can let you recover stamina, but once your health is damaged you'll need to heal before you can get your stamina back. By default this gives you a little built-in damage reduction and makes you tougher than the average Halo Marine, but any training or improvements to your body's stamina will improve this effect. Perks and other abilities that grant "infinite stamina" will not result in unlimited damage reduction, and this Perk's protection will max out at the effectiveness of a Spartan's energy shields. It'll still be a huge help keeping you alive, but this Perk doesn't make you invincible.

Marksman Specialization: This Perk does not make you an inhuman master sniper like Linda-058, merely an expert sharpshooter like Romeo or Sgt. Johnson. You're not the absolute best, but your enemies won't be able to tell the difference unless you start getting ridiculous.

Covert Killer: Though powerful, the Beat Down does have its limits. You can kill enemies up to Jiralhanae-strength in a single precise hit, but the attack will only be a silent takedown if they were unaware of you before you struck. Hunters and other creatures with a decentralized nervous system (or hives of many individual creatures like the Lekgolo) cannot be killed in this way. Extremely large and powerful foes like the Sharquoi cannot be killed with this technique, but you will deal significant damage with a successful strike.

Shock Absorber: In H3:ODST, you cannot die from fall damage, though you still may be left at minimum health. This Perk mimics that, allowing you to walk away from any fall. It may still hurt and injure you, but not nearly as much as it normally would. This Perk also significantly reduces blunt force damage in general. Dutch survives an insane Warthog crash, Buck walks off explosions left and right, and EVERY Helljumper in this series just waltzes away from a high speed drop pod impact like it was nothing. Now you get the same resilience!

Overshield: Instead of applying individual shields to nearby allies, you can alternatively expand your shield to cover a single vehicle you occupy, up to the size of an Oliphant (just like Vergil did). Concentrating the shield does increase its protection, allowing you to fend off fire from light vehicles and turrets. However heavy or sustained fire will still drop the shield, and if *this* thing goes down it will leave you fully exhausted. You may toggle the shield on and off, if you don't want an obvious glowing energy field encasing you and your friends all the time.

Jonas Special: After this Gauntlet, win or lose, you may summon one kebab per day for you and each of your friends. No matter what, you will have a reminder of the kindness some people choose to face the end of the world with.

Project ORCHID: In general, the Spartan-IV augmentations were explicitly less powerful than those given to the Spartan-IIs, both because of the candidates' adulthood and the UNSC's expectation that GEN2 MJOLNIR would make up the difference. ORCHID also leaned much more on cybernetic implants than previous projects, opening up unique benefits to S-IVs.

The following list will give a general overview of all the S-IV augmentations granted by ORCHID. Specific feats will be provided when possible, but like any multimedia franchise Halo's lore can be inconsistent at times:

- All together, the augmentations leave the Spartan candidate "several centimeters taller and easily 20 kilograms heavier" on average. More dramatic increases have been recorded, though no S-IV changed as drastically as giants like Kurt-051 or Jorge-052.
- Reinforcements to muscles, skeletons, and joints to increase durability and force output. Spartans armed with GEN2 armor regularly lift Warthogs, bend steel, and shatter concrete. Spartan Stone once lifted a 13 metric ton lifeboat in GEN3 armor while injured.
- Super-myelinated nervous system to dramatically increase reaction times.
- Nerve cell augmentations in the cerebellum also slightly boosted an S-IVs muscle memory, improving hand-eye coordination and accelerating kinesthetic learning, especially for martial arts and hand-to-hand combat techniques.
- Nanomaterial corneal implants and lens replacements give the Spartan 80/20 vision, allow for some detection of IR and UV wavelengths even without VISR, and grant excellent night vision.
- Cardiac muscles are interwoven with conductive materials that increase efficiency and contraction strength. Spartan Palmer once said she could outrun a racehorse.
- Lungs are replaced by lab-grown variants with a polymer lining and unique surfactant. Not only can Spartans more efficiently extract oxygen from air, but they can also process some airborne toxins, foreign gas mixtures, and alien atmospheres. Spartan Palmer claims an S-IV could breathe pure methane for up to an hour and survive.
- Intestinal bacteria and the pancreas are replaced by lab-grown replacements that can more efficiently extract nutrients from food and even allow the digestion of usually inedible substances. Spartan Buck said he could "eat a raw tree and get the same calories as a 6-course meal". An intestinal bioreactor further decreases digestive waste by increasing water and nutrient recycling.
- Hormonal therapies increase a Spartan's adrenal response and stabilize other augmentations.
- Genetic modifications extend telomeres, extending the Spartan's lifespan and allowing for perfect cellular replication. Injuries suffered can be healed nearly perfectly with no loss of function given proper recovery time. Gene treatments also make Spartans far less vulnerable to diseases. All together, Spartans are expected to stay in fighting shape for over a century.
- Blood cells are modified to accelerate clotting when injured and to reduce infections. Blood composition is altered to provide immunity to most toxins and speed healing.
- S-IVs require a minimum of 2.5 hours of sleep every 48 hours to maintain optimum performance.

- Numerous cybernetic implants allow S-IVs to interface with their armor, relay health information to support staff, and allow tracking by UNSC commanders.
- Many Spartan augmentations via ORCHID are explicitly nonreversible, with the added concern of their genetic modifications causing some traits to be passed on to offspring. “Few within the UNSC have forecasted the impact these men and women will have when they reenter civilian life as augmented humans.”

This list is thorough but still a summary. For more information, see this excellent video by Installation00: [Spartan-IV Augmentations](#)

Standard ODST Armor Features: https://www.halopedia.org/ODST_armor

Specialist Gear: This Item does not include any additional weapons, grenades, or anything else to improve your offensive abilities. For that, you’ll have to buy the **Heavy Firepower** Item. What this *does* give you is some freedom to customize your ODST armor in accordance with your role. Think about how Dutch & Mickey had additional armor, or how Romeo had scout goggles and asymmetrical shoulder pauldrons. Dare had a whole different model of the BDU, known as the ONI S-1 Recon, to better fit her job. Even if you just want some extra flashlights or an helmet radio uplink, this is the Item for you. Alternatively, you can receive multiple BDUs with different specialized attachments.

Health Pack: If used or expended, this Health Pack is replaced by a fresh one at the start of each day. While Medigel can heal most soft tissue, it cannot set bones or repair catastrophic damage on its own. Regenerating melted nerves in your hand is one thing, but regrowing a spine or repairing a brain is another matter entirely.

Waverly Class Augmentor: Rumbledrugs work by deactivating the body’s natural safety limits, letting you fight harder and faster in an emergency. As such, your power while under the effect of this cocktail will increase with your body’s regular capabilities. Baird was in his physical prime, but was still an ordinary human. The rumbledrug allowed him to keep fighting at his peak even after he had been impaled by an energy sword. You too can fight beyond your normal limits through catastrophic damage, but even the improved formula has its price. Expect extreme aggression while under this Item’s effects, and plan to drop from exhaustion after an hour of enhancement. At that point, you better have finished the fight, since you’ll need your friends to drag you to a hospital. Supportive care post-use can help a user recover within 24 hours, but austere conditions or significant actions during your “rumble” can prolong recovery time.

Motorpool & Air Support Items: The vehicles purchased through this Item may be any version or variety of the standard vehicles used by the UNSC or Covenant. You could get a Rocket or Gauss Warthog instead of a normal one, or purchase a Mikpramu-pattern Phantom instead of the Ru’swum-pattern that is seen in New Mombasa. You could buy a vehicle that doesn’t appear in H3:ODST, like a Falcon or a Baselard, but you cannot buy something bigger than the UNSC Elephant. Other giant vehicles like the Mammoth and the Kraken are also off the table, and the only way to get the Scarab is to buy the full priced Item.

Vergil: If you purchase this AI as a companion, you also receive a special attachment to your Warehouse to house his data center. These servers allow Vergil to exist in comfort and safety while speaking with you in-Jump through a local network. Without integrating them into an Engineer, Vergil is not truly alive, but they can gain full sentience if you import them as a full Companion in a future Jump. Post-Gauntlet, you may choose if Vergil keeps his peculiar way of speaking or gains the ability to communicate clearly. (But, why would you change it?)

Callie Calder: Venezian Janissaries are disparagingly called “budget Spartans” for a reason. Whereas a S-II or S-III is professional and disciplined in combat, Janissaries have a more lax attitude and mercenary perspective. Callie’s augmentations are similar but weaker to those given to the Spartan-IVs (per the **Project ORCHID** Perk), and she has the combat experience of a trafficked teenager forced to grow up fast. She’s a strange mix of civilian and opportunist, but she’s scrappy in a fight and has had to quickly grow comfortable in the seedier parts of civilized space. She’s definitely a postwar character (Venezian Sonata takes place in 2559), but feel free to fanwank the timeline to make things fit your story.

Sgt. Johnson: Easily the most experienced soldier in this Jumpdoc, Johnson has been in the Corps for six decades. His ORION augmentations may be *much* weaker and less extensive than those of the Spartan programs, but they’ve kept him spry and put him just a touch beyond a peak 26th-century human. He’s honed his skills over years of service, and is both an effective non-commissioned officer and an excellent teacher to new recruits. Some might get gentle encouragement while others may get a boot in the ass, but every trainee will be glad they got to learn from this legend.

Edgar-150: As a Spartan-II, Eddy is different from any other Spartan Companion on this Jumpdoc. With GEN1 armor and augmentations *significantly* more potent than those received through the **Project ORCHID** Perk, he is an overwhelming force on the battlefield. Throw in almost three decades of combat experience and the second-most intense training in the UNSC, and it’s no stretch to say he’s the most dangerous person you can recruit. Even still, he has his soft spots. Take care of him, won’t you Trooper?

Spartan Upgrade Example Price:

Cpl. O’Brien is an experienced ODST sharpshooter, so we’ll set his base price at 100DP. The Spartan upgrade would raise the total price to 200DP, and getting him armor would increase it again to 300DP. If you waited to have his armor delivered until after the Jump was complete, the price would only be 250DP.

Dead Man’s Defeat: In future Jumps, this Perk also negates any supernatural effects that would mimic the effect of a “dead man’s switch” or other trap intended to harm a hostage to prevent rescue. From psychic compulsions and hypnosis to magic poisons and arcane spells, any underhanded contingency is disabled.

Braincase: Skulls can only be applied to Jumps with appropriate levels of combat and relevant threats. You can't use the Catch Skull in a world that has no grenades, but you may apply its modifier to magic spells or other equivalent effects. I trust you'll fanwank responsibly. In future Jumps, each Skull will grant the same number of Customization Points as they granted Drop Points in this Gauntlet.

Examples of Canon ODST Characters

H3:ODST Supporting Characters

Trooper Tarkov - From "The Life" trailer, once green but now a hardened vet of the 19th Battalion 105th Shock Troops Division. Hungarian, strongly implied to be from Reach, squad leader, mid-tier NCO below Gunnery Sergeant.

Gage Yevgenny - From the short story *Dirt*. Born on Harvest, Fought through the entire war as "a shadow of myself, a robot, killing the enemy and waiting for the one day a stray flash of energy would kill me." However while his friends turned dissolution into greed and selfishness, he changed his heart for the better, trying to save kids and sacrificing himself to kill thousands of covenant troops and the heist conspirators. Old for a Human-Covenant War veteran, experienced, and fierce in his defense of humanity.

Early War ODSTs

Chips Dubbo - The man, the myth, the legend! An Aussie PFC with a laidback attitude & gung-ho enthusiasm. Present for the Battles of Reach, Installation 04, Battle for Earth (H2 - Cairo Station), Installation 05, then back to Earth (Crows Nest to Voi), Installation 00 (The Ark & The Covenant), and was even part of the Honor Guard at the hillside memorial. While Chips loves to exaggerate his experiences, the really unbelievable part is just how much of his incredible journey is true! Post-war, he admitted in an interview that he knew about the S-II's dark past, and reflected that despite all that, Chief would fight and die for ALL of his brothers and sisters in arms, so Chips considers Chief part of the UNSC found-family.

Cpt. Nelly Hamm - A high-achieving officer (given her young age of 22) in the Black Daggers, an extremely elite ODST unit. Distinguished herself early in the war during Operation Silent Storm. As a 4'11" fan of colorful language, Hamm is a bit of a firecracker. She strongly dislikes spontaneity in operations (which put her even more at odds with the S-IIs), and is not above putting Blue Team at risk to reassert her authority after John's stunt on the ice moon of Seoba.

1st LT. Melissa McKay: Assigned to the Pillar of Autumn for Operation RED FLAG and the XO to Major Silva's ODST battalion during the Battle of Installation 04. She proved herself in the defense of Alpha Base, has fought against the Flood, and led the raid that captured the *Truth and Reconciliation*. Canonically, she made the ultimate sacrifice to destroy the ship after Silva's ego risked bringing the Flood to Earth and violating Cole Protocol.

Sergeant Parker - Led the squad of ODSTs that helped the Master Chief rescue Captain Keyes during the first raid on the *Truth & Reconciliation*. Unlike most ODSTs, who harbor mistrust and resentment for Spartans, Parker enjoyed the Master Chief's efficiency, and jokingly encouraged a playful rivalry between the Spartan and his squad.

O'Brien - From the Halo: Legends episode *The Babysitter*. Assigned to the 105th Shock Battalion during the events of Operation GREY VEIL, O'Brien is an exceptionally skilled sniper (despite his vibrant red "anime protagonist" hair), but can be very critical when he thinks he's been slighted. However he is fiercely loyal to his team, and even learned to accept a Spartan once he got past their imposing outer image.

Sunray 1-1 (*Halo Wars 2: Operation Spearbreaker*)

Elijah Vaughan - Major "Mustang" Vaughan is a company commander aboard the *Spirit of Fire*. A rebellious-youth-turned-career-military-man, Vaughan is solemn, proud, and capable, but prefers leaving strategy to the Navy so he can fight on the battlefield itself. Carries a SPNKR rocket launcher with hand-painted mustang.

Alannah Quinn - A veteran of 200 drops, Warrant Officer Quinn relishes fieldwork & hates her administrative duties. She cares deeply about ship crew and troops, and is one of few on the *Spirit* with any knowledge of forerunner technology. Her experience as a SIGINT and electronic warfare specialist has made her a wizard with technology, and she prefers to carry an M6S and a target locator over any heavier weaponry.

Chloe Turpin - Corporal Turpin has the incredible luck of frequently being the right woman at the right place at the right time, though her squadmates consider this serendipity to be more of a curse. Constantly finding herself in perilous adventures, Chloe actually prefers quiet anonymity. She is Sunray's drone specialist, and operates "Hank", the squad's MQ-96 support drone.

Helena Gruss - Assigned to Sunray as a corpsman, Petty Officer Gruss is a woman of few words. Despite her brusqueness, she has impeccable timing when it comes to arriving in time to provide medical aid. So much so, in fact, that her squadmates often resign themselves to inevitable injury when she arrives. Her extreme success has led to her teammates naming her an honorary Helljumper, though she doesn't hide her Navy background.

Devon Sparks - A terrible jokester and wildcard, even amongst misfits, Lance Corporal Sparks specializes in eliminating targets at long range. As Sunray's marksman, he is proficient with both a Sniper Rifle and the M99 Stantion, and carries a loadout to complement these weapons. He often works with Turpin and her drone to perform detailed reconnaissance, and has the supernatural ability to acquire the finest and rarest MREs for himself and his team when spirits are low.