Halo: Reach, a Halo 3: ODST Gauntlet Supplement

Quick and dirty alternate to making a full halo reach gauntlet

By Fallout10mm

Version 1.0

It's June 24th 2552, and humanity is at war with an alliance of aliens called the Covenant, a war in which they are losing. You've just arrived on Reach, the United Nations Space Command's headquarters and the single most important colony besides Earth. Unknown to the UNSC, the Covenant have discovered Reach, and one of the most important battles of the war is about to kick off, The Fall Of Reach.

Your objective is to survive till august or evacuate out of the system.

As this is a gauntlet you are reduced to body mod and all outside items and powers are locked out along with your warehouse and you have 0 CP (Credit Points) to start.

Oh one last thing Jumper:
Welcome to Reach.

This is meant as a supplement to the excellent Halo 3: ODST Gauntlet by GuyInTheCap, located here: https://drive.google.com/file/d/1Dxijzvj2T0cSuDdQp-hkYIwonzF5XW1b/view

You may start with the Reach scenario first if you wish then go to ODST or reversed, though I'd recommend the chronological version for ease of story telling, and not freaking out Alpha-Nine, especially Buck who survived Reach once already (it isn't clear if the rest of Alpha Nine was on Reach too, as they don't make an appearance).

Anything you purchased in that gauntlet transfers over to this one, and vise versa, however perks and items from this supplement can only be purchased with cp from here and drawbacks are exclusive to each document with the exception of Skulls, which can be toggled on or off for this supplement, and the Legendary Drawback. You do get the equivalent in CP for whatever DP you have from taking those.

Supplement Only Drawbacks:

Wort Wort Wort!(+50 cp): The Covenant language was deciphered years ago and even large portions of the Covenant seem to speak and understand English, but for whatever reason translation software fails to work for you and all you hear when they speak is alien gibberish. You still might be able to memorize a few phrases they say eventually but it will only be a general gist at best.

Hostile Wildlife (+50cp) Reach is full of exotic creatures, from Guta and the Reavian Werewolf (presumably a larger canid species) to the flightless Moa. Instead of fleeing or fighting you when provoked, Reach's wide array of fauna will be as actively hostile to you as the alien invaders. This may not seem threatening when you're being chased by a Moa, but don't forget that even the mighty Mgalekgolo required multiple shots to fell a charging Guta.

The Great Journey Awaits! (+100cp): The zealotry of the Covenant reaches a new high, as Covenant suicide bombers are now much more common, with grunts whipping out plasma grenades whenever their squad leaders are dead and rush the nearest humans to die in a explosion of purifing flame.

Kat's Driving School (+100cp): Like the meme about Noble Team's technical specialist, you're *laughably* bad behind the wheel of any vehicle. Stick to gunning or stay on foot before you end up killing yourself trying to negotiate anything more complex than a straight road.

Unsanctioned Operations (+200cp): You'll be swept up into multiple missions during your time here even if you're just trying to go AWOL and escape. Expect to get dragged into major battles.

Hit Squad (+200cp) The Covenant Commander on Reach has decided you in particular are a threat and has sent a veteran squad of Elites to hunt you down. If you manage to kill them, the commander might decide to send additional squads after you.

Cracked Visor (+200cp): As more of Reach fell and off-world transport got scarcer, repair and resupply for stranded units became rarer and rarer. Like the end of Lone Wolf, your armor and equipment will accumulate damage at an accelerated rate with no ability to repair (until after the Jump).

Cloak & Jammer (+200cp): While the Battle of Reach ended in deafening cataclysm, the opening days were a much quieter infiltration. As Covenant commanders seek to silently establish a beachhead, you'll find your operations are frequently interrupted by sudden reinforcements and communication disruptions. Whether you're being ambushed by a swarm of drones or pop-up jammers are blocking your calls for fire support, the only thing you can expect in a battle is an unexpected snag to show up when you least expect it.

I've Read Your File (+300cp): (similar to ODST "service history" drawback, adds a few (or more) years prior to Reach's fall where you're fighting at the height of the war. For Spartan IIIs, this may mean doing S3 Company or Headhunter Missions, helping Noble Team with their battle on Fumirole, etc.

You're On Your Own, Noble (+600cp): Just as Six ended their journey alone, so too will you. Most of your allies (in-world and companion) will die in Reach's defense as the Covenant's relentless assault continues. A precious few may part from you alive (like Jun), but they will not be there to offer aid in your darkest moments. Each death will weigh on you as the planet falls. Companion deaths (per standard rules) reset after this Jump is finished, including Companions you purchase here. Guess you can't leave that lone wolf stuff behind after all.

Winter Contingency (+300/+600cp): You’ve been assigned to assist Noble Team, your objective has been changed from escaping Reach to delivering The Package to the Pillar of Autumn. For an additional 300cp you have to also escape the system alive somehow.

Combat Evolved (+600cp): Oh great, now you’re required to escape on a specific ship, the Pillar of Autumn, and survive the events on Alpha Halo.

Supplement Only Perks:

Multilingual (50cp): You are fluent in one additional language of your choice, you can pick one of the many human languages or even one of the Covenant's. You pick up languages easier. Post gauntlet you may choose another language at the start of every jump or gauntlet.

Noble Intentions (50cp each):

Noble Lead: Theres giving orders then theres expecting them to be obeyed. You have the natural leadership, fortitude and willpower to lead a team of special forces though thick and thin and know how to keep more problematic teammates from causing issues.

Digital Wizardry: When it comes to electronic warfare you're only second to AI in your ability to hack, decrypt, or bypass security measures. Just remember when to duck.

Close Quarters Combat: You're a monster in close quarters combat and inspire fear and outright terror in any enemies who watch.

Recon: You're an expert at reading things, not just people, but battlefields. You can read lips, figure out patrol routes at a glance, and what order to snipe enemies the most efficiently.

Heart Of The Team: Jorge is more than just a Cybenetically enhanced super soldier, he has something even ONI couldn't remove. Sympathy and empathy, two very human emotions that help bind a team of operators together. Your presence acts as a morale boost to your allies, reducing fear and panic, blunting the sheer terror the covenant and those like them inflict.

Serendipity (50cp): A Jumper?! Where the hell did they come from?! Like a certain member of Noble Team, you have a knack for showing up where you would do the most good in an area, a sort of sixth sense for finding the place where you would have the biggest effect in a battle.

Latch Key (100cp): Encryptions, and other hidden data that you come across become easy to decrypt and access, almost like it was meant for you to discover. Perhaps it will help you win the war, or just solve a difficult crossword puzzle.

Project CHRYSANTHEMUM (300cp): You're now a Spartan III instead of an ODST. You've been augmented extensively, with virtually unbreakable bones, beyond human reaction speed able to slip into something akin to Bullet Time, vastly enhanced strength, and enhanced vision.

Headhunter (300cp): Rare designation only issued to the deadliest of the Spartan III program. You're a whirlwind of death on the battlefield, quick enough reflexes to dodge attacks from your blindside, accurate enough to snipe a jackal at 300 meters with just a pistol, and enough

stamina to last for days on end in constant combat. If you are a spartan it would take Squads of Elite Zealots to finally end you and even then you'd make quite the butcher's bill.

The Coin's Fault (300cp): You know the one thing that separates Noble Six from the master chief? Luck. With this you have a good dose of it, not entirely plot armor but enough to nudge things in your favor if they're close. Perhaps when running low on ammo you'll find some discarded magazines or an untouched covenant weapon, or when injured, a medical kit on a nearby body, a Jackel sniper missing what should be a headshot by inches and grazing you instead.

Survivor (300cp): It takes a special combination of skill, willpower and luck to survive once the orbital battle has been lost. Once a jump or decade, whichever comes first, you can survive what would be a certain death experience, a blow that would have killed you turning just enough to merely knock you out, missing vital organs, or being too close to a glassing beam. Counts as a 1-Up in other jumps/gauntlets.

Supplement Only Items:

Standard Issue (Free/50cp): You may take a MA37 Assault Rifle or a M392 Designated Marksman Rifle, your choice of combat knife, and M6G magnum for free. You get 10 magazines along with. For 50cp you can also get whichever one you didn't pick, a BR75 Battle Rifle, M45E Combat Shotgun, and a M7 Smg, all with 10 mags. Post Gauntlet, these magazines will refill 15 min after use.

SPI (50/100cp): Semi powered infiltration armor, the standard issue armor for spartan IIIs. Instead of the costly energy shield system and fusion reactor this armor employs a better version of active camouflage, blending in seamlessly with the environment as long as the user does not move faster than a brisk walk, electromagnetically dampened to the point where even forerunner sensors have trouble detecting them and a rechargeable battery. It slightly enhances the user's strength, is environmentally sealed, temperature controlled,and has a pair of force amplifying rift class gauntlets. For 50cp more you can upgrade to the headhunter version, which does have energy shields, abit weaker then MK 5 and draws from the same battery as the active camouflage.

Mjolnir MK V (b) (300cp): Latest powered combat armor issued to Spartans, in a color of your choice. Greatly enhances strength and reaction time, is heavily armored, has energy shields and is rated for vacuum. You can pick any customizations available.

Mk VI Upgrades (100cp, requires Mjolnir MK V (b)): Prototype upgrades to be rolled out shortly for the Spartan II programs newest armor system. Increases the strength, and regeneration rate of the shields, reduces the size of the fusion pack and increases the overall armor thickness, upgrades the liquid crystal and hydrostatic gel layers which increases the

users strength and reaction time by five times, improved onboard computer system, adds a slot for an onboard dumb or smart AI and biofoam injectors that heal the user automatically

EB Green (50cp): UNSC brand duct tape, great for quick and dirty emergency repairs and all other sorts of things. This roll of duct tape never seems to run out, you can always find the end easily, it's extra sticky when you need it and can even change the color or make it double sided just by thinking of it.

Tac Pad (50cp): Durable military data pad. Can store terabytes of data and is relatively bullet proof. Too bad the enemy uses plasma. It is a hand-held tactical database system used for analyzing and displaying combat information. Yours always has a linkup to the battlenet while here, and in other jumps, will connect to the local equivalent of the internet (if it exists) or a archived version of the modern earth's internet certa 2020s.

Energy Disruptor (50cp): UNSC reverse engineered covenant power drain device, able to disable electrical locks and equipment, including covenant plasma weapons and energy shields. Unlike the covenant version, this one is reusable and can recharge after about 5 min by itself or quicker if plugged into something.

Nanoreagent Hydrocarbot (50cp): Also known as slop, is a suspension of nanomachines that render carbon heavy matter into usable fuel. You have a water bottle sized hardened container that can turn a 55 gallon drum of carbon into go juice for any UNSC vehicles or generators. Refills every 24 hours.

Kig-Yar Shield Bracer (50cp): Ripped from the corpse of a jackal, bracer deploys a powerful but small round energy shield that can absorb a decent amount of fire, and features a small cutout to fire though without exposing yourself.

Weapon Customization Kit (50cp): This dufflebag sized crate comes with all manner of scopes, silencers and other attachments, even some that have not yet been developed. It can also paint your weapons a custom color or pattern almost instantly.

Resupply (50cp) You can call in a resupply drop every 24 hours, which will drop a crate with ammo, water, mres, and weapons.

Field Medical Kit (50cp): Each health pack contains biofoam, a stitch kit, polypseudomorphine, a sterile field generator, self-adhering antiseptic battle dressings, and other useful components for keeping a wounded person alive. Anything used/destroyed will respawn within an hour.

H-165 target locator (100cp): Pistol like weapon used to call in air or orbital strikes. This one has two charges a day, summoning a seven missile salvo from above. Each missile can destroy a covenant tank and a full salvo will severely damage or destroy even a Scarab. Beyond the two charges you may be able to call in precision indirect fire from nearby assets, should they be available.

Armor Upgrades:

These upgrades can be applied to any armor purchased here or in the ODST gauntlet.

Supplementary Ammo Capacity/Hardcase (Free/50cp): Adds extra ammo pouches over existing armor, allowing the user to carry more ammo as well as more capacity for other small items. For 50cp you can upgrade to a hardcase, essentially an armored version, not as good as uparmoring but a tiny bit more armor that also protects the ammo/whatever you put into the various bags and pouches.

CBRN (50cp): Your suit is now environmentally sealed (if it wasn't somehow before), hardened against radiation, features enhanced filters and air capacity for use in hazardous environments.

Tactical Signals Intelligence Collection System (50cp) Improved intelligence-gathering sensors of armor, from enemy comms/network intrusion to environmental analysis. Enhanced AI acceleration hardware and cyberwarfare suite.

Command Network Module (50cp): Allows users to communicate and synchronize with the UNSC battle network in real-time. As such, modules tend to be designated with the "BNR" suffix (meaning "battlenet relay"), which implies they also serve a relay for the UNSC battle network. The connection to the battlenet can be further enhanced by integrating a Hardened Uplink to the CNM.

Hardened Uplink/Remote Sensor Package (50cp): The hardened uplink/remote sensor package (HU/RS) or hardened uplink-improved/remote sensor package (HUL-I/RS) is an external helmet attachment, which integrates the Hardened Uplink with a remote sensor into a single attachment, employed by the United Nations Space Command.

Hardened Uplink (Free with Command Network Module or Remote Sensor Package): As their name suggests, the Hardened Uplink is a device that establishes and provides the operator with a communications link to a satellite. Improved modules are designated as HUL-I (Hardened UpLink-Improved). Modules designated with the "BNR" suffix (meaning "battlenet relay") also serve a relay for the UNSC battle network. Two other suffixes (ENIT and XFTREC) exist, though their specific functions are unspecified. The hardened uplink is commonly used for the acquisition of military intelligence, and can be integrated into other helmet attachments, like the Command Network Module. The device can also be integrated with remote sensors into a single package.

Uparmored (50cp): Supplemental armor designed added on top of existing plate, weighing more but adding non-insifigant damage mitigation.

TSA Prototype (50cp): Thermal Superconducting Armor. Originally designed as a cost effective upgrade for UNSC groundforces, but high per unit costs due to war attrition have delayed mass rollouts. Supplements your existing armor with superior alloys.

Shield Rapid Effect System (50cp): Electro magnetic field generator designed to deflect and dissipate incoming plasma. Officially cancelled in 2528, someone seems to have secretly continued the project. While not as effective as Mjolnir shielding, it is still highly effective, but expensive. This reduces the amount of damage plasma weapons inflict.

Nonexplosive Reactive Armor (50cp): The NxRA plate adds non-explosive reactive armor plates for additional protection. While the module is compatible with the MJOLNIR armor, it was also employed on the cross-branch Battle Dress Uniform, which was adapted into the UNSC Army BDU, the UNSC Marine Corps BDU, and a variant of the ODST armor.

Armor Abilities:

You may purchase as many abilities as you wish, which will be integrated into your armor. You have two discounts, which makes 50cp armor abilities free and 100cp armor abilities 50% off and if you purchased SPI or Mjolnir armor you get an additional discount on armor ability. Additionally if the ability affects your shields but your armor doesn't have any, it will have it for the duration of the ability.

Sprint (50cp): Disengages several safety mechanisms in your suit to allow the armor to move much faster than normal for a short time. 20 seconds of use with a 10 second recharge.

M805X Thruster Pack (50cp): Originally designed for zero G maneuvering, this thruster pack was eventually made standard issue in all gen2 and newer Mjolnir armor. It allows rapid acceleration in any direction, perfect for evading enemy fire, diving into cover or maneuvering yourself behind an enemy. It lacks the power of the Jetpack but makes up for it in sheer speed. 4 uses with a full recharge time of 10 seconds when empty.

Hologram (50cp): Type-27 Responsive Holographic Form Emulator, creates a holographic clone of the user which will copy their movement for 10 seconds and will recharge in 7 seconds default. With an onboard Dumb or Smart AI, the hologram can be manipulated to do more than simply copying.

Promethean Vision (50cp): When active this ability highlights enemies and friendlies on your hud, and allows the users to easily spot active camouflage and see through hologram decoys as well as a limited ability to see through walls and objects. Active for 20 Seconds with a 5 second cooldown.

Threat Sensor (50cp): A remote sensor that will adhere to any walls or enemies it is fired at, highlighting any enemies, including active camouflaged ones in a 10 meter sphere to the user

and any networked allies. Has two charges, lasts 30 seconds a charge, and takes 10 seconds to recharge after it expires.

Auto Sentry (50cp): Your armor is equipped with an onboard fabricator that can deploy a forerunner automated drone that hovers in the air, firing hard-light rounds at any enemies. You may alternately take the halo 3 version that is basically a stripped down sentinel that fires a somewhat weaker sentinel beam. Both versions will stay indefinitely until destroyed, you deploy another or simply order it to self destruct.

Hardlight Shield (50cp): Another forerunner ability, this deploys a powerful full body hard-light shield on one of the user's arms, able to soak an impressive amount of firepower. However this prevents the use of one arm and disables shield recharging from the power drain. The hardlight shield itself will recharge while deployed until broken or turned off, which then has a 10 second recharge time.

Grapple (50cp): Magneto-impulse projector, a high-tensile nanofiber line, and a self-sharpening Titanium-A fluke contained inside a compact, modular casing. Has a 8 meter long cable and can be used indefinitely, though it has a short 1-2 second downtime to rewind the line.

Dropwall (50cp): Deployable energy shield similar to a covenant deployable shield. Able to sustain a limited amount of damage, but allows the user to fire though it freely and adds a shock effect to any projectiles fired though it. Lasts 15 seconds, and can be deployed 3 times before a 15 second recharge time.

Repulsor (50cp): This ability creates an anti gravity field around the front of the user's hand, allowing them to launch objects and enemies or deflect incoming vehicles, rockets, and even launch themselves if aimed at the floor.

Drop Shield (100cp): A combination of covenant equipment commonly known as a regenerator and bubble shield, this ability allows the user to deploy a small, short lived spherical shield that heals anyone inside. It also does slight repairs to vehicles and equipment. The shield lasts 15 seconds, recharges after 20 seconds, and has 3 times the shield health of the standard mjonir shield system.

Armor Lock (100cp): Overcharging the user's energy shield system, temporarily making them invincible but locking them into place. If activated any 'stuck' plasma grenades will fall off. Once depleted the armor lock emits a shortranged EMP. Lasts 5 seconds then has a 3 second waiting period before recharging in 11 seconds from empty.

Jetpack (100cp): Series 8 jetpack that provides 10 seconds of flight time, then takes 10 seconds to recharge. If you purchased the jetpack from the ODST Gauntlet, you may take this for free, integrating the jetpack into your armor. If Thruster Pack is also purchased both abilities gain additional charges/flight time along with speed.

Active Camouflage (100cp): Turns the user invisible while active, though rapid movement such as sprinting will make the user slightly visible. Paired with a signal jammer that floods enemy sensors with false positives. Lasts 15 seconds and takes the same amount to recharge from empty.

Overshield (100cp): This ability supercharges your shields to 300%, but has a lengthy recharge time of 30 seconds after the overshields are depleted. Very visible when active.

Teleport (100cp): This ability uses forerunner technology to do a short range point to point teleport via slipspace. The range is limited to about 10 meters and 4 jumps at full charge and has a lengthy recharge of 60 seconds per use when fully depleted.

Companions:

If you imported companions in the ODST Gauntlet, you can import them here for free. Same rules for canon companions as the ODST Gauntlet otherwise. Additionally you can recruit a canon AI by purchasing the appropriate generic entry, though human AI only.

‘Dumb’ AI (50cp): Humanity’s artificial intelligence created via traditional means rather than brain scanning like a ‘Smart’ AI. Limited Cognitively in comparison, they don't feel emotions or learn outside their specialised role. You’ve been issued a Dumb AI, who comes with their own portable armored matrix and if you have Mjolnir armor you can slot them into your helmet.

‘Smart AI’ (150cp): Created via a destructive digital scan of a human brain, these AI are vastly faster and smarter than their programmed ‘dumb’ cousins, able to learn quickly and develop emotions and personalities. Typically they have a mere 7 years of active service before they begin “thinking’ themselves to death or becoming rampant, this ai however seems to have been created with a more stable process or perhaps an encounter with forerunner technology and lacks this limited lifespan. They also come in a hardened armored matrix, and if you have Mjolnir armor you can slot them into your helmet.

Sára Sorvad (50cp): Civilian scientist rescued from a Covenant Elite special forces squad, she's an expert in covenant and forerunner technology.

SGM N. Echos (50cp): UNSC Army sergeant callsign “Dust”. Sole survivor of many battles against the covenant.

PVTs G. Sorola, G. Ramsey, M. Hullum (100cp): Three army privates assigned to guard an outpost in the middle of a box canyon for unspecified reasons.

PVT B. Burns (100cp): Member of the ODST Air assault unit called the Bullfrogs, trained in 3 dimensional combat through the use of his series 8 jetpack. Gets evasive when you ask why his voice sounds familiar.

Major M. Kusuragi (100cp): Office of Naval Intelligence spook with the rank of Major. She's not the friendliest person around and her profile is so redacted that they had to replace the ink cartridge twice whenever they print it. She's got the default perks from the ODST gauntlet along with her own customized Recon armor and specializes in hacking enemy networks, rivaling the abilities of some AI.

Agent Bauer (100cp): ONI black ops agent sent in to clean up any 'messes', typically against the innies but more and more to destroy any sensitive ONI or UNSC sites before the covenant can get to them. He spent 10 years as a ODST before being recruited and brutal and efficient at his job.

Fireteam Raven (200cp): Four hardass ODSTs at a discount. Ethan Graves Tactics/Command, Marcus Hudson Recon/Communications specialist, Victor Ramos Heavy Weapons/Support, Ava Lang Explosives/Demolitions. Fireteam Raven are currently assigned to the Pillar of Autumn for operation Red Flag.

SPARTAN-458 Nicole (150cp) Spartan II who ended up on Reach after a slipspace incident. She's equipped with Mjolnir MK VI armor with active camouflage.

Spartan K-84705 'Ghost' (150cp) Spartan of Greek descent, who painted his armor ash white to honor his family after their colony was glassed. He was once filled with unstoppable rage at the covenant and only recently started overcoming it, and decided he needed to mentor someone, and he's chosen you.

Spartan S-1993 Jon (150cp): Spartan III known as "The demolition man" for the amount of collateral damage he inflicts. He was in the brig for insubordination when the Winter Contingency was declared and restored to active service.

Rewards:

For successfully completing the supplement scenario you get an equal amount of cp to spend for this rewards section or from above. No personnel are included unless stated otherwise.

You may spend CP just like RP in the ODST Gauntlet, an equal amount of CP to what it costs to add a perk or item to your body mod.

Reach (Free for completing the basic supplement): A copy of Reach itself, minus the forerunner artifacts and installations, as it was when first discovered by humanity.

Noble Team (Free, Requires completing the Winter Contingency drawback): Any members of the noble team that survive till the time of Noble Six's canonical last stand (August 24th) will become companions. You may spend Credit Points to revive and recruit any fallen members for 50 CP, including Rosenda-a344, proposed noble 7, and thom-a293, the previous noble six.

Pillar of Awesome (Free, requires completing the Combat Evolved drawback): For surviving the events on Alpha Halo, your reward is The Pillar of Autumn, a massively modified and upgraded Halcion class Frigate. It comes with a full crew complement and a dumb ai to help pilot it. If for some reason you don't want the ship, take 600cp instead.

Installation 04 (Free, requires completing Combat Evolved + Legendary Difficulty with all skulls on): For completing the impossible, your reward is a copy of Alpha Halo, fully repaired complete with sentinels and a monitor ai, but lacking any flood contamination or sapient life in its Cylixes. Again, if you don't wish to take the Halo, instead take 1000cp.

Modernized (Free): Any equipment you purchased is upgraded to post war standards.

Null State Stasis Container (50cp): Football sized device that keeps anything placed inside completely inert and blocks any sensors from detecting it. The folded space interior is roughly 1x1x1 meters.

Doctor Hailsy's Journal (50cp): Filled with the good doctor's research into covenant and forerunner technologies. Intense study of this book will give the reader great insight into recreating the technologies.

Printer Fabricator (100cp): Futuristic 3d printer that can recreate any blueprints. Requires energy and material.

Refit (100cp): Do you own a space ship? Well here's your chance to upgrade it with some of the local technology. If it's at least as large as a Condor it receives a human Shin-Fukajiwa FTL drive.

Orbital Elevator (100cp): A single orbital elevator, with a space station up in orbit. It only possesses point defense systems, but is extremely durable and can transfer hundreds if not thousands of metric tons of cargo or material from the surface to orbit and back every day. Multiple purchases will double the amount of elevators you have.

Havok Nuke (200cp): Variable yield nuclear mine that is 35x19x18cm and roughly 14.2KG. It can be set from a minimum of 1 megaton to a maximum of 50 megatons, and can be detonated by remote or timer. You get 1 per year.

Research Facility (200cp): A hardened underground bunker facility built out of the remnants of a mostly played out titanium mine, this lab complex accelerates the progress of any research carried out inside, with a special bonus to reverse engineering. The facility itself can house about a thousand scientists, engineers, support, and security personnel indefinitely and has a large but hidden cavern for larger artifacts.

Anchor 9 (200cp): Orbital Service, Refit and Repair Station, a modular space station designed to service the fleet. The main station consists of three connected hubs, with onboard hangers, workshops, repair bays, medical facilities and can dock anything in the UNSC fleet. Its armament consists of several point defense batteries, a wing of sabers and other strike craft. It also comes with 6 UNSC construction platforms, able to build any UNSC ship up to heavy cruiser, these platforms can be disassembled and attached to the main station for transport. The platforms require personnel and material to produce and crew the ships however. You may alternately choose to take a Cradle Class Refit Yard, which is smaller and lacks many of the same facilities and can only service up to 6 destroyers at once but has a slipspace drive.

Ship (Variable Cost): The UNSC lost entire fleets during the battle for Reach, so they won't be looking for any that went missing for quite some time. For 100cp you can grab any corvette sized USNC ship, including Prowlers. For 200cp anything Frigate sized. For 400cp Destroyers, 600cp for anything Cruiser sized and 800 for anything except the Infinity. You may take a civilian (meaning unarmed and very lightly armored) ship of a higher class at a discount, with the 100cp class civilian ship becoming 50cp. The ships are factory fresh and fully supplied but lack a crew. For an additional 100cp you can have them crewed with generic but fully trained personnel, including ground troops. See notes.

Orbital Defense Grid (400cp): 20 geostationary Erőd-class Orbital Weapons Platforms, each armed with a Super MAC and capable of destroying most covenant capital ships in a single shot. Unlike the ones over Reach, these have been upgraded to have better onboard fusion generators that allow them to operate without groundside power, though they may still do so to recharge faster. If purchased a second time you get 300 platforms. You may deploy these stations around a single planet or across any planets you own.

UNSC Database (400cp): Technical, historical and cultural database prepared by the UNSC before the fall of Reach as part of the Infinity project in case Earth was lost. Updated continuously post war up until the Created Uprising.

Fragment of Divinity (400cp): Forerunner artifact concealed in a hidden facility below the machilite mountains on Reach and probably the main reason the covenant were sneaking around in the first place. It's a slipspace reactive crystal that shortens slipspace jumps by an order of magnitude when aboard a vessel traveling though slipspace, reducing what should have been a 3 week journey with a UNSC slipspace drive to mere minutes and multiple orders of magnitude when properly fitted to the ship. It can also be used to generate slipspace portals like the one on earth, though it will take time and effort to figure out how to do so. The crystal can be shaved down, regrowing slowly over the course of a decade so long as 50% remains, and the flakes fitted to a slipspace drive will have a similar but smaller effect as the main crystal itself. Unlike the original crystal, this one doesn't give off dangerous or uniquely trackable radiation.

Nova Bomb (400cp): Nine fusion warheads encased in lithium triteride armor. When detonated, it compresses its fissionable material to neutron-star density, boosting the thermonuclear yield a

hundredfold. This thing is a planet killer, with known detonations scorching a quarter of a planet and shattering a nearby moon after being detonated in high orbit, another managed to turn a planet into a debris field, it will likely turn a gas giant into a star. You get one every 10 years or jump and they do stockpile.

Notes:

Spartan II vs Spartan III augmentations: With the exception of Gama Company, the Spartan III's augmentations are virtually identical to the II's (with the exception of the thyroid implant), though thanks to advancements in medicine and chemistry they are much safer then the Spartan II's. The real main difference between them was that the SII were genetically screened from the whole of the UNSC and the SIII were the best of the war orphans from the covenant war. The only other real difference is that the IIIs were mainly issued the SPI armor instead of the Mjolnir. If you want to be a Spartan II, grab the Titan of Terror perk from ODST gauntlet.

Spartan III Augmentations:

8942-LQ99 "carbide ceramic ossification catalyst" drug. Skeletons become virtually unbreakable, allowing survival in harder impacts.
88005-MX77 "fibroid muscular protein complex" drug. Increased density of an individual's muscles, greatly enhancing physical strength.
88947-OP24 "retina-inversion stabilizer" drug. Color sharpness is significantly improved upon, and night vision is heightened.
87556-UD61 "improved colloidal neural disunification solution" drug. Greatly improves the individual's reaction time, decreasing the time taken to react by 300%; "Spartan time"

Havok's yield: yes there is one version of the havok that has a stated yield of 30 megatons, but several times in the series the blasts are either much smaller or much much larger (blowing up the entirety of the Alpha Shard) and we have variable yield nukes today so I gave it as an option.

Non exhaustive UNSC Ship classes by price/size:
Corvettes 100cp: Lancer, Mako, Gladius, Scholte, Sharpfin Gao, Razor, Eclipse, Sahara, Winter
Frigates 200cp: Paris, Strident, Anlace, Charon, Mulsanne, Stalwart
Destroyers 400cp: Point Blank, Able, Hillsborough, Diligence, Halberd
Cruisers 600cp: Autumn, Marathon, Valiant, Halcyon, Phoenix-class support vessel
800cp: Vindication, Epoch, Orion, Poseidon, Punic

Ships with modular mission packages, such as the Autumn Class Heavy Cruiser, can be switched out for free at any allied space station and equivalent or your warehouse assuming you have a dockyard. You may Modernize them all.

Ship crew: does not include spartans or AI of any kind, but does include marines, army and ODSTs.

FAQs:

Why not make a stand alone instead of a supplement: Because honestly it felt like I was copying the ODST Gauntlet as it was and just making it Reach instead, so why not make it a supplement to the superior document and save myself a lot of work. I may eventually finish the stand alone but I've got alot of shit happening irl and just cant focus too much on jumpchain these days.

Did you get permission to make this from the ODST author?: Yep!

Why is Project Orchid the same price as Project CHRYSANTHEMUM: They are vastly different. Orchid (the spartan IV project): has the armor do most of the heavy lifting, Chrysanthemum is an evolution of the Spartan II augmentations, only really lacking the human growth hormone augment as an equivalent.

Why is Mjolnir Mk V (b) as expensive as the Helljumper armor in ODST: You got me there, but I didn't really want to offer gen 2/gen 3 armor in this supplement. You do get the option to modernize it to gen 3 in the rewards section though.

If I get the Mk V armor and the Mk 6 upgrades, what happens when it is modernized, is it just a waste of points?: Nope! Treat the MK6 upgrade as a boost on top of the gen 3's capabilities, boosting it like it would to the MK V.

Can I buy stuff from the ODST Gauntlet with the cp from here?: I want to say no but honestly I'm fine with it. Consider it a hidden bonus for actually reading the faqs.

Isnt Non-explosive reactive armor the same as uparmoring?: Nope, it's an additional layer that reduces the force of impacts, in modern day armor its a thin layer of rubber. No idea what it could be in halo.

Whats with all the non-reach armor abilities?: well I was gonna limit it to *just* the reach ones but someone made the comment that the ones from the other games would be nice to have.

Why is teleport so powerful?: Well the in-game ability is rather odd, turning you into a mote of light for a few seconds before turning you back, so I instead made it similar to the teleport ability from Dishonored. Cortana is shown to be able to use Halo's teleport grid herself using energy

from the suit and teleporting from close to the control room all the way to the Truth and Reconciliation.

Why are you offering a fully functional halo? And does the monitor include 343 guilty spark?: Well I think LASO is practically impossible for a gauntlet so you should get a bitchin 'reward if you somehow pulled it off. As for the monitor it doesn't have to be Spark, it can be a new ai or you can have an existing ai take its place.

What's the Research Facility based off of?: Halsey's underground lab beneath Sword Base, but expanded.

Why is the Phoenix class listed as a cruiser not a carrier?: because she's not built from the keel navy ship, she's a converted civilian colony ship and can't go toe to toe with…well anything despite all the upgrades. You can pick up the unmodified civilian version at half price (300cp), complement wise she's got a hell of a lot of crew and troops so I didn't want to make her cheap.

Can I pick the halcyon class and say it has the Pillar of Autumn's mods?: Yes, technically I'll allow it, considering you could just pick the Autumn class which is the Pillar's post war standardized version and probably all around better.

Why only 20 OWPs in the defense grid item?: because in fall of reach that's what the 2nd most important planet in the unsc had. And barring the requiring ground based broadcasted power thing, they're actually superior to the ones on earth in halo 2.

Who are these 'OC's in the companion section?: N. Echos is a joke in MCC about who was left after they exploded halo. Then there's 4 red vs blue cast members (burns is a odst because I have a screenshot of him as a bullfrog in that mission), Kusuragi is the major from ghost in the shell and her abilities are similar to what she can do there. Bauer is Jack Bauer from 24. Nicole is a canon spartan II who had a noncanon cameo in dead or alive 4. Ghost is Kratos from god of war essentially. And Jon is John Spartan from the movie Demolition man.

Does the Pillar of Awesome come with the canon crew?: If you wish, yes, though it wont have the Spartans or Cortana. Otherwise you'll have a generic crew.