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Introduction

Recovering from near-destruction at the hands of civil war, genocidal aliens, and a parasite that nearly consumed the galaxy twice, the United Nations Space Command now have the strongest interstellar empire since the fall of the Covenant. Now humanity is seeking to expand to reclaim its lost territory, peacefully or otherwise. Old wounds still fester, and all-out war is constantly a possibility.

RECLAIMER

The UNSC is the primary governing organization of humanity in the 26th Century. They mean to expand and promote humanity's interests in the Milky Way and rediscover what the Forerunners have left behind. Claiming over 800 planets in the galaxy, humanity believes in manifest destiny and wishes to assert dominance in the vacuum the Covenant have left behind. The first orders of business are to decommission the Halos, prevent alien races from reorganizing, and quelling the Insurrection for good.

THE UNSC MARINE CORPS.

A rugged and well-trained force, none in Halo can match the strategy and flexibility of the UNSC. A fortunate thing, for their foes have the numbers and technological advantages. To win, a Commander needs to know when to send in the men and when to send in the tanks. When correctly applied, the UNSC can bring deadly weaponry, vehicles, and best of all, the SPARTANs –human super soldiers in the most advanced armor known- to the fight and win against otherwise superior opponents.

HOW THIS CODEX WORKS

Codex: UNSC contains everything you need to play a game of Warhammer 40,000 with your army. Within these pages you will find the history of the UNSC, their military, their many battles, and their rise from the ashes of near-extinction. You will also find the rules to use the powerful heroes, units, vehicles, and even advanced prototype equipment at your disposal. There is also an army list that enables you to organize your collection of purchased, converted, or homebrew miniatures into a worthy army. Finally, you will find an author's note telling the rationale behind unit strength, abilities, point values, and possible future projects.







History of the UNSC

To Galaxy

There are those in the UNSC's military who say "We are the giants now," referring both to their extensive technological progress during war with the Covenant and their place as the galaxy's only stable interstellar civilization left. Whether this saying is observation or hubris remains to be seen, and the galaxy is always eager to put them to the test.

In the Orion Arm of the galaxy lies the small planet Earth- humanity's home. In the span of 600 years, humanity has expanded from the cradle and now claims over 800 planetary colonies. This was possible thanks to the Shaw-Fujikawa translight engine. Due to the nature of the universe, habitable planets are dispersed in random ways. This, combined with the expensiveness of terraforming, led to uneven distribution of inhabited planets so there may be a large concentration of colonies in one area while some colonies are isolated.

On Earth herself, nearly the entire planet is a ruin. Cities are in shambles and half of the African continent is glass. In orbit around the Earth, wreckage from human and alien fleets alike are strewn about and what's left of the orbital defense platforms float silently in wait for

whomever so dares to attack Earth when she is most vulnerable. Even so, humanity perseveres and redoubles efforts to militarize in the case that the Insurrection regains momentum or the Covenant reform.

Ancient Times

In ancient times, when the Forerunners were very much alive, humanity also controlled a vast interstellar empire. Unfortunately, after the discovery of the Flood and war with the Forerunners, humanity was genetically degraded and quarantined on Earth and the Halos. After the firing of the Halo array, mankind was alone in a dead galaxy. From there, humans began civilization again, having forgotten their prestigious past.



The United Nations Space Command

Following World War II, the most damaging war in humanity's consciousness up to that point, the nations of the world began an organization to solve conflicts peacefully and promote unity. The results were dubious in effectiveness, but the U.N. remained.

As humanity spread into the Sol system, certain organizations—especially the Koslovic Neo-Communists and the Frieden Neo-Fascists—clashed with the U.N. and presented enough of a threat to create an emergency organization within itself to deal with them. This was the United Nations Space Command. The war began on Io in 2160 when the Frieden attacked U.N. colonial advisers. This led to three months of fighting in what would be known as the Jovian Moons Campaign. Tensions among Earth's nations escalated at this time, due to their sponsorship of colonies and fighting proxy wars off-planet. This culminated in the Rain Forest Wars on Earth. During 2162, the Koslovics, the Frieden, and the U.N. fought in South America while the Argyre Planitia Campaign raged on Mars with the same factions in 2163. This was the year the UNSC was formed. This was also the first time the U.N. deployed Marines in an extraterrestrial capacity instead of using stationed Marines. The U.N. won all campaigns and soon after created the United Earth Government in 2170.

Colonization

The four-year long war did more than unite the Earth's governments. It also exposed the problems Earth had, particularly overpopulation and food distribution. The population boom after the war caused famines and other societal issues on Earth and in the colonies. The UEG responded to mounting pressure by creating a colony ship program in 2310 using the new Shaw-Fujikawa translight engine to colonize nearby star systems. The first of these ships was the *Odyssey*, full of troops and terraforming gear to make the colonization of the planet Reach easier. The foundation of Reach as a colony occurred in 2362. Planet after planet near the Sol system was colonized and formed what would eventually be called the "Inner Colonies," a collection of 210 planets by the year 2390.

Inner Colony Wars

The UEG knew that unless they did something, their presence and authority in the colonies would diminish. In response, the Office of Naval Intelligence (ONI) Section III began Project ORION to create bioengineered cyborg super soldiers to keep potential counter UEG organizations in check. The results were less than satisfactory due to the primitive substances and protocols available in 2321, and the project was scrapped.

In the earlier stages of interstellar expansion, a series of conflicts that would become known as the "Inner Colony Wars" took place. Little is known about them, but it is spoken of as almost "tearing down Earth's culture." What this means is unknown and it is assumed the UNSC won.

Insurrection

The first true test of the UNSC's influence began in 2494 with the Insurrection. The Eridanus Rebels began this conflict in the Eridanus system in the Outer Colonies. Isolated rebellions had been growing in regularity for years, to the point of the UNSC and ONI taking control of the Colonial Military Administration's authorities and reviving the

ORION Project, with improved results over its original iteration. Despite its improved performance, it failed to end the rebellions completely. Tensions escalated to the point of the UNSC using nuclear weapons to put down a rebellion. The Insurrection truly began after the Callisto Incident, in which Second Lieutenant Preston Cole faked surrender to fool the captured UNSC *Callisto* into docking with his ship and then launching a missile into it, forcing rebel surrender. This was possibly the definitive moment the Insurrection began.

The "Insurrection" is a catch-all term for various groups such as the United Rebel Front, the Secessionist Union, the Harvest/Arcadia Rebel Group, and others wishing to break free from the rule of the UNSC and UEG. Their motivations vary. Some wanted to break free from the oppression of the UNSC, some wished to make their grievances about the Colonial Administration's bureaucracy worth listening to, still others simply believed their planet or system to be inherently better than any other, and many (especially in the Outer Colonies) felt they were being exploited by the UNSC.

The SPARTAN II Program

The Insurrection became so severe and expensive to counter, ONI decided to use Project ORION's data and improve upon their program of creating super soldiers. ONI began to examine documents projecting the near-inevitable war between the Inner and Outer Colonies. ONI began considering counters to this massive war and a Dr. Catherine Halsey proposed a program similar to Project ORION that would counter insurgency before it gained any momentum, preventing massive Insurrectionist organizations from forming. The plan itself demanded changes in many operational capacities. Firstly, the subjects for the project had to be children of superior physical and mental faculties so that the improved augmentations would work. Secondly, The body armor the operatives would use had to be better protection than conventional body armor and also be able to

further increase the strength of the user. This meant high risk and unethical practices as well as massive investment in new technologies. Despite the insecurity of the project, ONI gave Halsey's project the go-ahead. She called this project the SPARTAN-II Program, retroactively naming the ORION Project the SPARTAN-I Program. 150 candidates were suitable for the program, but funding cuts reduced the number of candidates to 75.

75 children from various planets were kidnapped by ONI and replaced with flash clones that would inevitably degenerate and die in order to keep the program secret. Taken to Reach and trained under Chief Petty Officer Franklin Mendez, these Spartan candidates learned how to kill as well as morality.



At the age of 14, the candidates were given their augmentations. Of the 75 candidates to receive them, 30 candidates died and 12 were permanently crippled. The 33 remaining candidates became the first SPARTAN-IIs. The Insurrection now faced a new form of soldier, and the effectiveness of putting down rebellions improved. The UNSC began pressing the Insurrection culminating in Operation: Trebuchet- one of the largest operations in UNSC history, lasting 10 years and stretching into numerous star systems.

Contact

It had long been known that alien life existed, but all of it was plant and animal in nature. For the longest time, it seemed humanity was the only intelligent race in the universe. This changed in 2525 on the planet Harvest in the Outer Colonies. The conglomerate of alien races known only as The Covenant made contact, and were not peaceful in intention. They believed humanity to be an affront to their religion and that their gods, the Forerunners, demanded the total extermination of the human race. The Covenant outnumbered the UNSC and had far superior technology, winning nearly all naval engagements and then "glassing" planets- using plasma weaponry on ships to bombard the planet from orbit until the surface is destroyed.

War with The Covenant

This turn of events began as a mere distraction to the UNSC, who at the time considered the Insurrection a more pressing matter. It was not until the majority of the Outer Colonies were glassed that fighting the Covenant became priority. Most agricultural worlds in the UNSC were Outer Colonies, and food was starting to run out. When The Covenant began attacking Inner Colonies, the UNSC recognized how dire the situation was becoming. In response, the Cole Protocol was put into effect. This emergency priority order was meant to prevent The Covenant from finding Earth -or any human world- through misdirection. The Insurrection became fiercer in defiance of this protocol, saying they should be allowed freedom of movement. Eventually, Insurrectionists scavenged and modified Covenant weapons for human use. The Covenant considered this heresy, and set out to destroy the Insurrectionists. In the meantime, the UNSC had begun negotiating with Insurrection organizations to fight The Covenant. It still wasn't enough, but it did slow humanity's losses.

War with The Covenant also marked a change in objectives for the Spartan-II program. The final phase of the project, MJOLNIR, was completed to combat the aliens. The Spartan-IIs saved countless lives and were so effective at fighting The Covenant that Covenant races began calling them "Demons." When a Spartan did inevitably die in combat, they were listed as missing in action or wounded in action to keep morale high. Though for every Spartan lost, the UNSC lost a multi-million credit investment. This realization inspired a new variety of soldier to fight The Covenant.

The SPARTAN III Program

In order to fight the Covenant on the ground, normal soldiers weren't enough and Spartan-IIs were prohibitively expensive. A middle ground was struck when Colonel James Ackerson commissioned the SPARTAN III Program. These Spartans would be cheaper to make, chosen from a wider pool, and expendable.

ONI did not collect candidates for the program by kidnapping, but by taking in children whose lives have been ruined by the Covenant. Their operational history was a series of pyrrhic successes, exemplified by Operation: PROMETHEUS, in which the Spartan III Alpha Company destroyed a Covenant shipyard at the cost of all but three operatives in the company. Other operations such as TORPEDO had similar results: victory at near-100% casualty.

Still, the Covenant were winning, albeit slower. Worse, the inner Colonies were being attacked until finally the Covenant destroyed Reach, the UNSC military stronghold in 2552.

Halo

Shortly after the Fall of Reach, the *Halcyon*-class cruiser *Pillar of Autumn* headed by Captain Jacob Keyes discovered a large construct in space after a blind slipspace jump. On this construct, known as Halo, the UNSC encountered Forerunner technology and officially discovered the threat of the Flood. In reality, the Forerunners had been known of in some capacity for some time and the Flood were first discovered by the UNSC on a Forerunner Shield World early in the war but could not be reported due to all personnel going MIA. Thanks to the Spartan II known as Master Chief Petty Officer Spartan 117, the purpose of Halo was known and proceeded to destroy the ring and escaping. Halo is one of seven installations with the purpose of wiping out all sentient life in the galaxy so that the Flood may not feed on it. The Covenant believe Halo to be the method in which they may achieve transcendence and join the Forerunners. Thankfully, only humans may use Forerunner technology and the Covenant was unable to activate Halo before it was destroyed.

Shortly after their loss at Halo Installation 04, the worst thing imaginable happened- The Covenant discovered Earth. The first attempt to amass an invasion force was met with failure thanks to the efforts of Spartan-117 and others in Operation: FIRST STRIKE. However, weeks later the Prophet of Regret amassed another fleet to attack Earth. The fleet was almost completely destroyed, but Regret's flagship broke through UNSC defenses in search of an "Ark." After taking heavy ground losses, Regret was forced to flee to Installation 05- Delta Halo, with four UNSC ships close behind. On Delta Halo, Regret was cornered by Human forces but rescued by the Covenant stronghold High Charity.

The Prophet of Truth learned of this and withdrew High Charity's forces as part of his plan to exterminate the Elites. Spartan-117 soon found and assassinated Regret and escaped, only to be captured by the Gravemind- the Flood consciousness. At the same time, Human forces sought out but failed to retrieve the Index under the direction of a Forerunner Monitor but were intercepted by the Arbiter of the Covenant before using it. It was at this point where the Brutes made their intentions known- they wished to exterminate the Elites and assume their place as the escorts of the Prophets. Preventing the firing of Halo and the chaos in High Charity, the Flood infested the Prophet of Mercy. With Mercy and Regret dead, Truth was the sole ruler of The Covenant.



The Great Schism

Betrayed by the Prophets, the Elites allied with a now-united Humanity in the war effort. The Brutes and Truth were pressing Earth more firmly, but for some reason were not simply glassing the planet like so many others. It turns out that this "Ark" was a Forerunner artifact portal to the Ark, a Halo production facility. Unfortunately, the Flood had also arrived at Earth and half of Africa was glassed by Elites to prevent their spread. The portal was opened and all forces rushed to it and the Ark. This Ark was located outside of the Milky Way Galaxy, safely outside a Halo's firing range. Though the joint Human-Sangheili/Elite fleet was outnumbered 3-1, the Covenant fleet was defeated and UNSC forces safely deployed to the Ark. This Battle of Installation 00 was the final battle of the war. High Charity arrived with Truth in tow. The Flood also arrived at the Ark, briefly allying with Humanity and the Elites to kill Truth, ending the war. Thanks to the Arbiter, John, the A.I. Cortana, and Avery Johnson, the Flood were destroyed soon after by the activation of a newly-constructed Halo over the Ark. The only survivor of the battle was believed to be the Arbiter Thel 'Vadam on the UNSC Frigate *Forward Unto Dawn's* front half. The war over, both the UNSC and the Sangheili agreed to peacefully part ways and rebuild their civilizations.

Post-War Era

After the war, the UNSC immediately set about rebuilding and consolidating. The UNSC navy commissioned the already-built UNSC *Infinity*. The *Infinity* was ordered by ONI late in the war as a last resort in case Earth was captured or destroyed, sparing no expense and incorporating every piece of Forerunner technology possible. It is also the base of the new SPARTAN-IV Program. Spartan IVs are a combination of the previous three programs, using adult volunteers, wearing MJOLNIR armor, and working in teams. After the war, ONI started planting seeds of rebellion in the various alien species to prevent them from reunifying until at least the UNSC could fight back against them effectively.

This plan of dividing potential enemies was a failure. While the entire Elite species remains at peace with Humanity, there is a splinter faction of the Covenant that still believes the Forerunners to be gods and that Humanity must be destroyed. The *Infinity* helps end civil war on Sangheilios and saves Thel 'Vadam.

Infinity's first official assignment was moving a Forerunner artifact from Halo Installation 03, and in so doing discovered a set of coordinates leading them to a Forerunner Shield World and to the believed-dead Spartan-117. After battle on the planet, the newly-awakened Forerunner Ur-Didact took the artifact (called the Composer) to Earth to destroy Humanity. Thanks to Spartan-117 and Cortana, Composer was destroyed and the Didact defeated. Since then, *Infinity* was stationed at Requiem searching for artifacts and fighting the new Storm Covenant and the planet's Promethean sentries until the planet was destroyed.

It is unknown what the future holds in store for the UNSC, but Humanity will persevere through it.

Forces of the UNSC

This section of the book details the forces used by the UNSC- their vehicles, their units, and the special characters that lead them to war. Each entry describes the unit and gives specific rules you will need in order to use them in your games. The UNSC Marine Corps. Section (pg. 56) refers back to these entries as well as the armory of weapons and equipment that each UNSC unit can use. The exceptions are unique rules and items of wargear, which will be outlined in their specific unit section.

UNSC Special Rules

The UNSC uses a number of special rules that are common to several units. These are denoted in their unit entries.

Dust and Echoes

The Covenant brought Humanity to the brink of extinction with no hope of survival. Every man, woman, and child knew that when a soldier died, they would not be replaced. This led to the UNSC military's morale to rise. This morale did not come from eagerness, but a grim certainty that they must make The Covenant bleed for every inch of ground.

All units with this rule take no negative modifiers to leadership and may always regroup, even with less than 25% unit strength.



Folks Need Heroes

Folks need heroes, Chief. To give 'em hope. Spartans are a beacon of hope against impossible odds and give the message there may be a tomorrow. But when they're seen dying, it's a horrible loss and deals quite a blow to morale.

Any unit with this rule may take leadership tests using the Leadership value of any other unit with this rule. Any Spartan II, Spartan IV Officer, or Spartan IV unit removed from the field as a casualty grants your opponent an additional victory point. This applies only to full units in the case of Spartan IVs and not individual models.

Warlord Traits

In the crunch, a UNSC force can be led by a Sergeant Major, a Commander, a Spartan II, or a Spartan IV Officer. Sergeant Majors are experienced Marines who have lived long enough for the promotion, displaying competence in the field of battle. Captains are officers who can command forces in the field. Spartan IIs and Spartan IV Officers are super soldiers that inspired soldiers around them. They have all honed their skills to oppose whatever is in store.

When generating Warlord traits, your Warlord may either roll on any of the tables in the Warhammer 40,000 rulebook or on the table presented on the right.

Warlord Traits Table

D6 Warlord Trait

1 There's No Way He Could Survive That

Commanders are tough nuts to crack, but sometimes they just get lucky.

Your Warlord gets the Eternal Warrior special rule. If your Warlord has this rule already, re-roll this result.

2 Deadeye

UNSC military leaders are excellent soldiers by necessity. Keep your head down.

All shooting attacks made by your Warlord of a 5+ are Precision Shots. If the Warlord's weapon already has the Sniper rule, it is improved to a 4+. Your Warlord also benefits from the Preferred Enemy special rule.

3 Where the Hell did They Come From?!

This Warlord knows how to get the drop on his opponents.

Your Warlord and their unit have the Infiltrate and Scouts special rules.

4 Shut Up and Get Behind Me... Sir

A Warlord is a valuable person, and shouldn't die as quickly as the soldiers they lead. The soldiers are ready to sacrifice themselves for their leader.

The Warlord automatically passes all Look Out, Sir! rolls and may always elect to reject challenges, even if rules dictate they must accept. The unit may still use your Warlord's leadership if they decline a challenge.

5 We're Not Going Anywhere

Fighting a losing war against genocidal aliens re-aligns a Warlord's priorities, causing them to take whatever victory they can, no matter how small.

If the Warlord their attached unit are contesting an objective at the end of a game, it counts as though you held that objective uncontested. You may not re-roll this trait if you are playing a non-objective based game.






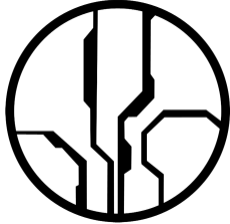






6 Spartans Never Die

Spartans never die, they just go missing in action.

Your Warlord does not grant any victory points to your opponent upon death under any circumstance, even under the Folks Need Heroes rule. Re-roll if your Warlord is not a Spartan II or Spartan IV Officer.

Allies Compatibilities

The UNSC may be beset by foes on all sides, but sometimes parties can briefly put aside their differences in the name of survival. This page shall outline who the UNSC may ally with and on what terms.

Brutes	Covenant Remnant	Sangheili	Flood	Insurrection	Sentinels
					
					

Battle Brothers- N/A

Allies of Convenience-

Armies of the Imperium, Eldar, Tau Empire

Desperate Allies-

Dark Eldar, Necrons, Orks

Come the Apocalypse-

Chaos Daemons, Chaos Space Marines, Tyranids

Sergeant Majors

Every detachment has a commanding officer. All of them, by necessity, have to be brilliant tacticians and soldiers at the same time. Anything less and The Covenant face no challenge on the ground considering their numbers and armaments.

A Sergeant (typically a Sergeant Major) commands a detachment of marines in a more direct manner than a Master Gunnery Sgt. This prestige rank advises commanding officers in the field and commands soldiers on the battalion level or higher when the most senior rank. This means the Sergeant is responsible for all marines in a unit.

More often than not, a Sergeant acts as he sees fit. A good thing fighting unorthodox opponents calls for unorthodox thinking. Some lead from the front and go in guns blazing, others sit back and let the greenhorns do the work, though most are content to be stuck in just like the soldiers they lead. In the later years of the war, the simple fact a Sergeant is alive is proof they are either competent or extremely lucky. Either way, a Sergeant inspires the soldiers around themselves through rousing speeches and firm direction.

Sergeant Major	WS	BS	S	T	W	I	A	Ld	Sv
	4	5	3	3	2	3	3	10	5+

"We've barely started expanding into the galaxy again and already a bunch of aliens want us dead, made into zombie chow, or... I don't even know what to call the other one. I don't know if my boys can handle it, but I do know they call me their uncle; and family sticks together."

-Sergeant Major Jeremiah Crowe



UNIT TYPE: Infantry (Character).

WARGEAR: UNSC BDU (pg. 51), Magnum (pg. 49), frag grenades (pg. 48), assault rifle (pg. 48).

SPECIAL RULES: Dust and Echoes (pg. 10), Independent Character, Stubborn.

Crack Open The Weapons Locker: At army creation, the unit your Sergeant is in may take up to twice as many special weapons as they are allowed in the unit profile. The unit may only take the special weapons in the unit profile and you must still pay the point cost per weapon.

Captains

A captain is a commissioned officer of UNSC forces-marine, army, and air alike. Captains are given command of companies directly or serve as command staff to their superior officers in battalions.

Captains are rather low on the commissioned officer pay grade in the Corps, and higher ranking officers became scarce during the Human-Covenant War.

"Someday we will win, no matter what it takes."
-Captain Ponder, to Brute Chieftain Tartarus

While lacking the field experience of a Sergeant Major, a Captain has strategic theory and command down pat. Where a Sergeant Major rallies the soldiers through comradery and leading from the front, a Captain gains the loyalty of their soldiers by knowing what the hell they're doing in the grand scheme of things. Of course, this seldom works in the Captain's favor, as there is no substitute for experience and even a greenhorn knows that. As such, the soldiers do not have quite the loyalty to a captain that they do to a Sgt. Maj., but will do as they say nonetheless. After all, it's not easy to become a Captain either.

The most valuable thing about Captains (and the most common reason their subordinates like them) is their support calls. Captains may requisition tactical strikes and reinforcements with priority over Sergeant Majors thanks to their rank.

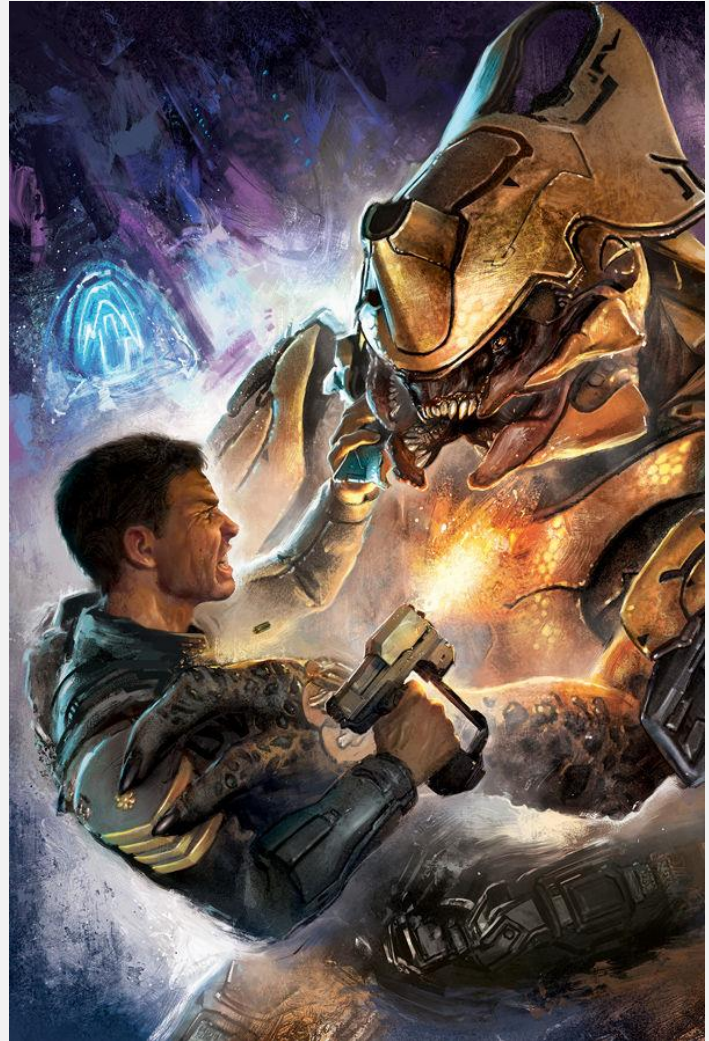
UNIT TYPE: Infantry (Character).

WARGEAR: UNSC BDU (pg. 51), pistol (pg. 49), frag grenades (pg. 48).

SPECIAL RULES: Dust and Echoes, Independent Character, Splitfire.

MAC Strike: Once per game, a Captain may call down a MAC strike in their shooting phase. This counts as firing a ranged weapon with the profile below. This does not prevent the Captain and his unit from declaring a charge against targets that turn.

Range	S	AP	Type
Infinite	10	1	Ordnance 1, Barrage Massive Blast



Captain	WS	BS	S	T	W	I	A	Ld	Sv
	3	4	3	3	2	3	3	9	5+

Special Delivery: At army creation, choose one unit other than this unit or the unit it is located in. That unit may deep strike under normal deep strike rules, but does not roll scatter. Heavy and Superheavy units are not eligible for this rule. They are placed in reserve for this purpose.

Spartan IIs

Spartan IIs are Humanity's finest warriors, forged through cutting-edge science, strengthened by rigorous duty and training, armed and armored with extraordinary wargear. Fighting is all they know, and they once represented Mankind's greatest hope of survival in the UNSC's unending war without and within.

Spartan IIs were created in "batches," and as such likely know one another personally like family as well as fellow soldiers. This has reached the point that communicating with normal people or even other Spartan varieties such as III or IV outside of a military capacity is difficult and rare. Two exceptions are Dr. Halsey, their "mother" and Mendez, their trainer.

A Spartan II is trained from roughly the age of seven, chosen by ONI agents for their genetic compatibility with the project as well as other traits. These traits could be anything- wit, forethought, even luck. At the age of fourteen a Spartan II gets their operations. This series of operations has a 56% casualty rate, but the result of successful augmentation is the finest soldier mankind has ever produced. Spartan IIs are then given their armor and artificial intelligence to aid them in the field as well as company in the case they are the only Spartan in the area.

The original purpose of the Spartan II program was to reduce the cost of fighting the Insurrection and prevent Insurrection movements from gaining traction, but everything changed when The Covenant attacked. Suddenly, the Spartan II program was Mankind's best hope for survival.

Considering only 33 Spartan IIs were ever completed, seeing one on the battlefield is quite a rare sight. Still, every soldier knows that having one in the fight is better than a formation of Scorpions. A second "batch" was made, But its numbers and operatives are unknown.

"You have been called upon to serve. You will be trained... and you will become the best we can make of you. You will be the protectors of Earth and all her colonies."

-Dr. Catherine Halsey

After the Human-Covenant War, all active Spartan IIs were reassigned, either into the Spartan IV program or some other section of ONI. Most went into the Spartan IV program because fighting is all they know.

A Spartan II is a powerful force on the battlefield, as The Covenant learned all too quickly. Being proficient in all weapons known to man, taught never to retreat, and never to surrender. Woe unto Mankind's enemies should they ever see one.



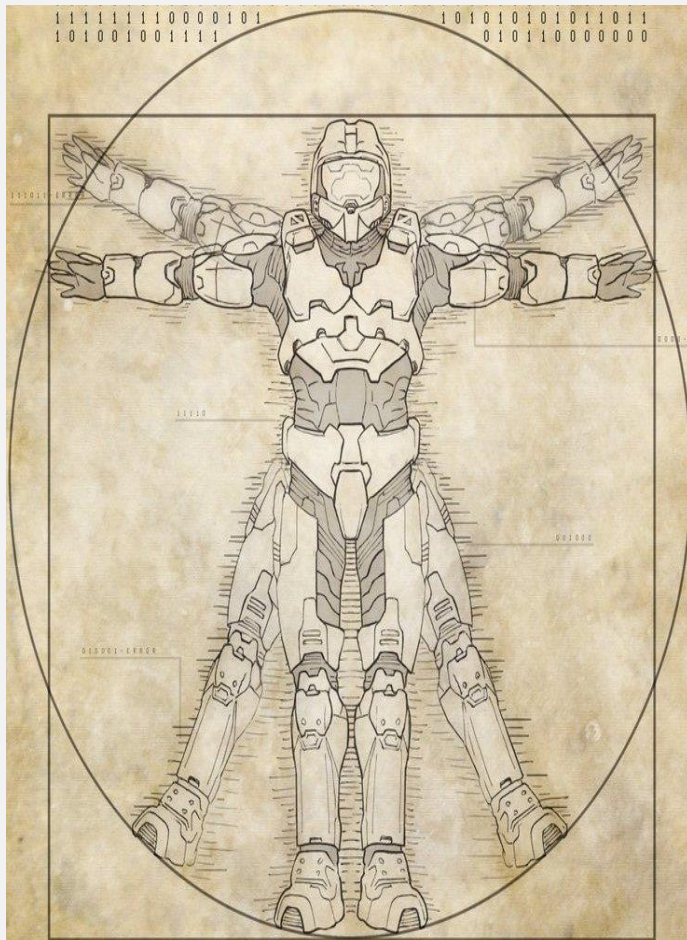
Birth of a Spartan II

Training

The creation of a Spartan II officially begins when they are selected for the program. After being transported to Reach, their training begins under Petty Officer Franklin Mendez. They are put through various tests of endurance, strength, intelligence, creativity, and teamwork. Simultaneously, they have all dreams, free will, and aspirations expunged from their minds. To encourage excellence, all tests are competitions and rankings are posted publicly. Most candidates discover their strengths and weaknesses rather quickly and are assigned to teams based upon them, covering up each other's weaknesses.

Augmentation

At the age of fourteen the candidates receive their augmentation surgeries. This series of surgeries is the final test of becoming a Spartan II and turns them from spectacular children into something both more and less than human. Certain genetic factors must present in order to be receptive to the surgeries at all and of the 75 candidates, 30 of them died from the process and a further 12 were crippled or otherwise incapacitated.



Spartan II Augmentations

- **Carbide Ceramic Ossification**

Advanced material grafting onto skeletal structure to make bones virtually unbreakable. May cause irreparable bone pulverization.

- **Muscular Enhancement Injections**

Protein complex is injected intramuscularly to increase tissue density and decrease lactase recovery time. May cause fatal cardiac volume increase.

- **Catalytic Thyroid Implant**

Platinum pellet containing human growth hormone catalyst is implanted in the thyroid to boost growth of skeletal and muscle tissues. Suppresses sex drive.

- **Occipital Capillary Reversal**

Submergence and boosted blood vessel flow beneath the rods and cones of the subject's retina. Produces a marked visual perception increase. May cause permanent blindness.

- **Superconducting Fibrification of Neural Dendrites**

Alteration of bioelectrical nerve transduction to shielded electronic transduction. 1400% increase in subject reflexes resulting in "Spartan Time." Possible evidence of increase in intelligence, memory, and creativity. May cause Parkinson's Disease and Fletcher's Syndrome.

Results of augmentations include:

- Being able to run speeds exceeding 55 km/h outside of armor
- Being able to lift up to 390 kg outside of armor
- Estimated reaction time: 20 milliseconds
- Capacity to see in near-total darkness and hear a pin drop in a sandstorm
- Being able to see and think in slow or fast motion
- All successful Spartan candidates faced no physiological or mental instabilities beyond antisocial behavior and mild sociopathic tendencies.



The augmentations of a Spartan II continually improve their performance through life. It has been predicted by ONI operatives and Officer Mendez that if a Spartan II lives long enough, their performance will improve well past operational goals.

Currently, there are only nine Spartan IIs confirmed active in the UNSC military. There are other living Spartan IIs, but they have either retired or been discharged from service. The sole retired Spartan is quite the anomaly and the discharged Spartans are largely candidates that failed the augmentation process. Of the failed candidates, 80% of them have been put into rehabilitation with yet to be determined results.

Active Spartan IIs will remain in the field for the foreseeable future. Both because of how valuable they are and simply because they don't know anything beyond fighting.

UNIT TYPE: Infantry (Character).

WARGEAR: MJOLNIR armor (pg. 51), assault rifle (pg. 48), Magnum (pg. 49), frag grenades (pg. 48), artificial intelligence.

SPECIAL RULES: Dust and Echoes, Folks Need Heroes, Independent Character, Stubborn, Demon, Gunslinger.

Demon: Against units with a leadership of 7 or lower, causes Fear. This is measured from the lowest leadership value in the opposing unit.

Gunslinger: If a model is holding two of the same pistol weapons, it counts as twin-linked. If holding two different weapons, it may fire both following normal rules for shooting.

Artificial Intelligence: Your Spartan II/the unit your Spartan II is in counts as being 1" closer to an objective than it is (ex. If your Spartan II's unit is 4" away from an objective, it counts as being 3" away).

	WS	BS	S	T	W	I	A	Ld	Sv
Spartan II	5	5	4	4	3	4	3	10	3+

Spartan IV Officers

A Spartan IV Officer is among the most seasoned and grizzled Spartan IV in the program, whose skill in battle leads those to be promoted to the rank of Officer. Currently, there is only one Commander of the Spartan IV program that operates in the field. The official "commander" of the program is the head of ONI, but they serve a management role as opposed to a tactical or applied military operations role. In her stead, Warrant Officers direct Spartan IVs around the battlefield.

Functionally speaking, a Spartan IV Officer is little different any other Spartan IV. They simply have the highest rank and most experience in the program, awarded no special favors beyond their choice in design and permutations. Do not take this to mean the C.O. is any mundane soldier, mind, as any Spartan IV was a highly effective and lethal soldier before their induction into the program. Some were even Spartan IIs before the program drafted them.

Officers serve as guides and teachers to their subordinates. Without them, new Spartan IVs have a harder time adjusting to their new bodies and positions.

"There won't be any program; not like the Spartan-Twos, anyway or the Spartan-Threes, if I can help it. We're back to using consenting adults now, like we did in Project Orion."

-Margaret Parangosky

Spartan IV Officer	WS	BS	S	T	W	I	A	Ld	Sv
	4	5	4	4	3	4	2	9	3+



Unit Type: Infantry (Character).

Wargear: MJOLNIR armor (pg. 51), assault rifle (pg. 48), Magnum (pg. 49), frag grenades (pg. 48).

Special Rules: Independent Character, Folks Need Heroes, Stubborn, Tactical Insertion, Demon, Night Vision.

Tactical Insertion: Any friendly unit that deep strikes within 12" of this model does not mishap. Instead, your opponent may place them anywhere within 12" of this model where the unit may safely enter.

Engineers

Back before the Haloes fired, the Forerunners created an artificial life form to maintain their machinery and await the day the Reclaimers would pick them up to be served. This did not happen for over 100,000 years, and in the meantime they waited. One day, The Covenant discovered the Engineers (*Huragok*) and forced them into service of The Covenant.

It is thanks to the Engineers that The Covenant could find, activate, and move Forerunner artifacts which gave them technological leaps. Engineers never liked The Covenant and as such sometimes broke whatever technology was placed in front of them on a whim. Even so, The Covenant valued their *Huragok* and would never let them come to harm. This got to the point where whenever an Engineer was put anywhere near a dangerous area the Engineer is rigged with explosives to force compliance and to prevent its capture. Engineers are a docile race, always tinkering with things, either improving them or breaking them. Working with Humans, however, the Engineers were nothing but helpful. After the Human-Covenant war ended, Engineers became even more of a commodity. After The Covenant Empire collapsed, nearly all Engineers aligned themselves working with Humanity, as they had waited to do for so many millennia.

Engineers are frail beings, basically a series of bladders full of various gases that keep them aloft. They use their tentacles to fiddle and fix technology around them but can also remotely improve the soldiers around them for protection. They seldom communicate with other races and speak in a tentacle-based sign language, but have been known to use mechanical voice boxes when relevant hardware and software are available.



Engineer	WS	BS	S	T	W	I	A	Ld	Sv
	1	0	3	3	2	3	1	7	3+

Unit Type: Jetpack Infantry (Character).

Wargear: Huragok combat harness (pg. 51).

Special Rules: Independent Character, Bulky.

Up to three Engineers may be used within the same HQ slot, and still operate and deploy independently of one another. While Engineers fill an HQ slot, they do not contribute towards the minimum HQ count.

Overshield: All friendly infantry models within 6" get a +1 to their invulnerable save (5+ becomes 4+, 4+ becomes 3+, etc.) and if they have no invulnerable save, they have an invulnerable save of 6+. Overshields do not stack.

Field Repairs: This can only be used during your shooting phase. Choose one friendly vehicle within 6" of the Engineer and roll a six-sided die. After seeing the result, consult the chart below and apply the Effect immediately.

Die Result	Effect
1	Nothing happens.
2-5	Repair an immobilized or weapon destroyed result on the vehicle.
6	Same as 2-5, and the vehicle regains one hull point.

Marines

The UNSC Marine Corps is the primary defense force in the UNSC. Formed from ordinary men and women, they are trained and equipped with everything a normal person can handle in the field. They're the best of the best, but they're only human.

Marines died in droves during the war with The Covenant, largely because Covenant plasma weaponry melted through the battle dress uniforms that marines wore with ease. Not to say a BDU is a poor protection, quite the opposite. It has extensive usefulness protecting against ballistic weaponry and explosives. UNSC weaponry was still effective against the aliens' superior armor and shielding, and that combined with better leaders and sheer tenacity led to largely successful (although pyrrhic) ground campaigns. Truly, marines are armed with the best weaponry the UNSC can offer a person and still reasonably expect them to carry.

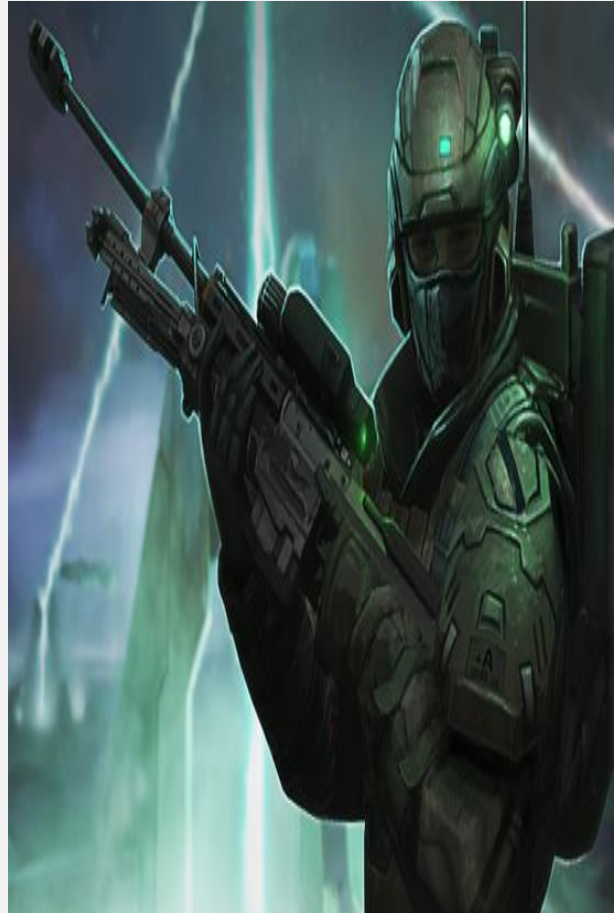
The arsenal the UNSC grants the Corps is capable, armed with assault rifles with large armor-piercing rounds or battle rifles with even more damaging rounds. With a software uplink to their helmet's eyepiece, marines are able to unload full auto into opponents or cut down individual targets with precision. The range of an assault rifle leaves much to be desired, but its power and firing rate make up for it. A battle rifle is an all-around better weapon, with more hitting power and range at the price of rate of fire. The designated marksman rifle (DMR) has the longest range of standard equipment. The special weaponry is what makes the UNSC marines special. Marines are afforded grenade launchers, rocket launchers, even the mighty Spartan Laser at times, giving The Covenant a run for their money and reminding them just why the Elites once considered letting Humanity join The Covenant. Should the enemy get too close for comfort, marines are armed with grenades that deliver a flurry of shrapnel and a blast that disorients targets.

As war with The Covenant waged on, fewer and fewer people were available to be conscripted and morale went through a strange shift. While few believed there was any hope left for the Human race, soldiers assumed a dour mindset that if The Covenant were to wipe out the Human race, the Human race would make The Covenant suffer as much as possible in the process.

Every member of the Marine Corps during the Human-Covenant war was a hero. The marines were the ones who maintained a defense against alien attacks as well as launching assaults against Covenant operational bases. The Corps was the first branch of the military to fight The Covenant, expecting Insurrectionists on Harvest only to find Jackals raiding a shipping vessel.

Marine squads generally consist of between seven and fourteen soldiers. The team leader is generally a Sergeant or Staff Sergeant, leading by example and using their experience to deal with their relatively predictable opponents.

The Marine Corps capitalizes and places highest importance upon keeping casualties to a minimum, acting conservatively and only taking risks after much cost/benefit/risk analysis.



	WS	BS	S	T	W	I	A	Ld	Sv
Marine	3	3	3	3	1	3	1	7	5+
Marine Sergeant	3	3	3	3	1	3	2	8	5+

Unit Type: Infantry. Sergeant is Infantry (Character).

Wargear: UNSC BDU (pg. 51), assault rifle (pg. 48), frag grenades (pg. 48), pistol (pg. 49).

Special Rules: Dust and Echoes, Folks Need Heroes.

Hellbringers

During the Insurrection, Insurrectionists often put bases in urban environments and forests in order to create cover for themselves. Though the SPARTAN program is now the go-to way to root out rebels, the Hellbringers were sent in before the program. Due to the hazards inherent in their weaponry and the danger that close quarters shooting presents, Hellbringers are granted heavier body armor than standard UNSC marines to protect themselves. Hellbringers are often recruited from the thrill-seekers and the more sadistic members of the Corps, because foolhardiness is a job requirement and sending the least desirable staff into high-danger situations can be considered a win-win to some.

The main operational directive to a Hellbringer is "Get in, burn, and get out." That generally meant the most straightforward task of killing people, but sometimes it meant securing a perimeter or clearing foliage for backup to arrive or set up a base of operations in the case of drawn-out operations. Hellbringers are deployed on foot and sneak into the operation zone, much stealthier than a person in heavy armor and carrying a flamethrower has any business to.

Hellbringers were largely phased out of use after the Insurrection ceased being the major threat to the UNSC, though they can be seen from time to time carrying their flamethrowers into high-risk areas well into the 2550s.

Hellbringers are commonly deployed against firmly entrenched opponents and light infantry or analogues to them. The flamethrowers and defoliant projectors they use are excellent anti-infantry weapons and are useful against opponents such as the Flood.

Unit type: Infantry. **Sergeant is Infantry (Character).**

Wargear: ODST BDU (pg. 51), flamer, frag grenades.

Special Rules: Infiltrate.

"Only three kinds of people join the Hellbringers- people ONI want dead, people with death wishes themselves, and people too stupid to live in the first place. Guess which one I am."

-Leonid Avilov



	WS	BS	S	T	W	I	A	Ld	Sv
Hellbringer	3	3	3	3	1	3	1	7	4+
Hellbringer Sergeant	3	3	3	3	1	3	2	8	4+

Cougars



The Cougar was once the UNSC's primary armored troop transport for ground forces. However, its enclosed canopy and thick hull proved little help against plasma weaponry, which could simply melt through it and expose the troops inside to high temperatures. That being said, the Cougar AFV is a fine vehicle. Generally armed with simple anti-infantry weaponry, it can be outfitted with anti-vehicle weaponry should the need arise. Aside from transporting troops, the Cougar's purpose was to be the fire support for the UNSC until the larger and slower vehicles could arrive. In this role it excelled, shrugging off small arms and light anti-vehicle weaponry. Be careful, however, as heavy anti-vehicle weaponry will destroy it quite easily.



While the Cougar was still in widespread use fighting The Covenant it was useful in operations located in cities. It could traverse streets more easily than similar Covenant vehicles and was fast enough to avoid damage from what anti-vehicle weaponry Covenant had at their disposal.

While the Cougar still has its uses, it is an increasingly rare sight on the battlefield due to lacking a purpose that some other vehicle cannot already do better. To see a Cougar outside of a storage facility is tantamount to seeing a piece of paper outside of a museum. It just doesn't happen anymore.

	BS	Armor			HP
		F	S	R	
Cougar	3	11	11	10	3

Unit Type: Vehicle (Tank, Transport).

Wargear: One MMG (pg. 48), twin-linked medium autocannon (pg. 48).

Transport:

Transport Capacity: 15 models. A Cougar may not transport models with the Bulky, Very Bulky, or Extremely Bulky special rules.

Fire points: None.

Access points: One to the rear.

Elephants

The M313 HRV, colloquially known as the “Elephant,” is the UNSC field vehicle repair and transport unit. Able to carry as much as a Warthog and up to 16 people, it provides ample protection to whatever it carries. Its armament is light, but the vehicles escorting it are plenty firepower.

The Elephant's purpose is to repair vehicles in the field, and that it does with excellent skill. It uses its heavy load crane to pick up broken vehicles and put them into its repair bay where the staff then fixes the vehicles. After the vehicle is fixed it can leave via either the rear ramp or the fore ramp if the vehicle is small enough.

The Elephant, like almost all other UNSC vehicles, has a hull made of Titanium-A alloy and is incredibly durable to kinetic weaponry as a result. Its resistance to energy weaponry is less impressive, but still sufficient in most land conflicts.

An Elephant often sees use in drawn out conflicts and on rare occasions, blitzkrieg operations. It is seldom attacked discriminately and seeing as how The Covenant desire to utterly destroy everything they come across, it never saw much action. The Insurrection is another story. Insurrectionists are perfectly aware of how useful Elephants are and as such make it a priority target should they see one. Elephants have not yet been deployed against Forerunner forces, but it is assumed they will target immediate threats over support units.

Elephants are all armed with two M41 LAAG guns and an AIE-486H machine gun for self-defense against infantry and light vehicles or aircraft. That is often all it needs.



Unit Type: Vehicle (Open-Topped, Tank, Heavy, Transport).

Wargear: Two LAAGs (pg. 48), one HMG (pg. 48).

Transport:

Transport Capacity: 21 infantry models or one Warthog model.
May not transport Extremely Bulky models.

Access Points: One in front (infantry only), one at rear.

Special Rules:

Turrets: All weapons on the Elephant are controlled by three different gunners. As such, it may fire all of its weapons each turn and at as many as three different targets.

Field Repair: You may repair an immobilized or weapon destroyed result on one vehicle within 12" of this unit every movement phase.

	BS	Armor			HP
		F	S	R	
Elephant	3	14	14	14	4

Pelicans

The Pelican is the Mainstay of the UNSC's troop deployment. It is truly a marvel of engineering- simple yet elegant. Robust yet nimble. Marines spend so much time in these planes that they almost consider Pelicans a second home. Whenever one is seen approaching, rest assured that backup is on its way.

Pelicans are predominately atmospheric craft, however they do have exo-atmospheric capabilities and can even make atmospheric re-entry. Their thrusters allow them to hover and make precision VTOL drops

Most often, Pelicans drop in Warthogs to give soldiers some fire support on the ground. Other possible drops include marines (it is a troop transport, after all), Mongoose ATVs, and weapons to name a few.

Lightly armored and moderately armored as far as aircraft go, the Pelican isn't meant to directly fight enemy forces, though it certainly can. The standard Pelican comes armed with a pair of ANVIL-II air-to-surface missile pods, an AIE-486 on its nose, and a 251 GPMG in its troop bay for protection. Variants are employed by the air force and police departments for their own purposes, and recently the UNSC Infinity has begun using its own variant for pure assault purposes.

Unit Type: Vehicle (Flyer, Transport, Hover).

Wargear: Twin-linked medium autocannon (pg. 48).

Assault Pelican: Spartan Laser (pg. 49), two twin-linked HMGs (pg. 49), heavy autocannon (pg. 48).

Transport:

Transport Capacity: 15 infantry models, 1 Warthog, 1 Scorpion, 1 Cobra, 1 Mantis, or 1 Wolverine.

The Assault Pelican may not transport infantry.

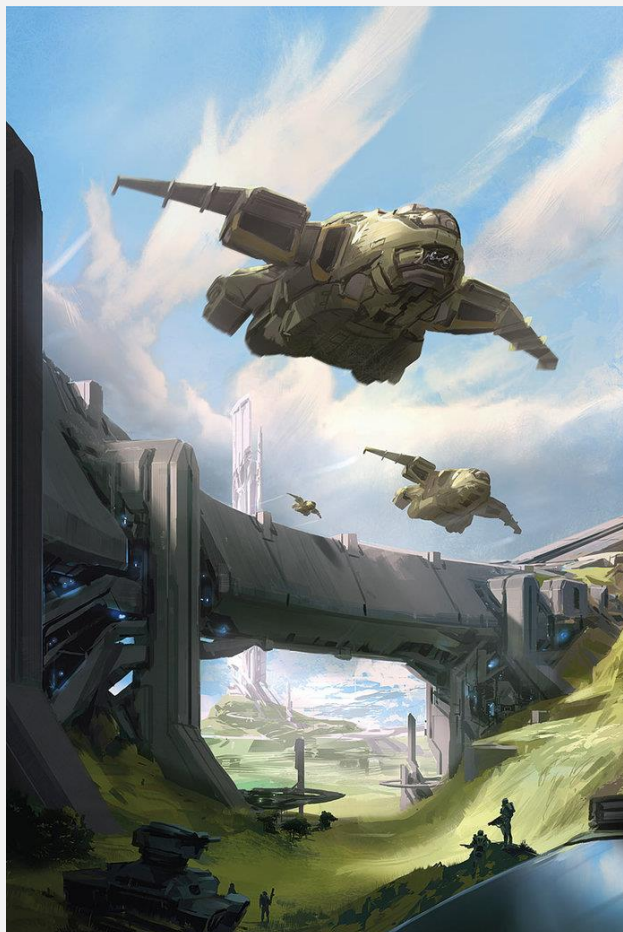
"Beautiful piece of work. It's kind of like a bumblebee. It has no business carrying the weight that it does, but it does anyway. It's a godsend to whoever needs evac, and the best part is that now they can have guns out the ass!"

-Pvt. Allison Perkins

Untold lives have been saved by a Pelican through either its support drops, its firepower, or its evac operations. All marines have a deep reverence to this aircraft and will for some time to come.

	BS	Armor			HP
		F	S	R	
Pelican	3	11	10	10	3
Assault Pelican	4	12	11	11	3

Special Rules: Strafing Run.



Mongoose



The Mongoose ATV is predominately a light reconnaissance vehicle that does some fast attacking on the side. It is a rapid moving vehicle due to its lack of armor, but that is also what makes it vulnerable as a target. The speed is a good tradeoff though, as it can outpace all but the fastest UNSC vehicles on land.

The Mongoose is commonly employed as a stealth operation getaway vehicle rather than a battlefield vehicle. Another reason to not use the Mongoose in battle is its instability. The Mongoose is known for tumbling during tight turns and its light frame makes it easy to overpower. Keep in mind that although it is considered unwise to bring a Mongoose into a warzone that it can pull some weight in a firefight and that there are times when you don't have a choice but to use them.

The Mongoose carries two users- the driver and the passenger. The passenger carries the M41 Rocket Launcher or the M6 Grindell Nonlinear Rifle to protect against hostile vehicles of the Insurrection and Covenant. Otherwise passengers employ whatever weapon they see fit and typically just carry their MA5 series assault rifle and there's nothing wrong with that.

Unit Type: Bike. Mongoose Sergeant is Bike (Character).

Wargear: UNSC BDU (pg. 51), assault rifle (pg. 48), frag grenades (pg. 48).

Special Rules: Dust and Echoes, Folks Need Heroes, Scouts.

	WS	BS	S	T	W	I	A	Ld	Sv
Mongoose	3	3	3	4	1	3	1	7	5+
Mongoose Sergeant	3	3	3	4	1	3	2	8	5+

Hornets

In service of the UNSC for over 100 years, the AV-14 VTOL craft is quite a piece of work. The Hornet was placed into service in 2424 and has played roles such as Operation: TREBUCHET. The Hornet (called such because its wings expand as they extend to the fans such as a hornet's do) serves as a combination assault, search, reconnaissance, and close air support craft. This craft is only able to operate in atmosphere so it cannot be deployed from Orbital vessels such as space stations or ships unless the vessel itself is rated for atmospheric entry.

Hornets have a one-seat cockpit and may seat four passengers. Those passengers must stand on the platforms exposed to open air, but they are able to fire independently from the Hornet itself. This also makes it a minor transport craft on top of all its other uses. Other variants allow for multiple seats in the cockpit for a Passenger to use weaponry or navigation systems and allow the pilot to focus solely on flying the vehicle. The front of the Hornet is full of target acquisition and designation systems and a variety of cameras and sensors.

It wasn't until the Human-Covenant War that the Hornet changed from a handy VTOL craft into a vital airborne asset. These craft served three continuous decades of nonstop action, and even aided the Master Chief in the Battle of Installation 00 at the end of the war.

The greatest strength of the Hornet is its maneuverability with which it can bring its weapons to bear. It is a nimble vehicle that can lay down effective anti-infantry and anti-light vehicle fire while inserting small squads of soldiers where they need to go. Unfortunately the Nimbleness of Hornets has a drawback in its light armoring. It can withstand light arms fire, but anything bigger has a decent chance of bringing it down. Thankfully its nimbleness makes up for this weakness.

Hornets are typically armed with two GUA-23/A heavy autocannons and twin-linked Class-2 guided munitions launch system that fire anti-tank missiles

Unit Type: Vehicle (Flyer, Hover).

Wargear: Twin-linked heavy autocannon (pg. 48), two missile pods (pg. 49)



	BS	Armor			HP
		F	S	R	
Hornet	3	10	10	10	2

Sparrowhawks

Essentially a scaled-up and more heavily armed Hornet, the Sparrowhawk was introduced in 2531 on Harvest for testing. Its experimental propulsion system (two large duct aerofans) is considered unstable and prohibitive cost to make and maintain have caused it to be used less often after 2550, when The UNSC started to run out of money. Still, its use on Harvest proved a boon to the campaign.

The Sparrowhawk's purpose is to be an air-to-ground support aerodyne, but its heavy weaponry has led it to be called a gunship by branches of the military. This weaponry includes a nose-mounted Anti-Vehicle model 6 Grindell nonlinear rifle and two dual GUA-23/AW/Linkless feed autocannons.

While the Sparrowhawk bears resemblance from its smaller cousin the Hornet, it also draws upon 20th and 21st Century helicopter designs such as the Apache and the Cobra. The cockpit is forward mounted and the tail section juts out from behind the fuselage at a downward angle. This gives it incredible speed and maneuverability with which it can insert itself into battle.

Unit Type: Vehicle (Flyer, Hover).

Wargear: 1 Spartan Laser (pg. 49),
2 twin-linked medium autocannons (pg. 48).

Special Rules: Strafing Run.

	BS	Armor			HP
		F	S	R	
Sparrowhawk	4	11	11	11	2



Warthogs

Of all vehicles in the UNSC army, none are as pervasive or iconic as the M12 LRV, or as many like to call it- the Warthog. The Warthog is a one-chassis-fits-all anti whatever you need dead platform. Capable of 790 km of travel before refueling and speeds up to 125 km/h, Warthogs are nimble (if unruly) vehicles in the field. The M12 LRV itself comes equipped with the M49 Light Anti-Aircraft Gun (LAAG) mounted on the back of the chassis and has one passenger seat. Its ballistic polycarbonate/ titanium/carbon nanotube frame can withstand far more punishment than something so light and nimble should. Other variations of the Warthog come equipped with a Gauss cannon (M12G1 LAAV), a triple-barreled rocket launcher (M12A1 LAAV), missile pods (M12R LAAV), or forego weapons entirely to have a passenger bay to transport troops. All turrets have a 360 degree radius and swivel quickly so the gunner can shoot targets at any angle.

While a highly praised and effective vehicle, the Warthog is not without drawbacks. Due to its light weight and speed, Warthogs are known to roll over often. They are easily righted (an ODST can flip one over alone) and sometimes roll over such that it is righted on its own.

Unit Type: Vehicle (Fast, Open-topped).

Wargear: LAAG (pg.48).

	BS	Armor			HP
		F	S	R	
Warthog	3	11	10	10	2

Its open-topped hull and light weight are perfect against Covenant plasma weaponry. While the crew is exposed to the open air and thus enemy fire they are also safer from the heat and plasma exposure from plasma and melted metal from closed canopied vehicles, allowing heat to dissipate. Used by UNSC and Insurrectionists alike, it is the most versatile vehicle in the Human arsenal. This makes it the most versatile vehicle in an arsenal of nothing but versatile vehicles.

Warthogs are nigh-upon universally loved by their users. Any situation that does not explicitly call for an air, space, or water vehicle can be addressed by some variety of Warthog and even if the variation of Warthog available is not the variety the job needs, the Warthog will still get the job done better than most other vehicles.



Cyclopes



The HRUNTING/YGGDRASIL Mk III Cyclops exosuit was originally designed to be a piece of construction equipment, replacing the aging power loader series. Over the years, its capacities have been expanded and it now fulfills a variety of roles including hazardous waste disposal, Flood extermination, and even law enforcement.

The suit has a sealed cockpit with a transparent canopy for the user and the control scheme is said to feel very familiar to whoever uses it. Until recently, it was the closest thing the average human could feel to wearing a suit of MJOLNIR armor, being just as fast, well protected, and even faster than a Spartan II when using it.

Cyclopes were originally equipped with torque amplifying gauntlets to lift and sometimes even bend girders and other construction materials. These gauntlets could easily crush Elites and even tear apart Wraiths and Covenant fortifications. They are generally equipped with repair equipment on their arms to help UNSC vehicles in the field quickly.

It was during the Harvest campaign that the Cyclops became a weapon. Sergeant John Forge repurposed Cyclopes into attack platforms to combat Covenant forces on the planet. It worked so well that thirty years later all branches of the UNSC are creating and testing new variations to be used in war theaters.

The UNSC army is currently testing a Cyclops variant that uses Titanium-A armor plating and shoulder heavy weapon hardmounts using Spartan IV pilots under the codename: Marauder.

	WS	BS	S	T	W	I	A	Ld	Sv
Cyclops	3	3	5	5	2	2	2	8	3+
Cyclops Sergeant	3	3	5	5	2	2	3	8	3+

Unit Type: Infantry.

Wargear: Cyclops Exoskeleton (pg. 51), Servo Fists (pg. 49).

Special Rules: Relentless, Dust and Echoes, Very Bulky, Crusader, Tank Hunters

ODSTs

“We go feet first, sir!”

Special Operations in the Marine Corps call for the best of the best, and the Orbital Drop Shock Troopers have always obliged. These soldiers specialize in orbital insertion, shock tactics, and special warfare. This branch of the UNSCDF is under the exclusive command of the Naval Special Warfare Command/Special Weapons division. Candidates are chosen, volunteer-only, from the Special Operations Groups from every nation of the UEG based upon their performance. Only the best are accepted and all candidates are Tried and true veterans of their craft.

ODSTs go through at least two varieties of training and screening Before even being considered for the program, excluding the training done to simply apply to be an ODST. There are no age or gender restrictions and candidates are chosen purely through their capacity to meet the physical and mental requirements before being a guaranteed application opportunity. Candidates are put through a third screening process upon application and this is theoretically where candidates fail out of the selection process. This failure generally stems from not being exceptional at whatever special operation the candidate already did.

ODSTs are not located in conventional forces, though they serve as force enhancement in joint operations via increasing morale and general effectiveness of their allies. Teams consist of between six to eight ODSTs in most situations, which given the skill set and flexibility they bring should be all they need. They are typically deployed as surveillance/recon teams, direct offensive action teams, unconventional warfare operators, recovery teams, or anti-terrorist/contraband groups.

The “Drop” in Orbital Drop Shock Trooper comes from their method of insertion into the battlefield- they drop from orbit in pods directly to the ground. Indeed, the final test of becoming an ODST is completing a drop- anyone who survives is an ODST. The training and operations of ODSTs make them tough as nails.

The concept of dropping soldiers from a high altitude has been around since the 1940s, but it was in 2163- during the Martian Campaign- that the concept would be taken to its logical extreme. The UN dropped the 105th infantry onto Mars for the first time against the Koslovics and the Frieden. This proved that not only was orbital insertion a viable tactic, but also that it was a surprisingly effective one. It was during the Jovian Moons campaign and the Rain Forest Wars that the ODSTs were made an official organization- participating in every high risk operation there. For a time, the ODSTs were more or less disbanded due to there not being any use for them. Then, in 2490, they were called back into operation to fight the Insurrection. This lasted until 2525 when The Covenant attacked the UNSC colony Harvest.

ODSTs are given whatever the mission calls for, and their signature ODST BDU. ODSTs were once the best humanity had to offer. The Spartan-II program changed that. After one of the Spartan candidates killed two ODSTs and injured two more, ODSTs have held Spartans in contempt. ODSTs are among the first groups to be selected for Spartan IV candidacy.

Unit Type: Infantry. **Sergeant is Infantry (Character).**

Wargear: ODST BDU (pg. 51), assault rifle (pg. 48), VISR (pg. 49), frag grenades (pg. 48), pistol (pg. 49).

Special Rules: Dust and Echoes (pg. 10).

	WS	BS	S	T	W	I	A	Ld	Sv
ODST	3	4	3	3	1	3	1	8	4+
ODST Sergeant	3	4	3	3	1	3	2	8	4+



Spartan IIIs

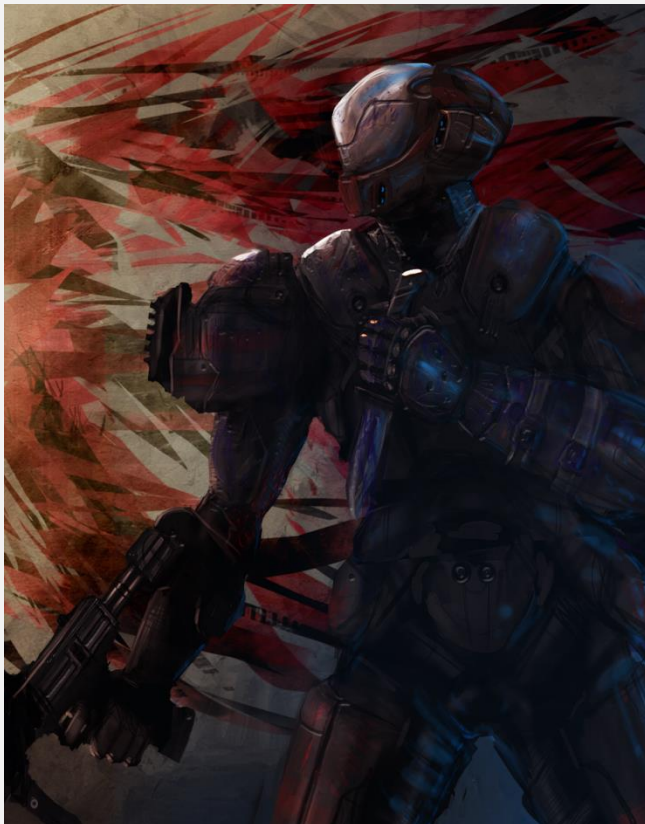
The Spartan II program has two weaknesses- Firstly, the genetic requirements to enter and successfully join the program are incredibly exclusive. Secondly, they are the most expensive soldiers to make, train, and equip in Human history. After seeing the success of the program and desperately needing large numbers of such super soldiers, ONI got to thinking. They needed a cheap and disposable version of the Spartan IIs if they wanted to stick it to The Covenant.

"Make the units better with new technology. Make more of them. And make them cheaper."

-Colonel James Ackerson

The Spartan III program was simultaneously a follow-up and supplement to the Spartan II program. The genetic requirements were loosened so that nearly anyone could join, they would be cheaper to arm, train, and operate on, and instead of teams of as few as three being sent to fight Insurrectionists, these soldiers would be sent in formations of as many as three hundred for the express purpose of fighting The Covenant. They would rely on tactics, teamwork, and raw numbers to finish the job.

Nearly all Spartan IIIs were children made orphans during Covenant attacks that wanted revenge. This was perfect for project director Ackerson's plans. The Spartan IIIs were different from their predecessors in one more way- they were disposable. All missions Spartan IIIs went on were classified as suicide missions and far too dangerous for even ODSTs to accomplish. ONI's other goal for the program was that as the Spartan IIs aged, those thirty-some-ought soldiers could train hundreds of thousands of Spartan IIIs within a couple decades.



Spartan III Augmentations

- **Carbide Ceramic Ossification Drug**

Makes bones virtually unbreakable.

- **Fibroid Muscular Protein Complex Drug**

Increased muscle density and strength.

- **Retina Inversion Stabilizer Drug**

Color sharpness significantly improved, allows night vision.

- **87556-UD61**

Improves reaction time by 300%.

- **Cyclodexione-4 (illegal)**

Counters drawbacks of 009762-OO.

- **009762-OO (illegal)**

Alters key regions of frontal lobe to enhance aggression and dull pain in combat. Requires regular doses of cyclodexione-4 and miso-olanzapine to prevent uncontrollable aggression.

- **Miso-olanzapine (illegal)**

Counters psychological effects of 009762-OO.

While physically inferior to Spartan IIs, Spartan IIIs were still well beyond normal Human ability. Moreover, the Spartan III program had nearly zero casualties in the augmentation process while the Spartan IIs had 56% casualty rate.

Results of augmentations include:

- Agility to dodge plasma bolts at point blank range.
- Strength to win hand to hand combat with an Elite so often that Elites and Jackals refuse to stay in cover.

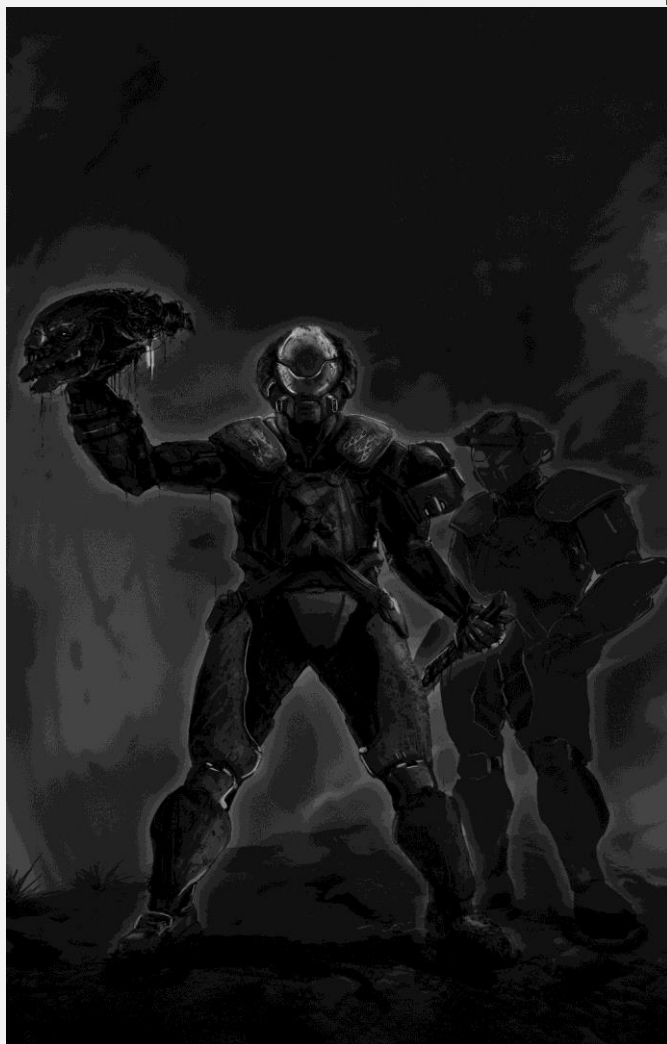
The program was a resounding success. Spartan IIIs are said to move with "speed and reflexes that no Covenant could match." As few as 300 Spartan IIIs could face down many thousands of Covenant, including air support, and hold their own. Much like Spartan II program, Mendez said of the Spartan III program that as each operative grew older they would only become faster and stronger as the changes to their bodies were acclimated to. When most Spartan IIIs at the time were between the ages of seven and 12, it was unknown how effective they would have become upon reaching the ages of 18 or 30 before The Headhunters and Special Warfare Group Three.

One would assume Spartan IIIs to have low morale due to the suicidal nature of their operations. This assumption is half correct. While it is true the Spartan IIIs' morale is damaged by the prospect of dying, it is simultaneously strengthened by the absolute certainty of their demise. They know they will die and as such fight to kill as many Covenant as possible.

Most Spartan IIIs are equipped with semi-powered infiltration (SPI) armor and the MA5K carbine standard. SPI armor is a suit that while inferior to MJOLNIR armor and lacking energy shielding, is far superior to an ODST BDU. It has photo-reactive panels that give the user a form of active camouflage different from that of similar Covenant soldiers.

SPI armor has had various iterations such as Headhunter which does have energy shielding but cannot use shielding and the photo-reactive panels at the same time. Still other operatives join Special Warfare Group Three- Noble Team. Noble Team is a group of exactly six Spartans equipped with MJOLNIR Mk. V armor. There are five Spartan IIIs and one Spartan II in Noble Team and the team was disbanded after the Battle of Reach due to only one operative surviving.

Spartan IIIs are a strange fighting force- disposable but frighteningly useful. The Spartan III program was discontinued after the Spartan IV program took off, and some of the first candidates for the program came directly from surviving Spartan IIIs.



Unit Type: Infantry, Leader is Infantry (Character).

Wargear: SPI Armor (pg. 51), carbine (pg. 48), frag grenades (pg. 48).

Special Rules: Dust and Echoes (pg. 10), Infiltrate, Feel No Pain, Demon (pg. 16), Preferred Enemy (Xenos), Folks Need Heroes.

	WS	BS	S	T	W	I	A	Ld	Sv
Spartan III	3	4	4	4	1	4	1	8	4+
Spartan III Leader	3	4	4	4	1	4	2	8	4+

"These Demons fight without any regard for their own lives and most will not even recognize their very death until they have killed at least one of my own warriors. I could almost admire them, were they not the horrors that they are."

-Field Master Nol 'Ganamee

Spartan IVs

During the final years of the Human-Covenant War in the Oort cloud of the Sol system, the most recent variation of the Spartan program was secretly put into operation. The Spartan IV program takes methods and protocols from all three previous programs to create a new variety of soldier. They are all adult volunteers like Project ORION, have surgeries more akin to the Spartan II program as well as a variety of MJOLNIR armor, and have a near zero percentage casualty rate along with an emphasis on teamwork like the Spartan III program did. Cost is no longer an object and ONI believes that a Spartan IV is an investment rather than an asset.

The Spartan IV base of operations is the UNSC Infinity, and they were put to the test during the First and Second Battles of Requiem against the Covenant Remnant. Candidates for the Spartan IV program are composed primarily from surviving Spartan IIs and IIIs who were needed to train the new trainees. The trainees are gathered from every branch of the military to join the entirely new division: Spartan. Though technically any branch or operative in the UNSCDF can join, most candidates are ODSTs.

Spartan IVs wear the MJOLNIR Gen 2 armor system, first in the line. The MJOLNIR Mk. VII does exist but it is currently in testing in secret. What separates Gen 2 from the Mk. VI is its modular design. The Mk. V and VI armors were rather modular, but the Gen 2 has dozens of varieties of helmets, chestplates, greaves, etc. that the user can wear. What's more, Spartan IVs can personalize their loadouts with tactical and support packages in order to adapt to operational requirements in near-real time. Spartan IVs are not as experienced as Spartan IIs, nowhere nearly as physically capable, and do not yet have the training the Spartan IIs had. Their superior tactics and technology make up for this for the moment.



Spartan IV Augmentations

• Carbide Ceramic Ossification Surgery

Makes bones virtually unbreakable.

• Muscular Enhancement Lining Surgery

A compound is applied to the exterior of all muscles, allowing them to flex and strengthen faster and allows the muscles to work quickly without worrying about bones breaking.

• Pulmonary Polymer Lining Surgery

Increases oxygen intake and retention, helps process airborne toxins and allows the individual to breathe in non-oxygen atmospheres for up to one hour.

• Corneal Implant Surgery

Increases perception and grants night vision.

• Cardiac Implant Surgery

Strengthens heart muscle and increases maximum heart rate to increase adrenaline tolerances without risk of heart attack or stroke.

• Artificial Pancreas Implant

Allows person to extract maximum nutrients and carbohydrates from food.

• Artificial Platelet Injections

Enhances body's ability to slow bleeding and clot wounds.

Results of augmentations include:

- Individuals can breathe in non-oxygen atmospheres for up to an hour.
- Perception and night vision better than Spartan IIs or IIIs.
- Running at speeds of nearly 64 km/h outside of armor.

Unit Type: Infantry. Leader is Infantry (Character).

Wargear: MJOLNIR armor (pg. 51), assault rifle (pg. 48), pistol (pg. 49), frag grenades (pg. 48).

Special Rules: Stubborn, Night Vision, Demon (pg. 16).

	WS	BS	S	T	W	I	A	Ld	Sv
Spartan IV	4	4	4	4	1	4	1	9	3+
Spartan IV Leader	4	4	4	4	1	4	2	9	3+

Scorpions

The most common armored fighting vehicle used by the UNSC during the Human-Covenant War is none other than the M808B Main Battle Tank. Many people call it the Scorpion. It is neither the fastest nor most powerful vehicle in the UNSC tank library, but it embodies the best balance between speed and power achievable. This variety of tank is rather cheap to make as far as tanks go, and its easy transportability and high firepower make it a common favorite to soldiers.

The ceramic-titanium frame makes it impervious to small-arms fire and highly resistant to most ballistic and plasma weaponry. This tank can be crewed by as few as two people with neural interfaces or one Spartan with the Spartan Neural Interface. It has four independently maneuverable tracks that make the Scorpion highly maneuverable around obstacles. Its main gun is the M512 Smooth Bore HV Cannon which fires a 90mm tungsten shell as well as S1 grapeshot shells. The 90mm shell obliterates any target short of a tank in its own weight class in a single shot (a Wraith can be taken down in two or three shots). Other Scorpions mount a 105mm cannon for an extra punch. Its secondary armament is the M251T MMG for the purpose of fighting infantry.

The Scorpion has been modified into roughly half a dozen different tank designs. None of them have had their morale or effective capacity compromised as a result. One model replaced the M512 with four 40mm autocannons and is called the Sun Devil while another has twin Scimitar 4x178mm rocket pods and is called the Tarantula. The most famous variant of the Scorpion, however, is the M850 Grizzly.

The Grizzly has a faster turning turret, two M310 Cannons, and heavier armor. A Scorpion is often a game changer in smaller battles and one is always a welcome sight in the field. Scorpions have flat treetops that soldiers can sit on top of and fire from to protect the Scorpion.

Unit Type: Vehicle (Tank).

Wargear: Tank Cannon (pg. 49), MMG (pg. 48).

"Generally the Good Lord works in mysterious ways, but not today! This here is 66 tons of straight-up, HE-spewin', dee-vine intervention! If God is love, then you can call me Cupid!"

-Sergeant Major Avery Johnson

	BS	Armor			HP
		F	S	R	
Scorpion	3	12	11	11	3



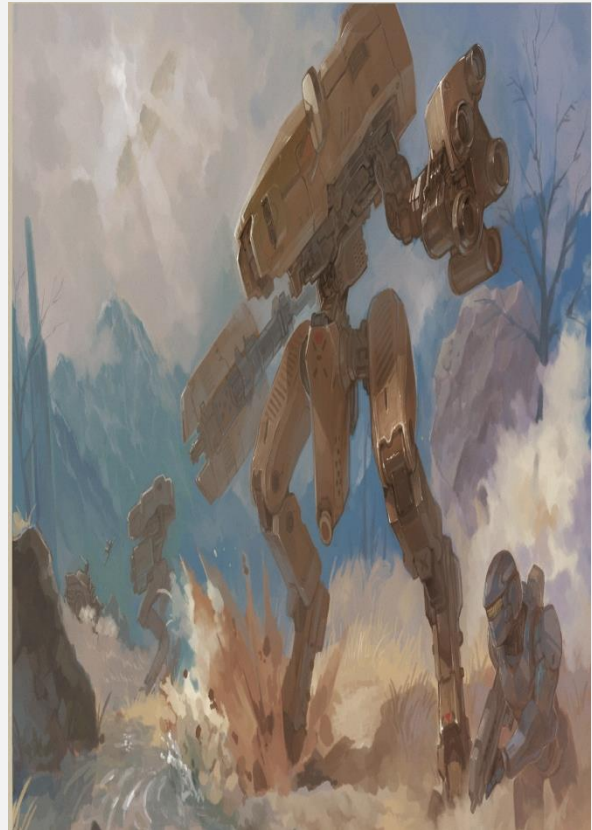
Mantises

There is a series of powered exoskeletons known as the HRUNTING/YGGDRASIL Armor Defense System series. The walker known as the "Mantis" is the ninth iteration of this series. Whereas the Cyclops was built for construction and retrofitted for war, the Mantis is the reverse- it is a war machine that has some uses in construction when needed.

The Mantis is a heavily armed, heavily armored fighting machine. As such, it is suicidal to attack one head-on. Its M655 heavy machine gun can cut down infantry with ease and its M5920 SGM rocket pod can destroy even the most well-protected vehicles in one salvo. If anyone or anything manages to get close enough to the Mantis to make its guns useless, it can overload its hydraulic systems and deliver a powerful stomp that kills infantry and destroys lightly armored vehicles in a radius large enough to hold a Warthog. Currently, the Mantis is the first and only UNSC land vehicle to have energy shielding. At full shielding, the Mantis can even withstand a shot from an M6 Grindell nonlinear rifle.

The weaknesses of the Mantis are something to be considered, though. The Mantis is immobile after it stomps, though it can still turn and fire. Its energy shielding recharges slower than MJOLNIR armor systems, and it is still susceptible to the overcharged plasma pistol's EMP effect. It is also rather slow, Warthogs and Mongoose ATVs easily outpacing its movement, turning, and rotating speeds.

The Mantis is a remarkable piece of engineering. While nowhere near as deadly as the first iteration of the HRUNTING ADS series it still has victories of its own to boast, such as defending the UNSC Infinity from attack by Covenant Remnant forces. Patterns indicate the Mantis remaining part of the UNSC armory for some time to come and to continually be improved until the next iteration of the series is made.



	WS	BS	S	T	W	I	A	Ld	Sv
Mantis	3	4	6	6	5	2	1	9	3+

"The newest weapon by the Human race. I have seen it in battle, brother. It is unwise to oppose such a machine. I pray we need not wage war with its creators again."

-Ral 'Tanno

Unit Type: Monstrous Creature.

Wargear: Mantis exoskeleton (pg. 51), light autocannon (pg. 48), rocket pod (pg. 49), air traffic control (pg. 51).

Special Rules:

Power Stomp: The Mantis may only melee with its power stomp. The power stomp is a S8 AP 2 melee attack that strikes at initiative. All models within 2" of the Mantis' base are hit with the attack except the Mantis itself.

Grizzlies

Of all the variants of the M808B Scorpion, none are as large, as powerful, or as well defended as the M850 Grizzly. Its thick plating allows it to survive everything up to multiple MAC strikes and its M310 120mm HV cannons can take down anything short of a Scarab in one hit; a Grizzly can even go one on one with a Scarab and win. When fighting infantry it fires its grapeshot to mulch infantry where the MMG can't reach.

The Grizzly only has one weakness- it is prohibitively expensive to make and maintain. Its slow speed is made up for with its heavy armor and armament and its lack of anti-air weapons is standard for most tanks. The best advice for a driver or anyone who employs a Grizzly is to bring anti-aircraft platforms if they are expecting aircraft.

	BS	Armor			HP
		F	S	R	
Grizzly	4	14	13	13	5

Unit Type: Vehicle (Tank, Heavy).

Wargear: Two heavy tank cannons (pg. 49), HMG (pg. 48).



Cobras

Unlike many UNSC vehicles, a Cobra fulfills two roles on the battlefield- a mobile anti-vehicle tank and as self-propelled artillery. Its six-wheel design promotes its maneuverability but as far as vehicles go it is of average speed.

It is moderately armored as far as vehicles go, able to shrug off most projectile weaponry and withstand some explosive weaponry. Useful, because in order to fire its M98 rail gun it has to be completely stationary and braced. The payoff is worth it, however, as its solid slug can destroy vehicles easily and its grapeshot shell can take down lighter vehicles or masses of infantry. When mobility is prized, it can still fight. Cobras are also armed with twin M66 light rail guns which can also fire rounds that can penetrate heavy armor with relative ease, though not as easily as the M98.

Two Cobras can take down entire formations of Locusts, Wraiths and Covenant infantry when properly applied. Be careful, though, for while the SP42 Cobra is a powerful anti-vehicle platform it can only engage ground vehicles so Banshees and other aircraft can take them down before too long.



	BS	Armor			HP
		F	S	R	
Cobra	4	11	11	11	3

Unit Type: Vehicle (Tank).

Wargear: Twin-linked light rail cannon (pg. 49), rail cannon (pg. 49).

Special Rules:

Siege Position: In order to fire the rail cannon, the Cobra must not move during the movement phase and may not fire the light rail cannon during the shooting phase. Cobras cannot fire upon Flyers.

"It was like the Wraith was made of wood, see? As soon as it was dropped, this vehicle's huge gun was locked onto it. And when it shot, by the Prophets! The Wraith had two holes in it after that and everyone and everything inside that wasn't welded down was strewn out the exit hole as a massive bloody pulp!"

-Parak, Unggoy Minor

Rhinos

The Rhino holds a special distinction among UNSC vehicles. It was the very first UNSC vehicle to use reverse-engineered Covenant technology, namely the plasma weaponry that forms its Zeus plasma cannon.

Rhinos are significantly larger than the Scorpions they are based off of and are more artillery pieces than tanks. The larger frame is designed to hold the six-track formation necessary to hold the Zeus cannon while it fires. The Zeus cannons they use are capable of destroying shield domes and even Scarab platforms in short time.

The UNSC recognizes and admires the usefulness of Rhinos and used them all the way up to 2558, but the resource-intensiveness of its construction makes them a rare sight anywhere. Isaac Richardson is an avid supporter of the Rhino initiative and is working with Chalybs Defense Solutions to either make the Rhino cheaper or at least easier to maintain. In the meantime, he is merely keeping the Rhino production as a pet project.

The Zeus cannon was modeled after Covenant artillery pieces such as the Tyrant, Mantis, and Weevil emplacements and as such has similar effectiveness at range.

Unit Type: Vehicle (Tank).

Wargear: Zeus cannon.



	BS	Armor			HP
		F	S	R	
Grizzly	4	12	12	10	3

Zeus cannon	S	AP	Range	Type
	9	2	84"	Ordnance 1, 10" Blast

Vultures

The AC-220 Vulture was created to fight the Insurrection back in the early days and was effective to the point that using it was considered unethical. The Vulture is the largest ground-based aircraft (in the same group as Falcons, Sparrowhawks, and Hornets) that the UNSC ever employed.

This gunship bears immense firepower and its heavy armor requires multiple dedicated thrust jets to maintain flight. As such, it moves slowly but can withstand massive damage before being rendered useless. The weapon loadout a Vulture carries is such that four or five Vultures can destroy an entire city or a heavily fortified stronghold. These weapons include two pairs of GUA-23/AW/LF autocannons for anti-ground applications, two Argent V missile launchers for anti-aircraft, and a twin A-74 Sylver vertical missile launcher to launch barrages over a wide area.

The Vulture went into service in 2498 and is technically still in service despite being few in number. This is because a single Vulture is incredibly expensive and time-consuming to make. On top of that, only the most experienced of pilots and gunners can use one effectively. These things together made a Vulture a rare sight on the battlefield, reserved for drawn-out and highly difficult operations.

Unit Type: Vehicle (Flyer, Hover, Heavy).

Wargear: Two twin-linked medium autocannons (pg. 48), two heavy missile launchers (pg. 49), and a twin-linked heavy MLRS.

The Vulture can only use the heavy MLRS once per game.

"I'm well aware that these assholes use nukes, but there has to be some part of that damn U.N.S.C. code of conduct that forbids this thing, right? No?"

-Richard Brook, Eridanus Secundus rebel



	BS	Armor			HP
		F	S	R	
Vulture	4	12	12	12	3

Heavy MLRS	S	AP	Range	Type
	8	3	24-48"	Heavy 6

Wolverines



This vehicle is made purely to counter aircraft with its SAM battery. The M9 Wolverine is one of very few UNSC vehicles that do not have secondary purposes, purely dedicated to one role. Firing the Argent V missiles and using laser targeting to track and lock onto aircraft, the Wolverine is all the anti-air the UNSC needs for now. It also holds an XM511 heavy grenade launcher to counter ground based attacks but it is generally a good idea to use anti-ground tactics to keep the Wolverine from being destroyed. Having light armor but long range, the Wolverine is definitely a useful (if fragile) vehicle when used properly.

Unit Type: Vehicle (Tank).

Wargear: Twin-linked MLRS6), heavy grenade launcher (pg. 48), Air traffic control.

Special Rules: Interceptor.

	BS	Armor			HP
		F	S	R	
Wolverine	3	11	11	10	3

MLRS	S	AP	Range	Type
	8	3	48"	Heavy 2

Spartan 117

Known as Reclaimer, The Demon, Master Chief, and John, Spartan 117 can without exaggeration be called the savior of the Human race. He led an undefeated campaign against The Covenant for decades, is the all-around best Spartan II in the program (making him possibly the best soldier in humanity's history), is one of only two operatives with a 'Hyper Lethal' rating, and has stopped galaxy spanning genocide. Twice. There is no combat situation in which Master Chief Petty Officer of the Navy Spartan 117 (and by extension his A.I. Cortana) did not shine.

During the training of the Spartan IIs, John-117 was seldom the best at anything. To make up for this, he was one of the best at everything; being placed in the top ten for every type of activity for which there are ratings. No other candidate has such a resume of excellence. He is so exceptional that the director of the Spartan II program Catherine Halsey thought of the Master Chief as her favorite. What really makes him special, though, is his luck. He defeated Catherine Halsey in a coin toss and as a result was selected for the Spartan II program in the first place. His luck is what convinced the A.I. Cortana to choose him as her partner, starting their partnership.

"He is neither the smartest nor the fastest nor the strongest of the Spartans. But he is the bravest- and quite possibly the luckiest. And in my opinion, he is the best."

-Dr. Catherine Halsey to Cortana



For eight years he learned history, strategy, weapon usage, and physical fitness training. He bonded with his partners Sam and Kelly, to the point the two of them became actual friends with him.

It was during the Human-Covenant War that Master Chief truly proved his mettle. Thanks to his combat skills and Cortana's direction, Master Chief achieved a series of victories on Halo, Earth, and various other places.

During the last days of the war, Sierra 117 cooperated with the Elite leader Thel 'Vadam to fight the Brutes and the Flood both on Earth and on the Forerunner construct "The Ark," a Halo construction facility/safehouse. It was there that the war ended and after the destruction of Halo Installation 04b Spartan 117 went Missing In Action.

Four years later; the Master Chief crash landed along with the UNSC frigate *Forward Unto Dawn* on the Forerunner shield world Requiem. After fighting the Covenant Remnant and Promethean hardlight constructs, he released the Ur-Didact on accident. The Ur-Didact fled to retrieve the Composer and then to Earth to finish the Composition of the Human race that he had started before the Haloes fired. To stop him, he had to manually detonate a HAVOC nuclear bomb inside the Ur-Didact's ship. The Master Chief somehow survived.

The Master Chief is beginning to present himself as a problem. The Spartan IIs were broken as children so as to be perfectly loyal and never disobey direct orders from superior officers. On Requiem, he did just that. We do not currently know what this entails for the other Spartan IIs and their obedience.

Unit Type: Infantry (Character).

Wargear: MJOLNIR armor (pg. 51), assault rifle (pg. 48), Magnum (pg. 49), frag grenades (pg. 48).

Special Rules: Independent Character, Gunslinger (pg. 16), Relentless, Folks Need Heroes.

Born Lucky: All failed saves on this model can be re-rolled.

Hyper Lethal: This model benefits from the Adamantium Will, Eternal Warrior, Fear, Fearless, Fleet, It Will Not Die, Precision Shot, and Precision Strike special rules.

If Spartan 117 is part of your army, he must be your Warlord.

Spartan 117	WS	BS	S	T	W	I	A	Ld	Sv
	5	6	4	4	3	4	4	10	3+

Spartan 117 is a Spartan II.

Spartan 051



Kurt M. Trevelyan was a Spartan II. He was friendly with many other Spartan IIs before going missing on a mission in 2531. This was a setup by ONI to make everyone think Kurt had died so ONI could put him in charge of the Spartan III program. His name from then on was Kurt Ambrose.

Kurt was best known for his intuition. All the intel in the galaxy saying an op was safe was worth less than Kurt getting a feeling he was being watched. This was his greatest asset in the war games, often defeating John when they were put on separate teams.

His leadership ability and capacity to teach others made the Spartan III program a resounding success, and ONI promoted him to Lieutenant Commander in gratitude. He eventually began to treat Spartan IIIs as his peers instead of the likes of John or Jorge, to the point he eschewed his MJOLNIR armor when fighting for his life.

Kurt met his end in the Forerunner shield world Onyx (now named Trevelyan in his memory). He died in a core room antechamber at the center of the planet by detonating two FENRIS nuclear warheads to prevent Covenant soldiers from reaching his Spartan IIIs.

Unit Type: Infantry (Character).

Wargear: SPI armor (pg. 51), carbine (pg. 48), frag grenades (pg. 48).

Special Rules: Independent Character, Infiltrate, Stubborn, Demon (pg. 16), Gunslinger (pg. 16), Folks Need Heroes.

Head of the Program: If Spartan 051 is your Warlord, you may use Spartan IIIs as troop choices as well as elite choices. Spartan 051 qualifies as a Spartan II.

Warlord Trait: Spartans Never Die.

Spartan	WS	BS	S	T	W	I	A	Ld	Sv
051	5	5	4	4	3	4	3	10	4+

Spartan B312

The newest and shortest-time-served member of Noble Team was also their best soldier. Spartan B312 a.k.a. Noble Six is the only Spartan apart from Spartan 117 to earn the status of "hyper lethal" and continually proved such before their disappearance on Reach. Noble Six was taken out of Beta Company immediately after the Spartan III training, keeping out of Operation: TORPEDO and likely avoiding certain death.

Throughout Noble Six's career, this Spartan III earned a reputation as an assassin of remarkable skill as well as a lone wolf who did whatever they deemed necessary to finish the objective rather than follow mission parameters. Spartan B312 has destroyed entire organizations and Insurrection groups singlehandedly. On top of that, they were also a test pilot in the top secret energy-shielded starfighter "Sabre" program. B312 eventually became so useful and favored to their superiors that said superiors were at first highly reluctant to transfer B312 to Noble Team.

In the weeks leading up to the glassing of Reach, Noble Six joined and carried out multiple operations with the rest of Noble Team. Such operations included retaking an ONI base, an infiltration of a Covenant camp, the destruction of a Covenant spire, the raid of a Covenant space vessel (and planting of a slipspace bomb to destroy the Covenant Supercarrier the *Long Night of Solace*), aiding the evacuation of New Alexandria, the transport of a fragment of an artificial intelligence to a UNSC Halcyon class space cruiser, and defending it as it evacuated the planet. This was the largest and most challenging series of hurdles in Noble Six's life, and after countless hours of killing Covenant warriors after the Halcyon cruiser took off, Noble Six was never heard from again. Currently, Noble Six is listed as missing in action.

Noble Six is less of a soldier and more of a finger of death—simply point in them in a direction and death ensues. This Spartan has developed a reputation for going solo during missions and caring less about the "how" and more about the "what." Despite this, Noble Six has a friendly personality, making friends with and helping whoever they meet and having full conversations with them.

Noble Six wears the MJOLNIR armor Mk. V series and carries whatever weapon needed to get the job done or is available at the time.

Unit Type: Infantry (Character).

Wargear: MJOLNIR armor (pg. 51), assault rifle (pg. 48), pistol (pg. 49), frag grenades (pg. 48), VISR (pg. 49).

Special Rules: Independent Character, Scout, Infiltrate, Feel No Pain, Relentless.

Lone Wolf: Spartan B312 makes tests independently of any unit they are attached to. This includes, but is not limited to: Leadership tests, characteristic tests, and Run actions.

Hyper Lethal: This model gains the Adamantium Will, Eternal Warrior, Fear, Fearless, Fleet, It Will Not Die, Precision Shot, and Precision Strike special rules.

Spartan B312 does not occupy a force organization slot and otherwise counts as an HQ choice. Spartan B312 cannot be a Warlord.

Spartan B312 is a Spartan III.

Spartan B312	WS	BS	S	T	W	I	A	Ld	Sv
	5	6	4	4	3	4	4	10	3+



Callsign: Ghost



This soldier is a Sergeant in the Hades Corps of Engineers. Cold, emotionless, borderline sadistic, this soldier can barely be considered human in or out of battle. This culminated in two points of the marine's life. The first was the destruction of his platoon- after which he vowed to avenge his fallen platoon by killing as many Covenant as possible.

The second point in his life in which his behavior culminated also was the point in his life in which he felt he finally avenged his platoon. During the Battle of Algolis, Ghost and the Hades Corps were under orders to destroy a prototype powered armor to prevent it from falling into Covenant hands. Ghost destroyed all data and schematics related to the armor and then donned the armor itself to join the battle. He felt he was following the orders to the letter considering he had no intentions to survive the battle.

Ghost held off a Covenant battlegroup singlehanded in the armor long enough for a group of evacuation shuttles to escape the planet. Shortly thereafter, he was overwhelmed by fire and activated the armor's self-destruct sequence. Currently, Ghost is listed as missing in action.

While Ghost wore the armor he was assigned to destroy, he was a one-man army. He destroyed nearly an entire Covenant battlegroup including Wraiths, Hunters, and Elites before being worn down. He did not destroy the only armor system of its type in existence, and the prototype was used as a template for the Mk. II, Mk. III, and Mk. IX armor defense systems in use today. Counter-intuitively to how effective it is, a suit of the Prototype actually costs slightly less than a suit of the MJONIR series armor system.

"I need you to be strong- strong enough to do what you've never done in your life. Can you be strong enough to allow yourself to be- can you just be human?"

-Pvt. Luci Christian

Unit Type: Jet Pack Infantry (Character).

Wargear: Prototype ADS (pg. 51), Lucifer gun, claymores, Magellan cannon, rocket launcher (pg. 49), jet boosters, tank cannon grapeshot (pg. 49).

Special Rules: Eternal Warrior, Fearless, Hit and Run, Fleet, Multi-targeting.

Jet Boosters: This unit moves 12" in the movement phase.

Be Human: After losing his last wound or at the end of the game (whichever comes first), Ghost activates the self-destruct protocol in the Prototype. The explosion is a S D AP 1 blast with a radius of d6+3". Ghost is removed as a casualty as a result of this rule regardless of remaining wounds.

Ghost	WS	BS	S	T	W	I	A	Ld	Sv
	4	5	5	5	4	3	2	10	2+

Weapon	S	AP	Range	Type
Magellan cannon	10	2	72"	Heavy 1
Claymore	Counts as Melta Bombs			
Lucifer gun	6	4	36"	Assault 6, Rending

Multi-Targeting: Ghost can fire up to two of his weapons per turn. These weapons may fire at different units.

Edward Buck

Gunnery Sergeant Edward Buck is a non-commissioned officer in the ODST Corps. He spent over 25 years in the Human-Covenant war including cryo sleep, including the Harvest Campaign, the Fall of Reach, and the Battle of Earth. Throughout his career, he rose through the ranks and eventually gained command of his own squad known only as "The Squad" before relinquishing command to ONI agent Veronica Dare before the Battle of Earth.

During the Battle of Earth, Buck played a vital role in securing an Engineer, slaughtered his way through a Drone hive, and reunited with his squad in New Mombasa before evacuating when The Covenant started to glass the city.

Edward Buck was one of the best ODSTs, and he's been praised to the point where if he were any better, he would be a Spartan.

Sergeant Serenity: If Edward Buck is your Warlord, you may use ODSTs as troop choices as well as elite choices. Spartan Buck may not be your Warlord. If Spartan Buck is in your army, Mongooses can be taken as troop choices as well as fast attack choices.

When the Spartan IV program started, Buck was one of the first people selected for the program. He declined for personal reasons at first, but later changed his mind. He eventually signed on for the program with the other survivors of his squad.

Unit Type: Infantry (Character).

Wargear:
Edward Buck's Wargear: ODST BDU (pg. 51), assault rifle (pg. 48), pistol (pg. 49), frag grenades (pg. 48), VISR (pg. 49).

Spartan Buck's Wargear: MJOLNIR armor (pg. 51), assault rifle (pg. 48), Magnum (pg. 51), frag grenades (pg. 48).

Special Rules: Stubborn, Independent Character, Demon.

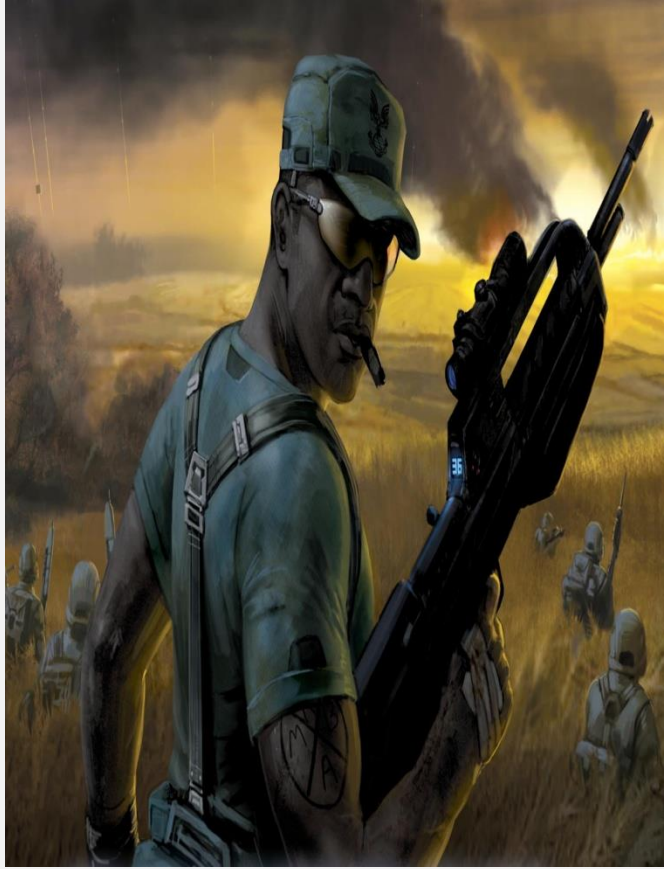


Edward Buck	WS	BS	S	T	W	I	A	Ld	Sv
Edward Buck	4	5	3	3	2	3	3	9	4+
Spartan Buck	4	5	4	4	3	4	3	9	3+

"This... this Imp. Had I not known what this Imp looks like, I would have mistaken him for a Demon from what all those useless Unggoy say. Now that I've seen him, I don't know whether to be impressed or disappointed."

-Chieftain Barabbas

Avery Johnson



Few soldiers have seen as much action as Sergeant Major Avery Junior Johnson. A veteran of the Insurrection and the Human-Covenant war from Harvest to the Ark, Johnson has encountered every foe humanity has faced. Most other soldiers who have lay claim to such a thing are Spartans. He has fought rebels, The Covenant, the Flood, and Forerunner constructs and survived to tell the tale.

Sergeant Johnson is not just an exceptional soldier- he is a member of Project ORION. Not only that, but he also helped forge the alliance between the Covenant Separatists and Humanity during the final days of the war. Johnson is best known for his gung-ho attitude and upbeat demeanor, inspiring the soldiers around him through rousing speeches and lighthearted banter.

Sergeant Johnson assumed a much more serious behavior during the assault on the Ark. This is likely due to the decades of war and encounters with the Flood taking their toll on him. While on the Ark, Johnson finally met his end. When he attempted to prematurely activate a Halo (thus destroying both it and the facility), the Forerunner Monitor 343 Guilty Spark killed Johnson with his monitor beam.

Despite being dead, Avery Junior Johnson is a legend that most people in the Corps have at least heard of if not served with. The name "Sergeant Johnson" brings to mind a man smoking his Sweet Williams cigar and holding an M99 Stanchion gauss rifle.

Unit Type: Infantry (Character).

Wargear: UNSC BDU (pg. 51), assault rifle (pg. 48), Magnum (pg. 49), frag grenades (pg. 48).

Special Rules: Stubborn, Independent Character, Eternal Warrior, Crack Open the Weapons Locker (pg. 12).

Avery Johnson	WS	BS	S	T	W	I	A	Ld	Sv
	5	5	3	3	3	4	3	10	5+

Stanchion Rifle	S	AP	Range	RoF
	X	1	48"	Heavy 1, Sniper
When shooting against vehicles, roll 3d6 discarding the lowest result for armor penetration.				

" Men, here's where we show those split-chin, squid-head, sons of bitches that they could not have picked a worse enemy than the human race. We are going to blow the hell out of those dumb bugs until we don't have anything left to shoot 'em with! And then, we are going to strangle them with their own living guts! Am I right, Marines?"

-Sergeant Major Avery Junior Johnson

You're One Very Lucky Marine! —One use per game. The unit Avery Johnson is in may roll armor saves as though they were invulnerable saves for one shooting phase. This means you may roll saves against weapons with AP lower than the armor save of the unit. This is only usable during your opponent's shooting phase.

John Forge



John Forge was the leader of groundside forces for the Harvest campaign in 2531. He personally saved the lives of UNSC civilians and personnel on multiple planets and led the UNSC to strategic victory on three planets.

Forge had the bright idea to use Cyclopes as assault platforms and has affection for the Grizzly tank series, even using his own personal Grizzly on assignments on Harvest. Forge's affinity and ability with heavy assault has been shown to pay off in multiple situations, but he recognizes when that is impractical.

Forge's greatest personal accomplishment is defeating the Arbiter Ripa 'Moramee in a duel, a more experienced and better-armed fighter.

Forge was the most selfless and brave individual in the early years of the war with the Covenant. He inspired such respect that Spartan IIs that outranked him referred to him as "sir."

His most heroic act was sacrificing himself to detonate a slipspace bomb and in so doing prevent the Covenant from possessing Forerunner weapons and spaceships, giving Humanity time to survive until the discovery of Alpha Halo.

John Forge	WS	BS	S	T	W	I	A	Ld	Sv
	5	5	3	3	2	3	4	10	5+

Unit Type: Infantry (Character).

Special Rules: Independent Character, Stubborn, Spirit of Fire, Troublemaker.

Troublemaker: John Forge always attacks first in challenges.

Lucy: Lucy is a close combat weapon with the Shred special rule.

Warlord Traits: John Forge has two Warlord Traits: We're Not Going Anywhere and Spartans Never Die. He still has the Spartans Never Die Warlord Trait despite not being a Spartan II or Spartan IV Officer.

Wargear: UNSC BDU (pg. 51), assault rifle (pg. 48), Magnum (pg. 49), frag grenades (pg. 48), Lucy.

Spirit of Fire: If John Forge is your Warlord, Cyclopes can taken as Troop choices as well as Elite choices. In addition, you may take two Grizzlies per Heavy Support slot, but if you only take one it still counts as one full slot. They are still independent units from one another.

Bear: John Forge may take a Grizzly tank as an upgrade. This Grizzly uses his Ballistic Skill and occupies an HQ slot.

Sarah Palmer

Commander Sarah Palmer is currently the highest ranking Spartan IV in the program. She was an ODST during the Human-Covenant war and was later hand-selected by Jun-A266 as a candidate. Strangely, Palmer wears the Scout variant of the MJOLNIR Gen 2 armor as opposed to the communications-heavy variants.

Sarah Palmer was born in 2527 on Earth's moon to parents who deeply resented the UNSC. Sarah did not share that sentiment for some reason. During her years as an ODST, Palmer went on twelve tours of service on eight worlds. ONI eventually became impressed with her physical prowess and leadership capacity. Palmer's true test of mettle came in October 2552 when she was sent to a colony to extract Admiral Kovalic. On the colony, Palmer incapacitated and eventually killed a Brute Chieftain without harming the Admiral or the highly valuable artificial intelligence he carried.

Palmer went through an obstacle course-based test immediately after being selected as one of the first Spartan IVs and given her augmentation surgeries but before given her armor. Palmer's strategy was to abandon her team and finish the course herself. She succeeded in finishing the course (the only candidate to do so) but failed the exam. Both Jun-A266 and Musa-096 then gave the candidates (especially Palmer) a lecture about the importance of teamwork over personal glory.

Sarah Palmer has fought The Covenant, Forerunner forces, Insurrectionists, and even defeated a Spartan IV candidate that on her own was superior to even Spartan IIs in full armor. Her effectiveness in the battlefield cannot be called into question, which is fortunate for her- her personality tends to clash with others. Sarah Palmer fancies herself and other Spartans to be superior to all other soldiers. While this opinion has basis, such behavior is non-conducive to teamwork and interpersonal discourse.

Commander Palmer also has some animosity toward Dr. Catherine Halsey. This grudge is so deep that when Halsey's death was ordered, Palmer immediately volunteered and acted personally deprived after Halsey's abduction.



Sarah Palmer	WS	BS	S	T	W	I	A	Ld	Sv
	4	5	4	4	3	4	3	9	3+

Unit Type: Infantry (Character).

Wargear: MJOLNIR armor (pg. 51), DMR (pg. 48), two Magnums (pg. 49), frag grenades (pg. 48).

Special Rules: Independent Character, Stubborn, Demon (pg. 16), Gunslinger (pg. 16), Night Vision, Relentless.

Spartan Commander: If Sarah Palmer is your Warlord, you may take Spartan IVs as troop choices as well as elite choices. Sarah Palmer qualifies as a Spartan IV Officer.

UNSC Arsenal

This section of *Codex: UNSC* lists the weapons and equipment used by the soldiers of the UNSC, along with the rules for using them in your games of Warhammer 40,000. Equipment that is unique to an individual unit is detailed in the appropriate entry in the Forces of the UNSC section (pages 10 to 44), while weapons and equipment used by all the other types of units are detailed here.

Ranged Weapons

Profiles for the ranged weapons in this section are also listed in the reference section (pg. 84). The full rules for flamers, assault grenades, heavy flamers, and krak grenades can be found in the Warhammer 40,000 rulebook.

Assault Series

The MA5 series assault rifle has changed very little over decades of use. This is because the simple mechanism bullpup 7.62 x .51 mm AP DU/TC NATO round rifle has little to improve upon.

Name	Range	S	AP	Type
Assault Rifle	18"	3	6	Assault 3
Carbine	15"	3	6	Assault 4, Pinning

Autocannons

"Autocannon" is a catch-all term for a variety of large caliber, high-explosive DU/TC cannons, generally mounted on aircraft.

Name	Range	S	AP	Type
Light Autocannon	48"	6	4	Heavy 4
Medium Autocannon	48"	7	4	Heavy 2
Heavy Autocannon	48"	8	4	Heavy 2

Battle Rifle

The BR85 heavy barrel service rifle is a selective fire rifle that entered use after the Human-Covenant war. It fires a three-round burst of the experimental M634 HP SAP DU/TC 9.5x40mm rounds, making it an accurate and deadly weapon.

Name	Range	S	AP	Type
Battle Rifle	24"	4	6	Rapid Fire

DMR

The M395 designated marksman rifle is generally used for scouting missions and personnel. It boasts impressive stopping power over long distances.

Name	Range	S	AP	Type
DMR	30"	3	6	Rapid Fire

Gauss Weaponry

Gauss weaponry fires hypersonic high density slugs at targets.

Name	Range	S	AP	Type
------	-------	---	----	------

Gauss Cannon 60" 8 1 Heavy 1, Lance



Frag Grenades

The standard issue grenades the UNSC uses are M9 Dual-purpose grenades. Capable of killing targets and damaging light vehicles.

Frag grenades are assault grenades against infantry and krak grenades against vehicles.

Grenade Launcher

A series of grenade launchers of different design and power, each grenade launcher packs a punch nonetheless.

Name	Range	S	AP	Type
Grenade Launcher	24"	4	5	Assault 1, blast
Sticky Detonator	18"	5	5	Assault 1, blast
Heavy Gren. Laun.	36"	5	4	Heavy 1, blast

LAAG

The light anti-aircraft gun is exactly what it advertises- a gun designed to take down aircraft. It can kill other things just fine, though.

Name	Range	S	AP	Type
LAAG	42"	5	5	Heavy 4

Machine Guns

In service for over 600 years, the humble machine gun is a simple and effective weapon to kill swathes of infantry.

Name	Range	S	AP	Type
LMG	36"	3	6	Heavy 3
MMG	36"	4	6	Heavy 3
HMG	36"	5	6	Heavy 3
SAW	18"	3	6	Assault 4

Missile Weaponry

Various missile systems firing self-guiding, precision-Targeted or straight dumb missiles of varying payloads.

Name	Range	S	AP	Type
Heavy Missile Laun.	42"	7	4	Heavy 3
Hydra	36"	5	4	Rapid Fire, Ignores Cover
Missile Pod	36"	7	4	Assault 3, lock-on
Rocket Launcher	48"	8	3	Heavy 1, lock-on
Rocket Pod	36"	8	3	Assault 2

Lock-on: The firer of this weapon fires at Flyers at BS 3. On a 6 to hit, counts as hitting side armor unless already hitting side or rear armor.

Pistols

The M6 series of pistol has been in service for over 140 years and has changed very little in that time. The rounds they fire wreak havoc on both shielded and unshielded targets.

Name	Range	S	AP	Type
Magnum	15"	4	5	Pistol
Pistol	12"	3	6	Pistol

Rail Weaponry

UNSC rail weapons use both kinetic force and high explosives To deal damage. These weapons fire explosive slugs at high velocity to down the thickest of armor and toughest of foes.

Name	Range	S	AP	Type
Light Rail Cannon	60"	8	1	Heavy 1
Rail Cannon	72"	10	1	Heavy 1
Railgun	30"	6	1	Assault 1

Shotgun

The M48 series shotgun is a short-range, high-damage firearm. The UNSC Infinity's guards use it as a standard issue deck-clearing weapon.

Name	Range	S	AP	Type
Shotgun	12"	4	-	Assault 2, Rending

Spartan Laser

Think of it as a laser pointer- that points things into oblivion.

Name	Range	S	AP	Type
Spartan Laser	48"	9	2	Heavy 1

Sniper Rifle

Firing a 14.5x114mm APFSDP bullet makes the 99D series deal more damage than the LAAG that is used to fight aircraft. One of these sniper rifles can down a Warthog in as few as four shots.

Name	Range	S	AP	Type
Sniper Rifle	36"	X	4	Heavy 1, Sniper Anti-Materiel

Anti-Materiel: For shooting against vehicles, add 1d6 to the AP value of the sniper rifle for armor penetration. Otherwise, the Rending rule works as normal. This weapon wounds on a 3+ and has Rending on a 4+ to wound.

Sub-Machine Gun

SMGs fire caseless bullets with combustible adhesives as propellant. Most are silenced.

Name	Range	S	AP	Type
SMG	12"	3	-	Assault 4, Pistol



Tank Cannons

UNSC tanks use smooth-bore high velocity cannons, a standard Scorpion being able to shoot down a Wraith in two or three shots.

Name	Range	S	AP	Type
Tank Cannon	60"	8	2	Heavy 1
Grapeshot		5	4	Heavy 1, Large Blast
Heavy Tank Cannon	72"	8	3	Ordnance 1, Large Blast

Servo-Fists

Cyclopes use servo-fists for demolition ops, and they are completely able to tear apart Covenant starship armor plates.

Name	S	AP	Type
Servo-fists	User x2	2	Melee

Plasma Cutter

These are used in space to weld space stations together.

Name	S	AP	Type
Plasma cutter	6	2	Melee, Armorbane



Cyclops Exoskeleton

The HRUNTING/YGGDRASIL Mk III exoskeleton was based off the MJOLNIR Mk III suit. It was designed for construction, demolition and dock work.

A Cyclops exoskeleton confers a 3+ armour save. It also confers the Fleet and Relentless special rules, and increases the Strength and Toughness of the wearer by 2. On the Cyclops entry, those benefits are already integrated into the unit profile.

Headhunter Armor

Developed for the Spartan III headhunter special operatives, headhunter armor uses prototype energy shielding that does not require a nuclear reactor to use.

Headhunter armor confers a 4+ armour save and 6+ invulnerable save. It also grants the wearers the Stealth and Shrouding special rules. The armour save is re-rollable.

Huragok Combat Harness

Engineers were given explosive armor by their enslavers, The Covenant. Should all surrounding Covenant troops die or the Huragok be too far away, it will explode to prevent the Engineer from falling into enemy (human) hands.

A Huragok combat harness confers a 3+ armour save.

Mantis Exoskeleton

The Mk. IX in the HRUNTING/YGGDRASIL armor defense system is a purpose built war machine as opposed to the Mk III Cyclops. Its energy shielding can withstand a Spartan laser.

The Mantis exoskeleton confers a 3+ armour save and a 5+ invulnerable save.

MJOLNIR Armor

MJOLNIR powered assault armor was developed specifically for the Spartan II program. Its construction is such that it can only be safely worn by a Spartan II, III, or IV without breaking the user's bones. Starting from the Mk. V, MJOLNIR armor incorporated an energy shield reverse-engineered from the Jackal point-defense gauntlet. It is made of a titanium-A shell, a titanium-A nanocomposite body suit, hydrostatic gel, a reactive metal liquid crystal layer, and biofoam injectors to keep the wearer safe.

MJOLNIR armor confers a 3+ armour save and a 5+ invulnerable save.

Mongoose

The Mongoose ATV is more useful than it has any business being.

Models equipped with Mongooses change their unit type to Bike, as described in the *Warhammer 40,000* rulebook. They may be equipped with HMGs for 10 points apiece.

Thirdly, the wearer exchanges whatever weapons they have for servo-fists (pg. 49) and may take weapons from the Cyclops Gear list on page 61. Lastly, their Initiative is reduced by 1. This drawback is incorporated in the Cyclops.

ODST BDU

ODSTs wear heavy armor made of ceramic-titanium plates to protect themselves from kinetic and energy weaponry.

An ODST BDU confers a 4+ armour save.

Prototype ADS

The HRUNTING/YGGDRASIL Mk. I armor defense system is the most resilient armor the UNSC has ever produced. No iteration of the ADS series has been able to live up to it.

The Prototype ADS confers a 2+ armour save and a 4+ invulnerable save.

SPI Armor

Not as good as MJOLNIR but far superior to ODST, Semi-powered infiltration armor can also use limited camouflage photo-reactive panels.

SPI armor confers a re-rollable 4+ armour save and grants the Stealth and Shrouding special rules to the wearer.

UNSC BDU

The marine corps. BDU has shock-absorbing gel and heat reducing gel to protect against shrapnel and explosives. The marine BDU is quite effective at protecting against kinetic weaponry, but plasma will cut right through it.

A UNSC BDU confers a 5+ armour save.

Riot Shield

Cyclops variants in law enforcement make use of riot shields to protect against whatever is thrown at them.

A riot shield allows failed armour saves to be re-rolled.

Equipment

Bubble Shield

In order to defend soldiers in the open or against artillery, the bubble shield was developed. It is unknown whether the UNSC or The Covenant developed it first.

One use only. The bubble shield may only be activated during your opponent's movement phase. The unit that uses this device cannot be harmed by shooting attacks until the end of your opponent's turn. They may still be assaulted and tank shocked, but may not fire overwatch.



Flare

A flare that produces a bright light to disorient opponents.

One use only. Only usable in your opponent's moving phase. Causes Blind to any unit within 24" that targets the unit that used the flare until the end of the turn.

HEV

ODSTs and Spartans use these insertion vehicles to deploy from orbit quickly. Each soldier is given their own HEV in the case that one gets shot down they are not all destroyed at the same time.

Any unit using an HEV is a deep strike unit in reserve. If there is a mishap and the unit were to die, simply remove the deepstriking models that caused the mishap instead of the whole unit with the rest of the unit entering as a normal deep strike entry where you originally intended them to enter.

Regenerator

This restores a player's shield and somehow recovers the soldiers inside its area of effect. It may be related to sterile field generators.

One use only. Only usable in your opponent's moving phase. All models within 6" get the Feel No Pain special rule until the end of the turn. If the unit already has this rule, improve it by +1 (5+ becomes 4+, 4+ becomes 3+, etc.).

VISR

The Visual Intelligence System, Reconnaissance is integrated into ODST helmets to provide tactical data and night vision capabilities.

Any unit with a VISR may re-roll night fighting distance and failed blind tests.



Cryo Bomb

This air-dropped ordnance freezes a small area and causes impressive damage to things caught in the blast.

One use only. Nominate an enemy unit within line of sight of the user of this equipment. Place a large blast template over it and roll as a shooting attack with a BS of the user of this equipment. The Cryo Bomb is a S5, AP – weapon. Any unit wounded by the Cryo Bomb is only able to do one action (move, shoot, assault) per turn for the rest of the game.



Armor Lock

This armor ability amplifies the energy shielding of the user to the point of near-invincibility, but leaves the user immobile. To mitigate this, the armor lock also inflicts electrical discharge on close targets.

You may only use this at the beginning of your assault phase. The model or unit that uses this ability has a re-rollable 2+ invulnerable save until your next shooting phase. When armor lock's effect ends, any enemy unit that is in close combat with the user must take an initiative test. If they fail, the model/s using armor lock may break combat and move d6" away from the enemy unit. This ability is only usable three times per game.

Drop Shield

The drop shield is mechanically similar to the bubble shield, with the added benefit of healing the people inside of it. Unlike the Bubble shield, its integrity can be compromised.

Only usable during your assault phase. All models within 6" of the drop shield user have a 3+ invulnerable save until the end of your opponent's turn and multiple wound models have the It Will Not Die special rule. If shot at with a S 8 or higher weapon and the 3+ invulnerable save fails, the shield stops working. If the drop shield stops working, it may still be used in future turns. This ability is only usable three times per game.

Hologram

This creates an extremely realistic hologram of the user and is even programmed with simple A.I. to give it locomotion. It was reverse engineered from Covenant technology.

Only usable during your opponent's movement phase. All shooting attacks against the unit using hologram are made at half ballistic skill, rounding up for their entire turn. This ability is only usable three times per game.

Overshield

After examining the equipment the Covenant employed for decades, the UNSC found a way to make the energy-shield enhancing device MJOLNIR-compatible.

The invulnerable save of the unit using this is improved by +1 for one game turn. It is only usable every other game turn but may activate whenever you desire so long as it is before making the improved save you wish to roll.

Jet Pack

The jet pack is used by Spartans and ODSTs for atmospheric flight. It must be strong to lift a suit of MJOLNIR armor.

Models with jet packs become jet pack infantry.



Thruster Pack

Thruster packs were developed for vacuum operations, but are used in atmosphere to increase mobility.

Models with thruster packs are conferred a 5+ cover save in open ground. This does not affect units in cover.



Regeneration Field

While ONI refuses to declassify where this comes from or how it works, this comes in handy for a Spartan in a pinch.

Any negative modifier on Wargear-based invulnerable saves is negated for all friendly models in the unit this is equipped to. Additionally, all models in said unit have the Feel No Pain (6+) special rule.

Stun Blast

No good in crowds? Fret not, for the stun blast is the ideal reaction to being swarmed by opponents.

Three uses per game. Any opposing unit within 7" has its Initiative and charge distance reduced by 1, to a minimum of 1. It can be activated during your assault phase.

Teleport

One of the smallest slipspace-translocation devices in existence, the teleport module is a relatively new armor ability that the UNSC developed.

Four uses per game. The unit using this armor ability may move up to 7" in any direction during your assault phase. They are allowed to disengage combat this way.



Air Traffic Control

In order to fight Banshees and other Covenant aircraft the UNSC created targeting software specifically to counter highly maneuverable aircraft.

Any unit with this upgrade makes all shooting attacks against Flyers at BS 3. This does not affect shooting at non-Flyer units.

Chaff Pod

Originally developed for the Hornet, this is a targeting system jammer meant to prevent point defense from destroying UNSC vehicles.

A vehicle with this upgrade gets a +1 to all cover saves. In open ground it has a 6+ cover save. A chaff pod may only be taken by Flyers.

Enclosed Canopy

Variations of the Elephant series vehicles have the option of enclosing their open-top canopies for better protection and improved armament.

Only the Elephant can take this option. A vehicle with this upgrade no longer counts as open-topped and also gains a light autocannon (pg. 48).

Improved Shock Absorbers

Many vehicles have improved suspension and shock absorbers to improve movement over rough terrain.

A vehicle with this upgrade has the Move Through Cover special rule. It also ignores a “crew shaken” vehicle damage result. May not be taken by Flyers.

Reinforced Hull

Improved titanium-a alloy that is generally reserved for UNSC space ships.

Vehicles with this upgrade treat a “crew stunned” vehicle damage result as a “crew shaken” result.

Tracer Rounds

Rounds with a small pyrotechnic charge to help the gunner make aim corrections.

A vehicle with this upgrade may re-roll 1s to hit in the shooting phase.







UNSC Marine Corps

The following army list enables you to field a UNSC army and fight battles using the missions included in the Warhammer 40,000 rulebook and a list that will be provided on page 57.

USING THE ARMY LIST

The UNSC army list is split into six sections: HQ, troops, dedicated transports, elites, fast attack, and heavy support. All of the squads, vehicles, and characters in the army are placed into one of these categories depending upon their role on the battlefield. Each model is also given a points value, which varies depending on how effective that model is in battle.

Before you choose an army, you will need to agree with your opponent upon the type of game you are going to play and the points limit you may both spend. Then you can build it following the guidelines set forth by the Warhammer 40,000 rulebook.

Marine Squad 1

1 49 Points

	WS	BS	S	T	W	I	A	Ld	Sv	3 Unit Type	4 Unit Composition	Page
2 Marine	3	3	3	3	1	3	1	7	5+	Infantry	7 Marines	19
Marine Sergeant	3	3	3	3	1	3	1	8	5+	Infantry (Character)		

5 Wargear:

- UNSC BDU
- Assault rifle
- Frag grenades
- Pistol

7 Options:

- May include up to seven additional Marines..... 7 pts/model
- Any model may exchange their assault rifle for a battle rifle..... 2pts/model
- Any model may exchange their assault rifle for a DMR..... Free
- May upgrade one Marine to a Marine Sergeant..... 10 pts
- If the squad numbers less than fourteen models, one Marine may take one item from either the **Special Weapons** or **Power Weapons** list.
- If the squad numbers fourteen models, two Marines may take one item from either the **Special Weapons** list each, one Marine may take one item from either the **Special Weapons** or **Power Weapons** list, and one Marine may take one item from the **Emplacements** list.
- The unit may select a Pelican, an Elephant, or a Cougar as a Dedicated Transport.

6 Special Rules:

- Dust and Echoes
- Folks Need Heroes

Each unit entry in the UNSC army list contains the following information:

1 Unit Name: At the start of each unit profile you will find the name of the unit as well as its points cost without any upgrades.

2 Unit Profile: This section shows the profile of any and all models the unit can include, including upgrades.

3 Unit Type: This indicates what unit type rules to use in the Warhammer 40,000 rulebook. For example, a unit may be classed as infantry, Cavalry, or vehicle, which will subject it to a number of rules regarding movement, shooting, assaults, etc.

4 Unit Composition: When relevant, this section will show the number and type of models that make up the basic unit, before upgrades. If the unit composition includes the word "Unique," then only one may be taken per army.

5 Wargear: This section details the weapons and equipment the models in the unit are armed with. The cost for all these models and their equipment is included in the points cost next to the unit name.

6 Special Rules: Any special rules that apply to the models in the unit are listed here. The rules are either explained in this Codex or the Warhammer 40,000 rulebook.

7 Options: This section lists all upgrades you may add to the unit if you desire, alongside the points cost per weapon per model. "Pts" means points and "pts/model" means points per model.

Dedicated Transport: Where applicable, this option lists any Transports the unit may take. They have their own army list entries, and do not use up Force Organization slots, but otherwise act as separate units. The Transports section of the Warhammer 40,000 rulebook explains how Dedicated Transports work.

Warlord Traits: Sometimes an entry will have a specific Warlord Trait, in which case it will be listed here in its army list entry.

Unique Wargear: Some entries have unique Wargear, listed here. These are either already included in the unit's points cost or given its own points value for purchase.

Foes and Conflicts

In a galaxy recovering from war, attempting to root out a plague, and most recently, witnessing the return of its former masters, there is surprisingly little in the way of full war. Nevertheless the UNSC is constantly fighting a battle in some part of its territory. Listed below are the factions the UNSC fights or has fought with and some justifications for doing so.

Brutes:

Brutes are a belligerent and violent race. Simply being there is justification enough to be attacked by them.

The UNSC has found or is escorting an Engineer and the Brutes want it.

The UNSC wants to reclaim a world lost to the Brutes.

A Forerunner or Precursor artifact has been discovered and both the UNSC and the Brutes want it.

Covenant Remnant:

The Covenant Remnant still believes in the Forerunners being their Gods and as such believe Humanity is a pest to be extinguished at any cost.

A Forerunner or precursor artifact has been discovered and both the UNSC and The Covenant Remnant want it.

Sangheili:

Some Elites and/or Humans have not let old hostilities die.

The Elites or Humans did not yet receive word of the ceasefire.

The Elites and Humans are contesting borders or a planet.

Flood:

They're a parasite bent on assimilating all life in the galaxy into itself in order to make everything suffer for all eternity. What more reason do you need?

Insurrection:

The UNSC wants its colonies back.

The Insurrection wants to press the offensive against their oppressors.

The rebels in question are a gang of paramilitary pirates.

Sentinels:

The Sentinel or Monitor's programming has become faulty and believes the Humans are not the Reclaimers.

The Sentinels or Monitor have been re/programmed by Shadow-of-Sundered-Star.

The Human gave the wrong authorization response to the Sentinel.

UNSC Wargear List

These lists detail the point values of various items of wargear available to units in your army. Many unit entries in the army list that follows may include wargear options from one or more of these lists- in each instance, the army list entry will tell you (in bold) exactly which of these lists you may use.

All points values are estimates based upon comparison with units and wargear in the 7th Edition Warhammer 40,000 rulebook, Space Marines Codex, 4th and 6th Edition Tau Codexes, and 7th Edition Astra Militarum Codex. They have not been playtested.

Standard Issue Weapons..... Page 48/49

-Battle Rifle	1 pt
-DMR.....	Free
-Magnum	1/2 pts*
-SMG.....	2/4 pts*
-Pistol	1 pt

Armor..... Page 51

Cyclops exoskeleton	30 pts
Mongoose**.....	7 pts

Special Weapons..... Page 48/49

Flamer	5 pts.
Grenade Launcher	5 pts
Hydra	8 pts
Railgun	10 pts
SAW.....	5 pts
Shotgun	6 pts
Sticky detonator.....	7 pts

Power Weapons..... Page 48/49

Rocket Launcher.....	15 pts
Sniper Rifle	12 pts
Spartan Laser.....	20 pts

Equipment..... Page 49

Bubble Shield	20 pts
Flare.....	10 pts
Regenerator	15 pts

Armor Abilities..... Page 53

Armor Lock	10 pts/model
Drop Shield.....	5 pts/model
Hologram	5 pts/model
Jet Pack.....	3 pts/model
Overshield	10 pts/model
Regeneration Field.....	2 pts/model
Stun Blast	5 pts/model
Teleport.....	4 pts/model
Thruster Pack	3 pts/model

Vehicle Gear..... Page 55

Air Traffic Control	15 pts
Chaff Pod.....	15 pts
Enclosed Canopy.....	18 pts
Improved Shock Absorbers	7 pts
Reinforced Hull.....	12 pts
Tracer Rounds	5 pts

Emplacements..... Page 48/49

Heavy Flamer	10 pts
HMG.....	10 pts
LMG	6 pts
MMG.....	8 pts

Cyclops Gear.....

VISR	1 pt
Light Autocannon and riot shield.....	25 pts
Plasma Cutter.....	14 pts
Heavy Flamer	10 pts

*The first point value for these options are for an upgrade while the second point value is for taking a separate weapon.

** Mongooses can take HMGs for 10 points per model.

Spartan 117

180 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Spartan 117	5	6	4	4	3	4	4	10	3+	Infantry (Character)	1 (Unique)	40

Wargear:

- MJOLNIR armor
- Assault rifle
- Frag grenades
- Magnum

Special Rules:

- Independent Character
- Born Lucky
- Gunslinger
- Hyper Lethal
- Folks Need Heroes

Warlord Trait:

- Spartans Never Die

Options:

- May exchange his assault rifle for a battle rifle..... *2pts*
- May exchange his assault rifle for a DMR..... *Free*
- May purchase one of the following- pistol, Magnum, or SMG
- May replace his assault rifle with one item from either the **Special Weapons, Power Weapons, or Emplacements** list.
- May take one piece of **equipment**.
- May take one **armor ability**.
- May take an HEV independently of other equipment.

Spartan 051

70 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Spartan 051	5	5	4	4	3	4	3	10	4+	Infantry (Character)	1 (Unique)	41

Wargear:

- SPI armor
- Assault carbine
- Frag grenades

Special Rules:

- Stubborn
- Head of the Program
- Independent Character
- Demon
- Infiltrate
- Folks Need Heroes
- Gunslinger

Options:

- May exchange his assault carbine for any **standard issue weapon**.
- May purchase up two of the following (repeats allowed)- pistol, Magnum, or SMG.
- May take one piece of **equipment**.

If Spartan 051 is your Warlord, you must declare his Warlord Trait at deployment.
You may choose this trait to be either We're Not Going Anywhere or Spartans Never Die.

Spartan B312

165 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Spartan B312	5	6	4	4	3	4	4	10	3+	Infantry (Character)	1 (Unique)	42

Wargear:

- MJOLNIR armor
- Assault rifle
- Frag grenades
- Pistol

Special Rules:

- Hyper Lethal
- Independent Character
- Infiltrate
- Lone Wolf
- Scout
- Feel No Pain
- Preferred Enemy (Xenos)

Options:

- May exchange their assault rifle for a DMR..... *Free*
- May replace their assault rifle for one item from either the **Special Weapons** or **Power Weapons** list.
- May take one **armor ability**.
- May take a Mongoose..... *7 pts*

Spartan B312 may not be your Warlord and does not occupy a force organization slot.

Ghost

210 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Ghost	4	5	5	5	4	3	2	10	2+	Jet Pack Infantry (Character)	1 (Unique)	43

Wargear:

- Prototype ADS
- Lucifer gun
- Magellan cannon
- Claymores
- Rocket launcher
- Jet boosters
- Tank Cannon (Grapeshot)

Special Rules:

- Fearless
- Eternal Warrior
- Fleet
- Hit and Run
- Multi-Targeting
- Be Human

Edward Buck

35 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Edward Buck	4	5	3	3	2	3	3	9	4+	Infantry (Character)	1 (Unique)	44
Spartan Buck	4	5	4	4	3	4	3	10	3+	Infantry (Character)		

Edward Buck's Wargear:

- ODS BDU
- Assault rifle
- Pistol
- VISR
- Frag grenades

Spartan Buck's Wargear:

- MJOLNIR armor
- Assault rifle
- Magnum
- Frag grenades

Options:

- May take an HEV..... 3 pts
- May purchase a jet pack..... 3 pts
- May upgrade to Spartan Buck..... 15 pts

Special Rules:

- Stubborn
- Sergeant Serenity
- Independent Character

Avery Johnson

55 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Avery Johnson	5	5	3	3	3	4	3	10	5+	Infantry (Character)	1 (Unique)	45

Wargear:

- UNSC BDU
- Assault rifle
- Frag grenades
- Magnum

Options:

- May exchange his assault rifle for a Stanchion Rifle..... 35 pts
- May replace his assault rifle with a battle rifle..... 2pts
- May replace his assault rifle with a sniper rifle..... 9 pts
- May replace his assault rifle with a Spartan laser..... 20 pts
- May replace his assault rifle with a shotgun..... 1 pt

Special Rules:

- Stubborn
- Independent Character
- Eternal Warrior
- Crack Open the Weapons Locker
- You're One Very Lucky Marine!

HQ

John Forge

65 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
John Forge	5	5	3	3	2	3	4	10	5+	Infantry (Character)	1 (Unique)	46

- Wargear:**
- UNSC BDU
 - Magnum
 - Assault Rifle
 - Frag grenades
 - Lucy

- Special Rules:**
- Stubborn
 - Independent Character
 - Spirit of Fire
 - Troublemaker
 - Bear
 - Folks Need Heroes

- Warlord Traits:**
- We're Not Going Anywhere
 - Spartans Never Die

- Options:**
- May take a Grizzly tank..... 210 pts

Sarah Palmer

55 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Sarah Palmer	4	5	4	4	3	4	3	9	3+	Infantry (Character)	1 (Unique)	47

- Wargear:**
- MJOLNIR armor
 - DMR
 - Two Magnums

- Special Rules:**
- Stubborn
 - Independent Character
 - Spartan Commander
 - Demon
 - Night Vision
 - Gunslinger
 - Relentless

- Sarah Palmer may purchase one **armor ability**.
If she is in a unit that also has an armor ability they must be the same armor ability.

Sergeant Major

30 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Sergeant Major	4	5	3	3	2	3	3	10	5+	Infantry (Character)	1 Sergeant Major	12

- Wargear:**
- UNSC BDU
 - Assault rifle
 - Magnum
 - Frag grenades

- Special Rules:**
- Independent Character
 - Dust and Echoes
 - Folks Need Heroes
 - Crack Open the Weapons Locker
 - Stubborn

Options:

- May exchange their assault rifle for a **Standard Issue** weapon.
- May take one piece of **equipment** except VISR or HEV.
- May exchange the UNSC BDU for an ODST BDU and VISR... 7 pts
- May take an HEV independently of other equipment..... 3 pts
- May take a Mongoose 7 pts
- May exchange all of their wargear for a Cyclops Exoskeleton... 30 pts

Captain

40 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Captain	3	4	3	3	2	3	3	9	5+	Infantry (Character)	1 Captain	13

- Wargear:**
- UNSC BDU
 - Pistol
 - Frag grenades

- Special Rules:**
- Independent Character
 - Dust and Echoes
 - Folks Need Heroes
 - MAC Strike
 - Special Delivery
 - Splitfire

Options:

- May exchange their pistol for a Magnum..... 1 pt
- May take one piece of **equipment** except VISR or HEV.
- May exchange all of their wargear for a Cyclops Exoskeleton... 30 pts

HQ

Spartan II

40 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Spartan II	5	5	4	4	3	4	3	10	3+	Infantry (Character)	1 (Unique)	16

Wargear:

- MJOLNIR armor
- Assault rifle
- Frag grenades
- Magnum
- Artificial Intelligence

Special Rules:

- Stubborn
- Independent Character
- Demon
- Folks Need Heroes
- Gunslinger

Options:

- May exchange their assault rifle for a battle rifle..... *1 pt*
- May exchange their assault rifle for a DMR..... *Free*
- May purchase one of the following- pistol, Magnum, or SMG
- May replace their assault rifle with one item from either the **Special Weapons** or **Power Weapons** list.
- May take one piece of **equipment** except VISR.
- May take an HEV independently of other equipment..... *3 pts*
- May take a Mongoose..... *7 pts*

Spartan IV Officer

60 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Spartan IV Officer	4	5	4	4	3	4	2	9	3+	Infantry (Character)	1 Spartan IV Officer	17

Wargear:

- MJOLNIR armor
- Assault rifle
- Frag grenades
- Magnum

Special Rules:

- Stubborn
- Independent Character
- Demon
- Night Vision
- Tactical Insertion
- Folks Need Heroes

Options:

- May exchange their assault rifle for a battle rifle..... *1 pt*
- May exchange their assault rifle for a DMR..... *Free*
- May purchase one of the following- pistol, Magnum, or SMG
- May replace their assault rifle with one item from either the **Special Weapons** or **Power Weapons** list.
- May take one **armor ability**. If in a squad, the armor ability must be the same.
- May take an HEV independently of other equipment..... *3 pts*
- May take a Mongoose..... *7 pts*

Engineer

25 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Engineer	1	0	3	3	2	3	1	7	3+	Infantry (Character)	1 Engineer	18

Wargear:

- Huragok combat harness

Special Rules:

- Independent Character
- Overshield
- Field Repairs
- Bulky

Options:

- May take two more Engineers..... *25 pts/model*

While Engineers fill an HQ slot, they do not contribute towards the minimum HQ count.

Troops

Marine Squad

59 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Marine	3	3	3	3	1	3	1	7	5+	Infantry	6 Marines	19
Marine Sergeant	3	3	3	3	1	3	1	8	5+	Infantry (Character)	1 Marine Sergeant	

Wargear:

- UNSC BDU
- Assault rifle
- Frag grenades
- Pistol

Special Rules:

- Dust and Echoes
- Folks Need Heroes

Options:

- May include up to seven additional Marines..... *7 pts/model*
- Any model may exchange their assault rifle for a battle rifle..... *1 pt/model*
- Any model may exchange their assault rifle for a DMR..... *Free*
- The unit may exchange their pistols for Magnums..... *1 pt/model*
- If the squad numbers less than fourteen models, one Marine may take one item from either the **Special Weapons** or **Power Weapons** list.
- If the squad numbers fourteen models, two Marines may take one item from the **Special Weapons** list each and one Marine may take one item from either the **Special Weapons** or **Power Weapons** list
- The unit may select a Pelican, an Elephant, or a Cougar as a Dedicated Transport.

Hellbringer Squad

50 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Hellbringer	3	3	3	3	1	3	1	7	4+	Infantry	4 Hellbringers	20
Hellbringer Sergeant	3	3	3	3	1	3	1	8	4+	Infantry (Character)	1 Hellbringer Sergeant	

Wargear:

- ODST BDU
- Flamer
- Frag grenades

Special Rules:

- Infiltrate

Options:

- May include up to five additional Hellbringers *8 pts/model*
- If the squad numbers less than ten models, one Hellbringer may take a heavy flamer.
- If the squad numbers ten models, two Hellbringers may take heavy flamers.



Dedicated Transports

Cougar

48 Points

	Armor				HP	Unit Type	Unit Composition	Page
	BS	F	S	R				
Cougar	3	11	11	10	3	Vehicle (Tank, Transport)	1 Cougar	21

Wargear:

- MMG
- Twin-linked medium autocannon

Options:

- May take items from the **Vehicle Gear** list.

Transport Capacity:

- 15 models.

Elephant

160 Points

	Armor				HP	Unit Type	Unit Composition	Page
	BS	F	S	R				
Elephant	3	14	14	14	4	Vehicle (Tank, Transport, Heavy, Open-topped)	1 Elephant	22

Wargear:

- Two LAAGS
- HMG

Transport Capacity:

- 21 models or one Warthog model.

Special Rules:

- Turrets
- Field Repair

Pelican

90 Points

	Armor				HP	Unit Type	Unit Composition	Page
	BS	F	S	R				
Pelican	3	11	10	10	3	Vehicle (Flyer, Transport, Hover)	1 Pelican	23

Wargear:

- Twin-linked medium autocannon

Transport Capacity:

- 15 models. Instead of 15 models, it may transport a Warthog, Mantis, Scorpion, Cobra, or Wolverine.

Special Rules:

- Strafing Run

Options:

- May take items from the **Vehicle Gear** list.



Elites

Cyclops Squad

130 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Cyclops	3	3	5	5	2	2	2	8	3+	Infantry	2 Cyclopes	28
ODST Sergeant	3	3	5	5	2	2	2	8	3+	Infantry (Character)	1 Cyclops Sergeant	

- Wargear:**
- Servo-Fists
 - Cyclops Exoskeleton

- Special Rules:**
- Very Bulky
 - Relentless
 - Crusader
 - Dust and Echoes
 - Tank Hunters

Options:

May take items from the **Cyclops Gear** list.
May take up to four more Cyclopes..... 40 pts/model

ODST Squad

73 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
ODST	3	4	3	3	1	3	1	8	4+	Infantry	6 ODSTs	29
ODST Sergeant	3	4	3	3	1	3	2	8	4+	Infantry (Character)	1 ODST Sergeant	

- Wargear:**
- ODST BDU
 - Assault rifle
 - Frag grenades
 - Pistol
 - VISR

- Special Rules:**
- Dust and Echoes

Options:

- May include up to seven additional ODSTs 9 pts/model
- Any model may exchange their assault rifle for a battle rifle..... 1pt/model
- Any model may exchange their assault rifle for a DMR..... Free
- The unit may replace their pistols with Magnums..... 1 pt/model
- If the squad numbers less than fourteen models, one ODST may take one item from either the **Special Weapons** or **Power Weapons** list.
- If the squad numbers fourteen models, two ODSTs may take one item from either the **Special Weapons** list each and one ODST may take one item from either the **Special Weapons** or **Power Weapons** list.
- The unit may take HEVs..... 3 pts/model
- The unit may take jet packs..... 3 pts/model
- One unit of ODSTs per army may take Mongooses..... 7 pts/model

Spartan III Squad

105 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Spartan III	3	4	4	4	1	4	1	8	4+	Infantry	4 Spartan IIIs	30
Spartan III Leader	3	4	4	4	1	4	2	8	4+	Infantry (Character)	1 Spartan III Leader	

- Wargear:**
- SPI armor
 - Assault carbine
 - Frag grenades

- Special Rules:**
- Dust and Echoes
 - Infiltrate
 - Feel No Pain
 - Demon
 - Preferred Enemy (Xenos).

Options:

- May include up to five additional Spartan IIIs 19 pts/model
- Any model may exchange their carbine for a battle rifle..... Free
- Entire squad may replace SPI armor with Headhunter armor 5 pts/model
- If the squad numbers less than ten models, one Spartan III may take one item from either the **Special Weapons** or **Power Weapons** list.
- If the squad numbers ten models, two Spartan IIIs may take one item from the **Special Weapons** list each and one Spartan III may take one item from either the **Special Weapons** or **Power Weapons** list, and one Spartan III may take one item from the **Emplacements** list.
- The unit may take HEVs..... 3 pts/model
- The whole unit may replace their SPI armor with MJOLNIR armor..... 1 pts/model

Elites

Spartan IV Squad

100 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Spartan IV	4	4	4	4	1	4	1	9	3+	Infantry	4 Spartan IVs	32
Spartan IV Leader	4	4	4	4	1	4	2	9	3+	Infantry (Character)	1 Spartan IV Leader	

Wargear:

- MJOLNIR armor
- Assault rifle
- Frag grenades
- Pistol

Special Rules:

- Stubborn
- Demon
- Night Vision

Options:

- May include up to five additional Spartan IVs..... *18 pts/model*
- Any model may exchange their assault rifle for a battle rifle *1 pt/model*
- Any model may exchange their assault rifle for a DMR..... *Free*
- Any model may exchange their pistol for a Magnum..... *1 pt/model*
- If the squad numbers less than ten models, one Spartan IV may take one item from either the **Special Weapons** or **Power Weapons** list.
- If the squad numbers ten models, two Spartan IVs may take one item from the **Special Weapons** list each, one Spartan IV may take one item from either the **Special Weapons** or **Power Weapons** list, and one Spartan IV may take one item from the **Emplacements** list.
- The unit may take HEVs..... *3 pts/model*
- The unit may take one **armor ability** for all models to use.
- One unit of Spartan IVs per army may take Mongooses. If they do, they may *7 pts/model* not take items from the **Emplacements** list or **armor abilities**.



Heavy Support

Scorpion

70 Points

	BS	Armor				HP	Unit Type	Unit Composition	Page
Scorpion	3	F	S	R		3	Vehicle (Tank)	1 Scorpion	33

Wargear:

- Tank cannon
- MMG

Options:

- May include up to two additional Scorpions..... 70 pts/model
- May replace the tank cannon with two twin-linked medium autocannon.... 15 pts
- May replace the tank cannon with a twin-linked rocket pod..... free
- May take items from the **Vehicle Gear** list.

Mantis

160 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Mantis	3	4	6	6	5	2	1	9	3+	Monstrous Creature	1 Mantis	34

Wargear:

- Mantis exoskeleton
- Light autocannon
- Rocket Pod
- Air traffic control

Special Rules:

- Power stomp

Grizzly

210 Points

	BS	Armor				HP	Unit Type	Unit Composition	Page
Grizzly	4	F	S	R		5	Vehicle (Tank, Heavy)	1 Grizzly	35

Wargear:

- 2 heavy tank cannons
- HMG

Options:

- May take items from the **Vehicle Gear** list.

Cobra

110 Points

	BS	Armor				HP	Unit Type	Unit Composition	Page
Cobra	4	F	S	R		3	Vehicle (Tank)	1 Cobra	36

Wargear:

- Twin-linked light rail cannon
- Rail cannon

Options:

- May take items from the **Vehicle Gear** list except air traffic control.

Special Rules:

- Siege Position

Rhino

160 Points

	BS	Armor				HP	Unit Type	Unit Composition	Page
Cobra	4	F	S	R		3	Vehicle (Tank)	1 Rhino	37

Wargear:

- Zeus cannon

Options:

- May take items from the **Vehicle Gear** list except air traffic control.

Heavy Support

Vulture						185 Points	
	Armor						
	BS	F	S	R	HP	Unit Type	Unit Composition
Vulture	4	12	12	12	3	Vehicle (Flyer, Hover, Heavy)	1 Vulture
Wargear: <ul style="list-style-type: none"> Two twin-linked medium autocannons Two heavy missile launchers Twin-linked heavy MLRS 						Options: <ul style="list-style-type: none"> May take items from the Vehicle Gear list. 	
						Page 38	

Wolverine						100 Points	
	Armor						
	BS	F	S	R	HP	Unit Type	Unit Composition
Wolverine	3	11	11	10	3	Vehicle (Tank)	1 Wolverine
Wargear: <ul style="list-style-type: none"> Twin-linked MLRS Heavy grenade launcher Air Traffic Control 						Options: <ul style="list-style-type: none"> May take items from the Vehicle Gear list. 	
Special Rules: <ul style="list-style-type: none"> Interceptor 						Page 39	



Fast Attack

Assault Pelican

160 Points

	BS	Armor				HP	Unit Type	Unit Composition	Page
		F	S	R					
Assault Pelican	4	12	11	11		3	Vehicle (Flyer, Hover)	1 Assault Pelican	22

Wargear:

- Spartan laser
- Two twin-linked HMGs
- Heavy autocannon

Special Rules:

- Strafing Run

Transport capacity: Same as Pelican, but may not transport Infantry.

Options:

- May take items from the **Vehicle Gear** list.

Mongoose Squad

64 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Mongoose	3	3	3	4	1	3	1	7	5+	Bike	5 Mongooses	24
Mongoose Sergeant	3	3	3	4	1	3	2	8	5+	Bike (Character)	1 Mongoose Sergeant	

Wargear:

- UNSC BDU
- Assault rifle
- Frag grenades

Special Rules:

- Dust and Echoes
- Folks Need Heroes
- Scout

Options:

- May include up to six additional Mongooses *9 pts/model*
- Any model may exchange their assault rifle for a battle rifle..... *2pts/model*
- The unit may take MMGs..... *11 pts/model*
- If the squad numbers less than twelve models, two Mongooses may each take one item from either the **Special Weapons** or **Power Weapons** list.
- If the squad numbers twelve models, two Mongooses may take one item from the **Special Weapons** list each and two Mongooses may take one item from either the **Special Weapons** or **Power Weapons** list.

Hornet

70 Points

	BS	Armor				HP	Unit Type	Unit Composition	Page
		F	S	R					
Hornet	3	10	10	10		2	Vehicle (Flyer, Hover)	1 Hornet	25

Wargear:

- Twin-linked heavy autocannon
- Two missile pods

Note: Sponson-mounted weapons fire independently of the Hornet's main systems.

Options:

- May take up to two more Hornets in a formation..... *70 pts/model*
- May take items from the **Vehicle Gear** list.
- May take up to two sponson-mounted:
 - battle rifles..... *3 pts/each*
 - sniper rifles..... *9 pts/each*
 - rocket launchers..... *15 pts/each*
 - Spartan lasers..... *20 pts/each*

Sparrowhawk

120 Points

	BS	Armor				HP	Unit Type	Unit Composition	Page
		F	S	R					
Sparrowhawk	4	11	11	11		2	Vehicle (Flyer, Hover)	1 Sparrowhawk	26

Wargear:

- Spartan Laser
 - Two twin-linked medium autocannons
- Special Rules:**
- Strafing Run

Options:

- May take up to two more Sparrowhawks..... *120 pts/model*
- May take items from the **Vehicle Gear** list.

Fast Attack

Warthog						40 Points		
	Armor				HP	Unit Type	Unit Composition	Page
	BS	F	S	R				
Warthog	3	11	10	10	2	Vehicle (Fast)	1 Warthog	27

Wargear:

- LAAG

Options:

- May take up to two more Warthogs..... 40 pts/model
- May take items from the **Vehicle Gear** list.
- May exchange the LAAG with a rocket pod..... 30 pts/model
- May exchange the LAAG with a Gauss cannon..... 30 pts/model
- May exchange the LAAG with a missile pod..... 20 pts/model



Apocalypse

This section details units that were the models made, they would be Forgeworld exclusives. The Mammoth and HRUNTING Mk II are Lord of War choices. The Onager, Scythe, Wolf Spider, and Missile Battery are Heavy Support choices.



Mammoths



	BS	Armor			SP
		F	S	R	
Mammoth	4	14	13	13	13

In order to combat Scarabs on land, the UNSC created the Mammoth. It is massive, lumbering, heavily armed, and heavily armored like the Scarab, given a mini-MAC to destroy Scarabs (and even Forerunner weaponry), and two MLRS turrets to fight off opponents, this is the only known ultra-heavy land vehicle the UNSC has. It appears that the UNSC developed it because there are some places Scarabs can go that cannot be reached by spacecraft and thus needed a land countermeasure.

	S	AP	Range	Type
Mini-MAC (Blast)				Heavy 1, Massive Blast, Primary Weapon
(Shot)	D	1	120"	Heavy 1, Primary Weapon

Options:

- May take items from the **Vehicle Gear** list.

The Mammoth is also a command center/troop transport. It can carry multiple Warthogs and Mongooses safely into battle as escorts.

Point Cost: 650 points.

Unit Type: Superheavy Vehicle (Tank, Transport), Lord of War.

Wargear: One mini-MAC, two twin-linked missile pods.

Transport:

Transport capacity: 30 infantry models. Up to two Warthogs. This unit may not transport models with the Very Bulky or Extremely Bulky special rules except said Warthogs.

Access points: One at the front and one at the back.

Fire points: Ten on left, ten on right.

HRUNTING Mark II

Little is known about the HRUNTING/YGGDRASIL Mark II Armor Defense System. All that is known is that it was developed at some point before 2539. It has been colloquially known as the Cyclops Mark II as well as the Mark II [D] Armor System. It can kneel to allow the pilot easier access. Its purpose, like the Mammoth, was to counter Scarabs. Its proof-of-concept design led to future iterations of the HRUNTING ADS, namely the Mk. IX Mantis.

HRUNTING missile launcher	S	AP	Range	Type
	9	2	96"	Ordnance 5, Large Blast, Primary Weapon
Heavy chain gun	8	3	72"	Heavy 14, Primary Weapon

Point Cost: 800 points.

Options:

Unit Type: Superheavy Walker, Lord of War

- May take items from the **Vehicle Gear** list.

Wargear: HRUNTING missile launcher, heavy chain gun.

	WS	BS	S	I	A	Armor			SP
						F	S	R	
HRUNTING Mark II	3	4	10	3	1	13	13	12	5



Onager

	BS	Armor			HP
		F	S	R	
Onager	4	11	11	10	4

Mass driver	S	AP	Range	Type
	D	1	120"	Heavy 1, Mass Driver

The Mark 2488 and 2551 magnetic accelerator cannons (a.k.a. the Onager) fire a 15 cm round with up to 1.1 gigajoules of energy via five magnetic coils arranged in a line. The weapon is generally operated by a person sitting in the booth next to the barrel, but can be used remotely when no one trained to use it is present.

The weapon is slow to fire, but it is still enough to hold off a Covenant air mobile force and is capable of destroying a CCS-class battlecruiser with one shot.

Onagers may be deployed and operate independently of one another and still be part of the same unit.

Point Cost: 100 points.

Unit Type: Automated Artillery, Immobile.

Wargear: Mass driver.

Mass Driver: If the target hit by the mass driver is penetrated without any successful saves, the round will keep going in a straight line, hitting all units in its way, until a successful save is made or until the maximum effective range of the weapon. Hitting a Void-Shielded target counts as a save but automatically removes d3 Void Shields.

Options:

- May take items from the **Vehicle Gear** list.
- May take up to two more Onagers..... 110 pts/model



Wolf Spiders



For those who have trouble remembering the full name of this platform, you may call this the Wolf Spider. The Wolf Spider can be used to defend an area from enemy ground and air forces, but only ONI uses them and only in sites of critical importance.

Wolf Spiders are special in that they seem impervious to everything. The 10,000 round drum machine gun is mounted on a robotic arm that when damaged retreats into the emplacement for repairs. It must be manually reactivated.

Unit Type: Automated Artillery, Immobile.

Wargear: Spider gun.

Special Rules:

Killswitch: When the Wolf Spider loses its hull point, it is not destroyed. Instead, it is unable to shoot until a friendly infantry model is in base to base contact with it at the beginning of the movement phase of the owner of either the infantry model or the Wolf Spider. When the above conditions are met, the Wolf Spider recovers all of its hull points and may fire again.

	BS	F	Armor			HP
			S	R		
Wolf Spider	3	10	10	10		1

Spider gun	S	AP	Range	Type
	4	6	36"	Heavy 5

Wolf Spiders may be deployed and operate independently of one another and still be part of the same unit.

Options:

- May take up to four more Wolf Spiders..... 40 pts/model **Point Cost: 40 points.**

Missile Battery

This is a SAM missile battery primarily used by the UNSC army. Two of these batteries are capable of crippling a Covenant corvette, so they must fire powerful warheads capable of puncturing both the hull and possibly the shielding.

Missile Batteries may be deployed and operate independently of one another and still be part of the same unit.

	BS	F	Armor			HP
			S	R		
Missile Battery	4	11	11	11		3

High-yield missiles	S	AP	Range	Type
	8	3	84"	Heavy 3

Point Cost: 75 points.

Unit Type: Automated artillery, Immobile.

Wargear: High-yield missiles.

Options:

- May take items from the **Vehicle Gear** list.
- May take up to two more Missile Batteries..... 75 pts/model

Special Rules: Skyfire.



M71 Scythes



	BS	Armor			HP
		F	S	R	
M71 Scythe	4	12	12	12	3

Scythe gun	S	AP	Range	Type
	6	4	42"	Heavy 5, Skyfire

Options:

- May take items from the **Vehicle Gear** list.
- May take up to two more M71 Scythes..... *70 pts/model*
- May take a rocket launcher..... *15 pts/model*

The Scythe is generally networked as part of an automated tracking system or an AI, but can be manned by an operator. One of these can defend a base from Covenant aircraft and two or three can shoot down shielded spacecraft such as Seraphs and Spirits.

Insurrectionists also use Scythes on Venezia. It is unknown if they are are used by Insurrectionists on other planets.

Point Cost: 70 points.

Unit Type: Automated Artillery, Immobile.

Wargear: Scythe gun.

Formations

Tip of the Spear

Point Cost: 40 + models

Formation Type: Armoured Spearhead

Composition: 4 Scorpions, 1 Mongoose (yes, just one), 2 Pelicans, 9+ Warthogs

Special Rules: Interceptor

Sharpened: You may call down one MAC strike (see: [Captain](#)) per turn. It is treated as though it was fired by your Warlord when determining Scatter, but is otherwise fired by a non-entity.

Molon Labe: For the first turn of the game, you choose whether units in this Formation have the Skyfire special rule.

Hoplite Phalanx

Point Cost: 75 + models

Formation Type: High Command

Composition: 1 Spartan II, 3 or more Spartan III units, 3 or more Spartan IV units.

Restrictions: The Spartan II must be your Warlord. No unit in the formation may be more than 6" away from another unit in the formation.

Special Rules: And They Shall Know No Fear, Fear, Feel No Pain, Relentless

Fight in the Shade: Units in the Formation may fire on Flyers within 24" at their full Ballistic Skill.

This is Where We Fight: If a unit in the Formation already had the Feel No Pain special rule before entering the Formation, it is improved by 1. The Feel No Pain special rule is applicable against wounds that cause Instant Death, but not against Strength D weaponry.

This is Where They Die: The Formation's Fear special rule is not ignored by units with the And They Shall Know No Fear special rule unless they are from an Armies of the Imperium Codex.

Spartans Never Die: The Spartan II has the Spartans Never Die **Warlord Trait**.

They Just Go Missing In Action: Your opponent does not gain victory points for destroying units in the formation.

It's Raining Men

Point Cost: 30 + models

Formation Type: Battle Formation

Composition: 7 or more fully reinforced ODST units.

Restrictions: All of the ODST units must be equipped with HEVs.

Special Rules:

Hallelujah: You can Deep Strike starting on Turn 1. Units in the Formation always come in, no need to roll for entry, for up to D3 units in the Formation per turn. Units in the Formation only scatter 1d6 inches.

Feet First Into Hell: Your opponent cannot use the Interceptor rule to fire upon units in the Formation.

“Reclaimer, your race is but a shadow of its former glory. Why the Lifeshaper and the Isodidact want to help you re-attain it is beyond me, but I shall aid you nonetheless. Let’s begin with those pathetic excuses for guns.”

-16807 Deviant Vector



ES







Killzone: Codex Operatives

The following section outlines a UNSC module for the fan-created skirmish-based game *Special Operations: Killzone*. This used to be found at galaxyinflames.blogspot.com and is meant for smaller games (generally 250 points) and alternate mission objectives. Please refer to that game for its rules.

Teams purchase individual models from the Troops, Elite, Fast Attack, and Heavy Support unit selections in this Codex. There is no minimum number of models required to unlock special or Power Weapons options.

Any upgrade item that affects an entire unit will use the standard 6 inches Area Effect rule in the basic *Special Operations: Killzone* rulebook.

No model may Deepstrike or Teleport unless the specific mission explicitly allows an exception.

Dual-purpose: Frag grenades count as both assault and anti-armor grenades in the *Special Operations: Killzone* rulebook. They are considered assault grenades against infantry and anti-armor grenades against vehicles.

Fireteam: In the case where when normally all models in a unit have to purchase the same equipment or armor ability, you may have as many or as few in the same unit purchase whichever armor ability or equipment you please. You are still limited to one armor ability per model, however.

Collector's item: Spartan IVs may use armor abilities from the Covenant Remnant, Sangheili, and Sentinel Codexes.

Available Army List: A team may purchase individual models from the codex using only the selected entries listed below. Vehicles may still be purchased as outlined by the *Special Operations: Killzone* rulebook.

ODST Team

0-1 ODST Sergeant

Spartan III Team

0-1 Spartan III Leader

Spartan IV Team

0-1 Spartan IV Leader

Marine Squad

0-1 Marine Sergeant

Hellbringer Squad

0-1 Hellbringer Sergeant

Mongoose Squadron

0-1 Mongoose Sergeant



Profiles

HQ											
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Avery Johnson	5	5	3	3	3	4	3	10	5+	In (Ch)	43
Captain	3	4	3	3	2	3	3	9	5+	In (Ch)	13
Edward Buck	4	5	3	3	3	3	3	9	4+	In (Ch)	44
Engineer	2	0	3	2	2	2	1	8	3+	In (Ch)	18
Ghost	4	5	5	5	4	3	2	10	2+	In, Jp (Ch)	43
John Forge	5	5	3	3	2	3	4	10	5+	In (Ch)	45
Sarah Palmer	4	5	4	4	3	4	2	9	3+	In (Ch)	46
Sergeant Major	4	5	3	3	3	3	3	10	5+	In (Ch)	12
Spartan 051	5	5	4	4	3	4	3	10	4+	In (Ch)	41
Spartan 117	5	6	4	4	3	4	4	10	3+	In (Ch)	40
Spartan B312	5	6	4	4	3	4	3	10	3+	In (Ch)	42
Spartan II	5	5	4	4	3	4	3	10	3+	In (Ch)	16
Spartan IV Officer	4	5	4	4	3	4	2	9	3+	In (Ch)	17

Troops											
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Hellbringer	3	3	3	3	1	3	1	7	4+	In	20
Hellbringer Sergeant	3	3	3	3	1	3	2	8	4+	In (Ch)	20
Marine	3	3	3	3	1	3	1	7	5+	In	19
Marine Sergeant	3	3	3	3	1	3	2	8	5+	In (Ch)	19

Elites											
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Cyclops	3	3	5	5	2	2	2	8	3+	In	28
Cyclops Sergeant	3	3	5	5	2	2	3	8	3+	In (Ch)	28
ODST	3	4	3	3	1	3	1	8	4+	In	29
ODST Sergeant	3	4	3	3	1	3	2	8	4+	In (Ch)	29
Spartan III	3	4	4	4	1	4	1	8	4+	In	31
Spartan III Leader	3	4	4	4	1	4	2	8	4+	In (Ch)	31
Spartan IV	4	4	4	4	1	4	1	9	3+	In	32
Spartan IV Leader	4	4	4	4	1	4	2	9	3+	In (Ch)	32

Fast Attack											
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Mongoose	3	3	3	4	1	3	1	7	5+	Bike	24
Mongoose Sergeant	3	3	3	4	1	3	2	8	5+	Bike (Ch)	24

Heavy Support											
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Mantis	3	4	6	6	5	2	1	9	3+	Mc	33

Vehicles							
		Armor					
	BS	F	S	R	HP	Unit Type	Pg
Assault Pelican	4	12	11	11	3	Fl, T, H	23
Cobra	4	11	11	11	3	Tk	13
Cougar	3	11	11	10	3	T, Tk	21
Elephant	3	14	14	14	4	T, Tk, Hv, O	22
Grizzly	4	14	13	13	5	Tk, Hv	34
Hornet	3	10	10	10	2	Fl, H	25
Pelican	3	11	10	10	3	Fl, H	23
Rhino	4	13	12	12	3	Tk	36
Scorpion	3	12	11	11	3	Tk	32
Sparrowhawk	4	11	11	11	2	Fl, H	26
Vulture	4	12	12	12	3	Fl, H, Hv	38
Warthog	3	11	10	10	2	F, O	27
Wolverine	3	11	11	10	3	Tk	39

Melee Weapons			
Weapon	S	AP	Type
Plasma Cutter	6	2	Melee, Armorbane
Servo-fists	User x2	2	Melee

Ranged Weapons				
Weapon	Range	S	AP	Type
Assault carbine	15"	3	6	Assault 4, pinning
Assault rifle	18"	3	6	Assault 3
Battle rifle	24"	4	6	Rapid fire
DMR	30"	3	6	Rapid Fire
Flamer	Template	4	5	Assault 1
Gauss cannon	60"	8	1	Heavy 1, Lance
Grenade Launcher	24"	4	5	Assault 1, blast
Heavy autocannon	48"	8	4	Heavy 2
Heavy flamer	Template	5	4	Heavy 1
Heavy grenade launcher	36"	5	4	Heavy 1, blast
Heavy missile launcher	42"	7	4	Heavy 3
Heavy MLRS	24-48"	8	3	Heavy 6
Heavy rocket launcher	36"	8	3	Heavy 2
Heavy tank cannon	72"	8	3	Ordnance 2, Large Blast
HMG	36"	5	6	Heavy 3
Hydra	36"	5	4	Rapid Fire, Ignores cover
LAAG	42"	5	5	Heavy 4
Light autocannon	48"	6	4	Heavy 4
Light rail cannon	60"	8	1	Heavy 1
LMG	36"	3	6	Heavy 3
Lucifer gun	36"	6	4	Assault 6, Rending
Magellan cannon	72"	10	2	Heavy 1
Magnum	15"	4	5	Pistol
Medium autocannon	48"	7	4	Heavy 2
Missile pod	36"	7	4	Assault 3, lock-on
MLRS	48"	8	3	Heavy 2
MMG	36"	4	6	Heavy 3
Pistol	12"	3	6	Pistol
Rail cannon	72"	10	1	Heavy 1
Railgun	30"	6	1	Assault 1
Rocket Launcher	48"	8	3	Heavy 1, lock-on
Rocket Pod	36"	8	3	Assault 2
Shotgun	12"	4	-	Assault 2
SMG	18"	3	-	Assault 4, Pistol
Sniper rifle	36"	X	4	Heavy 1, sniper
Spartan laser	48"	9	2	Heavy 1
Stanchion Rifle	48"	X	1	Heavy 1, sniper
Sticky detonator	18"	5	5	Assault 1, blast
Tank cannon	60"	8	2	Heavy 1
Grapeshot		5	4	Heavy 1, Large Blast
Zeus Cannon	84"	9	2	Ordnance 1, 10" Blast

*"When I die, please bury me deep! Place
an MA5 down by my feet! Don't cry for
me, don't shed no tear! Just pack my
box with PT gear! 'Cuz one early
morning 'bout zero five! The ground
will rumble, there'll be lightning in
the sky! Don't you worry, don't come
undone! It's just my ghost on a PT
run!"*

Author's Notes

Welcome to the author's notes section. I am your host, Lord Radical. I suppose I should start with why I'm doing this stupid thing in the first place. A friend of mine linked me to the website 1d4chan's Halo page thinking I would get buttthurt over the low stats the Spartan IIs had in-game as defined by "experts". He was half-correct. I was buttthurt by the stats. However, I read through the rest of the page and noticed that while the people who wrote the page (completely justifiably) said that many a Halo fan have unhealthy butt love for the franchise, the Warhammer fans who made the page were equally guilty of said butt love towards Warhammer 40,000 without any acknowledgement of the hypocrisy. I don't care what the Emperor promised you, a Spartan laser is more deadly than a hotshot lasgun. S4 AP4 my ass. Although considering the nature of 1d4chan as I've experienced it, it is possible (and likely) that the stats have changed on the page. So, yeah take that with a grain of salt about the butt-devastatingly low Spartan II stats I mentioned.

It was then that I set out to see if other people had made Codexes of various other settings (Halo, Starcraft, Starship Troopers, Mass Effect, etc.). I never found many, but I did find two or three UNSC Codexes and one or two Covenant Codexes. I found all of them unsatisfactory. Either they were broken (WS 4 BS 4 UNSC Marines, ha) or too weak (Spartan IIs having a 4+ armor save being the most common one). On top of that, all of them were out of date, the most updated one being at around the time of Reach's release and there was only one in that variety that I could find. "So," I thought, "I'll make my own!" And so I did. I don't know how long it took, but I'm guessing it was upwards of 120 hours to research, gather images, write out sections, stat units, stat weapons, decide what weapons the UNSC should have and what should be left for the Insurrection to give them their own identity, and anything else I couldn't think of to put here that went into this Codex. You may be thinking "Yours is going to be out of date soon enough, Radical. What makes you special?" To which I say, nothing. I'm not special. BUT, I want to keep this supported. I think I'm going to update it once every year a month or so after whichever Halo game comes out if something new comes up (a new weapon, soldier type, or vehicle).

Finally, I wish to thank you, the readers, for reading my crappy Codex. I'm sure there's something I didn't put in that you wanted or you disagree with me on a stat or point value, but I made this with the best of my knowledge of Halo and understanding of Warhammer 40,000.

To the people whose fan-created art I used in this Codex without asking:

I will put your user name and what website I found your username and image on in the credits section. I am aware that not asking people to use their work is impolite, but I have created a module for a game made by Games Workshop inspired by a science fiction franchise owned by Microsoft. Without either of those companies' permission. While I dislike being rude, your blessing is not very high on my list of priorities.

Well, without much further ado, here comes the Director's commentary for the Codex and its units. Not all of the units will be covered, but the big ones (the ones you probably wanted to see most) will be.

Warlord Traits: Spartans Never Die is one I knew I had to put in. In fact, I put down the name as the first thing and then came back to it after I thought of a trait to go with the name.

Army Special Rules: It's bonding knives. I'm not even going to try and hide it. Dust and Echoes is just bonding knives. I was trying to make something similar to bonding knives but not quite the same but I kept winding up with Stubborn and that's not what I wanted.

Spartan II: Oh boy, here we go. *Drinks* This is what I think is right considering canonical and in-game abilities, Warhammer 40,000 research and gameplay observations concerning ludo-narrative dissonance, Force Organization choice, and gameplay balance. This is probably the reason quite a few of you are here, isn't it? I see a lot of Spartan IIs with toughness 3. Why? These guys have crystalline skeletons and obscenely tough muscle/dermal tissue; you mean to tell me that's not enough to be toughness 4? Toughness 5 is a bit outrageous (and I have seen a Spartan II profile with it one time), but these guys have every right to be toughness 4. The MJOLNIR armor is another thing that rubs me the wrong way. A lot of places say 4+ armor save, 6+ invulnerable save and some of them don't even take the shield into account. I've seen one or two with a 2+ save and that's ridiculous in itself, but I think a 3+ save is fair considering what MJOLNIR armor can handle. Sure it can't handle tank cannons, but neither can power armour. Both are capable of protecting against autocannons, though. The only thing I'm not happy about is their lack of usefulness as a commanding unit. The Spartan II's just a beatstick with an inspiring presence. Then again, I suppose there are other units that are just beatsticks like Shas'Os or Warbosses.

The reason I made Spartan IIs an HQ is because there aren't that many of them. There were only ever 33 full successes and of those 33 only 8 are still alive. That's rare, that's an HQ choice if not each one being a special character. I know I'm not going to make everyone happy with the stat choices these guys have, but I'm happy with them.

Marines: I'm rather proud of this unit, honestly. The unit composition (7-14 Marines) and price (7 points per model) as troops choices make it nigh-impossible to run a horde army like Guardsmen. I always thought 7 points was a bit cheap for what they get, but everyone I talked to said 8 was too expensive concerning their stats and guns. I want UNSC players to feel outnumbered fighting the other races despite your troop units costing very little. You'll probably lose a ton of Marines unless you play smart, but I also made them hard to break. They're not cowards and they know what's at stake. Dust and Echoes and Folks Need Heroes were made for these guys. I also considered making their armor save this weird 4 ½ + thing where against kinetic and explosive weapons it was a 4+ and against energy weapons, fire, etc. be a 5+ but scrapped it because that's a little too complex.

Cougars: I know they were cut out of the final Halo Wars game, but these guys need an APC. This did the job.

Hornets: I anguished for a while whether to make them a fast skimmer or a full flyer since it's made of tissue paper and duct tape. I didn't include the Falcon because this was getting vehicle-heavy as it was and I feel the Hornet is more iconic in the series because it's been used in taking down Scarabs.

Warthogs: This vehicle has the most unit-unique weapons in the entire Codex. So many, I couldn't even include them on the page! I tinkered with the idea of the Warthog APC, but it got too complex for dudes to get in and out of the thing and yeah I don't even know how to begin to do the APC bit. Maybe I'm just stupid.

ODSTs: I basically ripped and modified the statline for Stormtroopers for these guys, since they're so similar.

Spartan IIIs: Roughly as strong, durable, and quick as a II, but not as well trained or well-equipped. Finally figured out a "not as good as MJOLNIR but better than ODST" compromise. Re-rollable armour saves! I am a genius.

Mantises: Ah, the Mantis. I wanted to like it. I really did, but I just can't for some reason. Anyway, this is the obligatory 6th Edition monstrous creature that you just gotta have.

Grizzlies: This thing's a beast, and I wanted it to show. I'm not lying; a Grizzly under certain circumstances can withstand a MAC strike (although the MAC probably rolled a 1). It's a good tank, and its stats are inspired by (although slightly better than) the Leman Russ tank.

It has come to my attention the Grizzly is a lot more survivable than I previously thought. And bigger. Jesus, this thing's big. It's bigger than the Spartan Assault Tank FFS.

Vultures: I am aware this thing is rather cheesy, but I think its points cost and its low mobility make up for it. The heavy MLRS is deadly to the point of cheese, but it's only usable once per game and I'd use it against vehicles or MEQs that are *really* pissing you off.

Spartan 117: I've made some changes since the last edition of this Codex to make him feel more like a legendary soldier. He is the "Primarch" of the UNSC, but the original intention as to be the best of the Spartans. EW and IWND were 1d4chan's idea, Fleet is something he should have, he's "THE Demon" so he has Fear, he's headstrong (DtW), etc.

Dead Characters: You may be aware that while I kept a lot of the weaponry, technology, and armor as up to date in the timeline as possible, there are dead characters. Well, here's the thing. I really did want to keep only characters who were alive during Spartan Ops and after in the Codex and have the dead characters be dead. "But," I thought, "Then I can't have Noble Six, Ghost, or essentially any of the cooler characters."

Spartan 051: I used to have Jun in this Codex, but couldn't give him enough of an identity as an HQ choice to justify keeping him after I thought of adding Kurt, and I wanted to keep the named characters list manageable. The number I have is good enough. Anyway, I wanted a "Spartan III" HQ choice so here he is.

Spartan B312: Ah, Noble Six. This one was pretty easy to make. Take a Spartan III, give them Chief's stats, take away his luck, and make them a loner.

Ghost: Some of you may feel that Ghost is "cheesy" or "beardy" or "overpowered." Good. You're essentially giving away a victory point by taking him, he'd better make it back.

Edward Buck: I needed an ODST troop-maker and Buck is the perfect choice. I'd put in the rest of the Squad but again, too many HQs/special characters

Avery Johnson: The big man himself. I wanted his special rule to be something where you think "This seems like it can be useful but I'd have to be kind of lucky for it to work out." Hey, if so much as one dude survives the "You're One Lucky Marine!" phase, it was worth it.

Sarah Palmer: Like Buck, I wanted a Spartan IV character that could turn their force into troops. Yeah, it undermines the point of taking Marines or Hellbringers but it's something to try and variety's nice.

UNSC guns: The identity I wanted to give UNSC guns is armor piercing ammo. It does the same damage as an autogun in the game, but with the added benefit of piercing armor.

Rocket launcher/missile pod: The idea for lock-on was that it does have guidance, so I put that in. I made it the same price as a regular missile launcher in 40k because the rocket launcher does not have a blast in this Codex. The lack of versatility makes up for the anti-air.

MJOLNIR armor: I think a 3+ armor save and 5+ invulnerable save are fair for both representing Halo fairly and more importantly, game balance. A 4+ invulnerable save is a tad much and a 6+ save of any variety brings the thought "this is pathetic." Now, the save for the Headhunters is 6+ because it's not as good as MJOLNIR's, and it's kind of supposed to be pathetic. I made the Mk V, Mk VI, and Gen 2 all the same system because there doesn't seem to be much difference among their protective abilities. I didn't include the Mk VII because we are not fully privy to its abilities, simply its specifications. The Marks are differentiated in their unit profiles by their options. Mk VI can't take armor abilities, Gen 2 doesn't use equipment, etc.

Equipment/armor abilities: I wanted to only include the equipment and armor abilities that were actually made by the UNSC.

Mammoths: Considering my only knowledge of the Mammoth comes from Halo 4 and Halo Nation, I had to pull a lot out of the dark on this one. I know the Mammoth is nigh-invulnerable, so it has high armor and a lot of hull points. It's balanced (I hope) by lacking shielding of any variety, so your various strength D guns will take it down before too long. I know the Mini-MAC can wreak havoc and shoot stuff in low orbit, so it's S D AP 1 120" Heavy 1. I know basic physics, ballistics, and causality, so it's a massive blast (apocalyptic blast is a tad excessive).

HRUNTING Mark II: I don't know jack about this thing. I don't think anyone knows jack about this thing, so I made this unit up entirely from what I know about the Prototype, the Mantis, and what Halo Nation/Halopedia said (not very helpful, but it was something). In terms of model size, I've determined from prescribed estimates of the HRUNTING (18m tall) and cross-referencing model size and the most reliable/common estimates for in-universe size of various units (Crisis Suit, Dreadnought, Wraithknight, Riptide, Reaver Titan, etc.) I've determined the HRUNTING should be about as tall as a Warhound give or take half an inch.

Onager: Took out the IWND. More I think about it, the less it belongs. So what if it's too powerful for how survivable it is?

Units not included: I toyed with a few ideas that couldn't quite make the cut into the Codex. I thought about putting in the booster frame, but considered how it had no obvious means of lift and is meant to be an EVA vacuum vehicle so I left it out. I might put it in a future version of this Codex, but I'm leaving it out for now. As for the Wombat and Falcon, they're a bit redundant. I didn't put the Rhino in because the vehicle options were getting a tad ridiculous. Really, that's why I left a lot of things out: there was already a ton of things that could already fulfill whatever role the lesser-known variants could do. The Gremlin didn't make it because I don't know how to implement an EMP like the one it uses (as opposed to a plasma pistol).

They'll go in the ONI supplement, along with weapons like the Sound Rifle.

Other: If you noticed, some of the weapons on vehicles are not what their designated loadout would have them be as according to official Halo sources. I am aware of this, but I find many of the weapons have larger cousins (particularly the autocannon) that would unbalance the gameplay or make some units redundant. I'm mostly talking about the Hornet/Sparrowhawk dynamic, but it's also in other places.

Special Operations: Killzone- I wanted to make a Killzone outline for this because I like Killzone and know other people out there want the fun of the game without the tediousness of large-point games with the little extra fun of the objectives Killzone offers. I kept to the core of Killzone and made all infantry options available as Killzone has. I seriously hate that some asshole reported the guy who makes it and it all got taken down. You're on your own for finding it, good luck.

Kill Team: I might make a Kill Team Codex for this and future Codexes later. It looks fun enough. Never tried it, though.

Formations: I'm not proud.

Credits

Halo created by Bungie

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Special Thanks

Conceptual consultants, balance consultants, fellow players and Halo and/or Warhammer 40,000 enthusiasts.

(In no particular order)

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